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# GAME MASTERS COMPENDIUM

The Game Masters Compendium contains materials designed to help create random encounters, detail the statistics related to monsters and threats to challenge the characters, introduces a powerful expansion for the dangerous Daemon race and details random treasure rolls based on threat value and character level. This book is laid out in four different chapters, each designed to help a GM (Game Master) to flesh out the world and those who dwell in it. This book will not always roll you the perfect item for the situation, generate the perfect encounter for the day and even the monsters you select may be too little or too great of a challenge for your players. You will need to be flexible and creative and when the rules don't work fix them and move on.

## CHAPTER ONE: RANDOM ENCOUNTERS

This chapter contains tables to roll random encounters based on various terrain and locations. This chapter also has information on random weather and time of day options.

## CHAPTER TWO: MONSTROUS ENCOUNTERS

The Chapter contains detailed statistics on all of your favorite fantasy monsters. Threat value is explained in this section to help you determine foes for your charter party that are not under or over powered for their current level of play.

## CHAPTER THREE: DAEMON EXPANSION

The Chapter introduces six powerful Daemon Princes along with their statistics and information, it also introduces many new Daemon types to expand your campaign.

## CHAPTER FOUR: RANDOM TREASURE

The Chapter contains all the information you need to generate treasure based on the difficulty of the encounter and the power level of your foe. You will find all manner of gold, jewelry and magic items in this section to reward players for their hard-fought battles.

# Legends

*Of Blood and Magic*

## Chapter One: Random Encounter Tables



# RANDOM ENCOUNTER TABLES

## RANDOM ENCOUNTERS (1D6)

The following tables are used to roll random encounters to introduce threats or events to the characters, usually while traveling or between events set up by the GM. **Random encounters will happen on a roll of 1 on a 1d6.** Roll once per full day of travel. If you roll a 1 you may use the following tables to determine the time and nature of your random encounter.

### TIME CHART (1d6)

Use the time chart to determine what time of day the encounter takes place

<u>Roll</u>	<u>Time</u>
1	Early Morning
2	Mid-Morning
3	Mid-Day
4	Afternoon
5	Early Evening
6	Midnight

### WEATHER CHART (3d6)

Use the optional weather table to apply environmental conditions.

<u>Roll</u>	<u>Weather</u>	<u>Cold Climate</u>	<u>Temperate Climate</u>	<u>Desert</u>
3-11	Normal	Cold, Calm	Normal for season	Hot, Calm
12	Abnormal	Heat Wave	Heat Wave	Very Hot
13	Abnormal	Cold Snap	Cold Snap	Warm
14-16	Inclement	Precipitation (Snow)	Precipitation (rain or snow)	Hot, Windy
17	Storm	Snowstorm	Thunderstorm, snowstorm	Sandstorm
18	Severe Storm	Blizzard, avalanche	Windstorm, blizzard, hurricane, tornado	Rain

### RANDOM CONDITIONS (1d6)

Use the random conditions table for unplanned encounters.

<u>Roll</u>	<u>Condition</u>
1	Encounter surprises party
2	Encounter spots party first
3	Both sides spot each other at the same time
4	Both sides surprise each other
5	Party spots encounter first
6	Party surprises encounter

## CIVILIZED AREAS

<u>Roll %</u>	<u>Encounter</u>	<u>Notes</u>
01-03	Bandits	2d6 and leader
04-06	Merchant Caravan	2-4 wagons, 4-10 people
07-09	Mercenary Group	3d6 and leader
10-12	Herd Animals	3d6, type dependent on terrain
<b>13</b>	<b>Dire Bear</b>	<b>Lone dire bear, starving</b>
14-16	Pack of Wolves	2d6 wolves, starving or hiding
17-19	Poisonous Snake(s)	Lone or 1d6 snakes, small to medium
20-22	Traveling Priest(s) or Monk(s)	Lone or 1d6
23-25	Cultist Group	2d6 and leader (may be evil heretic)
26-28	Traveling Heretic(s)	2d6 and leader (is heretic)
29-31	Soldiers of the Realm	Patrol of 1d6 men
32-34	Hunting Party	1d6 men
35-37	Gypsy Caravan	2d6 wagons, result x5 people
38-40	Wild Horse(s)	2d6 horses
41-43	Slavers Caravan	1d6 wagons, result x2 guards + slaver
44-46	Dire Wolves	1d6 wolves, starving or hiding
47-49	Brown Bear	Lone bear, starving or hiding
50-52	War Party	1d10 x 100 men, could be camped
53-55	Runaway Youth(s)	1 or 2 young runaways from home
56-58	Knights of the Realm	1d6 knights on horseback
59-61	Numerian Artificer	Lone artificer and wonderful inventions
62-64	Noble Carriage	Noble in carriage with 1d6 guards
65-67	Traveling Bard	Lone bard, may be down on his luck
68-70	Courier	Could be injured, in a hurry or lost
71-73	Supply Caravan	2d6 wagons, result x 5 people
74-76	Dead Body(s)	Lone or 1d6 bodies, recent, clues
77-79	Traveling Scholar(s)/Sage	Lone or 1d6, could be doing research
80-82	Noble and Guards	1 noble and 1d6 guards, likely local
83-85	Poisonous Spider(s)	1d6 spiders, likely accidental encounter
86-88	Carnival Troupe	2d6 wagons, x5 people, unique people
89-91	Commoners on Pilgrimage	3d6 commoners, holy land or festival
92-94	Lone Thief	Single thief down on his luck
95-97	Escaped Criminal(s)	Single or 1d6 criminals, being hunted
98-99	Arcanist and Guard	Single arcanist and arcane warrior
100	Old Friend or Enemy	Choice of old friend or enemy

## DESERT / SAVANNAH

<u>Roll %</u>	<u>Encounter</u>	<u>Notes</u>
01-03	Bandits	2d6, could be aboriginals
04-06	Herd Animals	3d6, zebras, rhino's, elephants, etc.
07-09	Lost Travelers	1d6, natives or merchants
10-12	Poisonous Snakes	1d6, sand snakes
<b>13</b>	<b>Fire Wyrm</b>	<b>1 sand wyrm, hunting for food</b>
14-16	Pack of Hyena	2d6, starving, use large canine
17-19	Camel Herd	2d6, wild camels, non-domesticated
20-22	Merchant Caravan	1d6 wagons, result x3 people
23-25	Poisonous Spiders	3d6, accidental encounter
26-28	Pride of Lions	1d6, hungry lions, hunt at night
29-31	Mirage	Looks like an oasis
32-34	Aboriginal Hunters	2d6, hunting party
35-37	Scorpions	2d6, accidental encounter
38-40	Group of Dervish	1d6, fanatical priests
41-43	Slave Caravan	Could be lost, could be gathering
44-46	Dire Lion	1 dire lion, hungry and desperate
47-49	Gypsy Caravan	1d6 wagons, result x5 people
50-52	Dire Scorpion(s)	1 or 1d6 dire scorpions, hunting
53-55	Group of Nomads	2d6, native and likely rebels
56-58	Dire Snake(s)	1 or 1d6 dire snakes, ambush
59-61	Commoners on Pilgrimage	3d6, pilgrimage to pyramid or temple
62-64	Dire Spider(s)	1 or 1d6 dire spiders, ambush
65-67	Basilisk	1 Basilisk, lair nearby
68-70	Fire Ant Swarm	5' or 10' radius, 1 dmg/round
71-73	Sand Lizard(s)	1d6 sand lizards, relatively harmless
74-76	Sand Giant	1 Sand Giant, lair nearby
77-79	Skeleton(s)	2d6, could be escaped or controlled
80-82	Giant Scorpion	1 Giant Scorpion, hungry and hunting
83-85	Sphinx	1 Sphinx, lair nearby
86-88	Giant Sand Lizard	1 Giant Sand Lizard, hunting
89-91	Djinn	1 Djinn, lair and bottle nearby
92-94	Minotaur	Could be escaped gladiator, lair nearby
95-97	Cultist Group	2d6, leader could be heretic
98-99	Mummy	1 Mummy, lair nearby
100	Oasis	Spring or well, water, food

# DUNGEON / UNDERGROUND

<u>Roll %</u>	<u>Encounter</u>	<u>Notes</u>
01-03	Treasure Hunters	1d6, treasure hunters or adventurers
04-06	Roper	1d6, ambush
07-09	Dead Bodies	1d6, recent, could have maps/clues
10-12	Darkmantles	1d6, ambush
<b>13</b>	<b>Vampyr/Lich</b>	<b>Hunter of the underdark, accidental</b>
14-16	Black Ooze	Single, ambush
17-19	Beholder	Single, ambush or accidental
20-22	Entrance to Lost City	Long lost entrance to lost city
23-25	Nighthunter Bats	1d6, ambush hunters
26-28	Poisonous Spiders	2d6, ambush or accidental
29-31	Natural cavern to underdark	Entrance to the deep
32-34	Miners	1d6, lost, trapped, wounded
35-37	Scamp	3d6, hunting party
38-40	Cultist Group	2d6, possible secret lair
41-43	Zombies	2d6, accidental or controlled
44-46	Ratlings	2d6, scavenging party
47-49	Daemon	Single, choose type
50-52	Dire Spider(s)	1d6, ambush
53-55	Rat Swarm	5' or 10' radius, 1 dmg/round, disease
56-58	Veryn	1d6, ghost elves, scouting party
59-61	Dire Rats	1d6, scavenging, accidental
62-64	Trap	Un-sprung ancient trap
65-67	Daemon Lord	Single, accidental encounter
68-70	Dwarves	1d6, reclusive, may be city nearby
71-73	Giant Spider	Single, ambush hunter
74-76	Troglodytes	2d6, reclusive, may be lair nearby
77-79	Skeletons	2d6, accidental or controlled
80-82	Ghouls	1d6, accidental or controlled
83-85	Daemon Spider	Single, giant, intelligent, ambush
86-88	Ghost	Single, trapped, feeds on life
89-91	Glow Field	Rare glow moss field, food, alchemical
92-94	Earth Elemental	Single, free elemental, territorial
95-97	Golem/Statue	Single, animated, forgotten
98-99	Pool/River full of Fang Fish	Swarm, 2 dmg/round, sense heat
100	Secret Treasure Room	Lost treasure room

**TEMPERATE FOREST / FEY WOOD**

<u>Roll %</u>	<u>Encounter</u>	<u>Notes</u>
01-03	Bandits	2d6, could be lost or ambush
04-06	Natives or Aboriginals	2d6, reclusive, accidental
07-09	Abandoned Hunters Cabin	Stocked and in fair shape
10-12	Pack of Wolves	2d6, starving or accidental
<b>13</b>	<b>Forest Wyrn</b>	<b>Single, hunting, could be in disguise</b>
14-16	Rare herb(s) or root(s)	Small clearing of valuable roots/herbs
17-19	Dryad	Single Dryad, accidental or in trouble
20-22	Brown Bear	Single, starving or accidental
23-25	Goblyn(s)	2d6, lair nearby
26-28	Druid	Lone Druid, on patrol, accidental
29-31	Sylvan	Rare encounter, reclusive, wounded
32-34	Dire Wolves	Single or 1d6, hunting or accidental
35-37	Secret Bandit Lair	3d6 bandits, leader, could not be home
38-40	Old Sylvan Tree Fort	Old tree fort, mostly destroyed
41-43	Herd Animals	3d6, deer, antelope, pigs, etc.
44-46	Wild Boar(s)	Single or 1d6, accidental
47-49	Dire Bear	Single, starving, wounded or accidental
50-52	Fey	Choose type
53-55	Daemon	Choose type
56-58	Nymph	Single, looking for company
59-61	Plant(s)	Choose type, dangerous or magical
62-64	Centaur	1d6, rare encounter, reclusive
65-67	Settlers	2d6, lost, wounded, new settlement
68-70	Wounded Animal	Single wounded animal of chosen type
71-73	Mogg(s)	Single or 1d6, looking for trouble
74-76	Poisonous Spider(s)	Single or 1d6, accidental or ambush
77-79	Treant	Single, reclusive, very few left
80-82	Troll(s)	Single or 1d6, hunting, dangerous
83-85	Lycan	Single, could be man or beast, accident
86-88	Hunting Party	2d6, noble or common, camp, tracking
89-91	Giant	Single, rare, enjoys tormenting little folk
92-94	Old Hermit	Lonely, a little crazy, likely share meal
95-97	Daemon Wolf	Single, will attack almost anything
98-99	Poisonous Snake(s)	1d6, accidental or ambush
100	Unicorn	Rarest of encounters, good luck



## HILLS / STEPPES

<u>Roll %</u>	<u>Encounter</u>	<u>Notes</u>
01-03	Bandits	2d6 and leader, camp or hiding
04-06	Highlanders	Highland farmers, ranchers or hunters
07-09	Pack of Wolves	2d6, starving or accidental
10-12	Cave Entrance	Could be small/large, occupied or not
<b>13</b>	<b>Wyvern</b>	<b>Single or mated pair, hunting</b>
14-16	Escaped Criminal	Hiding in cave or running, being hunted
17-19	Herd Animals	Goats, sheep, elk, antelope, etc.
20-22	Ruins of Ancient Keep	Not much left, occupied or not
23-25	Giant	Single, out looking for trouble
26-28	Group of Prospectors	1d6, looking for gold, streams
29-31	Poisonous Snakes	1d6, accidental or ambush
32-34	War Party Encampment	1d10 x50 men, scouting party, camped
35-37	Cultist Camp	2d6 and leader, transient camp site
38-40	Daemon	Choose type
41-43	Mogg(s)	Single or 1d6, looking for trouble
44-46	Brown Bear	Single, starving, wounded or accidental
47-49	Group of Settlers	3d6, lost, in trouble, sick, accidental
50-52	Dire Wolves	Single or 1d6, starving or accidental
53-55	Abandoned Mine Entrance	Ancient mine, small/large, occupied
56-58	Dire Bear	Single, starving or accidental
59-61	Dire Eagle/Hawk	Single, hunting or accidental
62-64	Dire Snake(s)	Single or 1d6, accidental or ambush
65-67	Group of Miners	2d6, trapped, wounded, sick, accidental
68-70	Hidden Monastery	Old, ruined or newer and occupied
71-73	Cougar	Single, hunting or accidental
74-76	Poisonous Spider(s)	3d6, accidental or ambush
77-79	Goblin	3d6, accidental, hiding unless at night
80-82	Troll(s)	Single or 1d6, hunting, dangerous
83-85	Old Abandoned Church	Some or mostly ruined, occupied or not
86-88	Dire Cougar	Single, hunting or accidental
89-91	Druid	Single, patrolling area or accidental
92-94	Lycan	Man or animal form, reclusive
95-97	Griffon(s)	Single or mated pair, protecting nest
98-99	Heretic and followers	Leader and 2d6, hiding or accidental
100	Pegasus Roost	Single Pegasus, roost/nest, rare

**JUNGLE / RAINFOREST**

<b>Roll %</b>	<b>Encounter</b>	<b>Notes</b>
01-03	Giant Spider	Single, ambush or accident
04-06	Troupe of Monkeys	3d6, harmless, like shiny things
07-09	Dire Jungle Tiger	Single, hunting or starving
10-12	Native Shaman	Shaman and 1d6 guards, primitive
<b>13</b>	<b>Tyrannosaurus</b>	<b>Single, hunting</b>
14-16	Dire Boar(s)	Single or 1d6, hunting or accident
17-19	Jungle Tiger	Single, hunting or accident
20-22	Tribal Natives	2d6, primitive, hunting party
23-25	Plant(s)	Choose type
26-28	Bullywugs	2d6, primitive, accidental, reclusive
29-31	Insect Swarm	10' radius, 1 dmg/round, blood
32-34	Ancient Ruined Temple	Entrance, occupied or not, small/large
35-37	Silverback(s)	Single or 1d6, accidental, reclusive
38-40	Daemon	Choose type
41-43	Lizard Men	2d6, hunting party, reclusive
44-46	Poisonous Spiders	3d6, accidental or ambush
47-49	Leopard/Panther	Single, hunting, starving or accidental
50-52	Goblyn	2d6, hunting party or accidental
53-55	Wild Boars	2d6, starving or accidental
56-58	Dinosaur(s)	Choose type
59-61	Poisonous Snakes	1d6, ambush or accidental
62-64	Wild Sylvan	Single, reclusive, could be wounded
65-67	Dire Leopard/Panther	Single, hunting or accidental
68-70	Headhunters	2d6, cannibals, hunting party, primitive
71-73	Dire Snake(s)	Single or 1d6, ambush
74-76	Diseased Bodies	1d6 bodies, TN16 disease, contact or air
77-79	Dire Ape	Single, territorial, aggressive
80-82	Dire Spider(s)	Single or 1d6, ambush
83-85	Group of Missionaries	2d6, lost, wounded, sick, prisoners, etc.
86-88	Dire Constricting Snake	Single, ambush
89-91	Diseased and Abandoned Village	TN16 disease, supplies, bodies
92-94	Giant Snake	Single, hunting, unafraid of much
95-97	Shadow Cat	Single, hunting, stalking cat
98-99	Giant Insect(s)	Single or 1d6, Choose type
100	Dead Explorer	Has valuables, maps, food, water, etc.

# MOUNTAINS / HIGHLANDS

<u>Roll %</u>	<u>Encounter</u>	<u>Notes</u>
01-03	Bandit Stronghold	5d6, cave, ruins, new wood fort
04-06	Unknown Pass	Undiscovered pass, could be helpful
07-09	Herd Animals	Yak, Goats, Llama, Sheep, etc.
10-12	Group of Prospectors	2d6, stream or river, looking for gold
<b>13</b>	<b>Dragon Cave</b>	<b>True Dragon, Ancient, sleeping</b>
14-16	Daemon	Choose Type
17-19	Cave Entrance	Small/large, occupied or not
20-22	Pack of Wolves	2d6, starving or accidental
23-25	Dwarves	Single or 1d6, reclusive, rarely outside
26-28	Dire Snow Leopard	Single, hunting or accidental
29-31	Cultist Camp/Secret Lair	3d6 + leader, cave, ruins, etc.
32-34	Poisonous Snake(s)	Single or 1d6, ambush or accidental
35-37	Chimera	Single, hunting or accidental
38-40	Giant	Single, out looking for trouble
41-43	Dire Wolves	Single or 1d6, hunting or accidental
44-46	Ruins of Ancient Fortress	Small/Large, occupied or not
47-49	Group of Miners	2d6, lost, trapped, wounded, etc.
50-52	Brown Bear	Single, starving or accidental
53-55	Hidden Temple/Monastery	Small/Large, eastern monks, hidden
56-58	Dire Eagle	Single, hunting or accidental
59-61	Old Abandoned Mine	Entrance, small/large, likely occupied
62-64	Old Hermit	Lonely, hunter, trapper, knowledgeable
65-67	Griffon(s)	Single or 1d6, hunting, protecting nest
68-70	Dire Bear	Single, man killer, starving, accidental
71-73	Mogg(s)	Single or 1d6, scavenging or accidental
74-76	Flock of Blood Ravens	20' or 30' radius, 2 dmg round, swarm
77-79	Snow Leopard	Single, hunting or accidental
80-82	Abandoned Mountain Cabin	Stocked or empty, old or relatively new
83-85	Dire Snake(s)	Single or 1d6, ambush or accidental
86-88	Troll(s)	Single or 1d6, hunting, dangerous
89-91	Roc	Single, hunting or accidental
92-94	Crashed Air Ship	Relatively new, could be valuables
95-97	Monks on Pilgrimage	2d6 monks, heading for monastery
98-99	Wounded Animal	Single wounded animal, choose type
100	Winged Sylvan	Rare, wounded, xenophobic

## OCEAN / SEA

<b>Roll %</b>	<b>Encounter</b>	<b>Notes</b>
01-03	Pirate Ship	1d12 +12 + captain, fast, skilled sailors
04-06	Maiden Longship	1d8 +12 + captain, territorial, lost
07-09	Dolphins	3d10, good luck
10-12	Sprung a leak	Ship is leaking, needs to be fixed
<b>13</b>	<b>Sea Wyrn</b>	<b>Single, hunting or accidental</b>
14-16	Floating Castle	Unique, Zephyrian, rumors are true
17-19	Daemon	Choose type
20-22	Dire Eagle(s)	Single or 1d6, hunting, accidental
23-25	Floating Bottle/Treasure Map	Message in a bottle, treasure map, help
26-28	Sharks	3d10, reason to have to get in water?
29-31	Ship Wreck, Abandoned Island	Storm, wreck, small island, survival
32-34	Eastern Merchant Ship	1d8 + 12 + captain, in trouble?
35-37	Ghost Ship	1d8 + 12 + captain, undead, pirates
38-40	Hydra	Single, hunting, accidental
41-43	Ship in Trouble	Mutiny, no wind, leaking, sickness, etc.
44-46	Body Adrift	Alive or not, valuables, map or message
47-49	Normen Longship	1d12 + 12 + captain, raiders, lost
50-52	Kraken	Giant octopus, hunting, accidental
53-55	Fire	Careless sailor starts fire, dangerous
56-58	Merfolk	2d6, territorial, raiders, need help
59-61	Lost at Sea	Off course, lost, enough food & water
62-64	Mutiny	Some sailors are ready to mutiny
65-67	Merchant Ship	1d12 + 12 + captain, need help, lost
68-70	Dire Shark(s)	Single or 1d6, attack boat, uneventful
71-73	Sea Hag	Single, disguised, pretends to need help
74-76	Sick or Diseased Sailor	Sickness spreading, disease, Lycan, etc.
77-79	Slave Ship	1d12 + 12 + captain, + 5d10 slaves
80-82	Sea Goblyn(s)/Sea Devils	3d6, sea goblins, raiders, dangerous
83-85	Warship	1d12 + 12 + captain, +2d12 warriors
86-88	Wreckage	Leads to small island, what happened?
89-91	No Wind	1d6 days of no wind, extends trip
92-94	Giant	Sea giant, out looking for trouble
95-97	Albatross	Flock, good luck, young sailor kills one
98-99	Whirlpool	Giant whirlpool, sucked in, transported
100	Mermaid	Needs help, grants boon, good luck

**TEMPERATE PLAINS / GRASSLAND**

<u>Roll %</u>	<u>Encounter</u>	<u>Notes</u>
01-03	Bandits	3d6, ambush or accidental
04-06	Abandoned Watch Tower	small, occupied or not, old or ancient
07-09	Wild Horses	5d10, stock depends on location
10-12	Cultist Group	3d6, caravan, traveling, low on supplies
<b>13</b>	<b>Roc</b>	<b>Single, hunting</b>
14-16	Settlers	3d6, need help, lost, sick, accidental
17-19	Pack of Wolves	2d6, starving or accidental
20-22	Local Patrol	2d6, mounted, local soldiers
23-25	Merchant Caravan	1d6 wagons, x2 people, lost or not
26-28	Dead Body	Valuables, clues, recent, local or not
29-31	Pride of Lions	2d6, hunting, sleeping, reclusive
32-34	Dire Eagle(s)	Single or 1d6, hunting or accidental
35-37	Wounded Stallion	Single high quality wounded stallion
38-40	Flock of Blood Ravens	20' or 30' radius, 2 dmg/round, swarm
41-43	Old Abandoned Church	Small/large, occupied or not, damaged
44-46	Dire Wolves	Single or 1d6, hunting or accidental
47-49	Gypsy Caravan	2d6 wagons, x3 people, on course
50-52	Poisonous Spiders	3d6, ambush or accidental
53-55	Herd Animals	Buffalo, elk, caribou, deer, sheep, etc.
56-58	Poisonous Snakes	1d6, ambush or accidental
59-61	Daemon	Choose type
62-64	Fire Ant Swarm	10' radius, 1 dmg/round, swarm
65-67	Mogg(s)	Single or 1d6, looking for a fight
68-70	Dire Lion	Single, hunting, starving or accidental
71-73	Barbarians	1d6, plains folk, village nearby
74-76	Dire Snake(s)	Single or 1d6, ambush or accidental
77-79	Centaur	1d6, rare, reclusive, stretching their legs
80-82	Slave Caravan	1d6 wagons, x5 people, x10 slaves
83-85	Dire Spider(s)	Single or 1d6, ambush or accidental
86-88	Giant	Single, out looking for trouble
89-91	Escaped Criminal	Single, on the run, hunted, needs help
92-94	Traveling Priest(s)	Single or 1d6, traveling healers, lost
95-97	Hunting Party	1d6, noble or commoner, wounded
98-99	Daemon Wolf	Single, hunting, no fear
100	Runaway	Single, lost, hungry, youth, noble born

**TEMPERATE RIVERS / RIVER BANKS**

<u>Roll %</u>	<u>Encounter</u>	<u>Notes</u>
01-03	River Bandits	3d6, floating downstream, accidental
04-06	Body Floating Down River	Clue, information or valuables
07-09	Pack of Wolves	2d6, water hole, accidental
10-12	Group of Settlers	3d6, camp, water hole, wounded, sick
<b>13</b>	<b>Child in a Basket</b>	<b>Who is this child?</b>
14-16	Great Cat	Choose type based on area, water hole
17-19	Herd Animals	3d6, choose based on area, water hole
20-22	Escaped Criminal(s)	Single, 1d6, camp, water hole, wounded
23-25	Cultist Camp	3d6, camp, water hole, heretic leader
26-28	Poisonous Water Snake(s)	1d6, hunting, water or banks, accidental
29-31	Merchant Skiff	2d6, loaded or not, sick, wounded, etc.
32-34	Brown Bear	Single, waterhole or accidental
35-37	Bullywugs	3d6, ambush, leader, might follow
38-40	School of Razor Fish	Swarm, 2 pts/round in the water
41-43	Mercenary Camp	3d6, leader, camp, waterhole, etc.
44-46	Crocodile(s)	1d6, hunting, ambush
47-49	Maiden Taking a Bath	Who? Fey? Noble? Commoner? Etc.
50-52	River Boat with Slaves	2d6, 3d6 slaves, large river boat
53-55	Dead Animal, Poisoned River	Dead Animals upstream contaminating
56-58	Dire Wolves	Single or 1d6, waterhole or starving
59-61	Gypsy Caravan	3d6, water hole, camp
62-64	Boat with Fishermen	Single or two, fishing, accidental
65-67	Dire Crocodile	Single, ambush, accidental
68-70	Dire Great Cat	Chose type based on area, water hole
71-73	Daemon	Choose type
74-76	Lizard Men	2d6, hunting, reclusive, accidental
77-79	Merchant Caravan	3d6, camp, water hole
80-82	Fey	Choose type
83-85	Dire Bear	Single, waterhole, accidental, starving
86-88	Insect Swarm	10' radius, 1 dmg/round
89-91	Merfolk	1d6, curious, accidental
92-94	Dire Water Snake(s)	Single or 1d6, hunting, ambush
95-97	Wounded Animal	Single, choose type
98-99	Traveling Priests Camp	2d6, pilgrimage, traveling, monks
100	Abandoned Fishing Boat	Good shape, oars, medium, seats 6

## SWAMP / MARSH

<u>Roll %</u>	<u>Encounter</u>	<u>Notes</u>
01-03	Bandit Hide Out	3d6 + leader, wooden fort
04-06	Plant(s)	Choose type, monstrous plants
07-09	Poisonous Snakes	2d6, accidental or ambush
10-12	Escaped Criminal(s)	Single or 1d6, hiding, starving, lost
<b>13</b>	<b>Lonely Hag</b>	<b>Ambush, entertainment, evil</b>
14-16	Goblin	2d6, reclusive, ambush, hunting
17-19	Giant Snake	Single, ambush or accidental
20-22	Daemon	Choose type
23-25	Abandoned Skiff	Sturdy, with pole
26-28	Dire Constricting Snake	Single, ambush or accidental
29-31	Ruined Tower	Occupied or not, shelter, valuables
32-34	Sinkhole	Sinkhole, quicksand, trap
35-37	Troll(s)	Single or 1d6, hunting, dangerous
38-40	Insect Swarm	10' or 20' radius, 1 dmg/round
41-43	Dire Snake(s)	Single or 1d6, ambush or accident
44-46	Poisonous Spiders	3d6, ambush or accidental
47-49	Swamp Folk	1d6, commoners, reclusive, primitive
50-52	Bullywugs	3d6, hunting or accidental
53-55	Constricting Snake	Single, ambush or accidental
56-58	Fey	Choose type
59-61	Alligator(s)	1d6, ambush or accidental
62-64	Ratlings	2d6, hunting/scavenging, accidental
65-67	Dire Insect Swarm	20' radius, 2 dmg/round
68-70	Lizard Men	2d6, hunting party, reclusive, accidental
71-73	Mogg(s)	Single or 1d6, out looking for trouble
74-76	Dire Leeches	2d6, ambush, drain 1 END/round
77-79	Ruins of Ancient City	Occupied or not, cursed, valuables
80-82	Dire Alligator	Single, hunting, ambush
83-85	Giant Lizard	Single, hunting, ambush
86-88	Lycan	Single, reclusive, accidental, primitive
89-91	Cultist Base	3d6 + leader, wooden fort, hidden
92-94	Dire Spider(s)	2d6, ambush or accidental
95-97	Giant	Single, out looking for trouble
98-99	Hydra	Single, ambush or accidental
100	Abandoned Cabin	Stocked, shelter, resting spot

**TUNDRA / COLD FOREST**

<b>Roll %</b>	<b>Encounter</b>	<b>Notes</b>
01-03	Barbarian Raiders	2d6, ambush or accidental
04-06	Necromancers Tower	ruins, occupied or not, dark priest
07-09	Cultist Lair	ruins, 3d6, heretic leader
10-12	Pack of Wolves	2d6, hunting or accidental, starving
<b>13</b>	<b>Frost Wurm</b>	<b>Single, hunting, accidental</b>
14-16	Exiled Criminal	Single or 1d6, hiding, lost, wounded
17-19	Herd Animals	Bison, antelope, moose, etc.
20-22	Ice/Snow Covered Lake	Unaware, crack, water supply, etc.
23-25	Feral Men	2d6, wild men, primitive, superstitious
26-28	Brown Bear	Single, starving or accidental
29-31	Barbarian Hunting Party	2d6, hunting, accidental
32-34	Old Tower Ruins	Ruins, occupied or not, shelter
35-37	Daemon	Choose type
38-40	Dire Eagle	Single, hunting or accidental
41-43	Mogg(s)	Single or 1d6, out looking for trouble
44-46	Shaman	Lone or 1d6 warriors, collecting, etc.
47-49	Dire Polar Bear	Single, hunting or accidental, starving
50-52	Winter Hag	Single, lure group in, want favor
53-55	Dire Wolves	Single or 1d6, hunting, accidental
56-58	Tribal Folk	2d6, commoners, in trouble, etc.
59-61	Mammoth	Single or 2d6, accidental, grazing
62-64	Polar Bear	Single, starving or accidental
65-67	Hidden Monastery/Temple	Small, monks or dark priests, etc.
68-70	Giant	Single, out looking for trouble
71-73	Frozen Body	Valuables, clues, still alive or not
74-76	Snow Leopard	Single, stalking or accidental
77-79	War Party	1d6 x 50, rival tribes, battlefield
80-82	Wendigo	Single, cannibal, hunting
83-85	Dark Priest	Single or +2d6 followers, ritual
86-88	Dire Bear	Single, starving or accidental
89-91	Peddler	Single, save passage, in trouble
92-94	Lycan	Choose form, hunting or not
95-97	Snow Ravager	Single, mindless killer
98-99	Dire Snow Leopard	Single, stalking or accidental
100	Ancient Ruins/Shelter	Occupied or not, shelter, valuables



# Legends

*Of Blood and Magic*

## Chapter Two: Monstrous Encounters



# USING MONSTROUS ENCOUNTERS

## HORROR FACTOR

Horror Factor (HF) is a number assessed for monsters that possess a natural or magical ability to project fear. A character must make a resistance roll against the HF number or suffer a -2 penalty to all actions until the enemy or threat is defeated. A group who has defeated the same monster or creature before gains +5 to their resistance rolls.

## THREAT VALUE

The Threat Value (TV) of an encounter is based on the higher of the creature(s) HP or their highest ranked skill or power. Each creature is assigned a number found on the first chart below. A character groups Challenge Value (CV) is determined by adding up the total number of levels of each member of the group. This will give you a CV found on the second chart. The TV should not exceed the CV for a standard encounter. You may add 4 to get a difficult encounter or 8 for an extremely difficult encounter.

**MONSTER THREAT VALUE (TV)**

HP	TV	MAX SKILL/SPELL RANK
1-5	.5	1 /1
6-10	1	1 /1
11-20	2	2 /2
21-30	4	2 /2
31-40	6	2 /2
41-50	8	3 /3
51-60	10	3 /3
61-70	12	3 /3
71-80	14	4 /4
81-90	16	4 /4
91-100	18	5 /5
101+	20	5 /5

\*HP = Health Points

\*TV - Threat Level

\*MAX SK = Maximum combat skill ranks

**THE BOSS RULE:** Choose TV based on maximum combat skill rank or health points (whichever is higher)

**CHARACTER CHALLENGE VALUE (CV)**

LVLS	CV
1-2	2
3-4	4
5-6	6
7-8	8
9-10	10
11-12	12
13-14	14
15-16	16
17-18	18
19-20	20

\*LVLS = Total Group Levels

\*CV = Challenge Value

+4 for difficult

+8 for extremely difficult

### THREAT VALUE CALCULATION

1. Determine Attributes & Size (HP Value)
2. Base = HP value or highest skill/spell rank
3. +2 for special attacks (multi - +2 each add)
4. +2 for special defenses

# MONSTER

**TV:** Threat Value (number used to determine appropriate challenges for a group of characters)

**LV:** Level Equivalent (1-10)

**HF:** Horror Factor (target number to resist a -2 penalty caused by fear)

**CL:** Class (describes a broad class or type of creature)

**ENV:** Environment (describes the type of environment the creature usually inhabits)

**INI:** Initiative (number added to creature's initiative check)

**SIZE:** Size (determines how small or large the creature is)

**MOVE:** Move (number of squares creature can move as a base each round and possible multiplier)

**AR:** Armor Rating (rating of natural or other types of armor)

**HP:** Health Points (total number of health points the creature possesses)

**PP:** Power Points (total number of power points the creature possesses)

**STR: AGI: END: PRE: KNO: INT: WIL: CHA:** Attributes (mental and physical statistics)

**ATTACK:** Attack (details specific base attacks of the creature)

**DEFENSE:** Defense (details specific base defenses of the creature)

**RESISTANCE:** Resistance (details bonus for WIL based resistance checks)

**FORTITUDE:** Fortitude (details bonus for END based resistance checks)

**SPECIAL:** Special Attacks or Defenses (details unique offensive or defensive capabilities)

**SKILLS:** Skills (details skill totals, includes attribute modifiers)

**LANGUAGES:** Languages (details languages spoken by the creature)

**COMBAT SKILLS:** Combat Skills (breaks out specific combat skills of the creature)

**ABILITIES:** Abilities (details normal or magical abilities of the creature)

**LIMITATIONS:** Limitations (details limitations or weaknesses of the creature)

**SPELLS/POWERS:** Spells/Powers (details whether the creature has access to spells or powers)

**EQUIPMENT:** Equipment (details the type of equipment this creature may possess)

**DESCRIPTION:** Description (provides a short description of the creature and its habits)

## LEVEL AND SKILL BONUSES

### LEVEL AND SKILL BONUSES

Monsters are given an equivalent level based on their threat value. Their level is equal to ½ their threat value rounded down (minimum of 1). They have a base skill bonus of +1 per level modified then by the appropriate attribute for that skill. This includes combat skills. Another option when creating a threat for the party is to create a character based opponent, which will use the maximum skill rank chart as listed on page 7. This is reserved for an enemy that has been created similarly to the character, selecting attributes, skills, talents and powers.

### BOSS RULE

Singular creatures or threats the GM would like to make more difficult may possess a magic item and fate point to help make them more of a challenge to the party.

### REACH

Some creatures or weapons may have a reach bonus to extend further than a standard attack. This number, expressed as a +1, +2 or +3, represents **how many additional squares the user can threaten with an attack**. The size of a combatant determines the reach or threatened range of that combatant as illustrated in the charts below. Keep in mind that **facing still determines possible direction** of an attack.

### DAMAGE REDUCTION (DR), DAMAGE EXCEPTION (DE) and MAGIC RESISTANCE (MR)

These three secondary attributes represent a reduction in damage based on specific circumstances. DR reducing damage from a specific type or source, DE reducing all damage except a specific type or source, and MR reducing damage from all purely magical attacks (not magic weapons) and also granting a bonus to Resistance checks against spells without direct damage. See page 199 of the main book for more info.

### SIZE AND PARRY/DODGE

A defender who is at least one size category smaller than his enemy will suffer a **-1 penalty to parry** for each size category difference. A defender who is at least one size category smaller than his attacker will gain a **+1 bonus to dodge** for each size category difference.

### HEALTH AND SIZE

Health points are calculated on the END attribute and size. See below for some examples of sizes and the total health points a creature in this range may have. HP can never go below 1.

<u>Size</u>	<u>Range</u>	<u>Move</u>	<u>Avg. END</u>	<u>Base Health</u>	<u>HP</u>
T	less than 2'	6 (/3)	3	END x1/2	1
S	2' – 4'	6 (/2)	4	END x1	4
M	4' – 8'	6	5	END x2	10
L	8' – 12'	6 (x2)	7	END x3	21
H	12' – 20'	6 (x3)	9	END x4	36
G	20' – 30'	6 (x4)	11	END x5	55
C	over 30'	6 (x5)	13	END x6	78

### ARCHER

TV: 4, LV: 2, AR: 2 (leather), Health Points: 11, INI: +4, RES: +1, FORT: +1, Size: M, Move: 6

STR (5), AGI (6), END (5), PRE (5), KNO (5), INT (6), WIL (5), CHA (5)

Skills: longbow (+4, 1d8 +1), short sword (+3, 1d6), brawling (+2, 1d6), dodge (+3), stealth (+3), perception (+3), athletics (+2)

Talents: combat reflexes, weapon focus, weapon spec, point blank shot

Equipment: leather armor, longbow, 20 arrows, short sword, 1d10 ST

### ASSASSIN

TV: 4, LV: 2, AR: 2 (leather), Health Points: 13, INI: +5, RES: +1, FORT: +2, Size: M, Move: 6

STR (6), AGI (7), END (6), PRE (4), KNO (5), INT (6), WIL (5), CHA (4)

Skills: short sword (+4, 1d6 +1), crossbow, hand (+4, 1d8), brawling (+3, 1d6 +1), dodge (+4), stealth (+4), perception (+3), athletics (+3), intimidate (+1), thievery (+4)

Talents: combat reflexes (1); sneak attack (1), find weakness (1)

Equipment: leather armor, short sword, hand crossbow, 10 bolts, 2d10 ST, thieves' tools

### BANDIT

TV: 2, LV: 1, AR: 2 (leather), Health Points: 10, INI: +0, RES: +0, FORT: +0, Size: M, Move: 6

STR (6), AGI (5), END (5), PRE (5), KNO (5), INT (5), WIL (5), CHA (5)

Skills: athletics (+2), intimidate (+1), perception (+1), stealth (+1), weapon (+1), dodge (+1), brawling (+1)

Equipment: leather armor, short sword (1d6 +1), light crossbow (1d10), 1d10 CP

### BANDIT LEADER

TV: 4, LV: 2, AR: 2 (leather), Health Points: 13, INI: +3, RES: +1, FORT: +2, Size: M, Move: 6

STR (6), AGI (5), END (6), PRE (5), KNO (5), INT (5), WIL (5), CHA (5)

Skills: sword (+2, 1d8 +1), crossbow, light (+2, 1d10), brawling (+2, 1d6 +1), dodge (+2), stealth (+2), perception (+2), athletics (+3), intimidate (+2)

Talents: combat reflexes (1), find weakness (1)

Equipment: leather armor, long sword, light crossbow, 10 bolts, 2d10 CP

### BARBARIAN

TV: 2, LV: 1, AR: 2 (hide), Health Points: 12, INI: +1, RES: +0, FORT: +1, Size: M, Move: 6

STR (6), AGI (5), END (6), PRE (5), KNO (4), INT (5), WIL (5), CHA (4)

Skills: axe (+1, 1d8 +1), longbow (+1, 1d8 +1), brawling (+1, 1d6 +1), dodge (+1), perception (+1), athletics (+2), intimidate (+1), nature (+1), animal handling (+1)

Equipment: hide armor, battle axe, longbow, 12 arrows, dagger, 1d8 CP

## NON-PLAYER CHARACTERS (NPC'S)

### BARBARIAN CHAMPION

TV: 4, LV: 2, AR: 2 (hide), Health Points: 16, INI: +3, RES: +1, FORT: +3, Size: M, Move: 6  
STR (7), AGI (5), END (7), PRE (5), KNO (4), INT (5), WIL (5), CHA (5)  
Skills: axe (+2, 1d8 +3), longbow (+2, 1d8 +2), brawling (+2, 1d6 +2), dodge (+2), perception (+2),  
athletics (+4), intimidate (+2), nature (+2), animal handling (+2)  
Talents: weapon specialization, axe (1), combat reflexes (1)  
Equipment: hide armor, battle axe, longbow, 12 arrows, dagger, 2d10 CP

### BLOODBORN SOLDIER

TV: 2, LV: 1, AR: 3 (chain), Health Points: 13, INI: +3, RES: +0, FORT: +1, 2, Size: M, Move: 6  
STR (6), AGI (5), END (6), PRE (5), KNO (5), INT (5), WIL (5), CHA (5)  
Skills: athletics (+2), intimidate (+1), perception (+1), weapon (+1), shield (+1), dodge (+1), brawling (+1)  
Talents: combat reflexes (1), defensive action (1), armor training (1)  
Equipment: chain armor, broad sword (1d8 +1), arcanite shield (+3 to resist magic, DR5 parry magical  
effects), light crossbow (1d10), 1d10 CP

### COMMONER

TV: 1, LV: 1, AR: 0, Health Points: 10, INI: +0, RES: +0, FORT: +0, Size: M, Move: 6  
STR (5), AGI (5), END (5), PRE (5), KNO (5), INT (5), WIL (5), CHA (5)  
Skills: Choose 3 non-combat at + 1d6 (i.e. Animal Handling, Perception, Nature)  
Equipment: clothes, 1d6 CP

### EVIL MAGI or PRIEST

TV: 4, LV: 2, AR: 0/2 (spell based), HP: 11, Power Points: 16, INI: +0, RES: +3, FORT: +1, Size: M, Move: 6  
STR (5), AGI (5), END (5), PRE (5), KNO (6), INT (6), WIL (7), CHA (5)  
Skills: arcana or religion (+3), lore (+3), perception (+3), casting or channeling (+4), dodge (+2)  
Spells: choose 3 rank 1, 2 rank 2, and 1 rank 3  
Equipment: robes, random roll

### KNIGHT

TV: 4, LV: 2, AR: 4 (plate), Health Points: 13, INI: +3, RES: +2, FORT: +2, Size: M, Move: 6  
STR (6), AGI (5), END (6), PRE (5), KNO (5), INT (5), WIL (6), CHA (5)  
Skills: animal handling (+2), athletics (+3), diplomacy (+2), insight (+2), intimidate (+2), perception (+2),  
perform (+2), weapon (+2), shield (+2), dodge (+2), brawling (+2)  
Talents: combat reflexes (1), weapon spec (1)  
Equipment: scale armor, broad sword (1d8 +2), shield, light crossbow (1d10), 1d10 ST

### MERCENARY

TV: 2, LV: 1, AR: 2 (leather), Health Points: 12, INI: +3, RES: +0, FORT: +1, Size: M, Move: 6

STR (6), AGI (5), END (6), PRE (5), KNO (5), INT (5), WIL (5), CHA (5)

Skills: athletics (+2), intimidate (+1), perception (+1), weapon (+1), dodge (+1), brawling (+1)

Talents: combat reflexes (1)

Equipment: leather armor, broad sword (1d8 +1), light crossbow (1d10), 1d10 CP

### MERCENARY LEADER

TV: 4, LV: 2, AR: 3 (chain), Health Points: 16, INI: +4, RES: +1, FORT: +3, Size: M, Move: 6

STR (7), AGI (6), END (7), PRE (5), KNO (5), INT (5), WIL (5), CHA (5)

Skills: athletics (+4), intimidate (+2), perception (+2), weapon (+3), dodge (+2), brawling (+3)

Talents: combat reflexes (1)

Equipment: leather armor, broad sword (1d8 +2), light crossbow (1d10), 1d10 CP

### MERCHANT

TV: 1, LV: 1, AR: 0, Health Points: 10, INI: +0, RES: +1, FORT: +0, Size: M, Move: 6

STR (5), AGI (5), END (5), PRE (5), KNO (6), INT (6), WIL (6), CHA (6)

Skills: bluff (+2), craft (+2), diplomacy (+2), insight (+2), perception (+2), streetwise (+2), dodge (+1)

Equipment: clothes, dagger (1d6-1), 1d10 ST

### NECROMANCER

TV: 4, LV: 2, AR: 2 (leather), HP: 11, Power Points: 16, INI: +0, RES: +3, FORT: +1, Size: M, Move: 6

STR (5), AGI (5), END (5), PRE (4), KNO (7), INT (6), WIL (7), CHA (4)

Skills: channeling (+4), perception (+3), religion (+4), lore (+4), dodge (+2)

Spells: Select 3 rank 1, 2 rank 2 and 1 rank 3

Equipment: leather armor, evil tome, dagger, 3d10 ST, ritual components, random roll

Note: May have 1d10 skeletons or 1d8 zombies (add each addition to total TV)

### NOBLE

TV: 2, LV: 2, AR: 3 (chain), Health Points: 13, INI: +0, RES: +2, FORT: +2, Size: M, Move: 6

STR (6), AGI (5), END (6), PRE (6), KNO (6), INT (6), WIL (6), CHA (6)

Skills: animal handling (+3), athletics (+3), bluff (+3), diplomacy (+3), insight (+3), intimidate (+3), perception (+3), perform (+3), weapon (+2), dodge (+3), brawling (+2)

Talents: Alertness (1), armor training (1)

Equipment: fine clothes, jewelry (1d10 ST), longsword (1d8 +1), longbow (1d8 +1), 2d10 ST

## NON-PLAYER CHARACTERS (NPC'S)

### PIRATE

TV: 1, LV: 1, AR: 2 (leather), Health Points: 10, INI: +2, RES: +0, FORT: +0, Size: M, Move: 6

STR (5), AGI (6), END (5), PRE (5), KNO (5), INT (6), WIL (5), CHA (5)

Skills: sword (+2, 1d6), crossbow, light (+2, 1d10), brawling (+1, 1d6), dodge (+2), perception (+2), athletics (+1), nature (+1), geography (+1), sailing (+3)

Equipment: leather armor, short sword, light crossbow, 10 bolts, 3d10 CP

### SOLDIER

TV: 2, LV: 1, AR: 3 (chain), Health Points: 12, INI: +3, RES: +0, FORT: +1, Size: M, Move: 6

STR (6), AGI (6), END (6), PRE (5), KNO (5), INT (5), WIL (5), CHA (5)

Skills: athletics (+2), intimidate (+1), perception (+1), weapon (+2), dodge (+2), brawling (+2)

Talents: combat reflexes (1), armor training (1)

Equipment: chain armor, pole arm (1d10 +1), broad sword (1d8 +1), light crossbow (1d10), 1d10 CP

### THIEF (STREET RAT)

TV: 1, LV: 1, AR: 2 (leather), Health Points: 10, INI: +4, RES: +0, FORT: +0, Size: M, Move: 6

STR (5), AGI (6), END (5), PRE (5), KNO (5), INT (6), WIL (5), CHA (5)

Skills: acrobatics (+2), athletics (+1), bluff (+2), perception (+2), stealth (+2), streetwise (+2), thievery (+2), weapon (+2), dodge (+2), brawling (+2)

Talents: combat reflexes (1), sneak attack (1)

Equipment: leather armor, thieves' tools, short sword (1d6), 3 daggers (1d6-1), 1d12 CP

### TOWN GUARD/MILITIA

TV: 1, LV: 1, AR: 2 (leather), Health Points: 10, INI: +0, RES: +0, FORT: +0, Size: M, Move: 6

STR (6), AGI (5), END (5), PRE (5), KNO (5), INT (5), WIL (5), CHA (5)

Skills: athletics (+2), intimidate (+1), perception (+1), weapon (+1), dodge (+1), brawling (+1)

Talents: alertness (1)

Equipment: leather armor, long spear (1d8 +1), short sword (1d6 +1), dagger (1d6), 1d6 CP

### TRIBAL WARRIOR

TV: 2, LV: 1, AR: 2 (hide), Health Points: 12, INI: +1, RES: +0, FORT: +1, Size: M, Move: 6

STR (6), AGI (6), END (6), PRE (4), KNO (4), INT (4), WIL (5), CHA (4)

Skills: spear/javelin (+2, 1d6 +1), brawling (+2, 1d6 +1), dodge (+2), stealth (+2), perception (+1), athletics (+2), nature (+1)

Equipment: hide armor, spear, javelins, 1d10 CP



**AQUATIC, GREATER (SHARK)**

TV: 4, LV: 2, Natural AR: 2, Health Points: 23, INI: +6, RES: +1, FORT: +3, Size: L, Move: 6 (x2) swim  
STR (7), AGI (6), END (7), PRE (6), KNO (1), INT (7), WIL (5), CHA (6)

Abilities: Bite (+3, 1d10 +2 dmg), perception (+4), water/cold adaptation, stealth (+3), athletics (+4), dodge (+3)

**AVIAN, GREATER (EAGLE)**

TV: 1, LV: 2, Natural AR: 1, Health Points: 9, INI: +5, RES: +0, FORT: -1, Size: M, Move: 4/Fly 18  
STR (4), AGI (7), END (4), PRE (6), KNO (1), INT (8), WIL (5), CHA (6)

Abilities: Talons (+4, 1d6-1 dmg), Flight (move 50), perception: sight (+4), distance vision, dodge (+3)

**AVIAN, LESSER (RAVEN)**

TV: 0.5, LV: 1, Natural AR: 1, Health Points: 2, INI: +5, RES: +2, FORT: -3, Size: S, Move: 3/Fly 12  
STR (2), AGI (7), END (2), PRE (6), KNO (1), INT (8), WIL (7), CHA (6)

Abilities: Talons (+3, 1 dmg), Flight (move 30), perception: sight (+4), WIL resistance (+3), dodge (+3)

**CANINE, GREATER (WOLF)**

TV: 2, LV: 2, Natural AR: 2, Health Points: 13, INI: +6, RES: +0, FORT: +1, Size: M, Move: 8  
STR (6), AGI (6), END (6), PRE (6), KNO (1), INT (8), WIL (5), CHA (6)

Abilities: Bite (+3, 1d8 +1), perception, hearing & smell (+5), tracking scent, night vision, athletics (+2), dodge (+2)

**CANINE, LESSER (FOX)**

TV: 0.5, LV: 1, Natural AR: 1, Health Points: 3, INI: +7, RES: +0, FORT: -2, Size: S, Move: 5  
STR (3), AGI (7), END (3), PRE (6), KNO (1), INT (9), WIL (5), CHA (6)

Abilities: Bite (+3, 1d6-1), hearing & smell (+5), tracking scent, night vision, stealth (+3), athletics (+1), dodge (+3)

**EQUINE (HORSE)**

TV: 2, LV: 2, Natural AR: 1, Health Points: 23, INI: +0, RES: +0, FORT: +1, Size: L, Move: 8 (x2)  
STR (7), AGI (5), END (7), PRE (5), KNO (1), INT (6), WIL (5), CHA (5)

Abilities: Kick (+2, 1d8 +2), perception, hearing & smell (+1), athletics (+3), dodge (+1)

**FELINE, GREATER (COUGAR, PANTHER, LEOPARD)**

TV: 2, LV: 2, Natural AR: 2, Health Points: 16, INI: +7, RES: +0, FORT: +2, Size: M, Move: 8  
STR (7), AGI (7), END (7), PRE (8), KNO (1), INT (6), WIL (5), CHA (8)

Abilities: Bite (+4, 1d8+2), Claw (+4, 1d6+2), perception (+2), night vision, stealth (+3), athletics (+3), dodge (+3)

## ANIMALS

### FELINE, LESSER (DOMESTIC)

TV: 0.5, LV: 1, Natural AR: 0, Health Points: 2, INI: +9, RES: +0, FORT: -3, Size: S, Move: 5

STR (2), AGI (9), END (2), PRE (8), KNO (1), INT (6), WIL (5), CHA (8)

Abilities: Bite (+5, 1 dmg), Claw (+5, 1 dmg), perception (+2), night vision, stealth (+5), athletics (+1), dodge (+5)

### REPTILE, GREATER (CROCODILE)

TV: 4, LV: 2, Natural AR: 3, Health Points: 23, INI: +5, RES: +1, FORT: +3, Size: L, Move: 4

STR (8), AGI (5), END (7), PRE (3), KNO (1), INT (5), WIL (5), CHA (3)

Abilities: Bite (+2, 1d10+3), swim (move 8), perception (+2), night vision, stealth (+2), athletics (+5), dodge (+2)

### REPTILE, LESSER (LIZARD)

TV: 0.5, LV: 1, Natural AR: 1, Health Points: 3, INI: +6, RES: +0, FORT: -2, Size: S, Move: 5

STR (2), AGI (6), END (3), PRE (3), KNO (1), INT (5), WIL (5), CHA (3)

Abilities: Bite (+2, 1), prehensile tail, chameleon (+5 stealth), DR 5 heat, perception (+1), athletics (+1), dodge (+2)

### RODENT (RAT)

TV: 0.5, LV: 1, Natural AR: 1, Health Points: 2, INI: +10, RES: +0, FORT: -3, Size: S, Move: 5

STR (1), AGI (10), END (2), PRE (2), KNO (1), INT (8), WIL (5), CHA (2)

Abilities: Bite (+6, 1 dmg), fine motor skills, perception (+4), athletics (+1), dodge (+6)

### SERPENT, GREATER (SNAKE, CONSTRICTOR)

TV: 2, LV: 1, Natural AR: 1, Health Points: 12, INI: +6, RES: +0, FORT: -1, Size: L, Move: 5

STR (8), AGI (6), END (4), PRE (2), KNO (1), INT (6), WIL (5), CHA (2)

Abilities: Bite (+2, 1d6 dmg), Constriction (+4, 3 dmg/round), perception (+2), athletics (+2), dodge (+2)

### SERPENT, LESSER (SNAKE, VIPER)

TV: 1, LV: 1, Natural AR: 0, Health Points: 2, INI: +7, RES: +0, FORT: -3, Size: S, Move: 5

STR (2), AGI (7), END (2), PRE (2), KNO (1), INT (6), WIL (5), CHA (2)

Abilities: Bite (+3, 1 dmg + 1d6 END), perception (+2), athletics (+1), dodge (+3)

### URSINE (BEAR)

TV: 4, LV: 2, Natural AR: 2, Health Points: 31, INI: +5, RES: +1, FORT: +5, Size: L, Move: 8 (x2)

STR (9), AGI (5), END (9), PRE (6), KNO (1), INT (6), WIL (5), CHA (6)

Abilities: Bite (+2, 1d8+4 dmg), Claw (+2, 1d6+4 dmg), perception: smell (+3), athletics (+6), dodge (+2)

**DIRE AVIAN (EAGLE)**

TV: 2, LV: 2, Natural AR: 2, Health Points: 19, INI: +6, RES: +0, FORT: +1, Size: L, Move: 6/Fly 24  
STR (6), AGI (6), END (6), PRE (6), KNO (1), INT (8), WIL (5), CHA (6)  
Abilities: Talons (+3, 1d6+1 dmg), Flight (move 60), perception: sight (+4), distance vision, dodge (+2)

**DIRE CANINE (WOLF)**

TV: 4, LV: 3, Natural AR: 2, Health Points: 30, INI: +6, RES: +1, FORT: +4, Size: L, Move: 8 (x2)  
STR (8), AGI (6), END (8), PRE (6), KNO (1), INT (8), WIL (5), CHA (6)  
Abilities: Bite (+4, 1d10 +3), perception, hearing & smell (+5), tracking scent, night vision, athletics (+5),  
dodge (+3)

**DIRE FELINE (COUGAR, PANTHER, LEOPARD) – USE FOR LARGE CATS (TIGER/LION)**

TV: 4, LV: 3, Natural AR: 2, Health Points: 35, INI: +7, RES: +1, FORT: +5, Size: L, Move: 8 (x2)  
STR (9), AGI (7), END (9), PRE (8), KNO (1), INT (6), WIL (5), CHA (8)  
Abilities: Bite (+5, 1d8 +4), Claw (+5, 1d6 +4), perception (+3), night vision, stealth (+4), athletics (+6),  
dodge (+4)

**DIRE REPTILE (CROCODILE)**

TV: 4, LV: 3, Natural AR: 3, Health Points: 35, INI: +5, RES: +1, FORT: +5, 1, Size: L, Move: 6 (x2)  
STR (9), AGI (5), END (9), PRE (3), KNO (1), INT (5), WIL (5), CHA (3)  
Abilities: Bite (+3, 1d10+4), swim (move 10 burst), perception (+2), night vision, stealth (+2), athletics  
(+6), dodge (+2)

**DIRE RODENT (RAT)**

TV: 2, LV: 2, Natural AR: 2, Health Points: 11, INI: +6, RES: 0, FORT: +0, Size: M, Move: 6  
STR (5), AGI (7), END (5), PRE (4), KNO (1), INT (8), WIL (5), CHA (2)  
Abilities: Bite (+4, 1d6 dmg, 25% 1d6 END), fine motor skills, perception (+4), athletics (+1), dodge (+3)

**DIRE SERPENT (SNAKE, VIPER)**

TV: 2, LV: 2, Natural AR: 1, Health Points: 9, INI: +7, RES: +0, FORT: -1, Size: M, Move: 6  
STR (4), AGI (7), END (4), PRE (2), KNO (1), INT (6), WIL (5), CHA (2)  
Abilities: Bite (+4, 1d6 dmg + 1d6 END), perception (+2), athletics (+1), dodge (+3)

**DIRE URSINE (BEAR)**

TV: 6, LV: 3, Natural AR: 2, Health Points: 50, INI: +4, RES: +1, FORT: +6, Size: H, Move: 8 (x3)  
STR (10), AGI (5), END (10), PRE (6), KNO (1), INT (6), WIL (5), CHA (6)  
Abilities: Bite (+3, 1d10 +5), Claw (+3, 1d8 +5), perception: smell (+4), athletics (+8), dodge (+3)

## AUTOMATON

**TV:** 4  
**LV:** 2  
**HF:** NA  
**CL:** Construct  
**ENV:** Any  
**INI:** +0  
**SIZE:** M  
**MOVE:** 6

**AR:** Nat 4  
**HP:** 19 (29)  
**PP:** 5

**STR:** 8 (+3), **AGI:** 6 (+1), **END:** 8 (+3), **PRE:** 4 (-1)  
**KNO:** 2 (-3), **INT:** 5 (0), **WIL:** 2 (-2), **CHA:** 4 (-1)

**ATTACK:** Maul (+3, 1d8 +3), Pincer (+3, 1d6 +3)  
**DEFENSE:** Dodge (+3)  
**RESISTANCE:** -1, immune to mind influencing effects  
**FORTITUDE:** +4  
**SPECIAL:** None

**SKILLS:** Athletics (+7), Perception (+2)  
**LANGUAGES:** Arcane, choice of one

**COMBAT SKILLS:** Natural Attacks (+3), Dodge (+3)

**ABILITIES:** dark vision, strong natural armor, immune to mind influencing effects

**LIMITATIONS:** limited instructions or tasks it can carry out, programmed to task

**SPELLS/POWERS:** None

**EQUIPMENT:** none

**DESCRIPTION:** Automatons are created using the combination of magic and technology. These creations can be any size and are created for many purposes; however, the example above is based on a medium sized combat model. When created, they are given a small set to specific instructions or duties to carry out and they are not capable of making their own decisions or improvising. Scholars believe that the race of builders were the first to create these beings to help with mining and defense of their underground homes. Recently the scholars of Numeria have also been developing similar creations.



# AVATAR

**TV:** 20+  
**LV:** 10  
**HF:** 20  
**CL:** celestial  
**ENV:** any  
**INI:** +5  
**SIZE:** H  
**MOVE:** 6 (x3)

**AR:** 7 (+3 magical armor)  
**HP:** 240  
**PP:** 120/40 (greater power crystal)

**STR:** 15 (+10), **AGI:** 15 (+10), **END:** 15 (+10), **PRE:** 15 (+10)  
**KNO:** 15 (+10), **INT:** 15 (+10), **WIL:** 15 (+10), **CHA:** 15 (+10)

**ATTACK:** +3 H sized weapon (+23, 2d8 +10, + 1d6 secondary or other power)

**DEFENSE:** dodge (+20)

**RESISTANCE:** +19, DE 10 paragon, MR 10, see abilities below

**FORTITUDE:** +19

**SPECIAL:** See below, multi-attack (2 attacks/spells per round)

**SKILLS:** Acrobatics (+20), Arcana (+20), Athletics (+20), Channeling (+20), Diplomacy (+20), Insight (+20),  
 History (+20), Lore (+20), Perception (+20), Religion (+20), Stealth (+20)

**LANGUAGES:** All

**COMBAT SKILLS:** dodge (+20), weapon (+20)

**ABILITIES:** immortal (regenerate past POD), DE 10 paragon, MR 10, immune to fire/cold and poison,  
 immune to mind influencing effects, regeneration 1d6 HP/round

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane)

**SPELLS/POWERS:** all priest spells at rank 5

**EQUIPMENT:** magical armor weapons and items

**DESCRIPTION:** An Avatar is the physical embodiment of a deity. This is usually the result of a deity possessing the body of a loyal follower and infusing it with its own divine power. The example here represents what an avatar might look like. This process is draining on a mortal form and the deity must possess another within 1d6 weeks of his initial possession. This can vary based on the strength of the individual and the amount of power the deity uses in his borrowed mortal form.



AVATAR  
 HP BASE  
 = x10

## BANSHEE

**TV:** 10  
**LV:** 5  
**HF:** NA  
**CL:** Undead  
**ENV:** Any  
**INI:** +1  
**SIZE:** M  
**MOVE:** fly 12

**AR:** Nat 2  
**HP:** 28 (38)  
**PP:** 28

**STR:** 8 (+3), **AGI:** 6 (+1), **END:** 8 (+3), **PRE:** 2 (-3)  
**KNO:** 3 (-2), **INT:** 6 (+1), **WIL:** 8 (+3), **CHA:** 2 (-3)

**ATTACK:** Claw (+6, 1d6 +3)  
**DEFENSE:** Dodge (+6)  
**RESISTANCE:** +7 (see below)  
**FORTITUDE:** +7  
**SPECIAL:** incorporeal (50% miss chance)

**SKILLS:** Athletics (+8), Perception (+6), Stealth (+6)  
**LANGUAGES:** Arcacian, choose any

**COMBAT SKILLS:** Dodge (+6), Natural Attacks (+6)

**ABILITIES:** flight 12, incorporeal (50% miss chance), sense life 120', immune to mind influencing affects or spells, no need to eat, breathe or sleep, dark vision, immune to poison, disease, sickness, immune to critical hits, wail of the banshee (resist TN 16 or take 1 point of fatigue, free action, can be used every other round)

**LIMITATIONS:** takes 1 point of damage per round it is exposed to direct sunlight

**SPELLS/POWERS:** none

**EQUIPMENT:** none

**DESCRIPTION:** A banshee is the risen spirit of an evil woman that has committed acts of such horror in life that they are made undead to forever suffer their own torment. Their wail is an expression of this torment and their hatred of all living things. These dangerous undead creatures are often found lingering around the areas where they lived in life or near the scenes of their atrocities where children were killed or other unspeakable acts of terror occurred.



## BARGHEST

**TV:** 4  
**LV:** 2  
**HF:** NA  
**CL:** Shapeshifter  
**ENV:** Any  
**INI:** +2  
**SIZE:** M  
**MOVE:** 8

**AR:** Nat 2  
**HP:** 16  
**PP:** 13

**STR:** 7 (+2), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 6 (+1)  
**KNO:** 3 (-2), **INT:** 6 (+1), **WIL:** 6 (+1), **CHA:** 6 (+1)

**ATTACK:** Claw (+4, 1d6 +2), Bite (+4, 1d8 +2)  
**DEFENSE:** Dodge (+4)  
**RESISTANCE:** +2, DE 5 magic  
**FORTITUDE:** +3  
**SPECIAL:** see below

**SKILLS:** Athletics (+4), Perception (+3), Stealth (+4)  
**LANGUAGES:** Gobbly

**COMBAT SKILLS:** Dodge (+4), Natural Attacks (+4)

**ABILITIES:** darkvision, shape change (at will/goblin form), tracking scent, discriminatory smell, DE 5 magic, blink (teleport as move action up to 30' uses 1 PP per use), rage (when a barghest has taken any amount of damage it may elect to enter rage gaining +2 to STR and END for 6 rounds, it will take 1 point of fatigue following that time)

**LIMITATIONS:** -2 to actions in bright light

**SPELLS/POWERS:** none

**EQUIPMENT:** possible in goblin form though usually minimal

**DESCRIPTION:** A barghest is a Shapeshifting goblin that takes on a hybrid goblin/wolf form. It is unclear whether or not this is an independent species or some curse or disease; regardless many have underestimated the small goblin that suddenly transforms into a dangerous predator. Many powerful evil beings use these creatures as trackers and scouts or enlist them to serve as shock troops in goblin armies. Use Goblin template for its alternate form, when in this form, it most often transforms when it has taken any amount of damage and also may elect to enter rage.



## BASILISK

**TV:** 6  
**LV:** 3  
**HF:** NA  
**CL:** Beast  
**ENV:** Warm  
**INI:** +4  
**SIZE:** L (12' long)  
**MOVE:** 8 (x2)

**AR:** Nat 3  
**HP:** 25  
**PP:** 14

**STR:** 7 (+2), **AGI:** 6 (+1), **END:** 7 (+2), **PRE:** 3 (-2)  
**KNO:** 2 (-3), **INT:** 6 (+1), **WIL:** 6 (+1), **CHA:** 3 (-2)

**ATTACK:** Bite (+4, 1d8 +2), Claw (+4, 1d6 +2)

**DEFENSE:** Dodge (+4)

**RESISTANCE:** +3, immune to fire/heat

**FORTITUDE:** +4

**SPECIAL:** Stone Gaze (unless taking a -10 penalty for eyes closed, once per round opponent must make a WIL check at TN 12 to avoid gaze, otherwise he will be turned to a soft calcified stone state, effects wear off naturally in 1d6 days)

**SKILLS:** Athletics (+5), Perception (+4), Stealth (+4)

**LANGUAGES:** Draconic

**COMBAT SKILLS:** Bite or Claw (+4), Dodge (+4)

**ABILITIES:** Natural Armor, Immune to Heat, Stone Gaze (see above)

**LIMITATIONS:** Calcium Digestion (Must calcify prey to consume for nourishment), Cold Blooded (become lethargic when exposed to cold temperatures)

**SPELLS/POWERS:** None

**EQUIPMENT:** None

**DESCRIPTION:** A Basilisk is a large eight-legged lizard. The Basilisk lives in warm and dry areas preferring deserts and hot climates. The Basilisk's natural defense is its gaze and relies on this ability for nourishment, consuming the calcified remains of their victims. When the Basilisk's victim is turned to stone, only their flesh is changed and the Basilisk must often chew through armor or clothing using their powerful jaw muscles and sharp teeth.





## BEHOLDER

**TV:** 14  
**LV:** 7  
**HF:** NA  
**CL:** Magical Beast  
**ENV:** Underground, Any  
**INI:** +5  
**SIZE:** L  
**MOVE:** 6 (x2) hover

**AR:** Nat 3  
**HP:** 33  
**PP:** 34

**STR:** 6 (+1), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 8 (+3)  
**KNO:** 7 (+2), **INT:** 8 (+3), **WIL:** 8 (+3), **CHA:** 8 (+3)

**ATTACK:** Bite (+9, 1d8 +1), see below  
**DEFENSE:** Dodge (+9)  
**RESISTANCE:** +9, DE 5 magic, MR 5  
**FORTITUDE:** +8  
**SPECIAL:** multi-attack (6) stalks

**SKILLS:** Arcana (+9), History (+9), Insight (+10), Intimidate (+10), Lore (+9), Perception (+10), Stealth (+9)  
**LANGUAGES:** Common, Arcane, Daemonic

**COMBAT SKILLS:** Bite (+9), Eye Stalks (+9), Dodge (+9)

**ABILITIES:** Float/Fly, 360-degree sight, 10 stalks – maximum of 6 attacks per round (1. 2d6 fire, 2. 2d6 cold, 3. Pain (-1 for 1d6 rounds), 4. Drain 1d6 END, 5. Drain PP 2d6, 6. Daze (only defensive actions for 1 round), 7. Charm (for 1d6 rounds), 8. Shrink (-2 size categories for 1d6 rounds), 9. Growth (+2 size categories for 1d6 rounds), 10. Fear (for 1d6 rounds), Retribution Strike: Upon death, a beholder explodes into a 3d6 fireball in a 10' radius centered on itself.

**LIMITATIONS:** None

**SPELLS/POWERS:** None (but understand Arcana)

**EQUIPMENT:** None

**DESCRIPTION:** The Beholder is a magical beast that resembles a floating orb with a main eye and eye stalks protruding from its body. They are usually black, green or grey in coloration and their eye colors vary from almost any color imaginable. The exact origin of these beasts is unknown; however, they are often found underground and as guardians of ancient tombs or dungeons. One of the most feared of dungeon dwellers, the Beholder often rules territories and commands lesser creatures.



## BLACK OOZE

**TV:** 8  
**LV:** 4  
**HF:** NA  
**CL:** Invertebrate  
**ENV:** Underground  
**INI:** -1  
**SIZE:** L  
**MOVE:** 2 (x2)

**AR:** 0  
**HP:** 39  
**PP:** 13

**STR:** 6 (+1), **AGI:** 4 (-1), **END:** 9 (+4), **PRE:** 2 (-3)  
**KNO:** 1 (-4), **INT:** 6 (+1), **WIL:** 5 (0), **CHA:** 2 (-3)

**ATTACK:** Acid tendrils (+3, 1d8 dmg, range of 3 squares), Engulf (occupy same square, 1d8 acid dmg/round)

**DEFENSE:** Immune to slashing or piercing weapons (1 pt. of damage regardless of damage rolled)

**RESISTANCE:** +3, Special (immune to mind influencing effects)

**FORTITUDE:** +7

**SPECIAL:** multi-attack (2 tendrils per round)

**SKILLS:** Athletics (+5), Perception (+5), Stealth (+3)

**LANGUAGES:** none

**COMBAT SKILLS:** Tendril attack (+3), Dodge (+3), Engulf (+3)

**ABILITIES:** Acid form (anything organic coming in direct contact with a black ooze will take 1d10 acid damage), Ooze form (immune to slashing or piercing weapons, appear as a puddle, a cube or any shape that that would hold their volume)

**LIMITATIONS:** Black oozes avoid bright light if possible (-2 to actions in bright light)

**SPELLS/POWERS:** None

**EQUIPMENT:** None

**DESCRIPTION:** The black ooze appears as a thick black liquid, often in the shape of a puddle or filling a hole or crevasse. They can take any form that would accommodate their volume however, and often appear as a cube or other shape. Their movement is slow and ponderous and they absorb organic material they pass over, their acid digesting and consuming it. They are non-intelligent creatures that seek only to feed and their semi-solid nature allows them to stick to almost any surface, some have even been known to drop from a ceiling perch onto their prey.



## BULLYWUG

**TV:** 0.5

**LV:** 1

**HF:** NA

**CL:** Semi-Aquatic

**ENV:** fresh water, swamp

**INI:** +1 (+2 in water)

**SIZE:** S

**MOVE:** 3 (6 swim)

**AR:** Nat 1

**HP:** 5

**PP:** 10

**STR:** 4 (-1), **AGI:** 6 (+1), **END:** 5 (0), **PRE:** 3 (-2)

**KNO:** 4 (-1), **INT:** 6 (+1), **WIL:** 5 (0), **CHA:** 3 (-2)

**ATTACK:** spear (+2, 1d6 -1 dmg) \*tongue

**DEFENSE:** Parry (+2), Dodge (+2)

**RESISTANCE:** 0

**FORTITUDE:** 0

**SPECIAL:** See below

**SKILLS:** Acrobatics (+2), Athletics (+1), \*Channeling (+2), Nature (+2), Perception (+2), Stealth (+2), Thievery (+2)

**LANGUAGES:** Draconic

**COMBAT SKILLS:** Brawling (+1), Dodge (+2), Weapon (+2)

**ABILITIES:** amphibious, swim (speed 6), darkvision, tongue attack (can extend tongue up to 2 squares away, sticky adhesive to grab small items)

**LIMITATIONS:** Dehydration (Take 1 dmg every day not fully immersed in water)

**SPELLS/POWERS:** 10% chance of having 1d6 druid spells at rank one\*

**EQUIPMENT:** Spear, jewelry, random small valuables

**DESCRIPTION:** Bullywug are an amphibious race of frog men that generally inhabit warmer climes, swamps and other similar environments. They are a prolific race that lives in large pods. Bullywugs are collectors and thieves who value “shiny” objects and enjoy the hunt. They can be aggressive when threatened and if they outnumber their opponents they can be dangerous. Tribal by nature, they are usually ruled by a shaman or powerful warrior. It is a sign of wealth or influence among the Bullywug to have more possessions than a rival, especially jewelry or items of clothing, weapons and things that can be viewed on his person.



## CHIMERA

**TV:** 10  
**LV:** 5  
**HF:** 12  
**CL:** Beast  
**ENV:** any  
**INI:** +5  
**SIZE:** L  
**MOVE:** 6 (x2), fly 16

**AR:** Nat 2  
**HP:** 33  
**PP:** 16

**STR:** 7 (+2), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 8 (+3)  
**KNO:** 2 (-3), **INT:** 7 (+2), **WIL:** 6 (+1), **CHA:** 6 (+1)

**ATTACK:** multi-attack: bite (+7, 1d8 +2), bite (+7, 1d6 +2), gore (+7, 1d6 +2)

**DEFENSE:** Dodge (+7)

**RESISTANCE:** + 5, DE 5 magic

**FORTITUDE:** +6

**SPECIAL:** multi-attack (3), see below

**SKILLS:** Acrobatics (+7), Athletics (+7), Nature (+7), Perception (+7), Stealth (+7)

**LANGUAGES:** Draconic

**COMBAT SKILLS:** Natural attacks (+7), Dodge (+7), breath weapon (+6)

**ABILITIES:** fly, breath attack (+6, 1d10 in 10' cone, once every other round), rear attack (+7, 1 dmg + 1d6 END), night vision, optional claw attack (+7, 1d6 +2), DE 5 magic

**LIMITATIONS:** Multi-attack is reduced by 1 for each head incapacitated

**SPELLS/POWERS:** none

**EQUIPMENT:** none

**DESCRIPTION:** The Chimera is a hybrid combination with the body and main head of a lion, a goat head, a dragon head and a snake tail. It also has dragon wings and is a capable flyer. The origin of the Chimera is a mystery, though some scholars argue that they were created by Magi as an experimental tower guardian. Chimera prefer to open their attacks from the air with a breath attack from its dragon head, then approach melee with all heads operating in sync.



## COLOSSUS

**TV:** 20  
**LV:** 10  
**HF:** 18  
**CL:** Beast  
**ENV:** any  
**INI:** -3  
**SIZE:** C (50' tall)  
**MOVE:** 6 (x5)

**AR:** 5  
**HP:** 180 (190)  
**PP:** 15

**STR:** 15 (+10), **AGI:** 2 (-3), **END:** 15 (+10), **PRE:** 10 (+5)  
**KNO:** 3 (-2), **INT:** 3 (-2), **WIL:** 3 (-2), **CHA:** 10 (+5)

**ATTACK:** slam (+7, 2d8 +10), stomp (+7, 2d8 +10)

**DEFENSE:** dodge (+7)

**RESISTANCE:** +7, DE 5 paragon, ½ dmg from slashing or piercing, immune to mind influencing

**FORTITUDE:** +19

**SPECIAL:** see below

**SKILLS:** perception (+8)

**LANGUAGES:** understands arcacian

**COMBAT SKILLS:** natural attacks (+7), Dodge (+7)

**ABILITIES:** DE 5 paragon, natural armor of 5, location (infallible locate person or item), ½ dmg from slashing or piercing, immune to mind influencing effects

**LIMITATIONS:** simple minded and can focus only on one task at a time

**SPELLS/POWERS:** none

**EQUIPMENT:** none

**DESCRIPTION:** The Colossus is an ancient primal entity said to be the spirit of the land and at times when there is a dire threat to the land he rises to defend her. It is unclear what catalyst is necessary to bring this terrible destructive force to bear, however it is said it has only been seen twice in the recorded history of the realms. Each time it single mindedly hunts its prey destroying those who are guilty and innocent alike until it has achieved its goal. Some scholars claim that this powerful entity is connected in some way to the race of builders. It is theorized that they may have the lost knowledge necessary to summon or control this terrible creature.



# DAEMON, ARCANIC

**TV:** 8  
**LV:** 4  
**HF:** NA  
**CL:** Daemon  
**ENV:** any  
**INI:** +2  
**SIZE:** L  
**MOVE:** 6 (x2)

**AR:** Mage Armor 4  
**HP:** 27  
**PP:** 30

**STR:** 7 (+2), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 4 (-1)  
**KNO:** 7 (+2), **INT:** 7 (+2), **WIL:** 9 (+4), **CHA:** 4 (-1)

**ATTACK:** claw/bite (+6, 1d6 +2)  
**DEFENSE:** Dodge (+6)  
**RESISTANCE:** +7, DE 5 magic, MR 5, immune to fire and poison  
**FORTITUDE:** +5  
**SPECIAL:** multi-spell (2)

**SKILLS:** Athletics (+6), Arcana (+6), Casting (+6), Perception (+6), Stealth (+6)  
**LANGUAGES:** Daemonic

**COMBAT SKILLS:** Dodge (+4), Claw/Bite (+4)

**ABILITIES:** Darkvision, immunity to fire and poison, DE 5 magic, MR 5, multi-spell (bonus full action spell per round)

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 cold

**SPELLS/POWERS:** choose any mage spell at rank 3

**EQUIPMENT:** magical equipment and wealth likely

**DESCRIPTION:** The Arcane Daemon are a rare and dangerous breed with unrivaled arcane spell ability and a passion and desire for power. These powerful daemon are sought after by the daemon lords and can be valuable allies if controlled properly. Their relentless pursuit of greater power can sometimes lead them to separate from their daemon lord master and pursue their own goals. This template can be modified up to represent greater power, rank 4 spells and rank 5 spells are possible at threat values 14 and 18 respectively.



## DAEMON, BLOOD

**TV:** 6  
**LV:** 3  
**HF:** 14  
**CL:** Daemon  
**ENV:** any  
**INI:** +1  
**SIZE:** L  
**MOVE:** 6 (x2)

**AR:** Nat 2  
**HP:** 30  
**PP:** 14

**STR:** 8 (+3), **AGI:** 6 (+1), **END:** 8 (+3), **PRE:** 2 (-3)  
**KNO:** 3 (-2), **INT:** 4 (-1), **WIL:** 6 (+1), **CHA:** 2 (-2)

**ATTACK:** claw (+4, 1d6 +3), bite (+4, 1d8 +3)  
**DEFENSE:** Dodge (+4)  
**RESISTANCE:** +3, DE 5 magic, immune to fire and poison  
**FORTITUDE:** +5  
**SPECIAL:** see below

**SKILLS:** Athletics (+6), Perception (+2), Stealth (+4)  
**LANGUAGES:** Daemonic

**COMBAT SKILLS:** Dodge (+4), Claw/Bite (+4)

**ABILITIES:** Darkvision, immunity to fire and poison, regeneration (blood daemons regenerate 1 HP for each point of damage dealt to a living creature), DE 5 magic

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 cold

**SPELLS/POWERS:** none

**EQUIPMENT:** none

**DESCRIPTION:** The Blood Daemon are the elite fighting forces of Daemon armies. They are vicious killers and live only to absorb the blood of their enemies. These powerful Daemon are relentless in battle and never surrender. They often serve powerful Daemon lords as elite soldiers or personal bodyguards. Though the Hordlings serve as the foot soldiers of most Daemon armies it is the Blood Daemon who can turn the tide of battle and win victories for their Daemon masters.



# DAEMON, CAMBION

**TV:** 8  
**LV:** 4  
**HF:** NA  
**CL:** Daemon  
**ENV:** any  
**INI:** + 4  
**SIZE:** M  
**MOVE:** 6 (fly 12)

**AR:** armor 2  
**HP:** 20  
**PP:** 20

**STR:** 7 (+2), **AGI:** 6 (+1), **END:** 7 (+2), **PRE:** 7 (+2)  
**KNO:** 6 (+1), **INT:** 6 (+1), **WIL:** 7 (+2), **CHA:** 7 (+2)

**ATTACK:** claw (+5, 1d6 +2) or weapon (+5, 1d8 +2)  
**DEFENSE:** Dodge (+5)  
**RESISTANCE:** + 5, DE 5 magic, immune to fire  
**FORTITUDE:** +5  
**SPECIAL:** see below

**SKILLS:** Acrobatics (+6), Arcana (+5), Athletics (+6), Bluff (+6), Casting (+6), Diplomacy (+6), Insight (+5), Intimidate (+6), Lore (+5), Perception (+5), Religion (+5), Stealth (+5), Thievery (+5)  
**LANGUAGES:** Daemonic, Arcasian + choice of one

**COMBAT SKILLS:** Claws (+5), Dodge (+5), Weapon (+5)

**ABILITIES:** fly, DE 5 magic, quickness (INI bonus), daemon strength (+3 to STR for 6 rounds), immune to fire, darkvision

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 cold

**SPELLS/POWERS:** Select 2d6 Magi spells at rank 3

**EQUIPMENT:** Armor, weapons, items, random magic or valuables

**DESCRIPTION:** The Cambion is a hybrid demon and man that often provides a leadership role among the various daemon armies. They can be both male and female and are sometimes known also as succubus and incubus. Like their changeling cousins, they often attempt to infiltrate human society using their powerful magic abilities. There are many various degrees of Cambion, some appearing more or less human than others. They can be more or less removed from their Daemonic heritage and some have even attempted to enter human society and leave their Daemonic heritage behind them.





## DAEMON, CHANGELING

**TV:** 6  
**LV:** 3  
**HF:** NA  
**CL:** Daemon  
**ENV:** any  
**INI:** + 4  
**SIZE:** M  
**MOVE:** 6

**AR:** Leather (2)  
**HP:** 14  
**PP:** 26

**STR:** 6 (+1), **AGI:** 6 (+1), **END:** 6 (+1), **PRE:** 8 (+3)  
**KNO:** 7 (+2), **INT:** 8 (+3), **WIL:** 9 (+4), **CHA:** 8 (+3)

**ATTACK:** weapon (+4, 1d8 +1)  
**DEFENSE:** Dodge (+4)  
**RESISTANCE:** + 6, DE 5 magic, immune to fire, immune to mind influencing effects  
**FORTITUDE:** +3  
**SPECIAL:** see below

**SKILLS:** Arcana (+5), Athletics (+4), Bluff (+6), \*Casting (+7), \*Channeling (+7), Diplomacy (+6), History (+5), Insight (+6), Intimidate (+6), Lore (+5), Nature (+6), Perception (+6), Religion (+5), Stealth (+4), Streetwise (+6), Thievery (+4)

**LANGUAGES:** Daemonic, Arcacian + choice of three

**COMBAT SKILLS:** Dodge (+4), Weapon (+4)

**ABILITIES:** shape shift (into any humanoid form at will), mimic sound, telepathy, speed (INI bonus), Daemon Strength (+3 to STR for 6 rounds), immunity to fire, DE 5 magic, Darkvision, hidden aura

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane)

**SPELLS/POWERS:** optional select 2d6 Magi or Priest spells at rank 2\*

**EQUIPMENT:** Armor, weapons, items, random magic or valuables

**DESCRIPTION:** The Changeling is perhaps one of the most feared Daemons of all. Their ability to impersonate others makes them almost impossible to identify until it is too late. Their natural form is one of pale white skin and large white bulbous eyes, but only should they choose or should they die is this true form revealed. The Changeling is an intelligent and patient stalker who takes few risks. Stories speak of their waiting years impersonating another to escape near captivity. It is rumored that there are changelings all over the realm impersonating key figures.



## DAEMON, HORDLING

**TV:** 1  
**LV:** 1  
**HF:** NA  
**CL:** Daemon  
**ENV:** any  
**INI:** +4  
**SIZE:** S  
**MOVE:** 4

**AR:** Nat 1  
**HP:** 8  
**PP:** 8

**STR:** 4 (-1), **AGI:** 6 (+1), **END:** 4 (-1), **PRE:** 3 (-2)  
**KNO:** 2 (-3), **INT:** 6 (+1), **WIL:** 4 (-1), **CHA:** 3 (-2)

**ATTACK:** claw/bite (+2, 1d6 -1), weapon (+2, 1d6 -1)  
**DEFENSE:** Dodge (+2)  
**RESISTANCE:** -1, DE 5 magic, immune to fear, immune to fire  
**FORTITUDE:** -1  
**SPECIAL:** see below

**SKILLS:** Athletics (+1), Perception (+2), Stealth (+2), Thievery (+2)  
**LANGUAGES:** Daemonic

**COMBAT SKILLS:** Dodge (+2), Weapon (+2)

**ABILITIES:** speed (INI bonus), DE 5 magic, immunity to fire, darkvision, immune to fear

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 cold

**SPELLS/POWERS:** none

**EQUIPMENT:** Armor, weapons, random valuables

**DESCRIPTION:** The Hordling are the foot soldiers of more powerful daemon and the most prolific and aggressive of them all. Their immunity to fear makes them reckless and their low intelligence makes them unpredictable and dangerous, sometimes even to those who command and attempt to keep them in line. Hordlings live only for the taste of blood and have an insatiable hunger. A favorite tactic of the Hordling is to cover itself in oil and set itself on fire before going into battle. It is rumored that a rare few are apt to possess more intelligence and can serve as commanders of these mad armies of the underworld.



## DAEMON, IMP

**TV:** 2  
**LV:** 1  
**HF:** NA  
**CL:** Daemon  
**ENV:** any  
**INI:** +8  
**SIZE:** T  
**MOVE:** 2 (fly 8)

**AR:** Nat 1  
**HP:** 2  
**PP:** 14

**STR:** 3 (-2), **AGI:** 8 (+3), **END:** 4 (-1), **PRE:** 6 (+1)  
**KNO:** 6 (+1), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 4 (-1)

**ATTACK:** claw (+4, 1d6 -2), tail sting (+4, 1d6 temp END)  
**DEFENSE:** dodge (+4)  
**RESISTANCE:** +2 (+4 strong will), DE 5 magic, MR 5, immune to fire and poison  
**FORTITUDE:** -1  
**SPECIAL:** see below

**SKILLS:** Acrobatics (+4), Arcana (+2), Athletics (+1), Casting (+3), Insight (+3), Lore (+2), Perception (+3), Stealth (+4), Thievery (+4)  
**LANGUAGES:** Daemonic, Arcacian

**COMBAT SKILLS:** Dodge (+4), Claw/Tail (+4)

**ABILITIES:** speed (INI bonus), DE 5 magic, immunity to fire and poison, darkvision, flight (6), strong will

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 cold

**SPELLS/POWERS:** Select 1d6 rank 1 Magi spells

**EQUIPMENT:** none

**DESCRIPTION:** The Imp is a highly-prized ally amongst many daemon lords and even powerful wizards. They are clever and cautious and tend to only serve those who can offer them a pampered life. They value shiny objects and magic valuables, potent wine, rich food and most of all political intrigue or drama. Some scholars claim they have a weakness for a pretty face, though even if that is so they would not sacrifice their own interests in pursuit of beauty. The Imp is not a pet and will avoid direct confrontation when possible, usually only attacking to defend itself or when the odds are in their favor.



# DAEMON, LORD

**TV:** 18  
**LV:** 9  
**HF:** 18  
**CL:** Daemon  
**ENV:** any  
**INI:** +3  
**SIZE:** H  
**MOVE:** 6 (x3), fly 16

**AR:** Nat 5  
**HP:** 104  
**PP:** 50

**STR:** 12 (+7), **AGI:** 8 (+3), **END:** 12 (+7), **PRE:** 9 (+4)  
**KNO:** 8 (+3), **INT:** 9 (+4), **WIL:** 9 (+4), **CHA:** 9 (+4)

**ATTACK:** claw (+12, 1d8 +7) or flaming +2 weapon (+14, 1d10 +9 + 1d6 flame)

**DEFENSE:** dodge (+12), parry (+12)

**RESISTANCE:** +12, DE 5 paragon, MR 5, immune to fire and poison

**FORTITUDE:** +15

**SPECIAL:** see below, multi-attack (2 attacks/spells per round)

**SKILLS:** Arcana (+12), Athletics (+16), Bluff (+13), Channeling (+13), Diplomacy (+13), History (+12), Insight (+13), Intimidate (+13), Lore (+12), Perception (+13), Religion (+12), Stealth (+12)

**LANGUAGES:** Daemonic, + five of choice

**COMBAT SKILLS:** Claws (+12), Dodge (+12), Weapon (+12)

**ABILITIES:** flight 16, DE 5 paragon, immune to fire and poison, darkvision, change form (anything from size S to H), regenerate 1d6/round

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 dmg from cold

**SPELLS/POWERS:** Select 2d6 Priest spells at rank 5

**EQUIPMENT:** Magic armor, weapons, items and valuables all likely

**DESCRIPTION:** There are rumored to be 6 daemon lords, worshiped by other daemon and even some large cults in the realms. Each has his own agenda and unique personality, though this base template defines an example of one. These daemon lords rule the abyss and strive to destroy the realms of man. They plot and manipulate others to their will and work tirelessly to gain power over other beings. They are not reckless or without reason however and if necessary they can sometimes even put aside their ego and aggressive nature to support a clever deception or ruse.



## DAEMON, MARALITH

**TV:** 16  
**LV:** 8  
**HF:** 16  
**CL:** Daemon  
**ENV:** any  
**INI:** +2  
**SIZE:** L  
**MOVE:** 6 (x2)

**AR:** Nat 2  
**HP:** 45  
**PP:** 37

**STR:** 8 (+3), **AGI:** 7 (+2), **END:** 8 (+3), **PRE:** 8 (+3)  
**KNO:** 7 (+2), **INT:** 7 (+2), **WIL:** 8 (+3), **CHA:** 8 (+3)

**ATTACK:** weapons (+10, 1d8 +3), grapple (+10, 3 pts per round)  
**DEFENSE:** dodge (+10), parry (+10)  
**RESISTANCE:** +10, DE 5 paragon, MR 5, immune to fire and poison  
**FORTITUDE:** +10  
**SPECIAL:** multi-attack (6 total attacks/parries)

**SKILLS:** Athletics (+11), Bluff (+11), Insight (+10), Intimidate (+11), Perception (+10), Religion (+10), Stealth (+10), Thievery (+10)  
**LANGUAGES:** Daemonic, + two of choice

**COMBAT SKILLS:** Dodge (+10), Weapon (+10)

**ABILITIES:** DE 5 paragon, immune to fire and poison, darkvision, regeneration (1d6 HP/round)

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 dmg from cold

**SPELLS/POWERS:** None

**EQUIPMENT:** Magic armor, weapons, items and valuables all likely

**DESCRIPTION:** The Marilith are a rare and powerful Daemon of mysterious origin. Some say there are only six of these beings in existence and each serve a powerful Daemon lord or evil deity. They are ultimately devastating combatants and serve as personal guards to the elite of the underworld. Expert scholars also say that they are named after a powerful fallen sylvan that was seduced by a serpent of the lord of darkness. The story claims that Marilith was so driven by her desire for greater power that she challenged the lord of darkness himself and was cast out, though not before she would sire six daughters, one to serve each of the dark lord's rivals.



## DAEMON, NIGHTMARE

**TV:** 6  
**LV:** 3  
**HF:** 12  
**CL:** Daemon  
**ENV:** any  
**INI:** +4  
**SIZE:** L  
**MOVE:** 8 (x2), fly 16

**AR:** Nat 2  
**HP:** 30  
**PP:** 14

**STR:** 8 (+3), **AGI:** 6 (+1), **END:** 8 (+3), **PRE:** 6 (+1)  
**KNO:** 3 (-2), **INT:** 6 (+1), **WIL:** 6 (+1), **CHA:** 6 (+1)

**ATTACK:** kick (+4, 1d8 +3 + 1d6 flame), flame breath (20', 1d10 dmg, once every other round)

**DEFENSE:** dodge (+4)

**RESISTANCE:** +3, DE 5 magic, immune to fire

**FORTITUDE:** +5

**SPECIAL:** see below

**SKILLS:** Athletics (+6), Perception (+4), Stealth (+4)

**LANGUAGES:** Daemonic (cannot speak)

**COMBAT SKILLS:** Dodge (+4), kick (+4)

**ABILITIES:** speed (INI bonus), DE 5 magic, immunity to fire, darkvision, flight (16)

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 dmg from cold

**SPELLS/POWERS:** none

**EQUIPMENT:** none

**DESCRIPTION:** The Nightmare is a daemon horse that serves as a mount to an elite few powerful daemon or other beings. The nightmare is a proud and dangerous foe. Its intelligence makes it an invaluable companion and its ability to fly makes its value almost priceless among those who lack that ability. The origin of the Nightmare is unknown; however, it is rumored that these creatures are not bought or sold, but rather convinced to join with another in mutual interest.



## DAEMON, SEA

**TV:** 10  
**LV:** 5  
**HF:** NA  
**CL:** Daemon  
**ENV:** aquatic, any  
**INI:** +2  
**SIZE:** M  
**MOVE:** 6, swim 6

**AR:** Nat 3  
**HP:** 22  
**PP:** 22

**STR:** 7 (+2), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 3 (-2)  
**KNO:** 4 (-1), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 3 (-2)

**ATTACK:** claw (+7, 1d6 +2), bite (+7, 1d8 +2), spear (+7, 1d12 +2)

**DEFENSE:** Dodge (+7)

**RESISTANCE:** +6, DE 5 magic, immune to fear, immune to cold

**FORTITUDE:** +6

**SPECIAL:** multi-attack (2) – spear & claw or bite

**SKILLS:** Athletics (+7), Nature (+7), Perception (+7), Stealth (+7)

**LANGUAGES:** Daemonic

**COMBAT SKILLS:** Dodge (+7), Natural Attacks (+7), Weapon (+7)

**ABILITIES:** DE 5 magic, immunity to cold, darkvision, immune to fear, aquatic adaptation (breathe water, swim at normal move)

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), must completely submerge in water every 24 hours or suffer 1d6 dmg per hour, x2 damage from fire

**SPELLS/POWERS:** none

**EQUIPMENT:** Armor, weapons, random valuables

**DESCRIPTION:** The Sea Daemon are vicious predators of the sea and can survive in both fresh and saltwater, though they are rarely found in fresh water. These powerful creatures are often found leading other creatures of the deep and have little in common with their other Daemon cousins. They are occasionally called to serve powerful Daemon Lords; however, they are naturally distrustful of their fire dwelling masters.



## DAEMON, SHADOW

**TV:** 12

**LV:** 6

**HF:** 14

**CL:** Daemon

**ENV:** any (aversion to sunlight)

**INI:** +5

**SIZE:** L

**MOVE:** 6 (x2), 16 fly

**AR:** Nat 2

**HP:** 47

**PP:** 17

**STR:** 9 (+4), **AGI:** 7 (+2), **END:** 9 (+4), **PRE:** 7 (+2)

**KNO:** 6 (+1), **INT:** 8 (+3), **WIL:** 6 (+1), **CHA:** 6 (+1)

**ATTACK:** claw (+8, 1d6+4), bite (+8, 1d8+4)

**DEFENSE:** Dodge (+8)

**RESISTANCE:** +6, DE 5 paragon

**FORTITUDE:** +9

**SPECIAL:** multi-attack (2)

**SKILLS:** Acrobatics (+8), Athletics (+10), Nature (+9), Perception (+9), Stealth (+8), Thievery (+8)

**LANGUAGES:** Daemonic

**COMBAT SKILLS:** Dodge (+8), Claw/Bite (+8)

**ABILITIES:** speed (INI bonus), DE 5 paragon, Darkvision, shadow form (50% incorporeal defense, can pass through small spaces, bonus to stealth +2), flight 16, tracking scent (+2 to track with nature, identify by scent), shadow gate (portal – rank 3)

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), aversion to sunlight (takes 2 points of damage per round exposed)

**SPELLS/POWERS:** none

**EQUIPMENT:** none

**DESCRIPTION:** The Shadow Daemon is also sometimes called a Hunter Daemon. This very dangerous adversary is used to hunt down enemies of the Daemon Lords. They are extremely rare and valuable assets. Once they are set on a hunt they do not stop until their prey is found and either killed or captured. Their aversion to sunlight limits them to nocturnal operations, however their ability to fly and their tracking scent keep them on a trail indefinitely.





## DAEMON, SOLDIER

**TV:** 4  
**LV:** 2  
**HF:** NA  
**CL:** Daemon  
**ENV:** any  
**INI:** +2  
**SIZE:** M  
**MOVE:** 6

**AR:** 3  
**HP:** 16  
**PP:** 9

**STR:** 7 (+2), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 3 (-2)  
**KNO:** 4 (-1), **INT:** 7 (+2), **WIL:** 4 (-1), **CHA:** 3 (-2)

**ATTACK:** claw/bite (+4, 1d6 +2), weapon (+4, 1d8+2 or by type)

**DEFENSE:** Dodge (+4)

**RESISTANCE:** +0, DE 5 magic, immune to fear, immune to fire

**FORTITUDE:** +3

**SPECIAL:** see below

**SKILLS:** Athletics (+4), Perception (+4), Stealth (+4)

**LANGUAGES:** Daemonic

**COMBAT SKILLS:** Dodge (+4), Weapon (+4)

**ABILITIES:** DE 5 magic, immunity to fire, darkvision, immune to fear, bonded armor 3

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 cold

**SPELLS/POWERS:** none

**EQUIPMENT:** Armor, weapons

**DESCRIPTION:** Soldier Daemons are the elite fighting forces of powerful Daemon lords. They can be organized and use effective strategy if led by one who understands such tactics. They are skilled in both melee and ranged weapons and are intelligent enough to understand tactics and even retreat if necessary. It is rumored that some of the most dangerous daemon lords have thousands of these powerful forces at their command just waiting for the opportunity to strike against the mortal realms.



## DAEMON, SPIDER

**TV:** 8  
**LV:** 4  
**HF:** 12  
**CL:** Daemon  
**ENV:** any  
**INI:** +6  
**SIZE:** H  
**MOVE:** 8 (x3)

**AR:** Nat 2  
**HP:** 48  
**PP:** 15

**STR:** 9 (+4), **AGI:** 8 (+3), **END:** 9 (+4), **PRE:** 2 (-3)  
**KNO:** 2 (-3), **INT:** 9 (+4), **WIL:** 6 (+1), **CHA:** 2 (-3)

**ATTACK:** bite (+7, 1d8 +4 + 1d6 temp END)  
**DEFENSE:** dodge (+7)  
**RESISTANCE:** +4, DE 5 magic, immune to fire and poison  
**FORTITUDE:** +7  
**SPECIAL:** see below

**SKILLS:** Acrobatics (+7), Athletics (+8), Perception (+8), Stealth (+7)  
**LANGUAGES:** Daemonic (cannot speak)

**COMBAT SKILLS:** Dodge (+7), bite (+7)

**ABILITIES:** speed (INI bonus), DE 5 magic, immunity to fire and poison, darkvision, spider climb, flaming web attack (+7, 20' cone, immobilization and 1 damage per round, STR 10)

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 dmg from cold

**SPELLS/POWERS:** none

**EQUIPMENT:** none

**DESCRIPTION:** The spider daemon is a feared predator from the realms of the abyss. It has higher than animal intelligence; however, it is still very much instinctual in its reactions and is motivated mostly by feeding and survival. This powerful adversary is often summoned or recruited to serve even more powerful masters and can be taught to respect greater authority with some work and of course the ability to threaten it in a manner that it understands.



## DAEMON, WOLF

**TV:** 4  
**LV:** 2  
**HF:** 12  
**CL:** Daemon  
**ENV:** any  
**INI:** +4  
**SIZE:** L  
**MOVE:** 8 (x2)

**AR:** Nat 2  
**HP:** 27  
**PP:** 13

**STR:** 8 (+3), **AGI:** 6 (+1), **END:** 8 (+3), **PRE:** 6 (+1)  
**KNO:** 2 (-3), **INT:** 9 (+4), **WIL:** 6 (+1), **CHA:** 3 (-2)

**ATTACK:** bite (+3, 1d10 +3)  
**DEFENSE:** dodge (+3)  
**RESISTANCE:** +2, DE 5 magic, immune to fire and poison  
**FORTITUDE:** +4  
**SPECIAL:** see below

**SKILLS:** Athletics (+5), Nature (+6), Perception (+6), Stealth (+3)  
**LANGUAGES:** Daemonic (cannot speak)

**COMBAT SKILLS:** Dodge (+3), bite (+3)

**ABILITIES:** speed (INI bonus), DE 5 magic, immunity to fire and poison, darkvision

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 dmg from cold

**SPELLS/POWERS:** none

**EQUIPMENT:** none

**DESCRIPTION:** The daemon wolf, sometimes called a hellhound, is a tireless tracker and hunter of men. There are many of these powerful animals in the service of the daemon lords. They are intelligent and aggressive hunters who have the ability to exercise patience when necessary. They have very little requirement for sleep and are relentless once they have caught scent of their prey. Their appearance is similar to a dire wolf; however, the horns and glowing red eyes usually give them away.



## DARKMANTLE

**TV:** 2

**LV:** 1

**HF:** NA

**CL:** Beast

**ENV:** Underground

**INI:** +5

**SIZE:** S (3' long)

**MOVE:** 3

**AR:** Nat 2

**HP:** 7

**PP:** 8

**STR:** 6 (+1), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 2 (-3)

**KNO:** 1 (-4), **INT:** 6 (+1), **WIL:** 4 (-1), **CHA:** 2 (-3)

**ATTACK:** Grapple/Suffocate (+3, 2 dmg/round), Bite (+3, 1d6 +1)

**DEFENSE:** Dodge (+3)

**RESISTANCE:** -1

**FORTITUDE:** +2

**SPECIAL:** None

**SKILLS:** Acrobatics (+3), Athletics (+2), Perception (+2), Stealth (+3/+5)

**LANGUAGES:** none

**COMBAT SKILLS:** Bite (+3), Grapple (+3), Dodge (+3)

**ABILITIES:** Natural Armor, Chameleon (+2 to stealth), Darkness (cause darkness in 10' radius), Blind Sight 30' radius, Grapple Strength (+2 to STR checks when grappling), combat reflexes

**LIMITATIONS:** None

**SPELLS/POWERS:** None

**EQUIPMENT:** None

**DESCRIPTION:** A Darkmantle is an underground predator that hides on the ceilings of underground chambers waiting for unsuspecting prey to walk beneath them. They then drop on their prey, attempting to wrap their tendrils around a victim and suffocate it until they can consume at their leisure. They often employ darkness at the time of the attack to sow confusion and fear. They appear as a dark grey, spotted octopus like creature, however their natural chameleon ability allows them to blend with their surroundings very well.



## DEATH KNIGHT

**TV:** 14  
**LV:** 7  
**HF:** 14  
**CL:** Undead  
**ENV:** Any  
**INI:** +1  
**SIZE:** M  
**MOVE:** 6

**AR:** 4 (plate armor)  
**HP:** 26 (36)  
**PP:** 26

**STR:** 7 (+2), **AGI:** 6 (+1), **END:** 7 (+2), **PRE:** 4 (-1)  
**KNO:** 6 (+1), **INT:** 6 (+1), **WIL:** 7 (+2), **CHA:** 4 (-1)

**ATTACK:** weapon (+9, 1d8 +3 dmg, +1 weapon, keen ignores AR)  
**DEFENSE:** Parry (+9), Dodge (+8)  
**RESISTANCE:** +8, DE 5 magic, MR 5  
**FORTITUDE:** +8  
**SPECIAL:** multi-attack (2), see below

**SKILLS:** Athletics (+9), Channeling (+9), Diplomacy (+6), Insight (+8), Intimidate (+6), Lore (+8), Perception (+8), Religion (+8), Stealth (+8)  
**LANGUAGES:** Daemonic, Arcacian and choice of one other

**COMBAT SKILLS:** Weapon (+8), Dodge (+8)

**ABILITIES:** ½ damage from slashing or piercing attacks, ½ damage from fire or cold attacks, immune to mind influencing affects or spells, no need to eat, breathe or sleep, dark vision, immune to poison, disease, sickness, immune to critical hits, DE 5 magic

**LIMITATIONS:** Takes 1 point of damage per round it is exposed to direct sunlight

**SPELLS/POWERS:** Select 2d6 Priest spells at rank 3

**EQUIPMENT:** Armor and weapon (often magical), random valuables

**DESCRIPTION:** Death Knights are cursed individuals who seek to avenge a great loss or evil deed done to or by the knight. They retain their intelligence, unlike many other undead, and are bound to the weapons or armor they used in life. These knights of the undead are rare and are often found in the company of those who could assist them in their bid for rest by making up for terrible misdeeds they have done. Though each has a terrible story they are unified in their desire to seek final rest and will do almost anything to attain it.



## DJINN

**TV:** 12

**LV:** 6

**HF:** NA

**CL:** Elemental, Humanoid

**ENV:** Warm, Any

**INI:** +3

**SIZE:** M

**MOVE:** 6/12 Flight

**AR:** None

**HP:** 31

**PP:** 31

**STR:** 8 (+3), **AGI:** 8 (+3), **END:** 8 (+3), **PRE:** 8 (+3)

**KNO:** 8 (+3), **INT:** 8 (+3), **WIL:** 8 (+3), **CHA:** 8 (+3)

**ATTACK:** Spells (see below)

**DEFENSE:** Magical Weapon to harm (immune to normal weapons)

**RESISTANCE:** +8, DE 5 paragon, MR 5

**FORTITUDE:** +8

**SPECIAL:** Insubstantial (50% miss chance on any attack)

**SKILLS:** Acrobatics (+9), Arcana (+9), Astrology (+9), Athletics (+9), Casting (+9), Diplomacy (+9), History (+9), Insight (+9), Intimidate (+9), Lore (+9), Perception (+9), Stealth (+9)

**LANGUAGES:** Celestial, Daemonic, Arcane, Qadish

**COMBAT SKILLS:** Brawling (+9), Dodge (+9)

**ABILITIES:** Grant wish (can only be used for another and only once every 10 years), DE 5 paragon

**LIMITATIONS:** A Djinn who is captured or subdued must grant a wish to his captor

**SPELLS/POWERS:** Select 10 Magi spells at rank 3

**EQUIPMENT:** None

**DESCRIPTION:** A Djinn is a powerful elemental being of fire and air. There are rumored to only be three in existence and that they were once personal protectors of a Titan of the south. Many stories are told about these powerful entities but the most popular is the story of a young street rat that captured a Djinn and was granted a wish. The boy wished that he would never die and the Djinn granted his wish, making him into an undead abomination, forever cursed to wander the streets alone and without hope. Djinn appear as tall, muscular humanoids with dark skin and hair. They may appear as men as they like, however often the lower half of their body is swirling air or roaring fire.



## DRAGON, ANCIENT

**TV:** 20  
**LV:** 10  
**HF:** 20  
**CL:** Dragon (true)  
**ENV:** Any  
**INI:** +4  
**SIZE:** C (over 30' long)  
**MOVE:** 6 (x5), fly 24

**AR:** Nat 6  
**HP:** 180  
**PP:** 120

**STR:** 15 (+10), **AGI:** 9 (+4), **END:** 15 (+10), **PRE:** 12 (+7)  
**KNO:** 12 (+7), **INT:** 12 (+7), **WIL:** 15 (+10), **CHA:** 12 (+7)

**ATTACK:** bite (+14, 2d8 +10 dmg), claw (+14, 1d12 +10 dmg), breath attack (see below)

**DEFENSE:** dodge (+14)

**RESISTANCE:** +19, DE 5 paragon, MR 5, immunity to element (see below)

**FORTITUDE:** +19

**SPECIAL:** Breath Attack (+14 to hit, 4d10 dmg, 50' cone, once every other round)

**SKILLS:** Arcana (+17), Athletics (+20), Bluff (+17), Diplomacy (+17), Geography (+17), History (+17), Insight (+17), Intimidate (+17), Lore (+17), Nature (+17), Perception (+17), Religion (+17)

**LANGUAGES:** Draconic, Arcacian and choice of 5 others

**COMBAT SKILLS:** bite (+14), claw (+14), dodge (+14)

**ABILITIES:** Dark Vision, Natural Armor, Breath Attack (element of choice), Immune to fire (or same element as breath attack), DE 5 paragon, natural magic (see spells below), true sight, flight (24)

**LIMITATIONS:** Vulnerability (x2 dmg from opposite element as breath attack), pride

**SPELLS/POWERS:** Choose 2d6 Magi spells at rank 5

**EQUIPMENT:** Large treasure hoard (in lair)

**DESCRIPTION:** Dragons are as individualistic as people, the mated pair producing offspring that shares characteristics with each of its parents. This makes each dragons appearance unique and its natural breath attack (which is usually fire) dependent on its heritage. Dragons are among the oldest creatures to inhabit the realms and are all but extinct. The template here represents an ancient dragon. They vary in size and you may modify this template down to reflect a weaker or younger dragon. Dragons are highly intelligent and prideful; they are hoarders and collectors of wealth and valuables. A powerful Magi of the first age once called dragons the last of the titans that man can still encounter.



### DRAGON, CHANISH

**TV:** 20  
**LV:** 10  
**HF:** 20  
**CL:** Dragon (true)  
**ENV:** Any  
**INI:** +4  
**SIZE:** C (Over 30' long)  
**MOVE:** 6 (x5), fly 24

**AR:** Nat 6  
**HP:** 180  
**PP:** 120

**STR:** 15 (+10), **AGI:** 9 (+4), **END:** 15 (+10), **PRE:** 12 (+7)  
**KNO:** 12 (+7), **INT:** 12 (+7), **WIL:** 15 (+10), **CHA:** 12 (+7)

**ATTACK:** bite (+14, 2d8 +10 dmg), claw (+14, 1d12 +10 dmg), breath attack (see below)

**DEFENSE:** dodge (+14)

**RESISTANCE:** +19, DE 5 paragon, MR 5, immunity to element (see below)

**FORTITUDE:** +19

**SPECIAL:** Breath Attack (+14 to hit, 4d10 dmg, 50' cone, once every other round)

**SKILLS:** Arcana (+17), Athletics (+20), Bluff (+17), Diplomacy (+17), Geography (+17), History (+17), Insight (+17), Intimidate (+17), Lore (+17), Nature (+17), Perception (+17), Religion (+17)

**LANGUAGES:** Draconic, Arcacian and choice of 5 others

**COMBAT SKILLS:** bite (+14), claw (+14), dodge (+14)

**ABILITIES:** Dark Vision, Natural Armor, Breath Attack (element of choice), Immune to fire (or same element as breath attack), DE 5 paragon, natural magic (see spells below), true sight, flight (24)

**LIMITATIONS:** Vulnerability (x2 dmg from opposite element as breath attack), pride

**SPELLS/POWERS:** Choose 2d6 Magi spells at rank 5

**EQUIPMENT:** Large treasure hoard (in lair)

**DESCRIPTION:** Dragons are as individualistic as people, the mated pair producing offspring that shares characteristics with each of its parents. This makes each dragons appearance unique and its natural breath attack (which is usually fire) dependent on its heritage. Dragons are among the oldest creatures to inhabit the realms and are all but extinct. This template represents a Chanish Dragon. They vary in size and you may modify this template down to reflect a weaker or younger dragon. Dragons are highly intelligent and prideful; they are hoarders and collectors of wealth and valuables. These Dragons were thought to be gods and worshiped as such.





## DRAGON, ELDER

**TV:** 16  
**LV:** 8  
**HF:** 16  
**CL:** Dragon (true)  
**ENV:** Any  
**INI:** +3  
**SIZE:** G (20' – 30' long)  
**MOVE:** 6 (x4), fly 18

**AR:** Nat 6  
**HP:** 109  
**PP:** 73



**STR:** 12 (+7), **AGI:** 8 (+3), **END:** 12 (+7), **PRE:** 10 (+5)  
**KNO:** 10 (+5), **INT:** 10 (+5), **WIL:** 12 (+7), **CHA:** 10 (+5)

**ATTACK:** bite (+11, 1d12 +7 dmg), claw (+11, 1d10 +7 dmg), breath attack (see below)

**DEFENSE:** dodge (+11)

**RESISTANCE:** +14, DE 5 paragon, MR 5, immunity to element (see below)

**FORTITUDE:** +14

**SPECIAL:** Breath Attack (+11 to hit, 3d10 dmg, 50' cone, once every other round)

**SKILLS:** Arcana (+13), Athletics (+15), Bluff (+13), Diplomacy (+13), Geography (+13), History (+13), Insight (+13), Intimidate (+13), Lore (+13), Nature (+13), Perception (+13), Religion (+13)

**LANGUAGES:** Draconic, Arcacian and choice of 5 others

**COMBAT SKILLS:** bite (+11), claw (+11), dodge (+11)

**ABILITIES:** Dark Vision, Natural Armor, Breath Attack (element of choice), Immune to fire (same element as breath attack), DE 5 paragon, natural magic (see spells/powers below), true sight, flight (18)

**LIMITATIONS:** Vulnerability (x2 dmg from opposite element as breath attack), pride

**SPELLS/POWERS:** Choose 2d6 Magi spells at rank 4

**EQUIPMENT:** Large treasure hoard (in lair)

**DESCRIPTION:** Dragons are as individualistic as people, the mated pair producing offspring that shares characteristics with each of its parents. This makes each dragons appearance unique and its natural breath attack (which is usually fire) dependent on its heritage. Dragons are among the oldest creatures to inhabit the realms and are all but extinct. The template here represents an elder dragon. They vary in size and you may modify this template down to reflect a weaker or younger dragon. Dragons are highly intelligent and prideful; they are hoarders and collectors of wealth and valuables. A powerful Magi of the first age once called dragons the last god's man can still see.

# DRAGON, YOUNG

**TV:** 12  
**LV:** 6  
**HF:** 12  
**CL:** Dragon (true)  
**ENV:** Any  
**INI:** +3  
**SIZE:** H (12' – 20' long)  
**MOVE:** 6 (x3), fly 18

**AR:** Nat 5  
**HP:** 65  
**PP:** 45

**STR:** 10 (+5), **AGI:** 8 (+3), **END:** 10 (+5), **PRE:** 8 (+3)  
**KNO:** 8 (+3), **INT:** 8 (+3), **WIL:** 10 (+5), **CHA:** 8 (+3)

**ATTACK:** bite (+9, 1d10 +5 dmg), claw (+9, 1d8 +5 dmg), breath attack (see below)

**DEFENSE:** dodge (+9)

**RESISTANCE:** +10, DE 5 magic, MR 5, immunity to element (see below)

**FORTITUDE:** +10

**SPECIAL:** Breath Attack (+9 to hit, 2d10 dmg, 50' cone, once every other round)

**SKILLS:** Arcana (+9), Athletics (+11), Bluff (+9), Diplomacy (+9), Geography (+9), History (+9), Insight (+9), Intimidate (+9), Lore (+9), Nature (+9), Perception (+9), Religion (+9)

**LANGUAGES:** Draconic, Arcacian and choice of 3 others

**COMBAT SKILLS:** bite (+9), claw (+9), dodge (+9)

**ABILITIES:** Dark Vision, Natural Armor, Breath Attack (element of choice), Immune to fire (same element as breath attack), DE 5 magic, natural magic (see spells/powers below), true sight, flight (18)

**LIMITATIONS:** Vulnerability (x2 dmg from opposite element as breath attack), pride

**SPELLS/POWERS:** Choose 2d6 Magi spells at rank 3

**EQUIPMENT:** Large treasure hoard (in lair)

**DESCRIPTION:** Dragons are as individualistic as people, the mated pair producing offspring that shares characteristics with each of its parents. This makes each dragons appearance unique and its natural breath attack (which is usually fire) dependent on its heritage. Dragons are among the oldest creatures to inhabit the realms and are all but extinct. The template here represents a young dragon. They vary in size and you may modify this template up to reflect an older or more powerful dragon. Dragons are highly intelligent and prideful; they are hoarders and collectors of wealth and valuables. A powerful Magi of the first age once called dragons the last god's man can still see.



## DWARF (BUILDERS)

**TV:** 2

**LV:** 1

**HF:** NA

**CL:** Humanoid

**ENV:** cold, underground

**INI:** -1

**SIZE:** M

**MOVE:** 6

**AR:** by armor type (3)

**HP:** 14

**PP:** 12

**STR:** 6 (+1), **AGI:** 4 (-1), **END:** 7 (+2), **PRE:** 5 (0)

**KNO:** 5 (0), **INT:** 5 (0), **WIL:** 6 (+1), **CHA:** 5 (0)

**ATTACK:** weapon – hammer/axe (+2, 1d8 +2 dmg)

**DEFENSE:** parry (+2), dodge (+1)

**RESISTANCE:** +1

**FORTITUDE:** +2 (+4)

**SPECIAL:** See below

**SKILLS:** Athletics (+2), Craft – Any Two (+4), History (+1), Insight (+1), Intimidate (+1), Nature (+1), Perception (+1), Religion (+1), Stealth (+1)

**LANGUAGES:** Arcacian, Noresh

**COMBAT SKILLS:** Brawling (+1), Dodge (+1), Weapon (+2)

**ABILITIES:** darkvision, affinity for hammers/axes (+1 to hit/dmg), craftsmen (+3 to craft skill and default without penalty), exceptional endurance (gain +2 to all END checks)

**LIMITATIONS:** none

**SPELLS/POWERS:** 15% chance of 1d6 priest spells at rank 1

**EQUIPMENT:** hammer/axe, dwarven armor, equipment, random valuables

**DESCRIPTION:** Dwarves or Builders as they were once called are an ancient race of beings known for their gruff nature, their short stature and long beards, their excellent craftsmanship and their ferocity in battle. Structured and orderly, dwarven society is built on a clan mentality and hard work is expected among all members of the clan. Dwarves value honesty, metal and gemstones, courage and tenacity above all other things. They have very few Magi, Druids or Adepts among their ranks; however, Priests are more common and respected. This template represents the “average” dwarf, though many are more skilled and advanced than the one featured here.



### ELEMENTAL, AIR

**TV:** 8  
**LV:** 4  
**HF:** NA  
**CL:** Elemental  
**ENV:** any, air  
**INI:** +2  
**SIZE:** H  
**MOVE:** fly 24

**AR:** NA  
**HP:** 34  
**PP:** 20

**STR:** 7 (+2), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 7 (+2)  
**KNO:** 3 (-2), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 7 (+2)

**ATTACK:** lightning bolt (+6, 2d10 +2 dmg), grapple (+6)  
**DEFENSE:** dodge (+6)  
**RESISTANCE:** +5  
**FORTITUDE:** +5  
**SPECIAL:** See below

**SKILLS:** Athletics (+6), Nature (+6), Perception (+6), Stealth (+6)  
**LANGUAGES:** Elemental

**COMBAT SKILLS:** Natural attacks (+6), Dodge (+6)

**ABILITIES:** flight 24, incorporeal form (50% miss chance), suffocation attack (grapple deals 4 damage per round – no AR), knockback attack (+6, 1d6 squares), control air (as spell)

**LIMITATIONS:** x2 damage from earth based attacks

**SPELLS/POWERS:** NA

**EQUIPMENT:** None

**DESCRIPTION:** Elementals are formed from the raw natural forces of the realm. Their origin is mysterious though some believe they are guardians of ancient times summoned and created by powerful magic forces to defend great mages or priests. Scholars also contend that there are parallel planes of existence where elementals live and are free roaming individuals; they believe that it is from these elemental planes that the elementals are pulled to serve on the material planes. It is unclear what motivates these powerful beings unless forced into servitude or protecting the natural realm. Elemental strength is measured by size; this huge sized template can be modified up or down to provide a threat value as needed.



## ELEMENTAL, EARTH

**TV:** 8  
**LV:** 4  
**HF:** NA  
**CL:** Elemental  
**ENV:** any, earth  
**INI:** -1  
**SIZE:** H  
**MOVE:** 6 (x3)

**AR:** Nat 5  
**HP:** 55  
**PP:** 20

**STR:** 10 (+5), **AGI:** 4 (-1), **END:** 10 (+5), **PRE:** 7 (+2)  
**KNO:** 3 (-2), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 7 (+2)

**ATTACK:** slam/stomp (+3, 1d10 +5 dmg), grapple (+3, 5 dmg/round)

**DEFENSE:** dodge (+3)

**RESISTANCE:** +5

**FORTITUDE:** +8

**SPECIAL:** See below

**SKILLS:** Athletics (+9), Nature (+6), Perception (+6)

**LANGUAGES:** Elemental

**COMBAT SKILLS:** Natural attacks (+3), Dodge (+3)

**ABILITIES:** Rooting (immune to knockback), rock throw attack (+3, 1d10 +5 damage), control earth (as spell)

**LIMITATIONS:** x2 damage from air based attacks

**SPELLS/POWERS:** NA

**EQUIPMENT:** None

**DESCRIPTION:** Elementals are formed from the raw natural forces of the realm. Their origin is mysterious though some believe they are guardians of ancient times summoned and created by powerful magic forces to defend great mages or priests. Scholars also contend that there are parallel planes of existence where elementals live and are free roaming individuals; they believe that it is from these elemental planes that the elementals are pulled to serve on the material planes. It is unclear what motivates these powerful beings unless forced into servitude or protecting the natural realm. Elemental strength is measured by size; this huge sized template can be modified up or down to provide a threat value as needed.



### ELEMENTAL, FIRE

**TV:** 8  
**LV:** 4  
**HF:** NA  
**CL:** Elemental  
**ENV:** any, fire  
**INI:** +2  
**SIZE:** H  
**MOVE:** 4 (x3)

**AR:** Nat 2  
**HP:** 34  
**PP:** 20

**STR:** 7 (+2), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 7 (+2)  
**KNO:** 3 (-2), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 7 (+2)

**ATTACK:** fire bolt (+6, 2d10 +2 dmg), grapple/strike (+6, 4 dmg/round)  
**DEFENSE:** dodge (+6)  
**RESISTANCE:** +5  
**FORTITUDE:** +5  
**SPECIAL:** See below

**SKILLS:** Athletics (+6), Nature (+6), Perception (+6)  
**LANGUAGES:** Elemental

**COMBAT SKILLS:** Natural attacks (+6), Dodge (+6)

**ABILITIES:** Incorporeal (50% miss chance), engulf attack (can occupy already occupied squares – 4 dmg per round), attacks may cause flammable items to burn, control fire (as spell)

**LIMITATIONS:** x2 damage from water based attacks

**SPELLS/POWERS:** NA

**EQUIPMENT:** None

**DESCRIPTION:** Elementals are formed from the raw natural forces of the realm. Their origin is mysterious though some believe they are guardians of ancient times summoned and created by powerful magic forces to defend great mages or priests. Scholars also contend that there are parallel planes of existence where elementals live and are free roaming individuals; they believe that it is from these elemental planes that the elementals are pulled to serve on the material planes. It is unclear what motivates these powerful beings unless forced into servitude or protecting the natural realm. Elemental strength is measured by size; this huge sized template can be modified up or down to provide a threat value as needed.



## ELEMENTAL, WATER

**TV:** 8  
**LV:** 4  
**HF:** NA  
**CL:** Elemental  
**ENV:** any, water  
**INI:** +2  
**SIZE:** H  
**MOVE:** 4 (x3), swim 6 (x3)

**AR:** NA  
**HP:** 34  
**PP:** 20

**STR:** 7 (+2), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 7 (+2)  
**KNO:** 3 (-2), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 7 (+2)

**ATTACK:** ice bolt (+6, 2d10 +2 dmg), water bolt (+6, knockback 1d6 squares)

**DEFENSE:** dodge (+6)

**RESISTANCE:** +5

**FORTITUDE:** +5

**SPECIAL:** See below

**SKILLS:** Athletics (+6), Nature (+6), Perception (+6)

**LANGUAGES:** Elemental

**COMBAT SKILLS:** Natural attacks (+6), Dodge (+6)

**ABILITIES:** Incorporeal (50% miss chance), engulf/drown attack (can occupy already occupied squares – cannot breathe, ¼ move and -3 to actions), control water (as spell)

**LIMITATIONS:** x2 damage from fire based attacks

**SPELLS/POWERS:** NA

**EQUIPMENT:** None

**DESCRIPTION:** Elementals are formed from the raw natural forces of the realm. Their origin is mysterious though some believe they are guardians of ancient times summoned and created by powerful magic forces to defend great mages or priests. Scholars also contend that there are parallel planes of existence where elementals live and are free roaming individuals; they believe that it is from these elemental planes that the elementals are pulled to serve on the material planes. It is unclear what motivates these powerful beings unless forced into servitude or protecting the natural realm. Elemental strength is measured by size; this huge sized template can be modified up or down to provide a threat value as needed.



## FEY, AYVEN

**TV:** 2  
**LV:** 1  
**HF:** NA  
**CL:** fey  
**ENV:** mountain, any  
**INI:** +3  
**SIZE:** M  
**MOVE:** 6, flight 18

**AR:** 2 (fey weave cloth)  
**HP:** 12  
**PP:** 12

**STR:** 6 (+1), **AGI:** 8 (+3), **END:** 6 (+1), **PRE:** 7 (+2)  
**KNO:** 6 (+1), **INT:** 6 (+1), **WIL:** 6 (+1), **CHA:** 7 (+2)

**ATTACK:** longsword (+4, 1d8+1), longbow (+5, 1d8 +1)  
**DEFENSE:** dodge (+4)  
**RESISTANCE:** +1  
**FORTITUDE:** +1  
**SPECIAL:** See below

**SKILLS:** Acrobatics (+4), Athletics (+2), \*Channeling (+2), Insight (+2), Lore (+2), Nature (+5), Perception (+5), Perform (+3), Stealth (+4)  
**LANGUAGES:** Fey

**COMBAT SKILLS:** dodge (+4), weapon (+4/bows +5)

**ABILITIES:** immortal, winged flight 18, skilled with bows, natural affinity (bonus to nature skill), elven perception (enhanced distance vision and nightvision), naturally telepathic, radiant beauty

**LIMITATIONS:** reclusive, long gestation process

**SPELLS/POWERS:** \*optional select 2d6 Druid spells at rank 1

**EQUIPMENT:** weapons, armor and random valuables

**DESCRIPTION:** Ayven or Winged Elves as they are sometimes called are an extremely rare race of Elf that makes their homes on the most unreachable areas high atop mountainous peaks. Little is known about the nature or origin of this species though most scholars agree that they have the most in common with their sylvan cousins. Most scholars also agree that this species was not created through magic but rather has existed nearly as long as the sylvan themselves. They appear much as sylvan do with the exception of their beautiful wings which can be brown, white or even black.





## FEY, CENTAUR

**TV:** 2  
**LV:** 1  
**HF:** NA  
**CL:** Fey  
**ENV:** plains, forests  
**INI:** +0  
**SIZE:** L  
**MOVE:** 8 (x2)

**AR:** Nat 2 (optional 3 with armor)  
**HP:** 21  
**PP:** 10

**STR:** 7 (+2), **AGI:** 5 (0), **END:** 7 (+2), **PRE:** 6 (+1)  
**KNO:** 5 (0), **INT:** 6 (+1), **WIL:** 5 (0), **CHA:** 4 (-1)

**ATTACK:** weapon (+1, 1d8 +2 dmg), kick (+1, 1d8 +2)  
**DEFENSE:** parry (+1), dodge (+1)  
**RESISTANCE:** +0  
**FORTITUDE:** +1  
**SPECIAL:** See below

**SKILLS:** Athletics (+3), Insight (+2), Intimidate (+1), Nature (+2), Perception (+2), Stealth (+1)  
**LANGUAGES:** Fey, Arcacian

**COMBAT SKILLS:** Brawling (+1), Dodge (+1), Weapon (+1)

**ABILITIES:** sleep standing up, low light vision, difficult to surprise (+2 to checks)

**LIMITATIONS:** none

**SPELLS/POWERS:** 25% chance of 1d6 druid spells at rank 2

**EQUIPMENT:** weapon, armor (half), equipment minimal

**DESCRIPTION:** The Centaur is a hybrid fey creature crossing both man and horse. They are a rare and xenophobic group that tends to avoid contact with most other species, save perhaps other fey including sylvan. Centaurs are excellent marksmen and warriors. They rely on their speed and unrivaled balance to carry out swift attacks when angered. They are known for their pride and tempers when insulted, but can also make valuable allies and lifelong friends.



## FEY, DRYAD

**TV:** 10  
**LV:** 5  
**HF:** NA  
**CL:** Fey  
**ENV:** forest (grove)  
**INI:** +5  
**SIZE:** M  
**MOVE:** 6

**AR:** Nat 4 (at will Barkskin)  
**HP:** 16  
**PP:** 34

**STR:** 6 (+1), **AGI:** 7 (+2), **END:** 6 (+1), **PRE:** 9 (+4)  
**KNO:** 7 (+2), **INT:** 9 (+4), **WIL:** 9 (+4), **CHA:** 9 (+4)

**ATTACK:** brawling (+7, 1d6 +1 dmg)  
**DEFENSE:** dodge (+7)  
**RESISTANCE:** +8, DE 5 magic, MR 5  
**FORTITUDE:** +5  
**SPECIAL:** See below

**SKILLS:** Animal Handling (+9), Athletics (+6), Diplomacy (+9), Heal (+7), History (+7), Insight (+9), Lore (+7), Nature (+9), Perception (+9), Perform (+9), Religion (+7), Stealth (+7)  
**LANGUAGES:** Fey, Arcacian, Celestial + choice of 2

**COMBAT SKILLS:** Brawling (+7), Dodge (+7)

**ABILITIES:** low light vision, speak to plants/animals, tree form, quickness, greater charm (once per day, opposed check, resist against +9 or view dryad as one true love for 1d6 days), DE 5 magic

**LIMITATIONS:** bound to a small grove, damage to trees in that grove will kill a dryad

**SPELLS/POWERS:** Select 2d6 druid spells at rank 3

**EQUIPMENT:** none

**DESCRIPTION:** The Dryad is a woodland spirit that resembles an elf maiden. Her skin and hair color change based on the season and gives her a natural camouflage. The Dryads, though rare, are protectors of the woodland realms and allies to the fey who dwell within. Some scholars have suggested that they are unpredictable and tell tales of their luring a handsome knight into their home after which he would return years later a broken and miserable man. Others claim that if one is a friend to the woodlands they may gain audience with one of these xenophobic creatures and learn a great deal about the history of the realm.



## FEY, MORWYN

**TV:** 2

**LV:** 1

**HF:** NA

**CL:** fey

**ENV:** woodland, any

**INI:** +4

**SIZE:** M

**MOVE:** 6

**AR:** 3 (by armor type - elven chain)

**HP:** 12

**PP:** 12

**STR:** 6 (+1), **AGI:** 9 (+4), **END:** 6 (+1), **PRE:** 7 (+2)

**KNO:** 5 (0), **INT:** 7 (+2), **WIL:** 6 (+1), **CHA:** 6 (+1)

**ATTACK:** weapon (+5, 1d8 +1), longbow (+6, 1d8 +1)

**DEFENSE:** dodge (+5)

**RESISTANCE:** +1

**FORTITUDE:** +1

**SPECIAL:** See below

**SKILLS:** Acrobatics (+5), Athletics (+2), \*Channeling (+2), Diplomacy (+2), Insight (+3), Lore (+1), Nature (+6), Perception (+6), Perform (+2), Stealth (+5)

**LANGUAGES:** Fey

**COMBAT SKILLS:** dodge (+5), weapon (+5/bows +6)

**ABILITIES:** immortal, skilled with bows, natural affinity (bonus to stealth, leaves no tracks), elven perception (low light vision and bonus to perception), animal affinity

**LIMITATIONS:** xenophobic, patient to a fault, long gestation process

**SPELLS/POWERS:** \*optional select 2d6 Druid spells at rank 2

**EQUIPMENT:** weapons, armor and random valuables

**DESCRIPTION:** Morwyn or Wild Elves as some refer to them are cousins to the Sylvan. Their affinity to nature and xenophobic behavior are their most identifiable traits. They are slightly stronger than their Sylvan cousins and have a slight green tint to their skin. Immortal beings, they are patient and can grow to become unrivaled druids or master archers. Though their appearance ages normally through childhood, the other stages of their lives are very slow. Some scholars surmise that they are not truly immortal, however they simply live for thousands of years and seem immortal to men.



**FEY, NIXIE**

**TV:** 10  
**LV:** 5  
**HF:** NA  
**CL:** fey  
**ENV:** woodland, any  
**INI:** +8  
**SIZE:** T  
**MOVE:** 1, fly 8

**AR:** Nat 1  
**HP:** 6  
**PP:** 34

**STR:** 2 (-3), **AGI:** 10 (+5), **END:** 4 (-1), **PRE:** 9 (+4)  
**KNO:** 6 (+1), **INT:** 9 (+4), **WIL:** 9 (+4), **CHA:** 9 (+4)

**ATTACK:** weapon (+10, 1 dmg, +1d6 temp END sleep poison)  
**DEFENSE:** dodge (+10)  
**RESISTANCE:** +8, DE 5 magic, MR 10  
**FORTITUDE:** +3  
**SPECIAL:** See below

**SKILLS:** Acrobatics (+10), Athletics (+2), Bluff (+9), \*Channeling (+9), Diplomacy (+9), Insight (+9), Lore (+6), Nature (+9), Perception (+9), Perform (+9), Stealth (+10), Thievery (+10)  
**LANGUAGES:** Fey

**COMBAT SKILLS:** dodge (+10), weapon (+10)

**ABILITIES:** dark vision, glow (produce natural soft glow, can turn off), quickness, resistant to disease or poison +5, DE 5 magic

**LIMITATIONS:** nocturnal, short attention span, pranksters, emotions run very strong

**SPELLS/POWERS:** Select 2d6 Druid spells at rank 3

**EQUIPMENT:** weapons (bow/sword) sleep poison

**DESCRIPTION:** Nixies are a tiny sized elder race of fey that is known for their strong emotions and reclusive nature. They are nocturnal cousins to the Pixie. It is said that it is wiser to insult a dragon than a fairy, the dragon may or may not eat you, the fairy will haunt you the rest of your miserable life. Being pranksters and having a slightly twisted moral code, the Nixie can be a difficult creature to deal with. It is not clear how many Nixies still inhabit the lost reaches of the woodland realms, however sylvan work to keep men out of these places and away from the unpredictable fey pranksters.



## FEY, NYMPH

**TV:** 12  
**LV:** 6  
**HF:** NA  
**CL:** fey  
**ENV:** typically, woodlands, any  
**INI:** +3  
**SIZE:** M  
**MOVE:** 6

**AR:** NA  
**HP:** 17  
**PP:** 31

**STR:** 6 (+1), **AGI:** 8 (+3), **END:** 6 (+1), **PRE:** 12 (+7)  
**KNO:** 8 (+3), **INT:** 8 (+3), **WIL:** 8 (+3), **CHA:** 12 (+7)

**ATTACK:** none  
**DEFENSE:** dodge (+9)  
**RESISTANCE:** +5, DE 5 paragon, MR 10  
**FORTITUDE:** +2  
**SPECIAL:** See below

**SKILLS:** Acrobatics (+9), Athletics (+7), Bluff (+13), \*Channeling (+9), Diplomacy (+13), Insight (+9), Lore (+9), Nature (+9), Perception (+9), Perform (+13), Stealth (+9)

**LANGUAGES:** Fey, Celestial and choice of 3 others

**COMBAT SKILLS:** dodge (+9)

**ABILITIES:** low light vision, DE 5 paragon, blinding gaze (usable at will, any living creature looking at her resists TN16 or blind for 1d6 days), natural beauty (TN16 WIL or infatuated, fail by 5 or more and will be in love, 1d6 weeks for second save option, once per target only)

**LIMITATIONS:** may be interested in males with PRE of 7 or greater, spirit bound to region

**SPELLS/POWERS:** Select 2d6 druid spells at rank 3

**EQUIPMENT:** none, may collect valuables

**DESCRIPTION:** Nymph's are the embodiment of beauty. They are so beautiful to behold that living creatures flock to her and serve her without question. Nymphs are quick witted and cautious, fleeing most situations where she feels there may be danger. She has no natural attacks and relies on her beauty or others to protect her. The Nymph is usually playful and seductive, she will keep her suitors as long as they continue to hold her interest and then may leave them alone and lost in the woods, searching for her until the effects of her beauty wear off.



## FEY, PEGASUS

**TV:** 6  
**LV:** 3  
**HF:** NA  
**CL:** Fey, Animal  
**ENV:** any  
**INI:** +1  
**SIZE:** L  
**MOVE:** 8 (x2), fly 24

**AR:** Nat 2  
**HP:** 30  
**PP:** 18

**STR:** 8 (+3), **AGI:** 6 (+1), **END:** 8 (+3), **PRE:** 7 (+2)  
**KNO:** 2 (-3), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 7 (+2)

**ATTACK:** kick (+4, 1d8 +3)  
**DEFENSE:** dodge (+4)  
**RESISTANCE:** +4  
**FORTITUDE:** +5  
**SPECIAL:** see below

**SKILLS:** Athletics (+6), Perception (+5), Stealth (+4)  
**LANGUAGES:** Fey (cannot speak)

**COMBAT SKILLS:** dodge (+4), kick (+4)

**ABILITIES:** flight (24)

**LIMITATIONS:** none

**SPELLS/POWERS:** none

**EQUIPMENT:** none

**DESCRIPTION:** The Pegasus is a fey winged horse that was once one of the most sought after mounts among the heroes of old. Their intelligence and strength made them valuable companions and steady mounts. They are near extinction now and only a few strong bloodlines of these majestic equines still exist. They are among the fastest flyers of all of the flying mounts and it is said that once they have imprinted on a rider, they are lifelong companions and unflinchingly loyal to their masters.



## FEY, PIXIE

**TV:** 10  
**LV:** 5  
**HF:** NA  
**CL:** fey  
**ENV:** woodland, any  
**INI:** +8  
**SIZE:** T  
**MOVE:** 1, fly 8

**AR:** Nat 1  
**HP:** 6  
**PP:** 34

**STR:** 2 (-3), **AGI:** 10 (+5), **END:** 4 (-1), **PRE:** 9 (+4)  
**KNO:** 9 (+4), **INT:** 9 (+4), **WIL:** 9 (+4), **CHA:** 9 (+4)

**ATTACK:** weapon (+10, 1 dmg, +1d6 temp END sleep poison)  
**DEFENSE:** dodge (+10)  
**RESISTANCE:** +8, DE 5 magic, MR 10  
**FORTITUDE:** +3  
**SPECIAL:** See below

**SKILLS:** Acrobatics (+10), Athletics (+2), Bluff (+9), \*Channeling (+9), Diplomacy (+9), Insight (+9), Lore (+9), Nature (+9), Perception (+9), Perform (+9), Stealth (+10), Thievery (+10)  
**LANGUAGES:** Fey

**COMBAT SKILLS:** dodge (+10), weapon (+10)

**ABILITIES:** low light vision, quickness, resistant to disease or poison +5, DE 5 magic

**LIMITATIONS:** short attention span, pranksters, emotions run very strong

**SPELLS/POWERS:** Select 2d6 Druid spells at rank 2

**EQUIPMENT:** weapons (bow/sword) sleep poison

**DESCRIPTION:** Pixies are a tiny sized elder race of fey that is known for their strong emotions and reclusive nature. It is said that it is wiser to insult a dragon than a fairy, the dragon may or may not eat you, the fairy will haunt you the rest of your miserable life. Being pranksters and having a slightly twisted moral code, the pixie can be a difficult creature to deal with. It is also said that if you can convince them of a good cause they will relentlessly pursue that end, giving their own life if necessary. It is not clear how many Pixies still inhabit the lost reaches of the woodland realms, however sylvan work to keep men out of these places and away from the unpredictable fey pranksters.



## FEY, SYLVAN

**TV:** 2  
**LV:** 1  
**HF:** NA  
**CL:** fey  
**ENV:** woodland, any  
**INI:** +4  
**SIZE:** M  
**MOVE:** 6

**AR:** 3 (by armor type - elven chain)  
**HP:** 12  
**PP:** 12

**STR:** 5 (0), **AGI:** 9 (+4), **END:** 6 (+1), **PRE:** 8 (+3)  
**KNO:** 6 (+1), **INT:** 6 (+1), **WIL:** 6 (+1), **CHA:** 6 (+1)

**ATTACK:** weapon (+5), longbow (+6), 1d8 dmg  
**DEFENSE:** dodge (+5)  
**RESISTANCE:** +1  
**FORTITUDE:** +1  
**SPECIAL:** See below

**SKILLS:** Acrobatics (+5), Athletics (+1), \*Channeling (+2), Diplomacy (+2), Insight (+2), Lore (+2), Nature (+5), Perception (+5), Perform (+2), Stealth (+5)  
**LANGUAGES:** Fey

**COMBAT SKILLS:** dodge (+5), weapon (+5/bows +6)

**ABILITIES:** immortal, skilled with bows, natural affinity (bonus to stealth, leaves no tracks), elven perception (low light vision and bonus to perception), radiant beauty

**LIMITATIONS:** reclusive, can be haughty, patient to a fault, long gestation process

**SPELLS/POWERS:** \*optional select 2d6 Druid spells at rank 2

**EQUIPMENT:** weapons, armor and random valuables

**DESCRIPTION:** Sylvan or Elves as some refer to them are one of the eldest races to inhabit the realms. Their beauty and grace are legendary as well as their passionate fury when wronged. Those few who have witnessed an elf on a blood debt understand how passionate they carry out their vengeance. Immortal beings, they are patient and can grow to become unrivaled scholars or master archers. Though their appearance ages normally through childhood, the other stages of their lives are very slow. Some scholars surmise that they are not truly immortal, however they simply live for thousands of years and seem immortal to men.





## FEY, UNICORN

**TV:** 8  
**LV:** 4  
**HF:** NA  
**CL:** Fey, Animal  
**ENV:** woodland, any  
**INI:** +5  
**SIZE:** L  
**MOVE:** 12

**AR:** Nat 2  
**HP:** 33  
**PP:** 20

**STR:** 8 (+3), **AGI:** 7 (+2), **END:** 8 (+3), **PRE:** 7 (+2)  
**KNO:** 2 (-3), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 7 (+2)

**ATTACK:** kick (+6, 1d8 +3), horn (+6, 1d6 +3, x2 dmg vs. evil foes)

**DEFENSE:** dodge (+6)

**RESISTANCE:** +5, DE 5 magic, MR 10

**FORTITUDE:** +6

**SPECIAL:** see below

**SKILLS:** Athletics (+7), Perception (+6), Stealth (+6)

**LANGUAGES:** Fey (cannot speak)

**COMBAT SKILLS:** dodge (+6), kick (+6), horn (+6)

**ABILITIES:** strong will, teleportation (unerring, up to 1 mile, at will), DE 5 magic, quickness, sense evil 60' radius, aura of peace 60' radius (TN 16 or cannot take aggressive actions around a unicorn)

**LIMITATIONS:** extremely reclusive, favors maidens and purity

**SPELLS/POWERS:** none

**EQUIPMENT:** none

**DESCRIPTION:** The Unicorn is one of the rarest fey creatures in the realms. It is pure magic and represents purity and peace. The unicorn is not only extremely rare but also extremely reclusive, just seeing one is said to bring luck for 7 years. It is unclear as to their usefulness as mounts, however scholars surmise that they only let a pure of heart maiden ride them and rarely become a permanent mount, as they will eventually long to return to the sylvan wilds and their home.



## GARGOYLE

**TV:** 4

**LV:** 2

**HF:** NA

**CL:** Humanoid, Semi-Daemon

**ENV:** any

**INI:** + 1

**SIZE:** M

**MOVE:** 6 (fly 12)

**AR:** Nat 5

**HP:** 22

**PP:** 16

**STR:** 9 (+4), **AGI:** 7 (+2), **END:** 9 (+4), **PRE:** 4 (-1)

**KNO:** 4 (-1), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 4 (-1)

**ATTACK:** claw (+4, 1d6 +4)

**DEFENSE:** Dodge (+4)

**RESISTANCE:** +3, DE 5 magic

**FORTITUDE:** +5

**SPECIAL:** see below

**SKILLS:** Athletics (+6), Insight (+4), Intimidate (+2), Perception (+4), Stealth (+4)

**LANGUAGES:** Daemonic

**COMBAT SKILLS:** Claws (+4), Dodge (+4)

**ABILITIES:** fly (12), darkvision, immune to fire and cold, strong natural AR (5), camouflage (gain +3 to stealth when in their natural rocky or stone environment), DE 5 magic

**LIMITATIONS:** Curse of the Guardians (most are bound to a specific location, though some lucky few do gain freedom)

**SPELLS/POWERS:** none

**EQUIPMENT:** none

**DESCRIPTION:** The origin of the gargoyle is shrouded in mystery, though it is clear that they were created or bound to locations to serve as guardians. Scholars now say that some few have found ways to break this curse and now roam free and have even been able to reproduce, though no one quite knows the logistics of that endeavor. Gargoyles seem to be single minded and defend their location without hesitation, it is unclear if this trait has been passed to their free brethren. Made to resemble natural stone or rock, they can be extremely difficult to spot in their natural environment.



# GHOUL

**TV:** 4  
**LV:** 2  
**HF:** 12  
**CL:** Undead  
**ENV:** Any  
**INI:** +1  
**SIZE:** M  
**MOVE:** 6

**AR:** Nat 2  
**HP:** 11 (21)  
**PP:** 13

**STR:** 7 (+2), **AGI:** 6 (+1), **END:** 5 (0), **PRE:** 2 (-3)  
**KNO:** 2 (-3), **INT:** 6 (+1), **WIL:** 6 (+1), **CHA:** 2 (-3)

**ATTACK:** Claws (+3, 1d6 +2 dmg) \*ghoul fever  
**DEFENSE:** Dodge (+3)  
**RESISTANCE:** +2 (see below)  
**FORTITUDE:** +1  
**SPECIAL:** See below

**SKILLS:** Athletics (+4), Perception (+3), Stealth (+3)  
**LANGUAGES:** Arcacian

**COMBAT SKILLS:** Dodge (+3), Brawling (+3, 1d6 +2 claw dmg)

**ABILITIES:** sense life 120', immune to mind influencing affects or spells, no need to eat, breathe or sleep, dark vision, immune to poison, disease, sickness, immune to critical hits, \*ghoul fever (damage dealt by a ghoul has a 25% chance to inflict ghoul fever, dealing 1 END per day until target turns into a ghoul)

**LIMITATIONS:** takes 1 point of damage per round it is exposed to direct sunlight

**SPELLS/POWERS:** none

**EQUIPMENT:** none

**DESCRIPTION:** A ghoul is a cursed soul bound to hunger for flesh after death. They must consume flesh to extend their undead existence. They are stronger and smarter than zombies and most have a will of their own, though following a more powerful lord of undead is common. Ghouls live in barrows, where they hide during the daylight hours. It is unclear how ghouls are created or what curses turn someone into a ghoul, however the fever they carry can spread and create ghouls as sure as any curse.



# GHOST

**TV:** 6  
**LV:** 3  
**HF:** 14  
**CL:** Undead  
**ENV:** Any  
**INI:** 0  
**SIZE:** M  
**MOVE:** fly 12

**AR:** 0  
**HP:** 12 (22)  
**PP:** 22

**STR:** 5 (0), **AGI:** 5 (0), **END:** 5 (0), **PRE:** 5 (0)  
**KNO:** 5 (0), **INT:** 5 (0), **WIL:** 8 (+3), **CHA:** 8 (+3)

**ATTACK:** Touch (+3, drain 1d6 END for 1d6 rounds)  
**DEFENSE:** Dodge (+3)  
**RESISTANCE:** +5 (see below)  
**FORTITUDE:** +2  
**SPECIAL:** Incorporeal (50% miss chance)

**SKILLS:** History (+3), perception (+3), stealth (+3), choose 2 additional skills at +3  
**LANGUAGES:** Arcacian, choose any

**COMBAT SKILLS:** Dodge (+3), Touch (+3, drain 1d6 END for 1d6 rounds)

**ABILITIES:** sense life 120', immune to mind influencing affects or spells, no need to eat, breathe or sleep, dark vision, immune to poison, disease, sickness, immune to critical hits, incorporeal (50% miss chance during combat, can go to 100% if not manifesting to attack, can become invisible at will while incorporeal – only visible during manifestation), pass through solid objects

**LIMITATIONS:** usually bound to a small region or territory, often a dwelling

**SPELLS/POWERS:** none

**EQUIPMENT:** none

**DESCRIPTION:** A ghost is a cursed soul trapped in the mortal realm until some great wrong has been righted or sometimes until vengeance has been served to an enemy. A ghost can become a bitter and dangerous enemy, longing for the life it once had. Ghosts may retain the attributes of the living individual, to create a customized template for this creature. Ghosts may retain the knowledge they had in life, though it is often blurry and hard to remember. They will retain perfectly the knowledge of how they died and the comings and goings of their region or territory.



## GOBLYN

**TV:** 0.5

**LV:** 1

**HF:** NA

**CL:** fey, goblinoid

**ENV:** underground, any

**INI:** +5

**SIZE:** S

**MOVE:** 3

**AR:** by armor type (2)

**HP:** 5

**PP:** 8

**STR:** 4 (-1), **AGI:** 7 (+2), **END:** 5 (0), **PRE:** 3 (-2)

**KNO:** 3 (-2), **INT:** 6 (+1), **WIL:** 4 (-1), **CHA:** 2 (-3)

**ATTACK:** weapon (+3, 1d6 -1 dmg)

**DEFENSE:** parry (+3), Dodge (+3)

**RESISTANCE:** -1

**FORTITUDE:** +0 (+4 disease or poison)

**SPECIAL:** See below

**SKILLS:** Acrobatics (+3), Athletics (+1), \*Channeling (+1), Nature (+2), Perception (+2), Stealth (+3), Thievery (+3)

**LANGUAGES:** Fey, Daemonic

**COMBAT SKILLS:** brawling (+1), dodge (+3), weapon (+3)

**ABILITIES:** darkvision, quickness, resistant to disease or poison +5

**LIMITATIONS:** avoids sunlight, perception penalty of -2 in bright light

**SPELLS/POWERS:** 10% chance of having 1d6 priest spells at rank one\*

**EQUIPMENT:** piece meal armor, weapons and random valuables

**DESCRIPTION:** Goblins are a twisted and evil race of fey that overwhelms their enemies through strength of numbers. They are extremely prolific and have a very short gestation cycle. A rare few can channel power through worship of a dark god or even improve their skills in combat or thievery. These exceptions usually end up as leaders of small or large bands of goblins or work for other powerful evil beings. Their cruelty and hatred are well known and it is said the only way to control a goblin or group of them is through fear and/or intimidation.



## GIANT

**TV:** 12  
**LV:** 6  
**HF:** NA  
**CL:** Giant, Humanoid  
**ENV:** Any  
**INI:** -1  
**SIZE:** H (12' - 20' tall)  
**MOVE:** 6 (x3)

**AR:** 3  
**HP:** 83  
**PP:** 31

**STR:** 12 (+7), **AGI:** 4 (-1), **END:** 12 (+7), **PRE:** 10 (+5)  
**KNO:** 7 (+2), **INT:** 7 (+2), **WIL:** 8 (+3), **CHA:** 10 (+5)

**ATTACK:** Weapon (+5 to hit, i.e. H sized axe damage 1d12 +7)  
**DEFENSE:** Dodge (+5)  
**RESISTANCE:** +8/immune to either heat or cold, DE 5 magic  
**FORTITUDE:** +12  
**SPECIAL:** See Below

**SKILLS:** Athletics (+13), History (+8), Insight (+8), Intimidate (+11), Lore (+8), Nature (+8), Perception (+8)  
**LANGUAGES:** Arcacian, Noresh

**COMBAT SKILLS:** Brawling (+5), Dodge (+5), Weapon (choose type, +5)

**ABILITIES:** Natural Armor, immune to either heat or cold, Sea Giants also have breathe water and swim at normal movement rates, DE 5 magic

**LIMITATIONS:** Phobia (Giants all have an irrational phobia, many stories tell of simple and silly fears that can be taken advantage of if one knows what it is)

**SPELLS/POWERS:** None

**EQUIPMENT:** Armor and weapon (huge sized) and random valuables

**DESCRIPTION:** Giants are huge humanoids said to be descendants of the Titans of old. They vary greatly in appearance and live in almost every climate known to man. They are often categorized from the realms they call home: Sand, Snow, Sea, Rock, Wood, etc. Their appearance often reflects these environments, having the ability to adapt to any environment. Giants are thought to be cruel and have short tempers. Giants are rare enough that they often avoid contact with men. However, given the right circumstance, they will gladly remove a threat without anyone knowing and can be very dangerous when backed into a corner, albeit a very big corner.



## GIANT, STORMBORN

**TV:** 16  
**LV:** 8  
**HF:** NA  
**CL:** Giant, Humanoid  
**ENV:** Any  
**INI:** -2  
**SIZE:** G (20' - 30' tall)  
**MOVE:** 6 (x4)

**AR:** Nat 4  
**HP:** 133  
**PP:** 46

**STR:** 14 (+9), **AGI:** 3 (-2), **END:** 14 (+9), **PRE:** 12 (+7)  
**KNO:** 8 (+3), **INT:** 8 (+3), **WIL:** 9 (+4), **CHA:** 12 (+7)

**ATTACK:** Storm Bolt (+6, 2d8 +4 dmg), slam/stomp/grapple (+6, 1d12 +9 dmg)  
**DEFENSE:** Dodge (+6)  
**RESISTANCE:** +11/immune to all elements, DE 5 paragon  
**FORTITUDE:** +16  
**SPECIAL:** See Below

**SKILLS:** Athletics (+17), Arcana (+11), History (+11), Insight (+11), Intimidate (+15), Lore (+11), Nature (+11), Perception (+11), Religion (+11)  
**LANGUAGES:** Arcacian, Noresh

**COMBAT SKILLS:** Brawling (+6), Dodge (+6)

**ABILITIES:** Natural Armor, immune to elemental attacks, storm bolts (pulled from sky at will, 3d8 + WIL dmg), control weather (weather within 5-mile radius of this giant is as he so desires), DE 5 paragon

**LIMITATIONS:** Phobia (Giants all have an irrational phobia, many stories tell of simple and silly fears that can be taken advantage of if one knows what it is)

**SPELLS/POWERS:** None

**EQUIPMENT:** Magic equipment and valuables common

**DESCRIPTION:** The Stormborn are legendary giants of old and direct descendants of the Titans. It is unknown if any of these powerful beings still walk the realms, but some scholars claim there is a handful left living high above us in castles built on clouds. Their mastery of the weather and powerful natural magic ability makes them among the most respected beings to ever walk the realms. They are much larger than their Titan rivals and some scholars claim this is deceptive and due to an over exaggerated ego. Whatever the case, no one can argue that these beings are remarkable and unique.



# GIANT LIZARD

**TV:** 6  
**LV:** 3  
**HF:** NA  
**CL:** Giant Creature  
**ENV:** any  
**INI:** +1  
**SIZE:** L  
**MOVE:** 8 (x2)

**AR:** Nat 4  
**HP:** 30  
**PP:** 14

**STR:** 8 (+3), **AGI:** 6 (+1), **END:** 8 (+3), **PRE:** 6 (+1)  
**KNO:** 2 (-3), **INT:** 6 (+1), **WIL:** 6 (+1), **CHA:** 6 (+1)

**ATTACK:** bite (+4, 1d8 +3)  
**DEFENSE:** Dodge (+4)  
**RESISTANCE:** +3/DR 5 heat  
**FORTITUDE:** +5  
**SPECIAL:** see below

**SKILLS:** Athletics (+6), Perception (+4), Stealth (+4)  
**LANGUAGES:** None

**COMBAT SKILLS:** Natural weapons (+4), Dodge (+4)

**ABILITIES:** Scales AR 4, DR 5 heat, regeneration (1 HP/round)

**LIMITATIONS:** cold blooded

**SPELLS/POWERS:** None

**EQUIPMENT:** None

**DESCRIPTION:** Giant Lizards can be found in almost any climate, from arid wasteland to deep beneath the earth. They can be dangerous predators though many sentient species have domesticated them to serve as mounts and companions. These lizards vary greatly in appearance, though they all tend to share coloration based on their environment.





## GIANT SCORPION

**TV:** 6  
**LV:** 3  
**HF:** NA  
**CL:** Giant Creature  
**ENV:** Warm, Desert  
**INI:** +1  
**SIZE:** L  
**MOVE:** 8 (x2)

**AR:** Nat 5  
**HP:** 30  
**PP:** 14

**STR:** 8 (+3), **AGI:** 6 (+1), **END:** 8 (+3), **PRE:** 6 (+1)  
**KNO:** 2 (-3), **INT:** 6 (+1), **WIL:** 6 (+1), **CHA:** 6 (+1)

**ATTACK:** pincer (+4, 1d8 +3 and grapple), tail sting (+4, 1d6 END)  
**DEFENSE:** Dodge (+4)  
**RESISTANCE:** +3/DR 5 heat  
**FORTITUDE:** +5  
**SPECIAL:** multi-attack (2 pincers or pincer and sting every other round)

**SKILLS:** Athletics (+6), Perception (+4), Stealth (+4)  
**LANGUAGES:** None

**COMBAT SKILLS:** Natural weapons (+4), Dodge (+4)

**ABILITIES:** Carapace AR 5, DR 5 heat, tail sting (1d6 END)

**LIMITATIONS:** photophobic

**SPELLS/POWERS:** None

**EQUIPMENT:** None

**DESCRIPTION:** Giant Scorpions are nocturnal predators of the arid wastes and are dangerous adversaries. Their natural carapace provides them with unparalleled protection and their pincers and tail barb make short work of their prey. A common tactic for the scorpion is to grasp the target in their pincers and then follow with a tail strike to weaken their prey before consumption.



# GIANT SNAKE

**TV:** 8  
**LV:** 4  
**HF:** NA  
**CL:** Giant Creature  
**ENV:** Any, warm  
**INI:** +1  
**SIZE:** H  
**MOVE:** 6 (x3)

**AR:** Nat 3  
**HP:** 41  
**PP:** 15

**STR:** 8 (+3), **AGI:** 8 (+3), **END:** 8 (+3), **PRE:** 6 (+1)  
**KNO:** 2 (-3), **INT:** 6 (+1), **WIL:** 6 (+1), **CHA:** 6 (+1)

**ATTACK:** bite (+7, 1d8 +3 and 1d6 END), grapple (+7, 3 dmg/round)  
**DEFENSE:** Dodge (+7)  
**RESISTANCE:** +4  
**FORTITUDE:** +6  
**SPECIAL:** see below

**SKILLS:** Athletics (+7), Perception (+5), Stealth (+7)  
**LANGUAGES:** None

**COMBAT SKILLS:** Natural weapons (+7), Dodge (+7)

**ABILITIES:** Scales (AR 3), poison (1d6 END)

**LIMITATIONS:** cold blooded

**SPELLS/POWERS:** None

**EQUIPMENT:** None

**DESCRIPTION:** Giant Snakes are found in most warm climates and are among the most feared predators in the remote regions of the realms. Their appearance varies greatly, though their markings sometimes resemble the smaller more common species they were spawned from. Scholars also believe that there are species of giant snake that are natural in origin and these reptiles often have bright and colorful markings not found in nature.



## GIANT SPIDER

**TV:** 6  
**LV:** 3  
**HF:** NA  
**CL:** Giant Creature  
**ENV:** any  
**INI:** +1  
**SIZE:** L  
**MOVE:** 8 (x2)

**AR:** Nat 2  
**HP:** 27  
**PP:** 10

**STR:** 7 (+2), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 4 (-1)  
**KNO:** 2 (-3), **INT:** 7 (+2), **WIL:** 4 (-1), **CHA:** 4 (-1)

**ATTACK:** bite (+5, 1d8 +2 and 1d6 END), web (+5, grapple STR 10)

**DEFENSE:** Dodge (+5)

**RESISTANCE:** +1/immune to poison

**FORTITUDE:** +4

**SPECIAL:** see below

**SKILLS:** Athletics (+5), Perception (+5), Stealth (+5)

**LANGUAGES:** None

**COMBAT SKILLS:** Natural weapons (+5), Dodge (+5)

**ABILITIES:** Poison (1d6 END), darkvision, spider climb, web attack (immobilized STR 10)

**LIMITATIONS:** nocturnal

**SPELLS/POWERS:** None

**EQUIPMENT:** None

**DESCRIPTION:** Giant Spiders can be found in almost any climate and are dangerous nocturnal predators that lure prey into their web and trap them for later consumption. Their appearance varies greatly and only their common traits are listed in this profile. Some type of poison delivered through their bite attack, the ability to climb sheer surfaces and fit through small spaces despite their size and their ability to spin strong webbing to trap and detect their enemies are all common traits.



# GIANT WASP

**TV:** 2  
**LV:** 1  
**HF:** NA  
**CL:** Giant Creature  
**ENV:** Any  
**INI:** +2  
**SIZE:** M  
**MOVE:** 2, fly 18

**AR:** Nat 4  
**HP:** 12  
**PP:** 10

**STR:** 6 (+1), **AGI:** 7 (+2), **END:** 6 (+1), **PRE:** 5 (0)  
**KNO:** 2 (-3), **INT:** 7 (+2), **WIL:** 5 (0), **CHA:** 5 (0)

**ATTACK:** bite (+3, 1d6 +1), sting (+3, 1d6 + 1, +1d6 END)  
**DEFENSE:** Dodge (+3)  
**RESISTANCE:** +0  
**FORTITUDE:** +0  
**SPECIAL:** see below

**SKILLS:** Athletics (+2), Perception (+3), Stealth (+3)  
**LANGUAGES:** None

**COMBAT SKILLS:** Natural weapons (+3), Dodge (+3)

**ABILITIES:** Exoskeleton AR 4, tail sting (1d6 END)

**LIMITATIONS:** none

**SPELLS/POWERS:** None

**EQUIPMENT:** None

**DESCRIPTION:** Giant Wasps are a unique breed and are not believed to simply be larger versions of their smaller cousins. They behave much as normal wasps; however, they are far more aggressive and can be found in groups or alone. A Giant Wasp that feels threatened will use a fly-by-attack to sting its victim to weaken it and circle for another attack. It will then carry off its unconscious victim to feed later.



## GNOLL

**TV:** 2

**LV:** 1

**HF:** NA

**CL:** Humanoid, beast

**ENV:** Any, forest

**INI:** +1

**SIZE:** M

**MOVE:** 6/8

**AR:** Nat 2

**HP:** 14

**PP:** 10

**STR:** 7 (+2), **AGI:** 6 (+1), **END:** 7 (+2), **PRE:** 4 (-1)

**KNO:** 4 (-1), **INT:** 7 (+2), **WIL:** 5 (0), **CHA:** 4 (-1)

**ATTACK:** Claws/Bite (+2, 1d6 +2), Axe (+2, 1d8 +2)

**DEFENSE:** Dodge (+2)

**RESISTANCE:** +0

**FORTITUDE:** +2

**SPECIAL:** None

**SKILLS:** Athletics (+3), Insight (+3), Intimidate (+1), Nature (+3), Perception (+3), Stealth (+2)

**LANGUAGES:** Arcacian and one other of choice

**COMBAT SKILLS:** Brawling (+2), Dodge (+2), Weapon (+2)

**ABILITIES:** natural armor, night vision, tracking scent

**LIMITATIONS:** superstitious about magic

**SPELLS/POWERS:** None

**EQUIPMENT:** weapons and equipment, chance of random treasure

**DESCRIPTION:** Gnolls are pack hunters and tribal warriors who roam the uncivilized forests and forgotten places of the realms. The alpha male of the pack leads his group though his leadership can be challenged by right of combat at any time. They are a savage and dangerous race; however, scholars disagree as to whether or not they are evil by nature. Some say if left alone they will do the same, and others say they will parley with those who show some strength.



## GOLEM

**TV:** 14  
**LV:** 7  
**HF:** NA  
**CL:** Construct  
**ENV:** Any  
**INI:** 0  
**SIZE:** H  
**MOVE:** 6 (x3)

**AR:** Nat 5  
**HP:** 74 (84)  
**PP:** 16

**STR:** 11 (+6), **AGI:** 5 (0), **END:** 11 (+5), **PRE:** 8 (+3)  
**KNO:** 5 (0), **INT:** 5 (0), **WIL:** 5 (0), **CHA:** 4 (-1)

**ATTACK:** Brawling (+7 to hit, 1d10 +6 dmg), Weapon (+7 to hit, 1d12 +6 dmg)

**DEFENSE:** Dodge (+7)

**RESISTANCE:** +6, immune to mind influencing effects, DE 5 magic, DR 5 slashing or piercing, MR 5

**FORTITUDE:** +11

**SPECIAL:** None

**SKILLS:** Athletics (+13), Perception (+7)

**LANGUAGES:** Arcane

**COMBAT SKILLS:** Brawling (+7), Dodge (+7), Weapon: Club/Hammer (+7)

**ABILITIES:** dark vision, natural armor, immune to mind influencing effects, DE 5 magic, DR 5 against slashing and piercing weapons

**LIMITATIONS:** bound to serve, trapped soul (can be removed)

**SPELLS/POWERS:** None

**EQUIPMENT:** weapon possible

**DESCRIPTION:** A golem is a construct that has been infused with a soul through powerful magic to give it life. Golems can be made of almost any type of material and can be almost any size. This example represents a huge sized golem made of stone. This template can be modified to reflect size and material. A bound golem typically must answer to its creator, bound to serve and do as it is told. Rumors tell of some masters who either free their bound servants or of golems who are freed upon their master's deaths, though these are said to be extremely rare. Golems retain the intelligence they had in life, however being bound compels them to serve, sometimes in torment.



## GORGON

**TV:** 12

**LV:** 6

**HF:** 14

**CL:** Humanoid, mythological

**ENV:** Any

**INI:** +1

**SIZE:** M

**MOVE:** 6

**AR:** Nat 2

**HP:** 24

**PP:** 24



**STR:** 7 (+2), **AGI:** 6 (+1), **END:** 7 (+2), **PRE:** 2 (-3)

**KNO:** 6 (+1), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 3 (-2)

**ATTACK:** Long Bow (+7, 1d8 +2 dmg), gaze (see below), multi-attack 3

**DEFENSE:** Dodge (+7)

**RESISTANCE:** +7, DE 5 magic, MR 5

**FORTITUDE:** +7

**SPECIAL:** See Below

**SKILLS:** Athletics (+8), Diplomacy (+4), History (+7), Insight (+8), Intimidate (+4), Lore (+7), Perception (+8), Stealth (+7)

**LANGUAGES:** Arcacian, celestial, choose 2 other languages

**COMBAT SKILLS:** Bow (+7), brawling (+7), snake heads (+7), grappling (+7)

**ABILITIES:** Natural Armor, stone gaze (unless taking a -10 penalty for eyes closed, once per round opponent must make a WIL check at TN 12 to avoid gaze, otherwise he will be turned to a soft calcified stone state, effect is permanent until gorgon is killed), snake tail (grapple with +2 to STR checks), snake hair (attack adjacent squares, multi-attack (up to 3 attacks), dmg 2 points + 1d6 END), DE 5 magic

**LIMITATIONS:** Susceptible to flattery

**SPELLS/POWERS:** None

**EQUIPMENT:** Long Bow and random treasure

**DESCRIPTION:** Gorgons are said to have stemmed from an ancient curse by the gods of old. 7 beautiful sisters were punished following their plot to steal from the goddess of beauty and made to become horrific versions of their former self. They are especially jealous of beautiful women and will seek to kill them on sight, it is rumored though that they have a weakness for flattery, especially from handsome men. One feature of every gorgon lair is the stone statues of those who have wandered too close.

## GRIFFON

**TV:** 4  
**LV:** 2  
**HF:** NA  
**CL:** Beast  
**ENV:** any  
**INI:** +2  
**SIZE:** L  
**MOVE:** 8 (x2), fly 18

**AR:** Nat 2  
**HP:** 23  
**PP:** 16

**STR:** 7 (+2), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 7 (+2)  
**KNO:** 2 (-3), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 7 (+2)

**ATTACK:** bite (+4, 1d8 +2), claw (+4, 1d6 +2)  
**DEFENSE:** Dodge (+4)  
**RESISTANCE:** +3  
**FORTITUDE:** +3  
**SPECIAL:** see below

**SKILLS:** Acrobatics (+4), Athletics (+4), Nature (+4), Perception (+4), Stealth (+4)  
**LANGUAGES:** none

**COMBAT SKILLS:** Natural attacks (+4), Dodge (+4)

**ABILITIES:** fly (18), night vision, extraordinary visual acuity, skilled flyers

**LIMITATIONS:** fierce natural predators, limited intelligence, proud

**SPELLS/POWERS:** none

**EQUIPMENT:** none

**DESCRIPTION:** The griffon is a hybrid lion and eagle that makes for a dangerous natural predator. The griffon has higher than traditional animal intelligence, however it is still strongly instinctual. It is said that if trained properly from birth, they can become quite intelligent and loyal companions. The griffon is a noble and proud creature that respects natural order and confidence. They are among the most skilled flyers in the sky and hunt large animals, though rarely men.





## GRIMLOCK

**TV:** 2  
**LV:** 1  
**HF:** NA  
**CL:** humanoid  
**ENV:** underground  
**INI:** +0  
**SIZE:** M  
**MOVE:** 6

**AR:** Nat 2  
**HP:** 14  
**PP:** 10

**STR:** 7 (+2), **AGI:** 5 (0), **END:** 7 (+2), **PRE:** 3 (-2)  
**KNO:** 3 (-2), **INT:** 7 (+2), **WIL:** 5 (0), **CHA:** 3 (-2)

**ATTACK:** axe (+1, 1d8 +2 dmg), bite/claw (+1, 1d6 +2 dmg)

**DEFENSE:** dodge (+1)

**RESISTANCE:** +0

**FORTITUDE:** +2

**SPECIAL:** see below

**SKILLS:** athletics (+3), nature (+3), perception (+3), stealth (+1)

**LANGUAGES:** gobbly, arcacian

**COMBAT SKILLS:** weapon (+1), dodge (+1)

**ABILITIES:** blind sight (60'), natural armor

**LIMITATIONS:** naturally blind, dislike bright light and heat

**SPELLS/POWERS:** none

**EQUIPMENT:** poor quality weapons and equipment, chance of random treasure

**DESCRIPTION:** The origin of the Grimlock is shrouded in mystery, however it is known that their long time spent underground has left them blind, born without eyes. Their uncanny senses however more than make up for their lack of sight and they are said to be able to hear and feel the tremors in the ground to locate their prey. Most scholars agree that the Grimlock is a subterranean tribal society with vicious and strange societal rules and habits.



# HAG

**TV:** 8  
**LV:** 4  
**HF:** 12  
**CL:** Fey  
**ENV:** swamp  
**INI:** +4  
**SIZE:** M  
**MOVE:** 6

**AR:** Nat 2  
**HP:** 30  
**PP:** 20

**STR:** 9 (+4), **AGI:** 6 (+1), **END:** 9 (+4), **PRE:** 3 (-2)  
**KNO:** 6 (+1), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 3 (-2)

**ATTACK:** claw (+5, 1d6 +4 dmg)  
**DEFENSE:** dodge (+5)  
**RESISTANCE:** +5, DE 5 magic, MR 5  
**FORTITUDE:** +7  
**SPECIAL:** See below

**SKILLS:** Animal Handling (+5), Athletics (+7), Diplomacy (+1), History (+4), Insight (+5), Lore (+4), Nature (+5), Perception (+5), Perform (+1), Religion (+4), Stealth (+4)  
**LANGUAGES:** Fey, Arcacian, + choice of 1

**COMBAT SKILLS:** Claw (+4), Dodge (+4)

**ABILITIES:** low light vision, shape change (beautiful female PRE: 9), quickness, breathe water, swim (at base move), DE 5 magic

**LIMITATIONS:** vanity and susceptibility to flattery, odor (even when in beautiful form) – uses swamp to hide natural odor

**SPELLS/POWERS:** Select 2d6 druid spells at rank 3

**EQUIPMENT:** may have valuables and fine quality items

**DESCRIPTION:** The Hag is an ancient fey creature said to have been cursed long ago by powerful magic. They are vain and cruel and delight in luring handsome males into their lairs and delight in being waited on and flattered. When they tire of their new pets or when she is hungry enough she ends their misery. Hags have natural spell like abilities and are extremely strong, which make them formidable opponents in battle. They are cowardly creatures when faced with odds that are not in their favor and will attempt to negotiate surrender if trapped.



## HARPY

**TV:** 6  
**LV:** 3  
**HF:** NA  
**CL:** Mythological  
**ENV:** Any, swamp  
**INI:** +2  
**SIZE:** M  
**MOVE:** 6/Fly 12

**AR:** Nat 2  
**HP:** 14  
**PP:** 14

**STR:** 6 (+1), **AGI:** 7 (+2), **END:** 6 (+1), **PRE:** 7 (+2)  
**KNO:** 6 (+1), **INT:** 7 (+2), **WIL:** 6 (+1), **CHA:** 7 (+2)

**ATTACK:** claw (+5, 1d6 +1 dmg), see below  
**DEFENSE:** dodge (+5)  
**RESISTANCE:** +3, DE 5 magic, MR 5  
**FORTITUDE:** +3  
**SPECIAL:** See below

**SKILLS:** Athletics (+4), Arcana (+4), Bluff (+5), Diplomacy (+5), Insight (+5), Nature (+5), Perception (+5), Perform (+5), Stealth (+5)

**LANGUAGES:** Arcacian, Celestial

**COMBAT SKILLS:** Claw (+5), Dodge (+5)

**ABILITIES:** darkvision, captivating song (resist TN 16 or stunned for as long as she is singing – gain additional resistance roll each time damage is dealt, though stunned the target will move in the most direct route possible toward the source of the song), flight, DE 5 magic

**LIMITATIONS:** lecherous (attracted to males with PRE 6 or greater)

**SPELLS/POWERS:** None

**EQUIPMENT:** None; may have random treasure

**DESCRIPTION:** Very little is known about the Harpy, though their song is legend. It is said it is powerful enough to hold a man while the harpy rips him to shreds with her powerful talons. It is also said that those captivated by her powerful song will follow that song, right off the edge of a cliff. The motivations and habits of the Harpy remain a mystery to most scholars, though all agree that the surest way to avoid trouble is to avoid them altogether.



### HOBGOBLYN

**TV:** 2

**LV:** 1

**HF:** NA

**CL:** fey, goblinoid

**ENV:** underground, any

**INI:** +1

**SIZE:** M

**MOVE:** 6

**AR:** by armor type (3)

**HP:** 12

**PP:** 12

**STR:** 6 (+1), **AGI:** 6 (+1), **END:** 6 (+1), **PRE:** 4 (-1)

**KNO:** 4 (-1), **INT:** 6 (+1), **WIL:** 6 (+1), **CHA:** 4 (-1)

**ATTACK:** weapon (+2, 1d8 +1 dmg), claw (+2, 1d6 +1)

**DEFENSE:** parry (+2), Dodge (+2)

**RESISTANCE:** +1

**FORTITUDE:** +1 (+6 resist disease or poison)

**SPECIAL:** See below

**SKILLS:** Athletics (+2), \*Channeling (+2), Nature (+2), Perception (+2), Stealth (+2), Thievery (+2)

**LANGUAGES:** Fey, Daemonic

**COMBAT SKILLS:** brawling (+2), dodge (+2), weapon (+2)

**ABILITIES:** darkvision, resistant to disease or poison +5

**LIMITATIONS:** avoids sunlight, perception penalty of -2 in bright light

**SPELLS/POWERS:** 10% chance of having 1d6 priest spells at rank one\*

**EQUIPMENT:** armor, weapons and random valuables

**DESCRIPTION:** Hobgoblins are larger and stronger versions of their Goblin cousins. They share their vicious and cruel nature and in fact are even viler than their smaller kin. Hobgoblins are known as master craftsmen and possess quality armor and weapons, designed to be particularly viscous and damaging. Hobgoblins are often found leading war parties of Goblin and other evil creatures. Powerful evil beings often use these creatures as shock troops even though they are much rarer than the more available Goblin forces.



## HYDRA

**TV:** 14  
**LV:** 7  
**HF:** 14  
**CL:** Wyrm  
**ENV:** Any, water  
**INI:** +0  
**SIZE:** H (15' – 20' long)  
**MOVE:** 6 (x3), swim 8

**AR:** Nat 4  
**HP:** 70  
**PP:** 28

**STR:** 10 (+5), **AGI:** 5 (0), **END:** 10 (+5), **PRE:** 7 (+2)  
**KNO:** 2 (-3), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 7 (+2)

**ATTACK:** Multi (5 heads), Bite (+7, 1d10 +5 dmg)  
**DEFENSE:** Dodge (+7)  
**RESISTANCE:** +8  
**FORTITUDE:** +11  
**SPECIAL:** multi-attack (5+)

**SKILLS:** Athletics (+12), Insight (+9), Intimidate (+9), Perception (+9), Stealth (+7)  
**LANGUAGES:** none

**COMBAT SKILLS:** Bite (+7), Dodge (+7)

**ABILITIES:** Dark Vision, natural armor, breathe water, swim (base move), regeneration (1d6 HP per round), on a critical hit a head is severed (it will then grow back two heads in 1d6 rounds)

**LIMITATIONS:** Do not regenerate from fire damage

**SPELLS/POWERS:** None

**EQUIPMENT:** Random Valuables in Lair, no equipment

**DESCRIPTION:** The Hydra is an ancient mythological wyrm that is as dangerous as it is rare. It resembles a normal wyrm with 5 (or sometimes more – increase TV by one level for each additional head) snakelike heads that each can attack independently from the others. Its natural armor and regenerative capabilities make it one of the most dangerous monsters in the realms. It seems to be at home in the water where it can hide its massive body and strike with its long snakelike heads. The origin of this ancient wyrm remains a mystery to scholars, though some suggest this terrible creature was created by the gods to challenge a great hero or demigod.



# KRAKEN

**TV:** 18  
**LV:** 9  
**HF:** 14  
**CL:** Aquatic, beast  
**ENV:** Water  
**INI:** +1  
**SIZE:** G (20' – 30' long)  
**MOVE:** 8 (x4) swim

**AR:** Nat 2  
**HP:** 126  
**PP:** 20

**STR:** 12 (+7), **AGI:** 6 (+1), **END:** 12 (+7), **PRE:** 4 (-1)  
**KNO:** 2 (-3), **INT:** 6 (+1), **WIL:** 6 (+1), **CHA:** 4 (-1)

**ATTACK:** Multi (4 tentacles, +10, 7 dmg per round), Bite (+10, 1d12 +7 dmg)

**DEFENSE:** Dodge (+10)

**RESISTANCE:** +9

**FORTITUDE:** +15

**SPECIAL:** multi-attack (4) or grapple/bite

**SKILLS:** Athletics (+17), Perception (+10), Stealth (+10)

**LANGUAGES:** none

**COMBAT SKILLS:** Bite (+10), Dodge (+10)

**ABILITIES:** Aquatic adaptation, improved grapple (+10), multi-attack, ink cloud (30' square radius, all vision is obscured), jet (can increase move to 3x normal for one round)

**LIMITATIONS:** None

**SPELLS/POWERS:** None

**EQUIPMENT:** None

**DESCRIPTION:** The Kraken or giant octopus is a fearsome predator of the seas. They are said to have very long life spans and some grow to immense lengths (as the one listed here). It is unclear where the Kraken gained its name, but some sailors speak of this giant creature possessing above animal intelligence and being very different from its smaller cousins. The myth of the Kraken is now common knowledge among most sailors and rumors have it that many ships and sailors have been lost to these terrible creatures.



# LICH

**TV:** 18  
**LV:** 9  
**HF:** 16  
**CL:** Undead  
**ENV:** Any  
**INI:** +6  
**SIZE:** M  
**MOVE:** 6

**AR:** Spell 5  
**HP:** 20 (30)  
**PP:** 60/40 greater crystal

**STR:** 6 (+1), **AGI:** 6 (+1), **END:** 6 (+1), **PRE:** 7 (+2)  
**KNO:** 10 (+5), **INT:** 8 (+3), **WIL:** 10 (+5), **CHA:** 10 (+5)

**ATTACK:** Claws (+10, 1d6 +1 damage)  
**DEFENSE:** Dodge (+10)  
**RESISTANCE:** +13, DE 5 paragon, MR 5  
**FORTITUDE:** +9  
**SPECIAL:** see below

**SKILLS:** Arcana (+14), Athletics (+10), Casting (+14), Craft-Alchemy (+14), Diplomacy (+14), History (+14), Insight (+12), Intimidate (+14), Lore (+14), Perception (+12), Religion (+14), Stealth (+10)  
**LANGUAGES:** Arcacian, Arcane, + choice of 3 additional

**COMBAT SKILLS:** Brawl/Natural Weapons (+10), Dodge (+10)

**ABILITIES:** immune to cold attacks, immune to mind influencing effects, no need to eat, breathe or sleep, dark vision, immune to poison, disease, sickness, immune to critical hits, DE 5 paragon, regeneration (1d6 HP/round), speed (+2 to move and INI)

**LIMITATIONS:** Takes 1 point of damage every round exposed to sunlight (does not regenerate), phylactery (lich has a container that holds its life force, the only way to permanently destroy is by destroying this item, otherwise they will appear 1d10 days following their destruction)

**SPELLS/POWERS:** All Magi spells up to rank 5

**EQUIPMENT:** Choose armor, weapon or other valuables (often have magical items)

**DESCRIPTION:** The Lich is the product of a user of magic who has performed an unholy ritual to preserve his life beyond death. He creates a phylactery or container that houses his soul and must keep it hidden to avoid permanent death. They have a relentless hatred for the living. Their magical power is greatly enhanced and along with the Vampyr, they are often the lords of the undead.



### LIZARD FOLK

**TV:** 4

**LV:** 2

**HF:** NA

**CL:** Aquatic, Fey

**ENV:** Salt & Fresh Water

**INI:** +1

**SIZE:** M

**MOVE:** 6 (8 swim)

**AR:** Nat 2

**HP:** 16

**PP:** 13

**STR:** 7 (+2), **AGI:** 6 (+1), **END:** 7 (+2), **PRE:** 5 (0)

**KNO:** 4 (-1), **INT:** 6 (+1), **WIL:** 6 (+1), **CHA:** 5 (0)

**ATTACK:** Spear (+3, 1d8 +2 dmg), claw/bite (+3, 1d6 +2 dmg)

**DEFENSE:** Parry (+3), Dodge (+3)

**RESISTANCE:** +2

**FORTITUDE:** +3

**SPECIAL:** See below

**SKILLS:** Athletics (+4), \*Channeling (+3), Insight (+3), Nature (+3), Perception (+3), Stealth (+3)

**LANGUAGES:** Lamouran (Alantian), Arcacian

**COMBAT SKILLS:** claw/bite (+3), Dodge (+3), Weapon: Spears (+3)

**ABILITIES:** Hold breath (up to 5 minutes), powerful tail (rear attack option, 1d6 +2), Regeneration (immersed in water 1 HP per round), natural armor

**LIMITATIONS:** Dehydration (Take 1 dmg every day not fully immersed in water)

**SPELLS/POWERS:** 20% chance of having 1d6 druid spells at rank two\*

**EQUIPMENT:** Spear(s), jewelry

**DESCRIPTION:** Lizard folk are a savage tribal society that values strength and honor. Many scholars believe they are not evil but actually value courage and respect those who are survivors, like themselves. This being said, they are not to be trifled with. Their survival of the fittest mentality can be hard for most to understand. Lizard folk vary greatly in appearance based on their environment and can have grey, green and sometimes even black scales. Each tribe has its own unique identifiers in terms of appearance and decoration. A rare few have the ability to wield druid blessings and are given great places of honor as shamans and mystics. Every tribe also has a lizard king, who is usually the strongest and most skilled warrior among the tribe.





## LYCAN (WEREWOLF)

**TV:** 6  
**LV:** 3  
**HF:** 12  
**CL:** Shapeshifter  
**ENV:** Any  
**INI:** +2  
**SIZE:** M  
**MOVE:** 8

**AR:** Nat 3  
**HP:** 26  
**PP:** 12

**STR:** 9 (+4), **AGI:** 7 (+2), **END:** 9 (+4), **PRE:** 7 (+2)  
**KNO:** 5 (0), **INT:** 7 (+2), **WIL:** 5 (0), **CHA:** 4 (-1)

**ATTACK:** claw (+5, 1d6 +4 dmg), bite (+5, 1d8 +4 dmg)  
**DEFENSE:** dodge (+5)  
**RESISTANCE:** +2, DE 5 magic  
**FORTITUDE:** +6  
**SPECIAL:** See below

**SKILLS:** Athletics (+7), Insight (+5), Intimidate (+2), Nature (+5), Perception (+5), Stealth (+5)  
**LANGUAGES:** Arcacian, choice of one

**COMBAT SKILLS:** claw/bite (+5), Dodge (+5)

**ABILITIES:** regeneration (1d6 HP per round, functions past POD but not against silver, decapitation is still death), night vision, tracking scent, natural armor, DE 5 magic

**LIMITATIONS:** True shifters have no limitations; those cursed with lycanthropy shift into their beastly form in times of the full moon and become the savage beast

**SPELLS/POWERS:** None

**EQUIPMENT:** None, human form may have equipment but usually limited

**DESCRIPTION:** Lycan, also called werewolves, are an ancient race of true shape shifters who are said to have been around since the dawn of men. The actual true shape shifters are rare and most Lycan that are encountered are actually those cursed with the magical disease lycanthropy, which is transmitted through a bite where the victim is left alive. The curse causes those afflicted to transform into the beast during phases of the full moon. Legend has not been kind to the werewolf and most commoners fear and seek out these creatures or those suspected of being infected. Their weakness to silver is fairly well known, though silver weapons are still rare.



# MANTICORE

**TV:** 8  
**LV:** 4  
**HF:** NA  
**CL:** Beast  
**ENV:** warm, any  
**INI:** +2  
**SIZE:** L  
**MOVE:** 6 (x2), fly 18

**AR:** Nat 2  
**HP:** 27  
**PP:** 20

**STR:** 7 (+2), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 8 (+3)  
**KNO:** 3 (-2), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 8 (+3)

**ATTACK:** claw (+6, 1d6 +2), bite (+6, 1d8 +2), tail spikes (+6, 1d8 +2)

**DEFENSE:** Dodge (+6)

**RESISTANCE:** + 5, DE 5 magic

**FORTITUDE:** +5

**SPECIAL:** multi-attack (2), claw or bite and tail attack

**SKILLS:** Acrobatics (+6), Athletics (+6), Nature (+6), Perception (+6), Stealth (+6)

**LANGUAGES:** Draconic

**COMBAT SKILLS:** Natural attacks (+6), Dodge (+6)

**ABILITIES:** flight 18, tail spikes (+6, 1d8 +2 can discharge at range of up to 50'), night vision, DE 5 magic

**LIMITATIONS:** none

**SPELLS/POWERS:** none

**EQUIPMENT:** none

**DESCRIPTION:** The Manticore is a deadly predator of both land and sky. These territorial creatures are both feared and respected enough that most avoid them at all costs. Some of the less civilized people of the realms actually worship them and offer them sacrifices to appease their wrath. In return the Manticore will sometimes allow them to live within its territory and by default will protect them if that territory is invaded. The origin of this species is shrouded in mystery and scholars are divided between a magical experiment like the Chimera and an ancient creation of the old gods.



## MERFOLK

**TV:** 2

**LV:** 1

**HF:** NA

**CL:** Aquatic, Fey

**ENV:** Salt & Fresh Water

**INI:** +1 (+4 in water)

**SIZE:** M

**MOVE:** 6 (8 in water)

**AR:** Nat 2 (in water)

**HP:** 12

**PP:** 12

**STR:** 6 (+1), **AGI:** 6 (+1), **END:** 6 (+1), **PRE:** 6 (+1)

**KNO:** 5 (0), **INT:** 6 (+1), **WIL:** 6 (+1), **CHA:** 6 (+1)

**ATTACK:** Trident (+2, 1d8 +1 dmg)

**DEFENSE:** Parry (+2), Dodge (+2)

**RESISTANCE:** +1

**FORTITUDE:** +1

**SPECIAL:** See below

**SKILLS:** Acrobatics (+2), Athletics (+2), \*Arcana (+2), \*Channeling (+2), Insight (+2), Nature (+2), Perception (+2), Stealth (+2)

**LANGUAGES:** Lamouran (Alantian)

**COMBAT SKILLS:** Brawling (+2), Dodge (+2), Weapon: Spears (+2)

**ABILITIES:** Breathe Water & Air, Tailfin (becomes legs when dry, +2 move in water), immune to cold, Regeneration (water 1d6 HP per round), Speak with Aquatic Animals, Underwater Vision (120')

**LIMITATIONS:** Dehydration (Take 1 dmg every hour not fully immersed in water)

**SPELLS/POWERS:** 20% chance of having 1d6 druid spells at rank one\*

**EQUIPMENT:** Trident, jewelry

**DESCRIPTION:** Merfolk inhabit the vast oceans of Arcacia. They resemble humanoids with fins and a blue or green tint to their skin. They are salt water beings; however, they can adapt to fresh water and have been known to come inland and populate large lakes or rivers. They spend most of their lives underwater, however occasionally they will come to the surface in times of need. They have a tribal society and mostly live in small to medium sized groups. There are old stories amongst sailors that speak of vast underwater cities of the Merfolk that even have pockets of air for surface dwellers. Merfolk are very xenophobic and usually avoid contact with outsiders.



## MINOTAUR

**TV:** 6  
**LV:** 3  
**HF:** NA  
**CL:** Humanoid, Beast  
**ENV:** Any  
**INI:** 0  
**SIZE:** L  
**MOVE:** 6 (x2)

**AR:** Nat 2  
**HP:** 35  
**PP:** 22

**STR:** 9 (+4), **AGI:** 5 (0), **END:** 9 (+4), **PRE:** 4 (-1)  
**KNO:** 4 (-1), **INT:** 9 (+4), **WIL:** 8 (+3), **CHA:** 6 (+1)

**ATTACK:** Axe (+3 to hit, 1d10 +4 dmg)  
**DEFENSE:** Parry (+3), Dodge (+3)  
**RESISTANCE:** +5, immune to mind influencing effects  
**FORTITUDE:** +6  
**SPECIAL:** Gore/Charge (need 3 squares, +3 to hit, 1d6 +4 dmg + roll of fall prone)

**SKILLS:** Athletics (+7), Insight (+7), Intimidate (+4), Perception (+7)  
**LANGUAGES:** Arcacian, Daemonic

**COMBAT SKILLS:** Brawling (+3), Dodge (+3), Weapon: Axe (+3)

**ABILITIES:** Night Vision, Natural Armor, Direction Sense, Strong Mind (immune to mind influencing effects)

**LIMITATIONS:** Isolationists, Quick Temper, Loyal

**SPELLS/POWERS:** None

**EQUIPMENT:** Axe, random valuables

**DESCRIPTION:** Minotaur's are mythological creatures who are rumored to have come into being after a powerful titan was cursed by the creator. Minotaur are a rare and xenophobic race that prefers the company of their own kind. Many were hunted to near extinction and sold into slavery for amusement in the arena. They are large, powerfully built humanoids with the head of a bull and hooves instead of feet. Their bodies are covered with thin fur and they range in color from white to jet black with patchy browns in between. Though Minotaur's are known for having a quick temper, they can also be insightful and intelligent companions. They are loyal to the point of selfless, which is said to be a by-product of their progeny which was punished for disloyalty.



## MOGG (OGRE)

**TV:** 6  
**LV:** 3  
**HF:** NA  
**CL:** Humanoid  
**ENV:** Any  
**INI:** -1  
**SIZE:** L  
**MOVE:** 6 (x2)

**AR:** Nat 3  
**HP:** 40  
**PP:** 10

**STR:** 10 (+5), **AGI:** 4 (-1), **END:** 10 (+5), **PRE:** 4 (-1)  
**KNO:** 4 (-1), **INT:** 5 (0), **WIL:** 4 (-1), **CHA:** 4 (-1)

**ATTACK:** Club (+2 to hit, 1d8 +5 dmg)  
**DEFENSE:** Parry (+2), Dodge (+2)  
**RESISTANCE:** +1  
**FORTITUDE:** +7  
**SPECIAL:** None

**SKILLS:** Athletics (+8), Insight (+3), Intimidate (+2), Perception (+3)  
**LANGUAGES:** Arcacian, Daemonic

**COMBAT SKILLS:** Brawling (+2), Dodge (+2), Weapon: Club (+2)

**ABILITIES:** Night Vision, Natural Armor, Adaptive Digestion

**LIMITATIONS:** Superstitious, Blood Lust, Cruel

**SPELLS/POWERS:** None

**EQUIPMENT:** Club, Hide Armor, Large Sack, Random Coin and Items

**DESCRIPTION:** Mogg or Ogres are large humanoids with thick skin and great strength. They are well muscled, have thick body hair and three digits on their hands and feet. Their skin is a mottled brown or grey color. They are extremely cruel in nature and value only strength. It is fortunate that they are rare and avoid civilized areas, as they can be very dangerous opponents. Mogg have no real societal structure and many are loners. When in groups, they stick in small groups that often splinter without a powerful and strong leader. Mogg are extremely superstitious and fear magic, avoiding it if possible. They have a taste for flesh and when they are not hunting for their next meal they are collecting “shiny” things. These things they can trade for slaves and food, which are often the same thing.



# MUMMY

**TV:** 8  
**LV:** 4  
**HF:** 12  
**CL:** Undead  
**ENV:** Any, Warm  
**INI:** +1  
**SIZE:** M  
**MOVE:** 6

**AR:** Nat 2  
**HP:** 25 (35)  
**PP:** 25

**STR:** 8 (+3), **AGI:** 6 (+1), **END:** 8 (+3), **PRE:** 4 (-1)  
**KNO:** 8 (+3), **INT:** 8 (+3), **WIL:** 8 (+3), **CHA:** 6 (+1)

**ATTACK:** Touch Attack (+5, 1d6 +3 dmg & 1d6 END mummy rot)

**DEFENSE:** Dodge (+5)

**RESISTANCE:** +6, DE 5 magic, MR 5

**FORTITUDE:** +6

**SPECIAL:** See below

**SKILLS:** Athletics (+7), Channeling (+7), History (+7), Insight (+7), Lore (+7), Perception (+7), Religion (+7), Stealth (+5)

**LANGUAGES:** Arcacian, Qadish, Daemonic

**COMBAT SKILLS:** Brawling (+5), Dodge (+5)

**ABILITIES:** DE 5 magic, immune to cold, no need to eat, breathe or sleep, dark vision, immune to poison, disease, sickness, immune to critical hits, regeneration (1d6 HP per round, except for fire)

**LIMITATIONS:** x2 damage from fire, takes 1 point of damage per round it is exposed to direct sunlight

**SPELLS/POWERS:** Optional: Select 2d6 rank 3 priest powers

**EQUIPMENT:** Armor and weapon optional, random valuables

**DESCRIPTION:** Mummies are powerful undead beings who were cursed in death and have returned to wreak havoc on the living world. Mummies are more intelligent than many undead and often seek to carry out elaborate plans to avenge those who would be the ancestors of the ones who cursed them. Some simply plot to gain power or punish the living. Some also possess dark powers granted in death, making them very formidable adversaries. Those who are touched by a mummy must resist mummy rot which slowly eats away at their victim until finally upon death the opponent will turn into a mummy if properly preserved for 1d6 days.



## ONI (OGRE MAGE)

**TV:** 10

**LV:** 5

**HF:** NA

**CL:** Humanoid

**ENV:** Any

**INI:** -1

**SIZE:** L

**MOVE:** 6 (x2)

**AR:** 4 (armor)

**HP:** 50

**PP:** 28

**STR:** 10 (+5), **AGI:** 4 (-1), **END:** 10 (+5), **PRE:** 4 (-1)

**KNO:** 7 (+2), **INT:** 7 (+2), **WIL:** 8 (+3), **CHA:** 4 (-1)

**ATTACK:** Club (+4 to hit, 1d8 +5 dmg)

**DEFENSE:** Parry (+4), Dodge (+4)

**RESISTANCE:** +7

**FORTITUDE:** +9

**SPECIAL:** Multi-attack (2) – two heads (one spell – one weapon)

**SKILLS:** Arcana (+7), Athletics (+10), Bluff (+4), Diplomacy (+4), Insight (+7), Intimidate (+4), Lore (+7), Perception (+7), Stealth (+4), Casting (+8)

**LANGUAGES:** Arcacian, Daemonic & choice of two others

**COMBAT SKILLS:** Brawling (+4), Dodge (+4), Weapon: Club (+4)

**ABILITIES:** Night Vision, Natural Armor, Adaptive Digestion, two independently thinking heads (multi-attack)

**LIMITATIONS:** Duality (warrior head and magi head)

**SPELLS/POWERS:** Select 2d6 Magi spells at rank 3

**EQUIPMENT:** Club, Armor and chance of random magic

**DESCRIPTION:** The Oni are a dangerous relative of the Mogg (Ogre) that are thought to have originated in the lands of the people of the dragon. They are large humanoids with two heads, each capable of independent thought and attack. Their dual nature encompasses one head that is the warrior and the other which is the magi. When working in concert they make a dangerous foe, however if any weakness can be found with such a powerful enemy, some scholars say that when the two do not agree may be the only way you stand a chance of defeating this powerful creature.



## ORK

**TV:** 2

**LV:** 1

**HF:** NA

**CL:** Humanoid

**ENV:** Any

**INI:** 0

**SIZE:** M

**MOVE:** 6

**AR:** Armor 3

**HP:** 14

**PP:** 8

**STR:** 7 (+2), **AGI:** 5 (0), **END:** 7 (+2), **PRE:** 4 (-1)

**KNO:** 4 (-1), **INT:** 5 (0), **WIL:** 4 (-1), **CHA:** 3 (-2)

**ATTACK:** Two-Handed Axe or Sword (+1, 1d10 +2 dmg)

**DEFENSE:** Parry (+1), Dodge (+1)

**RESISTANCE:** -1

**FORTITUDE:** +2

**SPECIAL:** see below

**SKILLS:** Athletics (+3), Intimidate (+1), Perception (+1), Stealth (+1), Thievery (+1), \*Channeling (+1)

**LANGUAGES:** Gobbly, optional Arcacian

**COMBAT SKILLS:** Brawling (+1), Dodge (+1), Weapon: two-handed (+1)

**ABILITIES:** Dark vision, natural armor

**LIMITATIONS:** none

**SPELLS/POWERS:** \*Optional: Select 1d6 priest spells at rank 2

**EQUIPMENT:** Two-handed weapon, dagger, armor and chance of random magic

**DESCRIPTION:** Orks are a dangerous younger cousin to the Mogg and can often be found fighting alongside their larger brethren. These savage creatures are dangerous enemies as they are skilled combatants and they tend to understand combat tactics and work fairly well together in groups. They are the favored troops of powerful dark beings, goblins being far more common but too unpredictable and difficult to control. Orks fear only one thing, strength. They serve those stronger than themselves and live to fight. They seldom retreat from combat and some seasoned Orks become powerful warriors and leaders of other dark creatures.





## PHOENIX

**TV:** 6

**LV:** 3

**HF:** NA

**CL:** Magical Beast

**ENV:** Warm, any

**INI:** +3

**SIZE:** M

**MOVE:** 2, fly 24

**AR:** Nat 3

**HP:** 14

**PP:** 30

**STR:** 6 (+1), **AGI:** 8 (+3), **END:** 6 (+1), **PRE:** 8 (+3)

**KNO:** 4 (-1), **INT:** 8 (+3), **WIL:** 10 (+5), **CHA:** 8 (+3)

**ATTACK:** talon (+6, 1d6 +1, +1d6 flame), beak (+6, 1d6 +1)

**DEFENSE:** Dodge (+6)

**RESISTANCE:** +7

**FORTITUDE:** +3

**SPECIAL:** see below

**SKILLS:** Athletics (+4), Perception (+6), Stealth (+6)

**LANGUAGES:** understands choice of 2

**COMBAT SKILLS:** natural attacks (+6), dodge (+6)

**ABILITIES:** dark vision, strong natural armor, flaming talon attack (+1d6 fire damage, fly-by-attack), immunity to fire, retribution strike (when killed the phoenix explodes for 3d6 fire damage in a 30' radius), rebirth (in flame the phoenix regenerates 1 HP per round past the point of death)

**LIMITATIONS:** x2 damage from cold based attacks

**SPELLS/POWERS:** none

**EQUIPMENT:** none

**DESCRIPTION:** The Phoenix is a rare and ancient creature rumored to originate from the elemental plane of fire. They are a symbol of perseverance and strength and those few who have encountered them over the ages all claim for it to have been at a pivotal moment in their lives. These birds resemble an eagle, though they are slightly larger and have bright red, orange and yellow plumes. When they are angry or aggressive their feathers seem to catch fire, and provide them with a bit of a flaming halo. Though these creatures have been around since ancient times, very little is known about their habits or origins and the only thing scholars know for sure is that they are among the most amazing creatures of any age.



### PREDATOR VINE

**TV:** 10

**LV:** 5

**HF:** NA

**CL:** Living Plant

**ENV:** Woodland/Jungle

**INI:** +1

**SIZE:** L

**MOVE:** 2 (x2)

**AR:** Nat 2

**HP:** 29

**PP:** 8

**STR:** 7 (+2), **AGI:** 6 (+1), **END:** 7 (+2), **PRE:** 2 (-3)

**KNO:** 2 (-3), **INT:** 6 (+1), **WIL:** 2 (-3), **CHA:** 2 (-3)

**ATTACK:** grapple (+6, 2 dmg/round), bite (+6, 1d8 +2 dmg)

**DEFENSE:** Dodge (+6)

**RESISTANCE:** +2

**FORTITUDE:** +6

**SPECIAL:** multi-attack (1 head, 3 vines)

**SKILLS:** Athletics (+7), Perception (+6), Stealth (+6/+9),

**LANGUAGES:** None

**COMBAT SKILLS:** Natural attacks (+6), Dodge (+6)

**ABILITIES:** life sense 60', multi-attack (x4), natural stealth (+3 not moving and in natural environment), reach +1 (3 squares away), immobile bite (if target is grappled bite attack is at +2)

**LIMITATIONS:** x2 damage from fire or heat

**SPELLS/POWERS:** none

**EQUIPMENT:** none

**DESCRIPTION:** Predator vines are deadly inhabitants of the deep and forgotten wilderness and jungles of the realms. They patiently await any living creature that passes close enough to reach and attempt to immobilize their target with their vines and then attack with its monstrous fangs. The predator vine needs blood to survive and can relocate its position if necessary, it is simply slow going. These large plants are difficult to distinguish from the normal plant life around it and it has developed a keen eye for blending in with an environment and setting its trap.



# RAPTOR

**TV:** 2  
**LV:** 1  
**HF:** NA  
**CL:** Beast, animal  
**ENV:** jungle  
**INI:** +4  
**SIZE:** M  
**MOVE:** 8

**AR:** Nat 2  
**HP:** 12  
**PP:** 10

**STR:** 6 (+1), **AGI:** 6 (+1), **END:** 6 (+1), **PRE:** 5 (0)  
**KNO:** 2 (-3), **INT:** 7 (+2), **WIL:** 5 (0), **CHA:** 3 (-2)

**ATTACK:** claw (+2, 1d6 +1 dmg), bite (+2, 1d8 +1 dmg)  
**DEFENSE:** Dodge (+2)  
**RESISTANCE:** +0  
**FORTITUDE:** +1  
**SPECIAL:** see below

**SKILLS:** Athletics (+2), Nature (+3), Perception (+3), Stealth (+23)  
**LANGUAGES:** none

**COMBAT SKILLS:** Claw (+2), bite (+2)

**ABILITIES:** nightvision, natural armor, quickness (bonus to INI), large talons

**LIMITATIONS:** none

**SPELLS/POWERS:** None

**EQUIPMENT:** None

**DESCRIPTION:** Raptors are dangerous predators of the deep jungles and arid plains. They hunt in packs and communicate with complex vocalizations. They are very fast and skilled predators who prefer to eat their prey while it is still alive. Their coloration depends on their environment and can range from green to yellow. They all seem to have the same black tiger like markings covering their bodies. It has been noted by some scholars that in a relatively short period of time their coloration adapts to the natural environment around them, much like a slower form of chameleon.



## RATLING

**TV:** 1  
**LV:** 1  
**HF:** NA  
**CL:** Humanoid  
**ENV:** Underground, any  
**INI:** +5  
**SIZE:** S  
**MOVE:** 3

**AR:** 2  
**HP:** 6  
**PP:** 10

**STR:** 4 (-1), **AGI:** 7 (+2), **END:** 6 (+1), **PRE:** 3 (-2)  
**KNO:** 4 (-1), **INT:** 7 (+2), **WIL:** 5 (0), **CHA:** 3 (-2)

**ATTACK:** Weapon (+3, 1d6 -1 dmg), bite (+3, 1d6 -1 dmg, + disease TN 14 or 1d6 END)

**DEFENSE:** Parry (+3), dodge (+3)

**RESISTANCE:** +0

**FORTITUDE:** +1

**SPECIAL:** See below

**SKILLS:** Acrobatics (+3), Athletics (+1), Bluff (+1), \*Casting (+1), Insight (+3), Nature (+3), Perception (+6), Stealth (+3), Streetwise (+1), Thievery (+3)

**LANGUAGES:** Gobbly, arcacian

**COMBAT SKILLS:** Weapon (+3), brawling (+3), dodge (+3)

**ABILITIES:** Darkvision, enhanced perception (+3), quickness (bonus to INI), climbing specialists (+3)

**LIMITATIONS:** Fearful unless they outnumber foes or have strong leader

**SPELLS/POWERS:** \*Optional: select 1d6 Magi spells at rank 1

**EQUIPMENT:** Armor, weapons and chance of random magic

**DESCRIPTION:** Ratlings are well known thieves and assassins who dwell in dark places long forgotten by civilized beings. They fill the sewer systems of large cities and feed off what is left by those who dwell in the sunlight above them. They are rumored to be masters at survival and thievery, braving the topside world only to find food or gold. It is also rumored they have a soft spot for shiny things and rich metals. These xenophobic creatures are said to be excellent spies and when one wants information that has been lost or forgotten, the Ratling is your best bet.



## RAVAGER

**TV:** 16  
**LV:** 8  
**HF:** 14  
**CL:** Beast, Fey  
**ENV:** Forest, any  
**INI:** +1  
**SIZE:** G (20' – 30')  
**MOVE:** 8 (x4)

**AR:** Nat 3  
**HP:** 121  
**PP:** 28

**STR:** 13 (+8), **AGI:** 6 (+1), **END:** 13 (+8), **PRE:** 10 (+5)  
**KNO:** 2 (-3), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 10 (+5)

**ATTACK:** Bite (+9, 1d12 +8 dmg), claw (+9, 1d10 + 8 dmg)  
**DEFENSE:** Dodge (+9)  
**RESISTANCE:** +9, DE 5 paragon, MR 5  
**FORTITUDE:** +15  
**SPECIAL:** see below

**SKILLS:** Athletics (+17), Nature (+10), Perception (+10), Stealth (+9)  
**LANGUAGES:** none

**COMBAT SKILLS:** Bite/Claw (+9), Dodge (+9)

**ABILITIES:** Nightvision, natural armor, DE 5 paragon

**LIMITATIONS:** long periods of slumber (years), soothed by music

**SPELLS/POWERS:** None

**EQUIPMENT:** None

**DESCRIPTION:** The Ravager is an ancient fey beast said to be as old as the Sylvan. They are the embodiment of primal rage and some scholars believe they are awakened when nature has suffered terrible injustice or cruelty. They ravage for 1d6 weeks and then sleep for 1d6 years. This strange pattern leads some scholars to believe they are akin to the terrible Tarrasque, though none can be sure. The Ravager cannot be reasoned with and neither can its hunger be satiated until it is ready to sleep, though some say that music will soothe the beast for a time, if it is well played music. The only problem is once the music stops; the ravaging begins again.



# ROC

**TV:** 12  
**LV:** 6  
**HF:** 12  
**CL:** Beast  
**ENV:** Mountains, any  
**INI:** +2  
**SIZE:** G (20' – 30')  
**MOVE:** 6/fly 50

**AR:** 3  
**HP:** 105  
**PP:** 24

**STR:** 12 (+7), **AGI:** 7 (+2), **END:** 12 (+7), **PRE:** 12 (+7)  
**KNO:** 2 (-3), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 9 (+4)

**ATTACK:** Talons (+8, 1d12 +7), Bite (+8, 2d8 +7)  
**DEFENSE:** Dodge (+8)  
**RESISTANCE:** +7  
**FORTITUDE:** +12  
**SPECIAL:** see below

**SKILLS:** Athletics (+13), Nature (+8), Perception (+8), Stealth (+8)  
**LANGUAGES:** none

**COMBAT SKILLS:** Bite/Claw (+8), Dodge (+8)

**ABILITIES:** natural armor, flight, distance vision

**LIMITATIONS:** none

**SPELLS/POWERS:** None

**EQUIPMENT:** None

**DESCRIPTION:** The Roc is an ancient mythological bird large enough to prey on large sized mammals or even small fishing vessels. Though extremely rare, a few of these powerful predators are said to dwell high on remote mountain peaks. Rocs have slightly higher than animal intelligence and still see anything smaller than itself as a potential food source. It is rumored that powerful giant lords have raised and trained these beasts as mounts, though it is unclear whether or not this is true.



# ROPER

**TV:** 6  
**LV:** 3  
**HF:** NA  
**CL:** Beast  
**ENV:** Underground  
**INI:** +1  
**SIZE:** L  
**MOVE:** 1

**AR:** 4  
**HP:** 27  
**PP:** 12

**STR:** 7 (+2), **AGI:** 6 (+1), **END:** 7 (+3), **PRE:** 3 (-2)  
**KNO:** 2 (-3), **INT:** 7 (+2), **WIL:** 5 (0), **CHA:** 3 (-2)

**ATTACK:** Tendril/Grapple (+4, 3 dmg per round), Bite (+4, 1d8 +2)

**DEFENSE:** Parry (+4)

**RESISTANCE:** +2

**FORTITUDE:** +5

**SPECIAL:** Multiple attacks (2 per round)

**SKILLS:** Perception (+5), Stealth (+4)

**LANGUAGES:** none

**COMBAT SKILLS:** Tendrils (+4), Bite (+4)

**ABILITIES:** Darkvision, grapple specialization (+3 to STR check when grappling with tendrils), Pull (the roper's tendrils will pull the victim toward its mouth and bite attack at a rate of 1' per difference in the opposed STR grapple checks, if the opponent wins he simply moves no closer), Stealth (Roper gains +5 to stealth check in natural environment and while not moving)

**LIMITATIONS:** Slow movement (1)

**SPELLS/POWERS:** None

**EQUIPMENT:** None

**DESCRIPTION:** Ropers are single minded hunters and predators of the underdark. They rely on their rocky/stony appearance to appear as just another stalactite or large rock. They use long powerful tendrils (3 HP each) to snatch nearby prey and pull them into their large gaping mouth. They can move, albeit very slowly and do so only when necessary, preferring to stay hidden. A roper will attack anything that it thinks it can get into its mouth and has just above animalistic intelligence. Ropers are known in the deep underground but are also rumored to exist in the sea, appearing as lumps of coral.



# RUST MONSTER

**TV:** 6  
**LV:** 3  
**HF:** NA  
**CL:** Beast  
**ENV:** Underground, any  
**INI:** +1  
**SIZE:** L  
**MOVE:** 8

**AR:** 4  
**HP:** 20  
**PP:** 10

**STR:** 6 (+1), **AGI:** 6 (+1), **END:** 6 (+1), **PRE:** 3 (-2)  
**KNO:** 2 (-3), **INT:** 6 (+1), **WIL:** 4 (-1), **CHA:** 3 (-2)

**ATTACK:** Antennae (+4, metal save TN 12 or rust), Bite (+4, 1d8 +1)

**DEFENSE:** Dodge (+4)

**RESISTANCE:** +1

**FORTITUDE:** +3

**SPECIAL:** Rust attack (TN 12 or rust)

**SKILLS:** Athletics (+4), Perception (+4), Stealth (+4)

**LANGUAGES:** none

**COMBAT SKILLS:** Antennae (+4), Bite (+4)

**ABILITIES:** Darkvision, rust attack, natural scale armor, scent (metal)

**LIMITATIONS:** Motivated only by consuming metal

**SPELLS/POWERS:** None

**EQUIPMENT:** None

**DESCRIPTION:** There is perhaps no monster feared more than the dreaded Rust Monster. Many warriors have fought hordes of flesh eating zombies, only to turn and run as fast as their legs will carry them when faced with a single rust monster. Its desire for rich metals (the harder the better) and its antennae that turn items to a pile of rust in a matter of seconds make it more than a formidable foe, but a true pest unlike any other. Its thick scale armor make it difficult to kill and its powerful rust chewing jaws can deliver a nasty bite when needed. This creature only bites when it feels truly threatened, following and chasing metal for its insatiable appetite above all other things.





## SABERTOOTH

**TV:** 6  
**LV:** 3  
**HF:** NA  
**CL:** Beast  
**ENV:** warm, any  
**INI:** +2  
**SIZE:** L  
**MOVE:** 8 (x2)

**AR:** 2  
**HP:** 35  
**PP:** 18

**STR:** 9 (+4), **AGI:** 7 (+2), **END:** 9 (+4), **PRE:** 7 (+2)  
**KNO:** 2 (-3), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 7 (+2)

**ATTACK:** claw (+5, 1d8 +4), bite (+5, 1d10 +4)  
**DEFENSE:** dodge (+5)  
**RESISTANCE:** +4  
**FORTITUDE:** +6  
**SPECIAL:** see below

**SKILLS:** Athletics (+7), Nature (+5), Perception (+5), Stealth (+5)  
**LANGUAGES:** NA

**COMBAT SKILLS:** Dodge (+5), claw/bite (+5)

**ABILITIES:** nightvision, great leap, climb bonus (+3)

**LIMITATIONS:** none

**SPELLS/POWERS:** none

**EQUIPMENT:** none

**DESCRIPTION:** The Sabertooth is an ancient species of feline that has become near extinction due to those that would hunt it for its pelt and signature canine teeth. These dangerous predators are much larger than other large cats and far more dangerous. Some say they are a variation of the dire species which would explain their size and tough hide. Some scholars claim that these great cats possess intelligence beyond a normal animal also though their behavior might not necessarily represent this intelligence.



## SCAMP

**TV:** 1  
**LV:** 1  
**HF:** NA  
**CL:** Humanoid  
**ENV:** Underground  
**INI:** 0  
**SIZE:** S  
**MOVE:** 3

**AR:** 2  
**HP:** 6  
**PP:** 16

**STR:** 4 (-1), **AGI:** 6 (+1), **END:** 6 (+1), **PRE:** 4 (-1)  
**KNO:** 6 (+1), **INT:** 6 (+1), **WIL:** 8 (+3), **CHA:** 4 (-1)

**ATTACK:** weapon (crude axe, +2, 1d8 -1)  
**DEFENSE:** parry (+2), dodge (+2)  
**RESISTANCE:** +3, DE 5 magic  
**FORTITUDE:** +1  
**SPECIAL:** See below

**SKILLS:** Arcana (+2), Athletics (+1), Casting (+4), History (+2), Insight (+2), Intimidate (+1), Lore (+2), Perception (+2), Religion (+2), Stealth (+2), Thievery (+2)  
**LANGUAGES:** Runic, arcacian

**COMBAT SKILLS:** Dodge (+2), Weapon (+2)

**ABILITIES:** darkvision, natural magic ability (DE 5 magic), read aura (at will)

**LIMITATIONS:** none

**SPELLS/POWERS:** Select 2d6 Magi spells at rank 1

**EQUIPMENT:** Crude weapons and armor, chance of magical items

**DESCRIPTION:** The Scamp are said to be a distant cousin of the builders, an ancient faction that broke off from the builders to study magic deep in the mysterious Underdark. Little is known about their mysterious society, though scholars surmise that they live deep beneath the earth in tightly knit clans much like the dwarves. They prize magic in all its forms over almost anything else. They are said to be a kind of magic scavenger, treasuring magical items and tomes over gold or riches. Though they are not evil by nature, they are thought to be single minded and clever if not devious in their search for magic power and knowledge.



## SEA DEVIL (SAHUAGHIN)

**TV:** 2

**LV:** 1

**HF:** NA

**CL:** Aquatic

**ENV:** Salt & Fresh Water

**INI:** +1 (+4 in water)

**SIZE:** M

**MOVE:** 6 (8 in water)

**AR:** Nat 3

**HP:** 12

**PP:** 10



**STR:** 6 (+1), **AGI:** 6 (+1), **END:** 6 (+1), **PRE:** 4 (-1)

**KNO:** 4 (-1), **INT:** 6 (+1), **WIL:** 5 (0), **CHA:** 4 (-1)

**ATTACK:** Claw (+2, 1d6 +1 dmg), Bite (+2, 1d8 +1 dmg), Weapon: Spear (+2, 1d8 +1 dmg)

**DEFENSE:** Parry (+2), Dodge (+2)

**RESISTANCE:** +0

**FORTITUDE:** +1

**SPECIAL:** See below

**SKILLS:** Acrobatics (+2), Athletics (+2), \*Channeling (+1), Insight (+2), Nature (+2), Perception (+2), Stealth (+2)

**LANGUAGES:** Lamouran (Alantian), arcacian optional

**COMBAT SKILLS:** Claw/Bite (+2), Dodge (+2), Weapon: Spears (+2)

**ABILITIES:** Breathe Water & Air (can remain outside water for 12 hours), swim (+2 move in water), immune to cold, Regeneration (immersed in water 1 HP per round), Underwater Language, Underwater/Dark Vision (120')

**LIMITATIONS:** Dehydration (Take 1 dmg per round after 12 hours out of water, in direct sunlight they will begin to dehydrate after only 1 hour), avoid direct sunlight

**SPELLS/POWERS:** \*Optional select 1d6 Druid blessings at rank 2

**EQUIPMENT:** Spear, minimal equipment

**DESCRIPTION:** The Sea Devil or Sahuaghin are a vicious race of water dwelling humanoids that occupy both salt and fresh water environments. They are a tribal society who are constantly at war with one another. Scholars agree that if they were united they would pose a real threat to coastal towns and cities throughout the realm. They often raid these places and take back food and riches into the deep with them. They prefer night raids and stay out of the sun to avoid dehydration.

## SERAPH

**TV:** 18  
**LV:** 9  
**HF:** NA  
**CL:** Divine  
**ENV:** Any  
**INI:** +5  
**SIZE:** M  
**MOVE:** 6/18 fly

**AR:** Armor 5  
**HP:** 40  
**PP:** 40

**STR:** 8 (+3), **AGI:** 8 (+3), **END:** 8 (+3), **PRE:** 8 (+3)  
**KNO:** 8 (+3), **INT:** 8 (+3), **WIL:** 8 (+3), **CHA:** 8 (+3)

**ATTACK:** Weapon (+14, +2 sharp, holy great sword - 1d10 +5, crit 17-20)  
**DEFENSE:** Parry (+14), Dodge (+12)  
**RESISTANCE:** +11, DE 5 paragon, MR 5  
**FORTITUDE:** +11  
**SPECIAL:** See below

**SKILLS:** All skills at +12  
**LANGUAGES:** All languages

**COMBAT SKILLS:** Weapon (+12), Dodge (+12)

**ABILITIES:** darkvision, immunity to normal weapons, DE 5 paragon

**LIMITATIONS:** None

**SPELLS/POWERS:** All Priest spells at rank 5

**EQUIPMENT:** Holy Armor (5), +2 Sharp Holy Two-Handed Sword (intelligent)

**DESCRIPTION:** The Seraph is sometimes also called an archangel. There are said to be only 9 of these wondrous beings in existence, one that serves each of the new gods. They are the elite warriors and generals of the gods and each is aligned to the god he or she serves. Some scholars say that there once was one Seraph for each of the old gods also, however it is unclear what happened to these beings. Some say they were destroyed when the new gods came into power, as the old gods lost power so did their followers and they were dispatched by the 9 new Seraphs.



## SHADOWEN

**TV:** 2  
**LV:** 1  
**HF:** NA  
**CL:** Humanoid  
**ENV:** Any  
**INI:** +3  
**SIZE:** M  
**MOVE:** 6

**AR:** 3 (by armor type)  
**HP:** 12  
**PP:** 12

**STR:** 6 (+1), **AGI:** 8 (+3), **END:** 6 (+1), **PRE:** 6 (+1)  
**KNO:** 6 (+1), **INT:** 8 (+3), **WIL:** 6 (+1), **CHA:** 6 (+1)

**ATTACK:** Weapon (+4, 1d8 +1)  
**DEFENSE:** Parry (+4), Dodge (+4)  
**RESISTANCE:** +1  
**FORTITUDE:** +1  
**SPECIAL:** See below

**SKILLS:** Athletics (+2), Acrobatics (+4), Arcana (+2), \*Casting (+2), Insight (+4), Lore (+2), Nature (+4), Perception (+4), Stealth (+4/+7), Thievery (+4)  
**LANGUAGES:** Choice of 2

**COMBAT SKILLS:** Weapon (+4), Dodge (+4)

**ABILITIES:** Darkvision, Shadow Spawn (+3 stealth in low light conditions), Shadow Walk (move between shadows as full action, line of sight), Shadow Magic (as illusion spell rank 1)

**LIMITATIONS:** dislikes bright light (-1 to actions)

**SPELLS/POWERS:** \*optional selection of 1d6 mage spells at rank 1

**EQUIPMENT:** weapons and equipment including valuables

**DESCRIPTION:** The Shadowen are a mysterious race rumored to be from another realm, one of perpetual twilight. It is unclear why or how they came to the known world, but at one time they served as spies and assassins for many different kings and kingdoms. The Shadowen were known for their reclusive nature and their ability to escape almost any situation. They developed a reputation for committing terrible acts and never getting caught, to the point that they eventually were thought to be a myth or legend told by those who suffered a great loss.



# SHADOWCAT

**TV:** 6  
**LV:** 3  
**HF:** NA  
**CL:** Beast, fey  
**ENV:** warm, any  
**INI:** +3  
**SIZE:** M  
**MOVE:** 8

**AR:** Nat 2  
**HP:** 18  
**PP:** 18

**STR:** 7 (+2), **AGI:** 8 (+3), **END:** 7 (+2), **PRE:** 7 (+2)  
**KNO:** 3 (-2), **INT:** 9 (+4), **WIL:** 7 (+2), **CHA:** 7 (+2)

**ATTACK:** claw (+6, 1d6 +2), bite (+6, 1d8 +2)  
**DEFENSE:** dodge (+6)  
**RESISTANCE:** +4, DE 5 magic  
**FORTITUDE:** +4  
**SPECIAL:** multi-attack (claw & bite)

**SKILLS:** Athletics (+5/+8), Nature (+7), Perception (+7), Stealth (+6/+9)  
**LANGUAGES:** Fey (cannot speak)

**COMBAT SKILLS:** Dodge (+6), claw/bite (+6)

**ABILITIES:** Darkvision, pass without trace, stealth (+3 at night), great leap, climb bonus (+3), DE 5 magic

**LIMITATIONS:** Nocturnal

**SPELLS/POWERS:** none

**EQUIPMENT:** none

**DESCRIPTION:** The Shadow Cat is a fierce predator that is the product of many bed time stories and nightmares. Scholars claim this powerful cat is a distant cousin to the panther of the southlands, but that it also has fey blood which makes it both intelligent and extremely dangerous. Very little is actually known about these hunters of the dark as they are rarely seen and when they are seen those that see them rarely survive the encounter. They are patient hunters and take few risks unless starving or unless their young are threatened.



## SKELETON

**TV:** 1  
**LV:** 1  
**HF:** NA  
**CL:** Undead  
**ENV:** Any  
**INI:** 0  
**SIZE:** M  
**MOVE:** 6

**AR:** 2  
**HP:** 4 (14)  
**PP:** 2

**STR:** 6 (+1), **AGI:** 5 (0), **END:** 2 (-3), **PRE:** 2 (-3)  
**KNO:** 1 (-4), **INT:** 1 (-4), **WIL:** 1 (-4), **CHA:** 2 (-3)

**ATTACK:** Weapon type (+1, 1d8 +1 dmg)  
**DEFENSE:** Parry (+1), Dodge (+1)  
**RESISTANCE:** -4 (see below)  
**FORTITUDE:** -3  
**SPECIAL:** See below

**SKILLS:** Perception (-3) \*sense life 60'  
**LANGUAGES:** none

**COMBAT SKILLS:** Weapon (+1), Dodge (+1), Brawling (+1, 1d6 +1 claw dmg)

**ABILITIES:** DR 5 slashing/fire/cold, immune to mind influencing affects or spells, no need to eat, breathe or sleep, dark vision, immune to poison, disease, sickness, immune to critical hits

**LIMITATIONS:** Either under command or simply seek to destroy any living creature, takes 1 point of damage per round it is exposed to direct sunlight

**SPELLS/POWERS:** None

**EQUIPMENT:** Armor and weapon optional, random valuables

**DESCRIPTION:** Skeletons are undead humanoids raised from their place of rest. They are often the tools of dark priests. They are either commanded or set free, however without a master they often will not last much past sunrise. Their single-minded nature sets them upon any living creature they can sense, the brightest heat source or largest creatures first. They will use weapons and armor or will simply claw their enemies if that is all that is available to them. Skeletons that are under the influence of a dark priest can only understand simple commands and if abandoned will continue to carry out those simple commands until they are destroyed.



# SPHINX

**TV:** 8  
**LV:** 4  
**HF:** NA  
**CL:** Mythological  
**ENV:** Warm  
**INI:** +2  
**SIZE:** L  
**MOVE:** 8 (x2), Fly 18

**AR:** 3  
**HP:** 33  
**PP:** 30

**STR:** 8 (+3), **AGI:** 7 (+2), **END:** 8 (+3), **PRE:** 8 (+3)  
**KNO:** 9 (+4), **INT:** 9 (+4), **WIL:** 9 (+4), **CHA:** 8 (+3)

**ATTACK:** 2 Claws (+6, 1d6 +3 dmg/each)  
**DEFENSE:** Dodge (+6)  
**RESISTANCE:** +7, DE 5 magic, MR 5, immune to mind influencing effects  
**FORTITUDE:** +6  
**SPECIAL:** Multiple attacks (2 claws)

**SKILLS:** Arcana (+8), Athletics (+7), Casting (+8), Diplomacy (+7), History (+8), Insight (+8), Lore (+8), Nature (+8), Perception (+8), Religion (+8), Stealth (+6)  
**LANGUAGES:** Arcacian, Arcane, Celestial, + choice of 3 more

**COMBAT SKILLS:** Natural Weapons (+6), Dodge (+6)

**ABILITIES:** Flight (move 18), Night Vision, immune to mind influencing effects, multiple attack (claws), DE 5 magic

**LIMITATIONS:** Sphinx are suckers for a game of chance or wager. They love to test their knowledge and outwit their opponents, though unworthy opponents generally are dealt with more swiftly. The Sphinx cannot lie, although she may stretch the truth or simply not provide an answer.

**SPELLS/POWERS:** Select 2d6 magi spells at rank 3

**EQUIPMENT:** None

**DESCRIPTION:** The Sphinx is a seeker of knowledge and information and is among one of the most sought after advisors and counselors. Their tendency to play games, offer riddles or obstacles to their vast knowledge is tempered only by their desire to interact with intelligent beings. It is legend that a powerful oracle from the desert lands of the time was turned into the sphinx for providing false information to a powerful ruler and this curse made them unable to lie.





# SWARM

**TV:** Size M, L (0.5), Size H, G or C (1)

**LV:** 1

**HF:** NA

**CL:** Vermin, Insects, etc.

**ENV:** Any

**INI:** +3

**SIZE:** M, L, H, G, C

**MOVE:** 6 (multiplied by size)

**AR:** NA

**HP:** Size M (2), L (4), H (6), G (8), C (10)

**PP:** NA

**STR:** NA, **AGI:** NA, **END:** NA, **PRE:** NA

**KNO:** NA, **INT:** NA, **WIL:** NA, **CHA:** NA

**ATTACK:** Bite/Sting (1 or 2 points of damage per round – no attack roll needed, ignores AR)

**DEFENSE:** NA

**RESISTANCE:** NA

**FORTITUDE:** NA

**SPECIAL:** NA

**SKILLS:** NA

**LANGUAGES:** none

**COMBAT SKILLS:** NA

**ABILITIES:** Swarms take no damage from standard melee or ranged attacks, area of effect spells and abilities work normally, damage taken by a swarm will reduce its size until dispersed

**LIMITATIONS:** Most swarms are repelled by fire and dispersed with area of effect spells

**SPELLS/POWERS:** None

**EQUIPMENT:** None

**DESCRIPTION:** Swarms of tiny or small creatures pose a difficult challenge for most adventurers. They are too small and numerous to engage with standard weapons and area of effect spells are dangerous when friends are near. There are ways to deal with a swarm however, such as fire or smoke, some insects sense body heat and can be fooled by covering in mud, most will not follow when submersed in water and the like. It is difficult to fight a swarm but creative groups should be able to find a way to deal them, even if it is to flee or seek shelter.



# TARRASQUE

**TV:** 20  
**LV:** 10  
**HF:** 20  
**CL:** Beast  
**ENV:** Any  
**INI:** -1  
**SIZE:** C (Over 40' long)  
**MOVE:** 6 (x5)

**AR:** 8  
**HP:** 180  
**PP:** 65

**STR:** 15 (+10), **AGI:** 4 (-1), **END:** 15 (+10), **PRE:** 10 (+5)  
**KNO:** 2 (-3), **INT:** 4 (-1), **WIL:** 10 (+5), **CHA:** 10 (+5)

**ATTACK:** claw (+9, 2d8 + 10 dmg), bite (+9, 2d10 + 10 dmg)  
**DEFENSE:** dodge (+9)  
**RESISTANCE:** +14, DE 5 paragon, MR 5, immune to fire and cold, poison and disease  
**FORTITUDE:** +19  
**SPECIAL:** see below

**SKILLS:** Athletics (+20), Perception (+9)  
**LANGUAGES:** None

**COMBAT SKILLS:** claw/bite (+9), dodge (+9)

**ABILITIES:** Nightvision, natural armor, DE 5 paragon, immune to fire and cold, immune to poison or disease, regeneration (1d6 points per round)

**LIMITATIONS:** Long periods of slumber (1d100 years), awake for only (2d6 weeks) at a time

**SPELLS/POWERS:** None

**EQUIPMENT:** None

**DESCRIPTION:** The legendary Tarrasque is perhaps the most feared creature in the realms. There is only one Tarrasque known in existence and it is said that it can never die. It either rampages for the short time it is awake and then falls into another slumber or if defeated it simply reappears in 10d100 years. Scholars surmise about many different ways the creature could actually be destroyed permanently, however no theory in the history of the realm has so far worked. The Tarrasque is a mindless destroyer and feeds voraciously for its short time awake. It has leveled legendary cities of old and killed more famous heroes than perhaps any other creature.



# TITAN

**TV:** 18

**LV:** 9

**HF:** 16

**CL:** Humanoid, demigod

**ENV:** Any

**INI:** +7

**SIZE:** H (15' – 20' tall)

**MOVE:** 6 (x3)

**AR:** 5 (armor)

**HP:** 104

**PP:** 80/40 greater power crystal

**STR:** 12 (+7), **AGI:** 12 (+7), **END:** 12 (+7), **PRE:** 12 (+7)

**KNO:** 12 (+7), **INT:** 12 (+7), **WIL:** 12 (+7), **CHA:** 12 (+7)

**ATTACK:** weapon (+19, +3 huge two-handed sword, 2d8 +10 dmg)

**DEFENSE:** dodge (+16), parry (+19)

**RESISTANCE:** +15, DE 10 paragon, MR 10, immune to heat, cold, disease & poison

**FORTITUDE:** +15

**SPECIAL:** see below

**SKILLS:** All skills at +16

**LANGUAGES:** All languages

**COMBAT SKILLS:** weapon (+16), parry (+16), dodge (+16)

**ABILITIES:** Natural armor, DE 10 paragon, immune to normal weapons, natural magic, immortal, regeneration (1d6 points per round), immune to heat, cold, disease or poison, true sight

**LIMITATIONS:** Pride

**SPELLS/POWERS:** Choice of all (Priest, Druid, Magi or Adept) spells at rank 5

**EQUIPMENT:** +3 weapon, optional +1 armor, random magic

**DESCRIPTION:** The Titans were said to once be gods themselves, gods who fell from grace or power and were banned from their divine kingdoms to wander the mortal realms. Some scholars say that Titans were the fathers of the first men to walk the realms. Titans are thought to all be gone from the mortal realms, though some scholars believe they simply hide from the watchful eyes of the new gods and are following some ancient promise of non-interference with mortals and the mortal realms. It is unclear how many of these powerful beings still exist, though it is thought to be a relatively small number. Some suggest less than a hand full.



# TREANT

**TV:** 10  
**LV:** 5  
**HF:** NA  
**CL:** Living Plant  
**ENV:** Woodlands  
**INI:** -2  
**SIZE:** G (20' – 30' tall)  
**MOVE:** 1 (x4)

**AR:** 3  
**HP:** 70  
**PP:** 22

**STR:** 10 (+5), **AGI:** 3 (-2), **END:** 10 (+5), **PRE:** 7 (+2)  
**KNO:** 7 (+2), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 7 (+2)

**ATTACK:** branch slam (+3, 1d10 +5 dmg)  
**DEFENSE:** dodge (+3)  
**RESISTANCE:** +6, DR 5/slashing or piercing  
**FORTITUDE:** +9  
**SPECIAL:** see below

**SKILLS:** Athletics (+10), Channeling (+7), Geography (+7), History (+7), Insight (+7), Lore (+7), Nature (+7), Perception (+7)  
**LANGUAGES:** Fey

**COMBAT SKILLS:** claw/bite (+3), dodge (+3)

**ABILITIES:** Bark AR 3, DR 5/slashing and piercing, low light vision, druid blessings, regeneration (1d6 HP/round)

**LIMITATIONS:** x2 damage from fire based attacks

**SPELLS/POWERS:** Select 2d6 Druid blessings at rank 3

**EQUIPMENT:** None

**DESCRIPTION:** Treants are ancient guardians of the forest thought to long have passed from the mortal realms. Some scholars believe that deep in the most unreachable parts of the forests of the world, some of these creatures still keep their vigil, unaware that ages have passed and their kind no longer walks among the other fey creatures. Treants hate two things above all others, fire and axes. They have a soft spot for fey creatures and beings, especially those who are good natured and are unable to defend themselves. It is said that an ancient alliance between the sylvan and the Treant ended poorly when their forces were defeated, the sylvan refer to this as “the night the trees bled.”



## TROGLODYTE

**TV:** 4  
**LV:** 2  
**HF:** NA  
**CL:** Humanoid  
**ENV:** Underground  
**INI:** +1  
**SIZE:** M  
**MOVE:** 6, swim 6

**AR:** Nat 4  
**HP:** 16  
**PP:** 13

**STR:** 7 (+2), **AGI:** 6 (+1), **END:** 7 (+2), **PRE:** 4 (-1)  
**KNO:** 3 (-2), **INT:** 7 (+2), **WIL:** 6 (+1), **CHA:** 4 (-1)

**ATTACK:** claw (+3, 1d6 +2 dmg), bite (+3, 1d8 +2 dmg)  
**DEFENSE:** dodge (+3)  
**RESISTANCE:** +2  
**FORTITUDE:** +3  
**SPECIAL:** see below

**SKILLS:** Athletics (+4), Nature (+4), Perception (+4), Stealth (+3/+6)  
**LANGUAGES:** Draconic

**COMBAT SKILLS:** claw/bite (+3), dodge (+3)

**ABILITIES:** Scales (AR 4), regeneration (1d6 HP per round), darkvision, camouflage (+3 to stealth in natural underground environments)

**LIMITATIONS:** -2 to actions in bright light

**SPELLS/POWERS:** None

**EQUIPMENT:** optional equipment and treasure

**DESCRIPTION:** Troglodytes are a primitive underground species of humanoid lizard. They form a tight knit lounge or group and establish large hunting territories in the deep recesses of the earth. It is seldom that these creatures venture above ground and only at night, usually retreating from light unless cornered. These creatures can speak a crude form of the draconic language, though they mostly communicate through body language and complex patterns of hissing noises.



# TROLL

**TV:** 6  
**LV:** 3  
**HF:** 12  
**CL:** Humanoid  
**ENV:** Any  
**INI:** 0  
**SIZE:** L  
**MOVE:** 6 (x2)

**AR:** Nat 2  
**HP:** 30  
**PP:** 12

**STR:** 8 (+3), **AGI:** 5 (0), **END:** 8 (+3), **PRE:** 3 (-2)  
**KNO:** 3 (-2), **INT:** 5 (0), **WIL:** 5 (0), **CHA:** 3 (-2)

**ATTACK:** claw (+3, 1d6 +3 dmg), bite (+3, 1d8 +3 dmg)  
**DEFENSE:** dodge (+3)  
**RESISTANCE:** +2  
**FORTITUDE:** +5  
**SPECIAL:** see below

**SKILLS:** Athletics (+6), Nature (+3), Perception (+3), Stealth (+3)  
**LANGUAGES:** Gobbly, arcacian

**COMBAT SKILLS:** claw/bite (+3), dodge (+3)

**ABILITIES:** regeneration (1d6 HP per round, past POD), darkvision, stench (END 12 or 1 fatigue)

**LIMITATIONS:** Cannot regenerate fire damage

**SPELLS/POWERS:** None

**EQUIPMENT:** optional equipment and treasure

**DESCRIPTION:** Trolls are a powerful humanoid race known for their ability to regenerate lost limbs and other types of damage making them difficult to kill. Some say that only fire will truly kill a troll. They live in a tribal society where the largest and strongest among them rule until challenged by another. Trolls have evolved in a number of different sub-species which are not listed here, but can be created by making small adjustments to this template. One example would be the aquatic troll which is much the same as this template only they possess aquatic adaptation and have an additional limitation of dehydration (which prevents regeneration) when not completely immersed in water at least once every 24 hours.



# TYRANNOSAUR

**TV:** 14

**LV:** 7

**HF:** 12

**CL:** Beast, Dinosaur

**ENV:** Warm, tropical

**INI:** -1

**SIZE:** C (Over 30' tall)

**MOVE:** 8 (x5)

**AR:** 3

**HP:** 126

**PP:** 12

**STR:** 13 (+8), **AGI:** 4 (-1), **END:** 13 (+8), **PRE:** 3 (-2)

**KNO:** 1 (-4), **INT:** 5 (0), **WIL:** 3 (-2), **CHA:** 3 (-2)

**ATTACK:** bite (+6, 2d6 +8 dmg)

**DEFENSE:** dodge (+6)

**RESISTANCE:** +4

**FORTITUDE:** +14

**SPECIAL:** see below

**SKILLS:** Athletics (+15), Nature (+7), Perception (+7), Stealth (+6)

**LANGUAGES:** None

**COMBAT SKILLS:** bite (+6), dodge (+6)

**ABILITIES:** Natural armor, low light vision, scent

**LIMITATIONS:** None

**SPELLS/POWERS:** None

**EQUIPMENT:** None

**DESCRIPTION:** The Tyrannosaur or Tyrannosaurus Rex is a straight forward predator who relied on its size, vicious bite and sense of smell to track down and kill its prey. It is a simple hunter, attacking almost anything that is smaller than itself, which are most other creatures. It is rumored to have a voracious appetite and simple tactics, charge in and bite. Their thick natural hide, razor sharp teeth and immense size make this predator one of the most feared creatures in the southern realms.



## UNDYING

**TV:** 4  
**LV:** 2  
**HF:** NA  
**CL:** Undead  
**ENV:** Any  
**INI:** +1  
**SIZE:** M  
**MOVE:** 6

**AR:** Nat 2  
**HP:** 11 (21)  
**PP:** 3

**STR:** 6 (+1), **AGI:** 5 (0), **END:** 5 (0), **PRE:** 2 (-3)  
**KNO:** 1 (-4), **INT:** 1 (-4), **WIL:** 1 (-4), **CHA:** 2 (-3)

**ATTACK:** claw (+2, 1d6 +1 dmg)  
**DEFENSE:** Dodge (+2)  
**RESISTANCE:** -3 (see below), DR 5 slashing/piercing/heat/cold  
**FORTITUDE:** +1  
**SPECIAL:** See below

**SKILLS:** Perception (-2) \*sense life 60'  
**LANGUAGES:** none

**COMBAT SKILLS:** Natural Attacks (+2), Dodge (+2)

**ABILITIES:** undying (only sunlight or holy damage is permanent, when killed they rise again the following round with only permanent damage remaining), curse (beings killed by an undying will rise again as an undying the following evening), undead traits DR 5 slashing/heat/cold, immune to mind influencing affects or spells, no need to eat, breathe or sleep, dark vision, immune to poison, disease, sickness, immune to critical hits)

**LIMITATIONS:** Takes 1 point of damage per round it is exposed to direct sunlight

**SPELLS/POWERS:** None

**EQUIPMENT:** None

**DESCRIPTION:** The Undying are a relatively new species of undead that resulted from the discovery of powerful new necromantic magic. These creatures are difficult to permanently destroy and spread their evil quickly. Many scholars greatly fear a plague of these creatures could be possible if left unchecked and that we have been lucky so far to have avoided one.





# VAMPYR

**TV:** 14  
**LV:** 7  
**HF:** 14  
**CL:** Undead  
**ENV:** Any  
**INI:** +6  
**SIZE:** M  
**MOVE:** 8

**AR:** 3  
**HP:** 34 (44)  
**PP:** 34

**STR:** 9 (+4), **AGI:** 8 (+3), **END:** 8 (+3), **PRE:** 8 (+3)  
**KNO:** 7 (+2), **INT:** 7 (+2), **WIL:** 8 (+3), **CHA:** 8 (+3)

**ATTACK:** Claws (+10, 1d6 +4), Bite (+10, 2 dmg + 1d6 END), Weapon (+10)

**DEFENSE:** Parry (+10), Dodge (+10)

**RESISTANCE:** +9, DE 5 magic, see immunities below

**FORTITUDE:** +9

**SPECIAL:** Drain and Transformation (see below)

**SKILLS:** Acrobatics (+10), Athletics (+11), Diplomacy (+10), History (+9), Insight (+9), Intimidate (+10) Lore (+9), Perception (+9), Perform (+10), Religion (+9), Stealth (+10), Streetwise (+10), Thievery (+10)

**LANGUAGES:** Arcacian, Daemonic, + choice of 2

**COMBAT SKILLS:** Brawl/Natural Weapons (+10), Dodge (+10), Weapon (choose type, +10)

**ABILITIES:** immune to cold attacks, +5 to resist mind influencing effects, no need to eat, breathe or sleep, dark vision, immune to poison, disease, sickness, immune to critical hits, DE 5 magic, regeneration (1d6 HP/round), immortal (can regenerate from point of death unless damaged from sunlight, wood or holy weapons and powers), dominate (use as casting of 9, as charm spell), mist form (1 power point a round), spider climb (at will), drain (bite attacks drains 1d6 END per round), speed (move & INI).

**LIMITATIONS:** Takes 2 points of damage every round exposed to sunlight (does not regenerate), unable to enter a home unless invited, does not regenerate damage from wood, can be repelled by holy items

**SPELLS/POWERS:** None

**EQUIPMENT:** Choose armor, weapon or other valuables

**DESCRIPTION:** The Vampyr is the classic undead creature who preys upon victims in the dead of night. They are products of a powerful curse long ago and carefully protect and expand their secret empire. The Vampyr is a powerful force in the world and they seek to keep their nature and power secret.



## VERYN (FORSAKEN)

**TV:** 4  
**LV:** 2  
**HF:** NA  
**CL:** fey  
**ENV:** underground, any  
**INI:** +7  
**SIZE:** M  
**MOVE:** 7

**AR:** Armor 3  
**HP:** 13  
**PP:** 13

**STR:** 4 (-1), **AGI:** 9 (+4), **END:** 6 (+1), **PRE:** 8 (+3)  
**KNO:** 6 (+1), **INT:** 6 (+1), **WIL:** 6 (+1), **CHA:** 6 (+1)

**ATTACK:** weapon/longsword (+6, 1d8 -1 dmg), hand crossbow (+6, 1d8 dmg)

**DEFENSE:** parry (+6), dodge (+6)

**RESISTANCE:** +2

**FORTITUDE:** +2

**SPECIAL:** Favor poison weapons (1d6 END dmg), two-weapon fighting (+4)

**SKILLS:** Acrobatics (+6), Athletics (+1), \*Focusing (+3), Diplomacy (+3), Insight (+3), Lore (+3), Nature (+3), Perception (+6), Perform (+3), Stealth (+6)

**LANGUAGES:** Fey, daemonic

**COMBAT SKILLS:** dodge (+6), weapon (+6)

**ABILITIES:** immortal, darkvision, heightened senses, natural magic (darkness – 10' radius up to 30' range, darkvision works within), ambidexterity, quickness (bonus to INI and base move)

**LIMITATIONS:** dislike direct sunlight (-2 to all actions in bright light)

**SPELLS/POWERS:** \*optional select 1d6 adept abilities

**EQUIPMENT:** weapons, armor and random valuables

**DESCRIPTION:** The Veryn are said to be an offshoot race of Sylvan who committed horrible atrocities and were forced to flee underground to avoid capture or death. Years spent in the deep recesses of the earth changed them and they formed their own society in the depths of the underdark. The Veryn are rumored to harbor an intense hatred for surface dwellers with an especially strong hatred for their Sylvan cousins. They are dangerous opponents and their strange culture is said to favor deception and trickery over honor and courage.



## VOIDWALKER

**TV:** 16  
**LV:** 8  
**HF:** 14  
**CL:** outsider, undead  
**ENV:** any  
**INI:** +2  
**SIZE:** H  
**MOVE:** 6 (x4)

**AR:** Nat 2  
**HP:** 75  
**PP:** 55

**STR:** 10 (+5), **AGI:** 7 (+2), **END:** 10 (+5), **PRE:** 8 (+3)  
**KNO:** 7 (+2), **INT:** 7 (+2), **WIL:** 10 (+5), **CHA:** 8 (+3)

**ATTACK:** claw (+10, 1d10 +5)  
**DEFENSE:** parry (+10), dodge (+10)  
**RESISTANCE:** +12, special see below  
**FORTITUDE:** +12  
**SPECIAL:** see below

**SKILLS:** Athletics (+13), Arcana (+10), Lore (+10), Nature (+10), Perception (+10), Stealth (+10)  
**LANGUAGES:** All

**COMBAT SKILLS:** claw (+10), dodge (+10)

**ABILITIES:** immortal, magic void (30' radius, absorb/negate up to 20 PP worth of magic), life void (30' radius, living things within suffer 2 damage per round, no resistance), planar jump (can travel instantly to home plane), locate person/item (flawless tracking), undead traits (immune to mind influencing affects or spells, no need to eat, breathe or sleep, dark vision, immune to poison, disease, sickness, immune to critical hits)

**LIMITATIONS:** takes 2 damage per round exposed to direct sunlight

**SPELLS/POWERS:** none

**EQUIPMENT:** none

**DESCRIPTION:** The Voidwalker is one of the most feared predators in the realms. Though its origins are a mystery, it is clear that they are summoned through the use of ancient dark magic and are tasked with hunting down and killing its prey. Once on the scent the Voidwalker will not relent until its task is completed. It only hunts at night and returns to its home plane during the day. A common phrase that is spoken when the sun rises is that another day has been stolen from the walker.



# WATCHER

**TV:** 18  
**LV:** 9  
**HF:** NA  
**CL:** Divine  
**ENV:** Any  
**INI:** +3  
**SIZE:** M  
**MOVE:** 6/18 fly

**AR:** Nat 5  
**HP:** 40  
**PP:** 40

**STR:** 8 (+3), **AGI:** 8 (+3), **END:** 8 (+3), **PRE:** 8 (+3)  
**KNO:** 8 (+3), **INT:** 8 (+3), **WIL:** 8 (+3), **CHA:** 8 (+3)

**ATTACK:** Touch Attack (+12, 1d6 fatigue)  
**DEFENSE:** Dodge (+12)  
**RESISTANCE:** +11, DE 5 paragon, MR 5  
**FORTITUDE:** +11  
**SPECIAL:** See below

**SKILLS:** All skills at +12  
**LANGUAGES:** All languages

**COMBAT SKILLS:** Weapon (+12), Dodge (+12)

**ABILITIES:** Natural AR (5), presence (resistance check TN 20 or cannot harm unless watcher takes aggressive action), darkvision, immunity to normal weapons, DE 5 paragon, illusionary appearance (can change physical appearance of any form at will, including clothing and equipment)

**LIMITATIONS:** None

**SPELLS/POWERS:** All Priest spells at rank 5

**EQUIPMENT:** Holy items and magic possible

**DESCRIPTION:** The Watcher is also known as a Guardian Angel. These beings are said to be assigned to watch over the faithful and downtrodden. Their ability to change their appearance makes it difficult to tell whether this rumor is true or not. Scholars also claim that there are rules set in place which govern how much they can do to help someone and these rules limit how much influence these celestial beings can have on their charges or their enemies.



## WENDIGO

**TV:** 6  
**LV:** 3  
**HF:** 12  
**CL:** Beast  
**ENV:** cold, any  
**INI:** +1  
**SIZE:** L  
**MOVE:** 6 (x2)

**AR:** 3  
**HP:** 35  
**PP:** 14

**STR:** 9 (+4), **AGI:** 6 (+1), **END:** 9 (+4), **PRE:** 6 (+1)  
**KNO:** 2 (-3), **INT:** 7 (+2), **WIL:** 6 (+1), **CHA:** 6 (+1)

**ATTACK:** claw (+4, 1d6 +4 dmg), bite (+4, 1d8 +4 dmg), weapon (+4, 1d8 +4 dmg)

**DEFENSE:** dodge (+4)

**RESISTANCE:** +3, DE 5 magic

**FORTITUDE:** +6

**SPECIAL:** see below

**SKILLS:** Athletics (+7), Nature (+5), Perception (+5), Stealth (+4/+6 snow)

**LANGUAGES:** Arcacian (does not speak)

**COMBAT SKILLS:** claw/bite (+4), weapon (+4), dodge (+4)

**ABILITIES:** low-light vision, natural armor, immune to cold, regeneration (1d6 per round, past POD), movement (can move over snow and ice without terrain penalties), DE 5 magic

**LIMITATIONS:** cannot regenerate fire damage

**SPELLS/POWERS:** None

**EQUIPMENT:** optional weapon

**DESCRIPTION:** The Wendigo is a cursed humanoid who was transformed into this terrible creature as a result of resorting to cannibalism. Ancient legends in the north tell of these tortured souls who constantly hunger for human flesh and cannot find death to end their pain. The Wendigo is primarily found in the north where the first curse was passed on to a north man who resorted to cannibalism to avoid starving to death. These creatures are dangerous enemies and fire seems to be their only real weakness.



## WISP

**TV:** 1  
**LV:** 1  
**HF:** NA  
**CL:** Fey  
**ENV:** any  
**INI:** +4  
**SIZE:** T (1' tall)  
**MOVE:** 2/fly 8

**AR:** 1 natural  
**HP:** 2  
**PP:** 12

**STR:** 2 (-3), **AGI:** 9 (+4), **END:** 4 (-1), **PRE:** 6 (+1)  
**KNO:** 4 (-1), **INT:** 6 (+1), **WIL:** 6 (+1), **CHA:** 6 (+1)

**ATTACK:** shock (+5, range 10', 1d8 electric dmg, ignores metal AR)

**DEFENSE:** dodge (+5)

**RESISTANCE:** +1

**FORTITUDE:** -1

**SPECIAL:** immunity to magic

**SKILLS:** Acrobatics (+5), Arcana (+2), Athletics (+1), Insight (+2), Nature (+5), Perception (+5), Perform (+2), Stealth (+5), Thievery (+5)

**LANGUAGES:** Fey

**COMBAT SKILLS:** ranged natural magic (+5)

**ABILITIES:** darkvision, immunity to magic, glow (colored light roughly as bright as torchlight), nature sense, heightened senses

**LIMITATIONS:** nocturnal

**SPELLS/POWERS:** None

**EQUIPMENT:** None

**DESCRIPTION:** The Wisp are fey beings who lure unsuspecting travelers into dangerous places when lost in the dead of night. When forced to fight, they can emit a ranged shock attack but prefer to avoid combat if at all possible. Though their motivations are unclear, some surmise that they are simply removing travelers who wander too close to their fey homes while others claim they are spiteful and evil creatures who lure travelers to their deaths by leading them into dangerous bogs or near powerful monster lairs and traps.



## WRAITH

**TV:** 10  
**LV:** 5  
**HF:** 12  
**CL:** Undead  
**ENV:** Any  
**INI:** +3  
**SIZE:** M  
**MOVE:** fly 12

**AR:** 2  
**HP:** 28 (38)  
**PP:** 28

**STR:** 8 (+3), **AGI:** 8 (+3), **END:** 8 (+3), **PRE:** 8 (+3)  
**KNO:** 6 (+1), **INT:** 8 (+3), **WIL:** 8 (+3), **CHA:** 8 (+3)

**ATTACK:** Claw (+8, 1d6 +3 dmg and 1d6 temp END), Weapon (+8)

**DEFENSE:** Dodge (+8)

**RESISTANCE:** +7, DE 5 magic

**FORTITUDE:** +7

**SPECIAL:** Incorporeal (50% miss chance)

**SKILLS:** Arcana (+6), Athletics (+8), History (+6), Insight (+8), Lore (+6), Perception (+8), Religion (+6), Stealth (+8)

**LANGUAGES:** Arcacian, choice of 2 more

**COMBAT SKILLS:** Dodge (+8), Claw (+8), Weapon (+8)

**ABILITIES:** immune to mind influencing affects or spells, no need to eat, breathe or sleep, dark vision, immune to poison, disease, sickness, immune to critical hits, incorporeal (50% miss chance, pass through solid objects), DE 5 magic, create spawn (any creature slain by END drain turns into wraith)

**LIMITATIONS:** Takes 2 points of damage per round it is exposed to direct sunlight, affected by holy items

**SPELLS/POWERS:** None

**EQUIPMENT:** Optional weapons and armor

**DESCRIPTION:** The Wraith is the spirit of a good or honorable hero who found their death through treachery or evil deeds. In death, they are bound to the world and filled with an evil so strong they seek nothing more than to take out their wrath on the living. These powerful undead are often clad in armor and use weapons as they did once in life. These creatures have enough intelligence to serve or even lead hosts of undead, if it would further their own need for revenge or simply to extinguish happiness and life out of the world of men.



## WYRM, FIRE

**TV:** 14

**LV:** 7

**HF:** 14

**CL:** Wyrm, Dragon

**ENV:** Desert, Warm

**INI:** +1

**SIZE:** G (20' – 30' long)

**MOVE:** 8 (x4)

**AR:** Nat 4

**HP:** 102

**PP:** 26

**STR:** 12 (+7), **AGI:** 6 (+1), **END:** 12 (+7), **PRE:** 8 (+3)

**KNO:** 2 (-3), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 8 (+3)

**ATTACK:** Bite (+8, 2d6 +7 dmg), Grapple (+8, 7 dmg/round)

**DEFENSE:** Dodge (+8)

**RESISTANCE:** +8, immune to fire/heat

**FORTITUDE:** +13

**SPECIAL:** Breathe Fire (+8 to hit, 2d10 dmg, 30' cone, once every other round)

**SKILLS:** Athletics (+14), Insight (+9), Intimidate (+10), Perception (+9), Stealth (+8)

**LANGUAGES:** none

**COMBAT SKILLS:** Brawling (Grapple +8), Bite (+8), Dodge (+8)

**ABILITIES:** Dark Vision, Natural Armor, Breathe Fire (see above), Tunneling (move 10), Tremor Sense (60' radius), immune to fire/heat

**LIMITATIONS:** Cold Vulnerability (x2 dmg), Diurnal (usually inactive at night)

**SPELLS/POWERS:** None

**EQUIPMENT:** Random Valuables in Lair, no equipment

**DESCRIPTION:** Wyrms are less powerful descendants of the Dragons of old. They resemble scaled snakes with a dragon head. The Fire Wyrm is a huge sized predator of the deserts. They dislike cold temperatures and usually are inactive at night. They move by tunneling through the earth or sand and usually setup a complex maze of underground tunnels for their lair. They hunt using their tremor sense to pick up prey and strike from beneath the earth. Their formidable breath weapon is used primarily to cook their food as they prefer it to raw meat. Having just above animal intelligence, the Fire Wyrm is an instinctual hunter and predator. They do however have an instinct to collect and temper valuable gemstones and metals.





## WYRM, FOREST

**TV:** 12  
**LV:** 6  
**HF:** 12  
**CL:** Wyrms, Dragon  
**ENV:** forest  
**INI:** +2  
**SIZE:** H (12' – 20' long)  
**MOVE:** 8 (x3)

**AR:** Nat 4  
**HP:** 74  
**PP:** 24

**STR:** 11 (+6), **AGI:** 7 (+2), **END:** 11 (+6), **PRE:** 7 (+2)  
**KNO:** 2 (-3), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 7 (+2)

**ATTACK:** Bite (+8, 1d12 +6 dmg), Grapple (+8, 6 dmg rnd)

**DEFENSE:** Dodge (+8)

**RESISTANCE:** +7

**FORTITUDE:** +11

**SPECIAL:** Gas Breath (+8 to hit, 1d10 dmg, 30' cone, ignores AR, once every other round)

**SKILLS:** Athletics (+12), Insight (+8), Intimidate (+8), Perception (+8), Stealth (+8)

**LANGUAGES:** none

**COMBAT SKILLS:** Brawling (Grapple +8), Bite (+8), Dodge (+8)

**ABILITIES:** Dark Vision, Natural Armor, Gas Breath (see above), camouflage (+3 stealth in nature)

**LIMITATIONS:** Diurnal (usually inactive at night)

**SPELLS/POWERS:** None

**EQUIPMENT:** Random Valuables in Lair, no equipment

**DESCRIPTION:** Wyrms are less powerful descendants of the Dragons of old. They resemble scaled snakes with a dragon head. The Forest Wyrms are smaller than other Wyrms but more common. They hunt the deep forests of the realms using the underbrush or trees to stalk their prey. They release a noxious gas as a breath weapon to weaken their foes before biting or grappling them into submission. They make their lairs in large underground root systems or natural cave formations. Having just above animal intelligence, the Forest Wyrms are instinctual hunters and predators.



## WYRM, FROST

**TV:** 12  
**LV:** 6  
**HF:** 12  
**CL:** Wyrms, Dragon  
**ENV:** Cold  
**INI:** +2  
**SIZE:** H (12' – 20' long)  
**MOVE:** 8 (x3)

**AR:** Nat 4  
**HP:** 74  
**PP:** 24

**STR:** 11 (+6), **AGI:** 7 (+2), **END:** 11 (+6), **PRE:** 7 (+2)  
**KNO:** 2 (-3), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 7 (+2)

**ATTACK:** Bite (+8, 1d12 +6 dmg), Grapple (+8, 6 dmg/round)  
**DEFENSE:** Dodge (+8)  
**RESISTANCE:** +7, immune to cold  
**FORTITUDE:** +11  
**SPECIAL:** Cold Breath (+8 to hit, 2d8 dmg, 30' cone, once every other round)

**SKILLS:** Athletics (+12), Insight (+8), Intimidate (+8), Perception (+8), Stealth (+8)  
**LANGUAGES:** none

**COMBAT SKILLS:** Brawling (Grapple +8), Bite (+8), Dodge (+8)

**ABILITIES:** Dark Vision, Natural Armor, Cold Breath (see above), Tunneling (snow, move 8), Tremor Sense (60' radius), immune to cold

**LIMITATIONS:** Heat Vulnerability (x2 dmg), Diurnal (usually inactive at night)

**SPELLS/POWERS:** None

**EQUIPMENT:** Random Valuables in Lair, no equipment

**DESCRIPTION:** Wyrms are less powerful descendants of the Dragons of old. They resemble scaled snakes with a dragon head. The Frost Wyrms are huge sized predators of the northern wastes. They dislike fire and hot temperatures and usually are inactive at night. They move by tunneling through the snow and usually make their lairs in natural cave formations. They hunt by hiding in the deep snow and using their tremor sense to pick up prey and strike from beneath the frozen ground. They prefer to have their food frozen and prepare it using their breath weapon previous to eating. Having just above animal intelligence, the Frost Wyrms are instinctual hunters and predators.



## WYRM, SEA

**TV:** 14  
**LV:** 7  
**HF:** 14  
**CL:** Wyrms, Dragon  
**ENV:** Aquatic  
**INI:** +2  
**SIZE:** G (20' – 30' long)  
**MOVE:** swim 8 (x4)

**AR:** Nat 4  
**HP:** 102  
**PP:** 28

**STR:** 12 (+7), **AGI:** 7 (+2), **END:** 12 (+7), **PRE:** 7 (+2)  
**KNO:** 2 (-3), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 7 (+2)

**ATTACK:** Bite (+9, 2d6 +7 dmg), Grapple (+9, 7 dmg round)  
**DEFENSE:** Dodge (+9)  
**RESISTANCE:** +8, immune to cold and pressure  
**FORTITUDE:** +13  
**SPECIAL:** Scalding Water Breath (+9 to hit, 2d6 dmg, 30' cone, once every other round)

**SKILLS:** Athletics (+14), Insight (+9), Intimidate (+9), Perception (+9), Stealth (+9)  
**LANGUAGES:** none

**COMBAT SKILLS:** Brawling (Grapple +9), Bite (+9), Dodge (+9)

**ABILITIES:** Dark Vision, Natural Armor, Scalding Water Breath (see above), Aquatic adaptation, immune to cold and pressure

**LIMITATIONS:** Heat Vulnerability (x2 dmg), Diurnal (usually inactive at night)

**SPELLS/POWERS:** None

**EQUIPMENT:** Random Valuables in Lair, no equipment

**DESCRIPTION:** Wyrms are less powerful descendants of the Dragons of old. They resemble scaled snakes with a dragon head. The Sea Wyrms are massive predators of the deep oceans and seas. They dislike fire and are often inactive at night. They move like a water snake and make their lairs in underwater cave formations. They hunt large fish and sometimes will attack from beneath a ship, making them infamous among sea captains. They can release a superheated jet of water as a breath weapon. Sea Wyrms breathe air and must surface every few hours. Having just above animal intelligence, the Sea Wyrms are instinctual hunters and predators.



## WYVERN

**TV:** 12

**LV:** 6

**HF:** NA

**CL:** Beast, Dragon

**ENV:** Any

**INI:** +3

**SIZE:** H (12' – 20' long)

**MOVE:** 6 (x2), fly 18

**AR:** Nat 3

**HP:** 65

**PP:** 17



**STR:** 10 (+5), **AGI:** 8 (+3), **END:** 10 (+5), **PRE:** 6 (+1)

**KNO:** 2 (-3), **INT:** 8 (+3), **WIL:** 6 (+1), **CHA:** 6 (+1)

**ATTACK:** Bite (+9, 1d12 +5), Talons (+9, 1d10 +5), Stinger (+9, 1d6 +5 dmg & 1d6 END poison)

**DEFENSE:** Dodge (+9)

**RESISTANCE:** +6

**FORTITUDE:** +10

**SPECIAL:** Multi-attack (bite & tail stinger)

**SKILLS:** Acrobatics (+9), Athletics (+11), Nature (+9), Perception (+9), Stealth (+9)

**LANGUAGES:** none

**COMBAT SKILLS:** Bite (+9), Talons (+9), Tail (+9)

**ABILITIES:** Lowlight vision, natural armor, distance vision, poison attack (1d6 temp END), flight

**LIMITATIONS:** None

**SPELLS/POWERS:** None

**EQUIPMENT:** None

**DESCRIPTION:** Wyverns are very distant relation to Wyrms and Dragons, though they retained very little of the magic inherent to their ancestors. They are very dangerous predators, nevertheless. They are vicious predators attacking almost anything that is smaller than they are. They prefer to attack from the air, though they are just as dangerous on the ground attacking with both a bite and a prehensile tail attack. They have a poison stinger on the end of their tail that can weaken an opponent for them to then carry back to their nest. They nest high in the mountains or above the canopy of an ancient woodland realm.

## YUAN TI

**TV:** 6

**LV:** 3

**HF:** NA

**CL:** Humanoid

**ENV:** Warm and humid climates

**INI:** +2

**SIZE:** M (6-10' long)

**MOVE:** 7

**AR:** Nat 2

**HP:** 16

**PP:** 16

**STR:** 6 (+1), **AGI:** 7 (+2), **END:** 6 (+1), **PRE:** 5 (0)

**KNO:** 5 (0), **INT:** 6 (+1), **WIL:** 6 (+1), **CHA:** 6 (+1)

**ATTACK:** Claws (+5, 1d6 +1, +1d6 poison END)

**DEFENSE:** Dodge (+5)

**RESISTANCE:** +3 (+6)

**FORTITUDE:** +3

**SPECIAL:** MR 5, +3 resistance

**SKILLS:** Acrobatics (+5), Athletics (+4), Nature (+4), Perception (+4), Stealth (+5), Focusing (+4)

**LANGUAGES:** common, ancient zephyrish, daemonic

**COMBAT SKILLS:** Claws (+5), weapon (+5), dodge (+5)

**ABILITIES:** Lowlight vision, natural armor, poison attack (1d6 temp END), MR 5, immune to poison

**LIMITATIONS:** None

**SPELLS/POWERS:** Select 1d6 mystic powers at rank 2

**EQUIPMENT:** Weapons, armor and equipment as needed

**DESCRIPTION:** The Yuan Ti are said to be the remnants of an ancient and powerful race. They were said to once have held a vast and powerful empire in the deep south though they were defeated by those who rose up against their evil rule. They are naturally magical and also resistant to magic. Their powerful mystical abilities combined with their natural weapons make them a formidable foe. They were rumored to be cruel and evil masters who coveted artifacts and gold more than anything else. It is also thought that there were two main factions of Yuan Ti, one that was more at home in deserts of the south and another more wild and feral group that inhabited swamplands and the deep jungles of the realm.



# ZOMBIE

**TV:** 2  
**LV:** 1  
**HF:** 12  
**CL:** Undead  
**ENV:** Any  
**INI:** +0  
**SIZE:** M  
**MOVE:** 4

**AR:** 0  
**HP:** 4 (14)  
**PP:** 4

**STR:** 7 (+2), **AGI:** 5 (0), **END:** 2 (-3), **PRE:** 2 (-3)  
**KNO:** 1 (-4), **INT:** 2 (-3), **WIL:** 2 (-3), **CHA:** 2 (-3)

**ATTACK:** Claws (+1, 1d6 +2 dmg) \*zombie rot  
**DEFENSE:** Dodge (+1)  
**RESISTANCE:** -3 (see below)  
**FORTITUDE:** -3  
**SPECIAL:** See below

**SKILLS:** Perception (-2) \*sense life 120'  
**LANGUAGES:** none

**COMBAT SKILLS:** Dodge (+1), Brawling (+1, 1d6 +2 claw dmg)

**ABILITIES:** immune to mind influencing affects or spells, no need to eat, breathe or sleep, dark vision, immune to poison, disease, sickness, immune to critical hits, zombie rot (damage dealt by a zombie has a 10% chance to inflict zombie rot, dealing 1d6 END per day until target turns into a zombie)

**LIMITATIONS:** Either under command or simply seek to destroy any living creature, takes 1 point of damage per round it is exposed to direct sunlight

**SPELLS/POWERS:** None

**EQUIPMENT:** Armor and weapon rare, random valuables

**DESCRIPTION:** Zombies are undead humanoids raised from their place of rest. They are often the tools of dark priests. They are either commanded or set free, however without a master they often will not last much past sunrise. Their single-minded nature sets them upon any living creature they can sense, the brightest heat source or largest creatures first. Zombies that are under the influence of a dark priest can only understand simple commands and if abandoned will continue to carry out those simple commands until they are destroyed.



# Legends

*Of Blood and Magic*

## Chapter Three: Daemon Expansion



## AZAMEL

**TV:** 20+  
**LV:** 10  
**HF:** 20  
**CL:** Daemon  
**ENV:** any  
**INI:** +6  
**SIZE:** H  
**MOVE:** 6 (x3), fly 36

**AR:** 7 (+3 heavy armor)  
**HP:** 240  
**PP:** 76

**STR:** 15 (+10), **AGI:** 11 (+6), **END:** 15 (+10), **PRE:** 11 (+6)  
**KNO:** 11 (+6), **INT:** 11 (+6), **WIL:** 11 (+6), **CHA:** 11 (+6)

**ATTACK:** claw (+16, 1d12 +10) or +3 gauntlets (+19, 1d12 +13, + wounding 1 hp for 1d10 rounds)

**DEFENSE:** dodge (+16), parry (+16)

**RESISTANCE:** +16, DE 10 paragon, MR 10, immune to fire, poison and mind influencing effects

**FORTITUDE:** +20

**SPECIAL:** multi-attack (2 attacks per round), regeneration 1d6/round

**SKILLS:** Arcana (+16), Athletics (+20), Bluff (+16), Channeling (+16), Diplomacy (+16), History (+16), Insight (+16), Intimidate (+16), Lore (+16), Perception (+16), Religion (+16), Stealth (+16)

**LANGUAGES:** Daemonic, + five of choice

**COMBAT SKILLS:** Claws (+16), Dodge (+16), Weapon (+16)

**ABILITIES:** flight 36, DE 10 paragon, immune to fire and poison, darkvision, change form (humanoid), regeneration 1d6 per round, immune to critical hits, Fate Points (3)

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 dmg from cold

**SPELLS/POWERS:** All Priest blessings at rank 5

**EQUIPMENT:** Magic armor, weapons, items and valuables all likely

**DESCRIPTION:** Azamel is the greatest of the 6 known Daemon Princes. He keeps the other Daemon Princes in line through fear and manipulation. He is the mastermind behind the Daemon Wars of the second age and is rumored to be the first Daemon. He is hate and evil personified. His superior intellect and cunning mind have made him one of the most dangerous adversaries of all.



DAEMON  
PRINCE HP  
BASE = x10



## BALAR

**TV:** 20+  
**LV:** 10  
**HF:** 20  
**CL:** Daemon  
**ENV:** any  
**INI:** +6  
**SIZE:** G  
**MOVE:** 6 (x5)

**AR:** 5 (natural + heavy armor)  
**HP:** 240  
**PP:** NA

**STR:** 15 (+10), **AGI:** 7 (+2), **END:** 15 (+10), **PRE:** 7 (+2)  
**KNO:** 7 (+2), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 7 (+2)

**ATTACK:** claw/fist (+12, 2d8 +10)  
**DEFENSE:** dodge (+12), parry (+12)  
**RESISTANCE:** +12, DE 10 paragon, MR 10, immune to fire, poison and mind influencing effects  
**FORTITUDE:** +20  
**SPECIAL:** multi-attack (2 attacks per round), regeneration 1d6/round

**SKILLS:** Athletics (+20), Bluff (+12), Intimidate (+13), Perception (+12), Stealth (+12)  
**LANGUAGES:** Daemonic, + five of choice

**COMBAT SKILLS:** Claws (+12), Dodge (+12), Weapon (+12)

**ABILITIES:** DE 10 paragon, immune to fire and poison, darkvision, change form (humanoid), regeneration 1d6 per round, immune to critical hits, Fate Points (2)

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 dmg from cold

**SPELLS/POWERS:** NA

**EQUIPMENT:** Magic armor, weapons, items and valuables all likely

**DESCRIPTION:** Balar is said to be an ancient titan that fell from grace and was twisted and mutilated to return as a Daemon prince. He is rage and destruction personified and does not comprehend fear. Balar seeks only to destroy and to taste blood, the purer the blood the more satisfied he is. Balar appears as a gargantuan daemon primate and his rage makes him stronger than any foe he may face.



# DAGON

**TV:** 20+  
**LV:** 10  
**HF:** 20  
**CL:** Daemon  
**ENV:** any  
**INI:** +6  
**SIZE:** M  
**MOVE:** 6

**AR:** 5 (+3 light armor)  
**HP:** 164  
**PP:** 76/40 crystal

**STR:** 11 (+6), **AGI:** 11 (+6), **END:** 11 (+6), **PRE:** 11 (+6)  
**KNO:** 11 (+6), **INT:** 11 (+6), **WIL:** 11 (+6), **CHA:** 11 (+6)

**ATTACK:** claws (+16, 1d8 +6) or +3 weapon (+19, 1d6-1d10 +9, transforms to any weapon type)  
**DEFENSE:** dodge (+16), parry (+19)  
**RESISTANCE:** +16, DE 10 paragon, MR 10, immune to fire and poison and mind influencing effects  
**FORTITUDE:** +16  
**SPECIAL:** multi-attack (2 attacks per round)

**SKILLS:** Acrobatics (+16), Arcana (+16), Athletics (+16), Bluff (+16), Diplomacy (+16), Focusing (+16), History (+16), Intimidate (+16), Lore (+16), Perception (+16), Stealth (+16), Thievery (+16)  
**LANGUAGES:** Daemonic, + five of choice

**COMBAT SKILLS:** Dodge (+16), Weapon (+16)

**ABILITIES:** DE 10 paragon, immune to fire and poison, immune to mind influencing effects, darkvision, change form (perfect, any humanoid or animal form from S to L size), mimic (any sound or voice), regeneration 1d6/round, mystic powers, immune to critical hits, Fate Points (2)

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane)

**SPELLS/POWERS:** All Mystic powers at rank 5

**EQUIPMENT:** Magic armor, weapons, items and valuables all likely, greater power crystal

**DESCRIPTION:** Dagon is the lord of changelings and is called the vile due to his fondness for cruelty, usually in the form of mental torture and manipulation. He is fond of testing mortals to see where their physical or emotional breaking point is. Dagon is rumored to have stolen a powerful artifact from the first age that lets him pass between realms and has dwelled on the mortal plane for ages.



## GRAZA' FEL

**TV:** 20+  
**LV:** 10  
**HF:** 20  
**CL:** Daemon  
**ENV:** any  
**INI:** +4  
**SIZE:** M  
**MOVE:** 6

**AR:** 6 (+3 medium armor)  
**HP:** 126  
**PP:** 120/40 crystal

**STR:** 9 (+4), **AGI:** 9 (+4), **END:** 9 (+4), **PRE:** 9 (+4)  
**KNO:** 15 (+10), **INT:** 15 (+10), **WIL:** 15 (+10), **CHA:** 9 (+4)

**ATTACK:** +3 staff (+17, 1d6 +7, globe of protection 100hp once a day, nothing in or out)  
**DEFENSE:** dodge (+14), parry (+17)  
**RESISTANCE:** +20, DE 10 paragon, MR 10, immune to fire, poison, mind influencing effects  
**FORTITUDE:** +14  
**SPECIAL:** multi-attack (2 attack/spells per round)

**SKILLS:** Arcana (+20), Athletics (+14), Bluff (+14), Casting (+20), Diplomacy (+14), History (+20), Insight (+20), Intimidate (+14), Lore (+20), Perception (+20), Religion (+20), Stealth (+14)  
**LANGUAGES:** Daemonic, + five of choice

**COMBAT SKILLS:** Dodge (+14), Weapon (+14)

**ABILITIES:** DE 10 paragon, immune to fire and poison, immune to mind influencing effects, darkvision, regeneration 1d6/round, Magi spells, immune to critical hits, Fate Points (2)

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 cold

**SPELLS/POWERS:** All Magi spells at rank 5

**EQUIPMENT:** Magic armor, weapons, items and valuables all likely, greater power crystal

**DESCRIPTION:** Graza' Fel is the newest Daemon Prince, defeating his rival and gaining power enough to seize the title. He was said to once be a mortal man who made a pact for power with the Dark One and quickly rose through the ranks. He is highly intelligent and cunning and has a mastery over arcane magic and power. He is said to be the mastermind for finding ways to move the Daemon through the planes of existence and has an unbridled passion for powerful magic artifacts.



## SANGUINE

**TV:** 20+  
**LV:** 10  
**HF:** 20  
**CL:** Daemon  
**ENV:** any  
**INI:** +5  
**SIZE:** M  
**MOVE:** 6

**AR:** 5 (+3 light armor)  
**HP:** 145 (155)  
**PP:** 65/40 crystal

**STR:** 10 (+5), **AGI:** 10 (+5), **END:** 10 (+5), **PRE:** 15 (+10)  
**KNO:** 10 (+5), **INT:** 10 (+5), **WIL:** 10 (+5), **CHA:** 15 (+10)

**ATTACK:** claws/bite (+15, 1d6 +5, drain 1d6 END) or +3 dagger (+18, 1d6 +5, +1d6 cold, ignores AR)

**DEFENSE:** dodge (+15), parry (+18)

**RESISTANCE:** +15, DE 10 paragon, MR 10, immune to cold and poison, undead traits, see below

**FORTITUDE:** +15

**SPECIAL:** multi-attack (2 attacks per round)

**SKILLS:** Acrobatics (+15), Arcana (+15), Athletics (+15), Bluff (+20), Channeling (+15), Diplomacy (+20), History (+15), Insight (+20), Intimidate (+20), Lore (+15), Perception (+15), Religion (+15), Stealth (+15)

**LANGUAGES:** Daemonic, + five of choice

**COMBAT SKILLS:** Dodge (+15), Weapon (+15)

**ABILITIES:** DE 10 paragon, immune to cold and poison, immune to mind influencing effects, no need to eat, breathe or sleep, immune to sickness/disease, immune to critical hits, immortal (regenerate past pod), transform (drained target to vampyr), darkvision, change form (wolf, bat), regeneration 1d6/round, Fate Points (2)

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), -1/-2 sunlight

**SPELLS/POWERS:** All Priest blessings at rank 5

**EQUIPMENT:** Magic armor, weapons, items and valuables all likely, greater power crystal

**DESCRIPTION:** Sanguine was the first undead, making a pact with the Dark One to avenge her own mortal death. She is the queen of the undead. Sanguine is among the most connected to the mortal realm of the entire Daemon race and often denies that she is actually one at all, though her pact is undeniable. Sanguine is a temptress and manipulator, she prefers others to fight her battles for her.



## VEYRA

**TV:** 20+  
**LV:** 10  
**HF:** 20  
**CL:** Daemon  
**ENV:** any  
**INI:** +7  
**SIZE:** M  
**MOVE:** 6

**AR:** 6 (+3 medium armor)  
**HP:** 145  
**PP:** 69/40 crystal

**STR:** 10 (+5), **AGI:** 12 (+7), **END:** 10 (+5), **PRE:** 12 (+7)  
**KNO:** 12 (+7), **INT:** 12 (+7), **WIL:** 12 (+7), **CHA:** 12 (+7)

**ATTACK:** +3 sword (+20, 1d8 +8, ignores AR) and +3 sword (+20, 1d8 +8, wounding 1hp for 1d10 rnds)

**DEFENSE:** dodge (+17), parry (+20)

**RESISTANCE:** +17, DE 10 paragon, MR 10, immune to fire and poison

**FORTITUDE:** +15

**SPECIAL:** multi-attack (2 attacks per round)

**SKILLS:** Acrobatics (+17), Arcana (+17), Athletics (+15), Bluff (+17), Channeling (+17), Diplomacy (+17), History (+17), Insight (+17), Intimidate (+17), Lore (+17), Perception (+17), Religion (+17), Stealth (+17)

**LANGUAGES:** Daemonic, + five of choice

**COMBAT SKILLS:** Dodge (+17), Weapon (+17)

**ABILITIES:** DE 10 paragon, immune to fire and poison, darkvision, regeneration 1d6/round, Fate Points (2), darkness 30' radius at will, immune to critical hits

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), sunlight -1/-2

**SPELLS/POWERS:** All Priest blessings at rank 5

**EQUIPMENT:** Magic armor, weapons, items and valuables all likely, greater power crystal

**DESCRIPTION:** Veyra is said to have been a powerful sylvan before she was cast out with her people deep under the earth. She was the first to become Veyrn as she made a pact with the Dark One to survive the darkness and isolation of the underdark. She is not only a Daemon Queen but also a Queen to the Veyrn. She became Daemon to seek revenge on the Sylvan and the surface world and seeks to unite all of her lost children in this endeavor.



# THE DAEMON PRINCES

### AZAMEL

Azamel is said to possess many magical artifacts including his Daemon Armor forged by a bound Titan in the fires of Hel. The Gauntlets of Torm the Mighty are also his, gained when defeating the old god in single combat. He is also said to possess the Orb of Storms, a powerful artifact from the 1<sup>st</sup> age that can control weather on a massive scale.

Azamel controls the traditional daemon forces. His army is very large and undeniably the most dangerous army, including all types and manner of daemon and in vast quantities.

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### BALAR

Balar possesses very few magical artifacts, he relies more on his size and strength to defeat his enemies. It is said he possesses a belt of trophies that he won from enemies which contains many minor magical weapons and trinkets.

Balar's army consists of giants, orks and ogres. His army is larger than Azamel's in terms of size and is often the vanguard of war.

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### DAGON

Dagon uses a +3 artifact weapon that can become any weapon he desires, including creating ammunition for ranged weapons, he calls Morph. He also has a powerful set of armor and is a fan of magical and natural poisons and drugs he uses to influence others.

Dagon is in charge of the armies of men, which he recruits and manipulates into service. His responsibility is turning men against each other and using the darkness found within men to fight for the Daemon, often for promise of power or wealth.

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### GRAZA' FEL

Graza' Fel has a powerful +3 artifact staff called Aegis and armor crafted by a forgotten race of builders from the first age. He is most commonly associated with the Draconic Scrolls, however. Each is said to have the power to summon and control a specific dragon. It is unclear how many of these exist but he is famous for having spent his mortal life chasing and collecting them.

Graza' Fel controls a small army of warlocks and witches that have gained power much in the same way as he did many ages ago. He also uses small numbers of golems and other magical constructs including gargoyles, automatons and living statues. Finally, he is known for his dragon army, using the Draconic Scrolls to bring hordes of the beasts out of slumber and into his control.

**SANGUINE**

Sanguine uses a +3 dagger called Frostbite that is both a cold weapon and keen. She also has a powerful suit of light armor and is rumored to have a powerful magical artifact that resembles a small carving of an elaborate palace. When activated this artifact is said to grow into an actual palace including furniture, supplies and even servants.

Sanguine controls armies of the undead; her army is the largest of all the Daemon armies and arguably the most devastating. More powerful undead like vampyr are used as generals on down to skeleton and zombie foot soldiers.

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**VEYRA**

Veyra possesses a pair of powerful artifact swords called Harrow and Sliver. Harrow is a wounding weapon and Sliver is keen. She also has a powerful set of armor and an enchanted hand crossbow that never runs out of ammunition. She often coats the bolts in powerful poisons.

Veyra controls armies of the Forsaken, also called the Velyn. She also uses many creatures from the underdark as her shock troops.

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**HEIRARCHY**6 Daemon Princes

There can only be 6 Daemon Princes

6 Daemon Knights

Each Daemon Prince has a single Champion or Daemon Knight

12 Daemon Lords

Each Daemon Prince has 2 Daemon Lords as his generals

12 Daemon Warlords

Each Daemon Lord has 2 Daemon Warlords as captains or commanders

Special Troops

These are powerful or unique creatures used as shock troops or spies

Airborne Troops

These are the valued hordes of flying soldiers

Foot soldiers

Finally, there are the ground troops

# DAEMON KNIGHT

**TV:** 18  
**LV:** 9  
**HF:** 16  
**CL:** Daemon  
**ENV:** any  
**INI:** +4  
**SIZE:** L  
**MOVE:** 6 (x2)

**AR:** 5 (+1 heavy armor)  
**HP:** 59  
**PP:** 50

**STR:** 9 (+4), **AGI:** 9 (+4), **END:** 9 (+4), **PRE:** 9 (+4)  
**KNO:** 9 (+4), **INT:** 9 (+4), **WIL:** 9 (+4), **CHA:** 9 (+4)

**ATTACK:** +1 weapon (+14, 1d8 +5, wounding 1hp for 1d10 rounds)  
**DEFENSE:** dodge (+13), shield +1: parry (+16), parry riposte (16)  
**RESISTANCE:** +13, DE 5 magic, MR 5, immune to fire and poison  
**FORTITUDE:** +13  
**SPECIAL:** multi-attack (weapon & shield bash 1d6 +5)

**SKILLS:** Arcana (+13), Athletics (+13), Channeling (+13), History (+13), Insight (+13), Intimidate (+13), Lore (+13), Perception (+13), Religion (+13), Stealth (+13)

**LANGUAGES:** Daemonic, common, +4 of choice

**COMBAT SKILLS:** Dodge (+13), weapon (+13)

**ABILITIES:** DE 5 magic, immune to fire and poison, darkvision, regeneration 1d6/round

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 cold

**SPELLS/POWERS:** select 2d6 Priest blessings at rank 4

**EQUIPMENT:** Magical armor, weapons and equipment likely

**DESCRIPTION:** The Daemon Knight is one of the most valued warriors of the six princes; each has one champion that serves him or her with absolute devotion. While the Daemon Lords are commanding troops in battle, the Daemon Knight is often used for smaller more important missions. They are often seen riding nightmare high over the battlefield with a small group of powerful allies or even alone.





## DAEMON WARLORD

**TV:** 16  
**LV:** 8  
**HF:** 16  
**CL:** Daemon  
**ENV:** any  
**INI:** +2  
**SIZE:** L  
**MOVE:** 6 (x2)

**AR:** 4 (heavy armor)  
**HP:** 55  
**PP:** 28

**STR:** 9 (+4), **AGI:** 7 (+2), **END:** 9 (+4), **PRE:** 7 (+2)  
**KNO:** 7 (+2), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 7 (+2)

**ATTACK:** +1 weapon (+11, 1d10 +4, wounding 1 HP for 1d10 rounds)  
**DEFENSE:** dodge (+10)  
**RESISTANCE:** +9, DE 5 magic, MR 5, immune to fire and poison  
**FORTITUDE:** +11  
**SPECIAL:** see below

**SKILLS:** Athletics (+12), History (+10), Insight (+10), Intimidate (+10), Lore (+10), Perception (+10), Religion (+10), Stealth (+10)

**LANGUAGES:** Daemonic, common, +4 of choice

**COMBAT SKILLS:** Dodge (+10), weapon (+10)

**ABILITIES:** DE 5 magic, immune to fire and poison, darkvision, regeneration 1d6/round

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 cold

**SPELLS/POWERS:** select 2d6 Priest blessings at rank 4

**EQUIPMENT:** Magical armor, weapons and equipment likely

**DESCRIPTION:** Daemon Warlords serve their Daemon Lords as captains or commanders of vast armies of various lesser Daemon. They are equal to the Daemon Knight in rank but the Knights serve the princes directly, lending their word more weight. There is an intense rivalry between these two servants of fire. Daemon Warlords are intelligent and cruel with a strong knowledge of battle tactics and strategy.



## DAEMON WITCH

**TV:** 16  
**LV:** 8  
**HF:** 16  
**CL:** Daemon  
**ENV:** any  
**INI:** +2  
**SIZE:** M  
**MOVE:** 6

**AR:** 4 (spell armor)  
**HP:** 28  
**PP:** 46/40 (greater power crystal)

**STR:** 7 (+2), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 7 (+2)  
**KNO:** 9 (+4), **INT:** 9 (+4), **WIL:** 9 (+4), **CHA:** 7 (+2)

**ATTACK:** fire gaze (+10, 1d8 +4, at will), spells  
**DEFENSE:** dodge (+10)  
**RESISTANCE:** +11, DE 5 magic, MR 5, immune to fire and poison  
**FORTITUDE:** +9  
**SPECIAL:** see below

**SKILLS:** Athletics (+10), Casting (+12), Dracora (+12), History (+12), Insight (+12), Intimidate (+12), Lore (+12), Perception (+12), Religion (+2), Stealth (+10)

**LANGUAGES:** Daemonic, common, +4 of choice

**COMBAT SKILLS:** Dodge (+10)

**ABILITIES:** DE 5 magic, immune to fire and poison, darkvision, regeneration 1d6/round

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 cold

**SPELLS/POWERS:** select any Magi or Sorcerer (fire based) spells at rank 4

**EQUIPMENT:** Magical armor, weapons and equipment likely

**DESCRIPTION:** The Daemon Witch is an unpredictable and dangerous servant of the Daemon Princes, they are difficult to control and often make decisions contrary to their prince's wishes. This causes much consternation between the two, however their powerful magic keep them in reluctant service of the various Daemon Princes. These creatures are cruel and lustful, power-hungry and lazy. They are best described as unpredictable and this perhaps makes them among the most dangerous of all the Daemon.



## FIRE DAEMON

**TV:** 8  
**LV:** 4  
**HF:** 12  
**CL:** Daemon  
**ENV:** any  
**INI:** +2  
**SIZE:** M  
**MOVE:** 6

**AR:** 3  
**HP:** 20  
**PP:** 9

**STR:** 7 (+2), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 4 (-1)  
**KNO:** 3 (-2), **INT:** 7 (+2), **WIL:** 3 (-2), **CHA:** 4 (-1)

**ATTACK:** claw (+6, 1d6 +2, + 1d6 fire)  
**DEFENSE:** dodge (+6)  
**RESISTANCE:** +1, DE 5 magic, immune to fire and poison  
**FORTITUDE:** +5  
**SPECIAL:** see below

**SKILLS:** Athletics (+6), Intimidate (+3), Perception (+6), Stealth (+6)

**LANGUAGES:** Daemonic

**COMBAT SKILLS:** Dodge (+6)

**ABILITIES:** DE 5 magic, immune to fire and poison, darkvision, flame aura (sets ablaze anything in same square as the daemon, +1d6 damage touching the daemon or through his attack)

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 cold

**SPELLS/POWERS:** NA

**EQUIPMENT:** None

**DESCRIPTION:** The Fire Daemon are powerful shock troops often used in the vanguard to clear a path or open a gap in the enemy's defenses. They are also used for pure destruction, burning villages and towns in the wake of their passing. There are said to be relatively vast numbers of these creatures at the princes call and they are among the favorite intimidation troops they have at their command.



## HELCHAT

**TV:** 14  
**LV:** 7  
**HF:** 16  
**CL:** Daemon  
**ENV:** any  
**INI:** +3  
**SIZE:** H  
**MOVE:** 6 (x3)

**AR:** 3 (natural)  
**HP:** 80  
**PP:** NA

**STR:** 11 (+6), **AGI:** 8 (+3), **END:** 11 (+6), **PRE:** 7 (+2)  
**KNO:** 3 (-2), **INT:** 11 (+6), **WIL:** 7 (+2), **CHA:** 7 (+2)

**ATTACK:** claw (+10, 1d10 +6), bite (+10, 1d12 +6)  
**DEFENSE:** dodge (+10)  
**RESISTANCE:** +9, DE 5 magic, immune to fire and poison  
**FORTITUDE:** +13  
**SPECIAL:** flame breath (once/3 rounds), internal temperature

**SKILLS:** Athletics (+13), Nature (+13), Perception (+13), Stealth (+10)  
**LANGUAGES:** Daemonic, common

**COMBAT SKILLS:** Dodge (+10)

**ABILITIES:** DE 5 magic, immune to fire and poison, darkvision, movement (unhindered in snow or icy conditions), flame breath (1/3 rounds, 2d8 dmg, 30' cone), internal temp (piercing or slashing weapons must save TN 16 on a hit or be damaged/melted, masterwork +4 to save, enchanted +8)

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 cold

**SPELLS/POWERS:** NA

**EQUIPMENT:** NA

**DESCRIPTION:** The Helcat is a powerful combatant and natural predator. The internal temperature of this creature is so hot that it melts anything that might pierce it, it also produces a radius of warmth around it, making it an ideal member of any force fighting in extreme cold temperatures. The Helcat are more intelligent than an animal and understand Daemonic and common languages, however they are almost purely instinctual creatures and understand only the hunt and the kill.



## ICE DAEMON

**TV:** 12  
**LV:** 6  
**HF:** 14  
**CL:** Daemon  
**ENV:** any  
**INI:** +2  
**SIZE:** L  
**MOVE:** 6 (x2)

**AR:** 4 (ice-like hide)  
**HP:** 47  
**PP:** NA

**STR:** 9 (+4), **AGI:** 7 (+2), **END:** 9 (+4), **PRE:** 5 (0)  
**KNO:** 5 (0), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 5 (0)

**ATTACK:** weapon (+8, 1d10 +4)  
**DEFENSE:** dodge (+8), parry (+8)  
**RESISTANCE:** +8, DE 5 magic, immune to cold and poison  
**FORTITUDE:** +10  
**SPECIAL:** see below

**SKILLS:** Athletics (+10), Nature (+8), Perception (+8), Stealth (+8)  
**LANGUAGES:** Daemonic, common

**COMBAT SKILLS:** Dodge (+8), Weapon (+8)

**ABILITIES:** DE 5 magic, immune to cold and poison, darkvision, movement (unhindered in snow or icy conditions)

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 fire

**SPELLS/POWERS:** NA

**EQUIPMENT:** Standard arms and armor

**DESCRIPTION:** Ice Daemon are specialty troops used when fighting in cold environments. They are skilled warriors and survivalists. They are bred in one of the most remote of the lowest planes and summoned forth when needed. It is thought that they were created following the first Daemon War when Azamel realized his weakness when fighting in the north.



# PRIMAL DAEMON

**TV:** 10  
**LV:** 5  
**HF:** 14  
**CL:** Daemon  
**ENV:** any  
**INI:** +3  
**SIZE:** L  
**MOVE:** 6 (x2)

**AR:** 3 (armor)  
**HP:** 36  
**PP:** 14

**STR:** 8 (+3), **AGI:** 8 (+3), **END:** 8 (+3), **PRE:** 6 (+1)  
**KNO:** 5 (0), **INT:** 8 (+3), **WIL:** 5 (0), **CHA:** 5 (0)

**ATTACK:** claw (+8, 1d6 +3), weapon (+8, 1d10 +3)  
**DEFENSE:** dodge (+8), parry (+8)  
**RESISTANCE:** +4, DE 5 magic, immune to poison  
**FORTITUDE:** +7  
**SPECIAL:** multi-attack (2 attacks/rnd)

**SKILLS:** Acrobatics (+8), Athletics (+8), Nature (+8), Perception (+8), Stealth (+8)  
**LANGUAGES:** Daemonic, sylvan, common

**COMBAT SKILLS:** Dodge (+8), Weapon (+8)

**ABILITIES:** DE 5 magic, immune to poison, darkvision, functional feet (primal daemon have primate-like feet that they can use as hands), movement (tree swinging and leaping)

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane)

**SPELLS/POWERS:** NA

**EQUIPMENT:** Standard arms and armor

**DESCRIPTION:** Primal Daemon are hunters and soldiers specializing in the woodland realms. They are often used to infiltrate the Sylvan homelands and combat the woodland protectors. They are vicious killers but also possess the patience of hunters and make good spies and scouts. They are rumored to have been created from some unholy union of man and primate beast, a hybrid creature capable of keeping up with the Sylvan in their own realm.



## SLASHER DAEMON

**TV:** 4  
**LV:** 2  
**HF:** NA  
**CL:** Daemon  
**ENV:** any  
**INI:** +4  
**SIZE:** M  
**MOVE:** 8

**AR:** 2 (natural)  
**HP:** 16  
**PP:** 16

**STR:** 7 (+2), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 6 (+1)  
**KNO:** 6 (+1), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 6 (+1)

**ATTACK:** claw (+4, 1d8 +2) x 2  
**DEFENSE:** dodge (+4)  
**RESISTANCE:** +3, DE 5 magic, immune to fire and poison  
**FORTITUDE:** +3  
**SPECIAL:** multi-attack (2 attacks/rnd)

**SKILLS:** Acrobatics (+4), Athletics (+4), Perception (+4), Stealth (+4)  
**LANGUAGES:** Daemonic, common

**COMBAT SKILLS:** Dodge (+4), Weapon (+4)

**ABILITIES:** DE 5 magic, immune to fire and poison, darkvision, leaping (x2 normal distance), bonus move/quickness,

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 cold

**SPELLS/POWERS:** NA

**EQUIPMENT:** Standard equipment

**DESCRIPTION:** Slasher Daemon are deadly combatants being quick and agile with razor sharp claws on four arms. They are often used to demoralize enemy troops or hunt and kill the archers and mages that hide behind the front lines. Slasher Daemon are always female in appearance and are usually encountered in large groups, though not as numerous as the foot soldiers of the Daemon armies.



## SUCCUBUS

**TV:** 12  
**LV:** 6  
**HF:** NA  
**CL:** Daemon  
**ENV:** any  
**INI:** +2  
**SIZE:** M  
**MOVE:** 6

**AR:** 2 (natural)  
**HP:** 24  
**PP:** 24

**STR:** 7 (+2), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 12 (+7)  
**KNO:** 7 (+2), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 12 (+7)

**ATTACK:** claw (+8, 1d6 +2), weapon (+8, 1d8 +2)

**DEFENSE:** dodge (+8), parry (+8)

**RESISTANCE:** +7, DE 5 magic, MR 5, immune to fire and poison, immune to mind influencing effects

**FORTITUDE:** +7

**SPECIAL:** see below

**SKILLS:** Acrobatics (+8), Arcana (+8), Athletics (+8), Communication (+13), Focusing (+8), History (+8), Lore (+8), Perception (+8), Perform (+13), Stealth (+8)

**LANGUAGES:** Daemonic, +6 of choice

**COMBAT SKILLS:** Dodge (+8), Weapon (+8)

**ABILITIES:** DE 5 magic, flight, immune to fire and poison, immune to mind influencing effects, darkvision, change form (attractive female of any humanoid race with PRE 12), death kiss (deals 1d8 damage, heals succubus same amount dealt in both health and power points and causes pleasure instead of pain, must grapple and then touch attack if unwilling target)

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 cold

**SPELLS/POWERS:** Any mystic power at rank 3

**EQUIPMENT:** Standard arms and armor

**DESCRIPTION:** Succubus are said to stem from a cursed or fallen angel that was lustful and deceitful. They are not exactly a part of the Daemon race but have long been allies and servants of the Daemon with which they found themselves exiled. They are not warriors or combatants unless cornered and most times they will simply attempt to flee. They are lustful creatures that enjoy tormenting the human race through deceit and manipulation.





## THE BOUND

**TV:** 2  
**LV:** 1  
**HF:** NA  
**CL:** Humanoid  
**ENV:** any  
**INI:** +0  
**SIZE:** M  
**MOVE:** 6

**AR:** 0 (or by armor type)  
**HP:** 14  
**PP:** 10

**STR:** 7 (+2), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 5 (0)  
**KNO:** 5 (0), **INT:** 5 (0), **WIL:** 5 (0), **CHA:** 5 (0)

**ATTACK:** fist (+3, 1d6 +2), or weapon (+3, 1d8 +2)  
**DEFENSE:** dodge (+3), parry (+3)  
**RESISTANCE:** +0, DE 5 magic, immune to fire and poison  
**FORTITUDE:** +0  
**SPECIAL:** see below

**SKILLS:** Athletics (+3), Animal Handling (+1), Craft (+1), Nature (+1), Perception (+1), Religion (+1), Stealth (+3), Vocation (+1)  
**LANGUAGES:** Common

**COMBAT SKILLS:** Dodge (+3), Weapon (+3)

**ABILITIES:** DE 5 magic, immune to fire and poison, darkvision, regeneration 1d6/round

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 cold

**SPELLS/POWERS:** possible by type

**EQUIPMENT:** possible by type

**DESCRIPTION:** The Bound are the product of a pact made with a Daemon Prince, although they often do not know who exactly they are making the pact with. They are required to serve one time when called on in return for healing a sick relative, killing a dangerous enemy, and so on. During their time of service, one week and a day, they are given Daemon powers including +2 to physical attributes, otherwise they are simply themselves and vary widely from mostly commoners to skilled warriors or even mages. The example here is a relatively young, unskilled commoner.



### WINGED DAEMON

**TV:** 6  
**LV:** 3  
**HF:** 12  
**CL:** Daemon  
**ENV:** any  
**INI:** +2  
**SIZE:** M  
**MOVE:** 6, fly 12

**AR:** 3 (natural)  
**HP:** 18  
**PP:** NA

**STR:** 7 (+2), **AGI:** 7 (+2), **END:** 7 (+2), **PRE:** 3 (-2)  
**KNO:** 3 (-2), **INT:** 7 (+2), **WIL:** 7 (+2), **CHA:** 3 (-2)

**ATTACK:** claw (+5, 1d6 +2), stinger (+5, 1d8 +2)  
**DEFENSE:** dodge (+5)  
**RESISTANCE:** +5, DE 5 magic, immune to fire and poison  
**FORTITUDE:** +5  
**SPECIAL:** multi -attack (2 attacks per round, 1 claw, 1 stinger)

**SKILLS:** Athletics (+5), Perception (+5), Stealth (+5)  
**LANGUAGES:** Daemonic, common

**COMBAT SKILLS:** Dodge (+5)

**ABILITIES:** DE 5 magic, immune to fire and poison, darkvision, fly 12

**LIMITATIONS:** Affected by holy items and spells, planar link (of another plane), x2 cold

**SPELLS/POWERS:** NA

**EQUIPMENT:** NA

**DESCRIPTION:** The Winged Daemon are the airborne troops of choice for Daemon Lords in battle, they are single minded and deadly. They are sometimes used as scouts or for reconnaissance but this is not their specialty. They are bred for battle and to kill. Their natural quickness and lack of self-preservation make them a formidable enemy and extremely dangerous in packs.



# Legends

*Of Blood and Magic*

## Chapter Four: Random Treasure Tables



### RANDOM TREASURE

The Game Master may assign treasure as he so desires, though this section is for when a more random result is warranted. The tables are laid out in the following section with a greater chance at more powerful items the higher your level and the more difficult the foe that was defeated.

### ATTUNEMENT

Active magic items must be **attuned** to a new user which requires that the new user spend 1 hour and make an INT check at TN 16. If failed the target number is increased by 1 point for each additional attempt. Multiple attempts also require additional hours of time. Passive abilities will still work even when not attuned. A character may spend additional hours of preparation time to reduce the target number by 1 point each hour, this time must be uninterrupted.

### ACTIVE AND PASSIVE MAGIC

Active magic requires that the user expend PP (Power Points) to use the magical abilities tied to the item. Passive abilities work without such an expenditure. You do not need to be a magically active character path to use active magic abilities unless noted otherwise. Active abilities cost 1 PP per round by default, the listing will designate if the cost or duration of the magical ability is greater than the default.

### CURSES

Every magic item has a 20% chance of containing a curse. Curses grant the user of the item (the one in possession of the item) a flaw. This flaw may have to be translated slightly to work with a cursed item. For example, the skinny flaw may be a gradual loss of weight as the user possesses the item, the lost love flaw may send the character searching for someone subconsciously that he does not even know but the item is bound to, etc. The user of the item is considered the one who is attuned to the item. See the chart at the end of this book to roll the nature of the cursed item if you roll 20 or lower on d100.

### RELICS AND ARTIFACTS

Relics and Artifacts are the rarest of magical items. Relics are ancient and unique and usually have a +2 bonus and 2 magical abilities that are tied to the item. Artifacts are the most powerful magical items that exist and carry a +3 bonus and 3 or more magical abilities. These items can randomly be generated or more likely will be awarded specifically by the GM.

## COINS AND TREASURE

The following tables are used to determine treasure awards. This is the first step in rolling your random treasure. You will first consult the Treasure Table and determine which level chart to roll on, i.e. low for levels 1 and 2. The coin multiplier is applied after you roll on the coin chart below. You then have a percentage chance to roll a valuable or magic item. If you roll under the number listed, you then get to roll a number of times equal to the number following the percentage indicator in that field. If there is no percentage indicated, then you simply roll that number of appropriate valuables or magic items.

## BOSSSES, GROUPS AND HORDES

A boss roll is made when there is a leader with a significantly higher threat value than the group, he is rolled separately from the group. Groups are rolled when treasure is looted from a small group of opponents. The Small, Medium and Large tables are for treasure chests, rooms, and so forth. These tables are used when treasure has been purposefully stored in a single location and how large this horde is will determine which of those tables you will roll on. The Gamemaster is always empowered to award hand-picked treasure or to deny treasure at all based on each individual circumstance. He is also encouraged to have the players reroll any items that might be too powerful for the group or upset the flow of the game. This should be discussed as a group.

## TREASURE TABLE – LOW (1-2)

TYPE	Individual	Boss	Group	Small	Medium	Large
Coins	x 1	x 2	x 3	x 5	x 10	x 20
Valuables	20% -1	30% -1	30%-1	1	2	3
Magic Items	10% -1	20% -1	10% -1	40% -1	50% -1	1

## COIN TABLES

### COPPER PENNIES

Roll	Coin
1	1d6
2	2d6
3	3d6
4	4d6
5	5d6
6	6d6

### SILVER TALONS

Roll	Coin
1	-
2	1d6
3	2d6
4	3d6
5	4d6
6	5d6

### GOLD CROWNS

Roll	Coin
1	-
2	-
3	-
4	-
5	1d6
6	2d6

### GOLD LIONS

Roll	Coin
1	-
2	-
3	-
4	-
5	-
6	-

## TREASURE TABLE – MEDIUM (3-4)

TYPE	Individual	Boss	Group	Small	Medium	Large
Coins	x 1	x 3	x 5	x 10	x 20	x 30
Valuables	30% -1	40% -2	40% -2	2	3	4
Magic Items	20% -1	30% -1	20% -1	60% -1	1	2

### COIN TABLES

#### COPPER PENNIES

Roll	Coin
1	1d8
2	2d8
3	3d8
4	4d8
5	5d8
6	6d8

#### SILVER TALONS

Roll	Coin
1	1d8
2	2d8
3	3d8
4	4d8
5	5d8
6	6d8

#### GOLD CROWNS

Roll	Coin
1	-
2	-
3	-
4	1d8
5	2d8
6	3d8

#### GOLD LIONS

Roll	Coin
1	-
2	-
3	-
4	-
5	-
6	1d8

## TREASURE TABLE – HIGH (5-6+)

TYPE	Individual	Boss	Group	Small	Medium	Large
Coins	x 1	x 5	x 10	x 10	x 50	x 100
Valuables	40% -1	50% -3	50% -3	3	4	5
Magic Items	30% -1	40% -1	30% -1	1	2	1d6

### COIN TABLES

#### COPPER PENNIES

Roll	Coin
1	1d10
2	2d10
3	3d10
4	4d10
5	5d10
6	6d10

#### SILVER TALONS

Roll	Coin
1	1d10
2	2d10
3	3d10
4	4d10
5	5d10
6	6d10

#### GOLD CROWNS

Roll	Coin
1	-
2	-
3	1d10
4	2d10
5	3d10
6	4d10

#### GOLD LIONS

Roll	Coin
1	-
2	-
3	-
4	-
5	1d10
6	2d10

## VALUABLES

Roll on this table for valuables. There are five basic types of valuables: jewelry, gems, crystals, raw materials and miscellaneous, which covers practically every other type of mundane valuable item.

<u>Roll</u>	<u>Table</u>	<u>Page</u>
01-19	Jewelry	168
20-39	Gems	169
40-59	Crystals	170
60-79	Raw Materials	171
80-00	Miscellaneous	172

## MAGIC ITEMS

Roll on this table for valuables. There are three basic types of valuables: jewelry, gems and miscellaneous, which covers practically every other type of mundane valuable item.

<u>Roll</u>	<u>Table</u>	<u>Page</u>
01-09	Potions	174
10-19	Garments	175
20-29	Magic Jewelry	176
30-39	Books and Scrolls	177
40-49	Foci	178
50-59	Melee Weapons	180
60-69	Ranged Weapons	182
70-79	Shields	184
80-89	Armor	186
90-00	Unique Items	188
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	Curses	190

## Jewelry

This table contains mundane jewelry that is however valuable.

### Quality Table

<u>Roll</u>	<u>Quality</u>	<u>Mod</u>
1	Cheap	x1/2
2-4	Normal	x1
5	Fine	x2
6	Masterwork	x5

<u>Roll</u>	<u>Result</u>	<u>Value</u>	<u>Notes</u>
01-04	Piercing, silver	1 GC	
05-08	Piercing, gold	2 GC	
09-12	Piercing, platinum	5 GC	
13-16	Piercing, gem	10 GC	includes small gemstone
17-20	Chain, silver	2 GC	
21-24	Chain, gold	4 GC	
25-28	Chain, platinum	10 GC	
29-32	Chain, gem	15 GC	includes small gemstone
33-36	Broach, silver	3 GC	
37-40	Broach, gold	6 GC	
41-44	Broach, platinum	12 GC	
45-48	Broach, gem	18 GC	includes small gemstone
49-52	Ring, silver	4 GC	
53-56	Ring, gold	8 GC	
57-58	Ring, platinum	14 GC	
59-60	Ring, gem	20 GC	includes small gemstone
61-62	Buckle, silver	5 GC	
63-64	Buckle, gold	10 GC	
65-66	Buckle, platinum	16 GC	
67-68	Buckle, gem	22 GC	includes medium sized gemstone
69-70	Bracelet, silver	6 GC	
71-72	Bracelet, gold	12 GC	
73-74	Bracelet, platinum	18 GC	
75-76	Bracelet, gem	24 GC	includes small gemstone
77-78	Crown, silver	7 GC	
79-80	Crown, gold	14 GC	
81-82	Crown, platinum	20 GC	
83-84	Crown, gem	26 GC	includes multiple small gemstones
85-86	Torc, silver	8 GC	
87-88	Torc, gold	16 GC	
89-90	Torc, platinum	22 GC	
91-92	Torc, gem	28 GC	includes medium sized gemstone
93-94	Medallion, silver	9 GC	
95-96	Medallion, gold	18 GC	
97-98	Medallion, platinum	24 GC	
99-00	Medallion, gem	30 GC	includes large gemstone



# GEMS TABLE

## Gems

These are all mundane but valuable pre-cut gemstones.

### Size Table

<u>Roll</u>	<u>Size</u>	<u>Mod</u>
1	Small	x1/2
2-4	Average	x1
5	Large	x2
6	Huge	x5

<u>Roll</u>	<u>Result</u>	<u>Value</u>	<u>Notes</u>
01-04	Agate	1 GC	smooth banded, varied colors
05-08	Azurite	2 GC	blue ore of copper
09-12	Hematite	3 GC	dark silver ore
13-16	Jade	4 GC	translucent green mineral
17-20	Jet	5 GC	black, highly polished dense coal
21-24	Malachite	6 GC	deep green copper ore, swirls of lighter green
25-28	Obsidian	7 GC	volcanic glass, black or dark green
29-32	Quartz	8 GC	clear stone
33-36	Amber	9 GC	yellow-orange fossilized sap
37-40	Aquamarine	10 GC	deep blue crystal looking stone
41-44	Peridot	11 GC	olive green clear stone
45-48	Coral	12 GC	multi-colored soft stone from the sea
49-52	Celestine	13 GC	clear crystal like stone
53-56	Amethyst	14 GC	transparent purple quartz
57-59	Onyx	15 GC	black, opaque quartz
60-62	Turquoise	16 GC	pale blue-green mineral
63-65	Aquamarine	17 GC	transparent, pale blue
66-68	Bloodstone	18 GC	dark, opaque stone with rich red streaks
69-71	Cat's Eye	19 GC	earth tones, distinctive streak down the center
72-74	Emerald	20 GC	brilliant green stone
75-77	Garnet	21 GC	rich red mineral
78-80	Moonstone	25 GC	pearlescent stone with star like pattern
81-83	Vulcanite	26 GC	black stone with bright red bands
84-86	Sunstone	30 GC	spangled yellow stone with reflective bands
87-89	Opal	32 GC	various shades, diffracts light internally
90-92	Pearl	35 GC	white or black with a rainbow sheen
93-94	Ruby	40 GC	very hard, transparent red stone
95-96	Sapphire	50 GC	very hard, transparent blue stone
97-98	Topaz	52 GC	golden or earthy tones, very hard stone
99-00	Diamond	100 GC	clear, very hard stone, difficult to cut

# CRYSTALS TABLE

## Crystals

These are highly prized uncut crystals with potential for magic use.

### Uncut Crystals

Having a crystal cut to unlock its true potential will cost  $\frac{1}{4}$  of its value on average and its value will triple once cut.

<u>Roll</u>	<u>Result</u>	<u>Value</u>	<u>Notes</u>
01-04	Clear Power	1 GC	standard power crystal, used for melding
05-08	Black Storage	2 GC	stores 1 spell, use as simple action, max level 1
09-12	Blue Power	3 GC	standard power crystal, used for melding
13-16	Clear Storage	4 GC	stores 1 spell, use as simple action, max level 1
17-20	Green Power	5 GC	standard power crystal, used for melding
21-24	Blue Storage	6 GC	stores 1 spell, use as simple action, max level 1
25-28	Yellow Power	7 GC	standard power crystal, used for melding
29-32	Green Storage	8 GC	stores 1 spell, use as simple action, max level 1
33-36	Orange Power	9 GC	standard power crystal, used for melding
37-40	Yellow Storage	10 GC	stores 1 spell, use as simple action, max level 2
41-44	Purple Power	11 GC	standard power crystal, used for melding
45-48	Orange Storage	12 GC	stores 1 spell, use as simple action, max level 3
49-52	Red Power	13 GC	standard power crystal, used for melding
53-56	Purple Storage	14 GC	stores 1 spell, use as simple action, max level 4
57-59	Greater Power	15 GC	greater power crystal, x2 melding, clear
60-62	Red Storage	16 GC	stores 1 spell, use as simple action, max level 5
63-65	Greater Power	17 GC	greater power crystal, x2 melding, any color
66-68	Master Defense	18 GC	grants +1 level effect with all defensive magic
69-71	Master Transform	19 GC	grants +1 level effect with all transform magic
72-74	Master Movement	20 GC	grants +1 level effect with all movement magic
75-77	Master Healing	24 GC	grants +1 level effect with all healing magic
78-80	Master Combat	26 GC	grants +1 level effect with all combat magic
81-83	Elemental Dominion	30 GC	grants +1 level effect with all draconic spells
84-86	Martial Dominion	32 GC	grants +1 level effect with all martial powers
87-89	Natural Dominion	34 GC	grants +1 level effect with all natural blessings
90-92	Mystical Dominion	36 GC	grants +1 level effect with all mystical powers
93-94	Divine Dominion	38 GC	grants +1 level effect with all divine blessings
95-96	Flawless Power	40 GC	power crystal, x3 melding when cut, any color
97-98	Arcane Dominion	42 GC	grants +1 level effect with all arcane spells
99-00	Alantian Power	50 GC	power crystal, x5 melding when cut, any color

## Raw Materials

These items are raw materials that can be crafted into finished goods. All magical abilities listed in this chart are considered passive abilities; this assumes the item is crafted into a usable form.

*Note: Details on how much of any raw material is required to craft an item can be found in the Legends main book listed in the appropriate craft skill area.*

<u>Roll</u>	<u>Result</u>	<u>Value</u>	<u>Notes</u>
01-09	Cloth, wool	3 GC	50-yard bolt
10-26	Cloth, linen	5 GC	50-yard bolt
27-29	Cloth, silk	10 GC	50-yard bolt
30-32	Cloth, satin	15 GC	50-yard bolt
33-35	Pyronite	10 GC	x1d6 ingots
36-38	Darkwood	10 GC	4' x 8' bundle
39-41	Heartwood	10 GC	4' x 8' bundle
42-44	Cloth, fey weave	1 GL	50-yard bolt, light but strong (+1 AR)
45-47	Cloth, spider silk	2 GL	50-yard bolt, light but strong (+2 AR)
48-50	Cloth, chameleon	1 GL	50-yard bolt, blends with environment (+3 stealth)
51-53	Cloth, Arcanix	2 GL	50-yard bolt, provides magic resistance +3, DR 3
54-56	Fur Pelts, exotic	1 GC	50-yard bundle
57-59	Leather, fine quality	2 GC	50-yard bundle, +1 AR
60-62	Leather, exotic	5 GC	50-yard bundle, +1 AR and unique pattern
63-65	Leather, daemon hide	8 GC	50-yard bundle, +1 AR and fire resistance DR 5
66-69	Leather, ice bear hide	8 GC	50-yard bundle, +1 AR and cold resistance DR 5
70-72	Crysteel	15 GC	x1d6 ingots
73-75	Arcanite	20 GC	x1d6 ingots
76-78	Polarite	20 GC	x1d6 ingots
79-81	Terrestrium	30 GC	x1d6 ingots
82-84	Obsidium	30 GC	x 1d6 ingots
85-87	Solarium	20 GC	x1d6 ingots
88-90	Mithril	30 GC	x1d6 ingots
91-93	Bloodstone	30 GC	x1d6 ingots
94-96	Adamantium	40 GC	x1d6 ingots
97-99	Gold Ingots	100 GC	x1d6 ingots
100	Orichalcum	100 GC	x1d6 ingots

# MISCELLANEOUS VALUABLES

## Miscellaneous Valuables

These items are all mundane but valuable items.

### Quality Table

<u>Roll</u>	<u>Quality</u>	<u>Mod</u>
1-4	Normal	x1
5	Fine	x5
6	Masterwork	x10

<u>Roll</u>	<u>Result</u>	<u>Value</u>	<u>Notes</u>
01-02	Perfumed Oil	5 ST/oz	1d6 ounces
02-03	Tobacco	5 ST/oz	1d6 ounces
04	Nightshade	1 GC/oz	1d6 ounces, poison (1d6 END)
05-06	Small mirror	1 GC	small, portable mirror
07-08	Ornate comb	1 GC	ornate hair comb
09-10	Numerian Parasol	1 GC	old fashioned umbrella
11-12	Pipe, ornate	1 GC	pipe for smoking tobacco
13	Gaming Dice, ivory	1 GC	set of high quality gaming dice
14-15	Scroll Case, ornate	1 GC	ornate scroll tube
16	Alchemist Sticks	1 GC	30 matches
17	Helmet Lantern	1 GC	lantern mounted on miner's helmet
18	Sylvan Rations	1 GC	sylvan way bread, 1 month supply
19	Snorkel	1 GC	simple bent breathing tube/reed
20-21	Healers kit	1 GC	+1 to heal checks
22-23	Warsmith kit	1 GC	+1 to warsmithing craft checks
24-25	Enchanters kit	1 GC	+1 to enchanting checks
26-27	Alchemist kit	1 GC	+1 to alchemy craft checks
28-29	Artificers kit	1 GC	+1 to artificing craft checks
30-31	Thieves kit	1 GC	+1 to thievery checks
32-33	Craft kit	1 GC	+1 to craft checks (blacksmith, etc.)
34-35	Disguise kit	1 GC	+1 to perform/disguise checks
36-37	Set of ornate goblets	2 GC	ornate, gem encrusted goblets
38	Sundial, ornate	2 GC	ornate sundial
39-40	Artwork, lesser	2 GC	painting, sculpture, figurine, etc.
41-42	Banner	2 GC	ancient rare banner or flag
43	Ornate mask	2 GC	ornate or ancient mask
44	Monocle	2 GC	single eye glass for magnification
45	Prosthetic, wood	2 GC	wooden hook, peg leg, etc.
46	Burning Stones	2 GC	10 burning stones, charcoal
47	Delver's Periscope	2 GC	pole/mirrors for looking around corners
48	Shackles	2 GC	shackles, 8 STR rating
49	Hourglass	2 GC	ornate hourglass
50	Float Coat	2 GC	coat with air pocket, life jacket

## MISCELLANEOUS VALUABLES

51	Numerian light stick	2 GC	flashlight-like item
52	Ancient Treasure Map	3 GC	unspoiled original ancient map
53	Numerian Compass	3 GC	simple needle compass
54-55	Brace and Bit	3 GC	drilling tool for thievery
56	Set of crystal vials	3 GC	small crystal vials, 3 ounces each
57	Cosmetics	3 GC	set of rare cosmetics
58	Spyglass	3 GC	tube used to see at great distances
59-60	Tapestry	3 GC	ancient and valuable wall hanging
61-62	Ornate Rug	3 GC	ornate and rare rug or carpet
63	Numerian Music Box	3 GC	ornate box plays music when open
64	Large mirror	3 GC	large wall mirror
65-66	Set of ornate silver	3 GC	set of ornate silver dishes and cutlery
67	Holy Tome	3 GC	sanctus libra, dracus libra, etc.
68-69	Candelabra set	3 GC	set of silver/gold candelabras
70	Flintlock Pistol	4 GC	single shot, 1d10, 100 range
71	Net Launcher	4 GC	launches net 20', STR 9
72-73	Furniture	4 GC	rare piece of well-built furniture
74-75	Perfume	5 GC	small vial of rare perfume
76	Daemons Blood	5 GC/oz	1d6 ounces, poison (1d6 WIL)
77	Ambrosia	5 GC	bottle or ornate flask
78	Numerian Cold Box	5 GC	4' x 4' box keeps items cold
79	Set of crystal wine glasses	5 GC	set of crystal wine glasses
80	Numerian Clock	5 GC	small Perth clock
81	Ornate Holy Symbol	5 GC	ornate and fine quality holy symbol
82-83	Artwork, greater	5 GC	painting, sculpture, figurine, etc.
84	Spectacles	5 GC	pair of reading glasses
85-86	Strongbox, iron	5 GC	iron bands over wood, 6' x 3'
87	Prosthetic, metal	5 GC	light metal hook, peg leg, etc.
88-89	Musical Instrument	5 GC	high quality musical instrument
90-91	Ancient Tome	5 GC	story, history, etc.
92	DB Flintlock Pistol	6 GC	double barreled, 1d10, 100 range
93	Arquebus	8 GC	early rifle, see main book artificing
94	Diamond Glass Cutter	10 GC	diamond headed tool for cutting glass
95	Tome, enchanting	10 GC	formulae, 1d6 -3 (min 1)
96	Tome, warsmithing	10 GC	formulae, 1d6 -3 (min 1)
97	Tome, artificing	10 GC	formulae, 1d6 -3 (min 1)
98	Tome, alchemy	10 GC	formulae, 1d6 -3 (min 1)
99	Numerian Astrolabe	20 GC	large and complex device for navigation
100	Black Lotus	20 GC/oz	1d6 ounces, poison (1d6 STR)

## POTIONS TABLE

### Potions

These are alchemical concoctions. Potions have 1d6/2 doses and last for 1d6 rounds. All listings on this chart are considered passive as are most potions and other concoctions. **Roll 1d6 times on this table.**

<u>Roll</u>	<u>Result</u>	<u>Value</u>	<u>Notes</u>
01-03	Acid, glass vial	1 GC	1d6/2 doses, 2d10 dmg
04-06	Alchemists Fire	2 GC	1d10 in 10' radius
07-09	Glow Vial	1 GC	20', once activated 1d6 hours
10-12	Goblin Nerve Tonic	2 GC	+1 agility, +2 base move
13-15	Smoke Shell	5 ST	smoke in 10' radius, 1d6 total
16-18	Flash Shell	5 ST	flash, blinded for 1 round, 1d6 total
19-21	Jamming Glue	1 GC	1 target, stuck together, STR 10
22-25	Anti-Toxin	2 GC	cures sickness & disease
26-30	Antidote	2 GC	cures poison
31-33	Druid's Fertilizer	1 GC	plants get 1 yr. growth in 1 hour
34-36	Luminous Dust	1 GC	illuminates for 1d6 hours
37-39	Lamouran Blood	1GC	breathe water, swim at base move
40-42	Changeling Blood	5 GC	change appearance (humanoid)
43-45	Daemon Blood	5 GC	DR 5 magic
46-48	Potion of Alacrity	5 GC	+2 to Agility
49-51	Potion of Might	5 GC	+2 to STR and END
52-56	Potion of Healing, lesser	1GC	heals 6 dmg, permanent
57-60	Potion of Healing, greater	2 GC	heals 12 points, permanent
61-63	Potion of Resistance, fire	1 GC	immunity to fire/heat
64-66	Potion of Resistance, cold	1 GC	immunity to cold
67-69	Potion of Invisibility	5 GC	turn invisible
70-72	Potion of Invulnerability	5 GC	grants DR 5 paragon
73-75	Potion of Dark Vision	5 GC	grants dark vision
76-78	Potion of Magic Resistance	5 GC	grants +5 resistance
79-81	Potion of Speed	5 GC	grants x2 base move
82-84	Potion of Wisdom	2 GC	grants +2 to WIL
85-89	Potion of Charisma	2 GC	grants +2 PRE and CHA
90-94	Love Potion	5 GC	love first person you see, 1d6 days
95-99	Sleep Potion	5 GC	sleep (cannot wake), 1d6 days
100	Draught of the Undead	1 GL	draught to turn into undead

## Garments

These are magical items of clothing.

<u>Roll</u>	<u>Result</u>	<u>Notes</u>
01-03	Belt of Strength, P	grants +1 STR
04-07	Boots of Speed, P	grants +1 to base move
08-10	Cap of Warmth	gain DR 5 heat
11-13	Cape of Charisma, P	grants +1 to CHA
14-16	Cape of Leadership, P	grants +2 to communication skill
17-19	Cloak of Invisibility, A	makes wearer invisible, 1 PP per minute
20-22	Boots of Stealth, P	grants +2 to stealth checks
23-25	Cloak of Protection, P	grants +1 to natural AR
26-28	Mask of Dagon, A	change appearance, 1 PP per hour
29-31	Coat of the Elements, P	grants DR 5 against heat and cold
32-34	Dress of elegance, P	grants +2 to perform skill
35-37	Dress of Influence, P	grants +2 to communication skill
38-40	Gloves of Climbing, P	grant +3 to athletics skill when climbing
41-43	Gloves of Thievery, P	grant +2 to thievery checks
44-46	Gown of Presence, P	grant +2 to PRE
47-49	Hat of Willpower, P	wearer is immune to mind-influencing effects
50-52	Armor Shirt, P	grants AR 3
53-54	Shirt of Need, A	wearers clothing can appear as desired
55-57	Belt of Endurance	grants +1 to END
58-60	Tunic of Protection, P	grants +1 to natural AR
61-63	Coat of Endurance, P	grants +1 to END
64-66	Coat of Armor, P	coat grants AR 5
67-69	Shoes of the Spider, A	grants spider climb, 1 PP per minute
70-72	Poncho of Comfort, P	user stays dry and warm
73-75	Robes of the Magi, P	grant AR 4
76-78	Elemental Robes, P	grant DR 5 against heat and cold
79-81	Sash of Readiness, P	grants user quick draw ability, no penalty
82-84	Rope Scarf, A	length extends/retracts, strong as rope
85-87	Trackless Shoes, P	wearer leaves no tracks
88-90	Shoes of Climbing, P	grants +3 to athletics when climbing
91-93	Surcoat of Heroism, P	wearer is immune to fear
94-96	Trousers of Speed, P	grants +1 to base movement rate
97-98	Belt of Agility	grants +1 to AGI
99-00	Cloak of Flight, A	changes into functional wings, 1 PP per hour

## Jewelry

These are all magical pieces of jewelry.

<u>Roll</u>	<u>Result</u>	<u>Notes</u>
01-04	Piercing of Presence, P	grants +1 to PRE attribute
05-09	Piercing of Clarity, P	grants +2 to perception checks
10-12	Chain of Binding, A	18" chain will bind on command
13-15	Necklace of Fire, P	grants immunity to fire and heat
16-19	Broach of Charisma, P	grants +1 to CHA attribute
20-21	Yendra's Broach, P	grants x2 power point regeneration
22-24	Ring of Agility, P	grants +1 to AGI attribute
25-27	Ring of Sustenance, P	no need for food or water, 2 hours' sleep
28-32	Ring of Protection, P	grants +1 to natural AR
33-35	Ring of Willpower, P	grants +1 to WIL attribute
36-39	Ring of Initiative, P	grants +2 to INI attribute
40-42	Choker of Vanity, A	applies cosmetics, change hair style and color
43-44	Pendant of Health, P	grants +10 HP
45-47	Tiara of Nobility, P	grants +1 to CHA and PRE attributes
48-50	Ring of the Wild, P	wearer can speak with animals
51-52	Ring of Health, P	grants regeneration (1 HP/round)
53-55	Buckle of Strength, P	grants +1 to STR attribute
56-58	Bracelets of Deflection, P	can use to parry, grants +2 to parry skill
59-61	Ring of Evasion, P	grants +2 to dodge skill
62-63	Buckle of Might, P	grants +1 STR and END
64-66	Bracelet of Armor, P	grants +1 to natural AR
67-69	Broach of the Elcrys, P	wearer can speak with plants
70-72	Circlet of the Night, P	wearer gains nightvision
73-75	Defending Bracelet, P	grants parry against missile weapons
76-78	Crown of the Wild, P	grants +2 to nature skill
79-80	Crown of Leadership, P	grants +2 to PRE and CHA
81-83	Torc of Healing, A	grants selfheal, 1 HP per PP
84-86	Torc of Omar, P	grants immunity to mind influencing effects
87-88	Medallion of Wisdom, P	grants +1 to WIL and INT
89-91	Amulet of Defense, P	wearer immune to critical hits
92-93	Circlet of Power, P	grants +10 PP
94-96	Diadem of Perception, P	grants +2 to perception skill
97-98	Medallion of Light, A	light 30', ray of light 1d10, each 1 PP
99-00	Holy Medallion, A	grants healing touch power, 1 HP per PP



## Books and Scrolls

Listed here are magic related book and scrolls. Only Arcane spells can be scribed onto scrolls. These scrolls can then be used by anyone who expends the appropriate amount of power points. Using a scroll in this way take a complex action as the user follows the instructions of the scroll.

<u>Roll</u>	<u>Result</u>	<u>Notes</u>
01-04	Scroll (spell rank 1)	select or random
05-08	Scroll (spell rank 2)	select or random
09-12	Scroll (spell rank 3)	select or random
13-16	Scroll (spell rank 4)	select or random
17-20	Scroll (spell rank 5)	select or random
21-24	Scroll (formulae rank 1)	select or random
25-28	Scroll (formulae rank 2)	select or random
29-32	Scroll (formulae rank 3)	select or random
33-36	Scroll (formulae rank 4)	select or random
37-40	Scroll (formulae rank 5)	select or random
41-44	Scroll (Warsmith formulae)	select or random
45-48	Scroll (Artificing formulae)	select or random
49-52	Scroll (Enchanting formulae)	select or random
53-56	Scroll (Alchemy formulae)	select or random
57-59	Spell Tome, lesser	1d6 spells
60-62	Spell Tome, greater	1d10 spells
63-65	Warsmithing Tome	1d6 formulae
66-68	Artificing Tome	1d6 formulae
69-71	Enchanting Tome	1d6 formulae
72-74	Alchemy Tome	1d6 formulae
75-77	Endless Tome, P	Unlimited pages
78-80	Tome of Recording, A	Records user's thoughts and ideas
81-82	Tome of Language, A	Gain 1 rank a language (select or random)
83-84	Tome of Knowledge, A	Gain 1 rank in a skill (select or random)
85-86	Tome of Talent, A	Gain 1 rank in a talent (select or random)
87-88	Tome of the Arcana, A	Gain 1 arcane spell, can default casting
89-90	Tome of the Draconic, A	Gain 1 elemental spell, can default casting
91-92	Tome of the Divine, A	Gain 1 divine blessing, can default channel
93-94	Tome of the Natural, A	Gain 1 natural blessing, can default channel
95-96	Tome of the Mystic, A	Gain 1 mystic power, can default focus
97-98	Tome of the Adept, A	Gain 1 adept power, can default focus
99-00	Golem Manual, A	Formulae for Golem construction

### Using Books and Scrolls

Most scrolls and tomes when used are consumed, limiting their use to one time only.

### Learning Tomes

Tomes that grant skills, spells, talents and so forth can be improved by spending gained experience over time.

## FOCI TABLE

### Foci

Listed here are foci used by users of magic to improve their casting, channeling or focusing. Wands are used for arcane magic, Holy Symbols for divine and Tattoos for mystical. It is possible for other items to be used as foci, though extremely rare. All foci are considered masterwork quality granting a +1 to the users casting, channeling or focusing skills depending on the type of foci.

#### FOCI TYPE TABLE

Roll	Result
01-31	Wand or Rod (Arcane Magic)
32-61	Holy Symbol (Divine Magic)
62-89	Tattoo Scroll (Mystical Magic)
90-00	Alternative Foci or choice of any type

#### WAND, ROD or HOLY SYMBOL TABLE (MATERIALS)

Roll	Result
01-58	Standard Foci (Masterwork)
59-64	Darkwood Foci (strong as metal, fire resistant)
65-67	Heartwood Foci (+2 to nature skill)
68-75	Obsidium Foci (sharp edge, keen, 1d6 damage)
76-81	Solarium Foci (light 10' radius on command)
82-89	Terrestrium Foci (rooting)
90-97	Crysteel Foci (stores PP)
98-00	Orichalcum Foci (roll twice on enchantment table)

#### TATTOO SCROLL TABLE (EFFECTS)

Roll	Result
01-58	Standard Foci (Masterwork)
59-64	Fire Wyrms Inscription (DR 5 fire/heat)
65-67	Unicorn Spiral Inscription (+1 to dodge)
68-75	Frost Giant Inscription (DR 5 cold)
76-81	Sylvan Inscription (+2 to nature skill)
82-89	Seraph Inscription (stores PP)
90-97	Dragons blood Inscription (DR 5 magic)
98-00	Titans blood Inscription (roll twice on enchantment table)

#### Optional Rule (Alternative Foci)

Listed here are optional Foci types that may be used for any type of magic. If an optional Foci type is used, first roll on the appropriate table for the item quality and for the possibility of enchantments.

ROLL	FOCI TYPE
01-19	Light melee weapon (standard)
20-39	Jewelry (standard)
40-59	Gem (standard)
60-89	Jewelry (enchanted)
90-00	Light melee weapon (enchanted)

#### Foci Rules

**Arcane Magic** – Foci must be wielded in at least one hand for the benefits of the foci to be gained.

**Divine Magic** – Foci must be displayed prominently but does not have to be held.

**Mystical Magic** – Foci only needs to be bonded with the host body as a tattoo or brand. It does not need to be visible or displayed in any way.

*Note: alternative foci must be held or wielded to be effective no matter the type of magic it is infused with.*

## Foci Enchantments

<u>Roll</u>	<u>Result</u>	<u>Notes</u>
01-05	cold foci	gain DR 5 cold
06-10	fire foci	gain DR 5 fire/heat
11-15	lesser speed	user gains +3 to INI when using spells
16-20	scholarly foci	gain +1 to all KNO based skills
21-25	insightful foci	gain +1 to all INT based skills
26-30	charismatic foci	gain +1 to all CHA based skills
31-35	familiar foci	foci can summon special familiar
36-40	overcharge foci	user can gain WIL mod in PP per fatigue point spent
41-45	draining foci	user can transfer 1PP per round to himself with touch
46-50	linguistic foci	user understands and can read all languages
51-55	resistant foci	gain +3 to RES attribute
56-60	silent foci	user does not need any verbal communication
61-65	subtle foci	user does not need any somatic communication
66-70	ritual foci	gain +1 power level with any ritual
71-75	lesser range	x2 range for all spells (only for incremental ranges)
76-81	lesser duration	x2 duration for all spells (no effect on instant durations)
82	greater speed	user gains +5 to INI when using spells
83	lesser power boost	gain +1 damage to all damaging spells
84	combat foci	user suffers no penalty to cast spells in melee combat
85	lesser recovery	+1x PP recovery
86	lesser reserve	gain +10 PP
87	greater range	x3 range for all spells (only for incremental ranges)
88	greater duration	x3 duration for all spells (no effect on instant durations)
89	specialist foci	gain +1 power level with type of spell (fire, water, etc.)
90	mastery foci	-1 PP costs with type of spell (fire, water, etc.)
91	charismatic	gain +1 CHA attribute
92	intuitive	gain +1 INT attribute
93	knowledgeable	gain +1 KNO attribute
94	willful	gain +1 to WIL attribute
95	greater power boost	gain +3 damage to all damaging spells
96	greater reserve	gain +20 PP
97	greater recovery	x2 PP recovery
98	enhanced power	+1 power level with all spells, blessings or powers
99	power mastery	all PP costs are -1 (minimum of 1)
100	power conduit	base PP modifier is increased to x3

## MELEE WEAPONS TABLE

### Melee Weapons

Listed here are fine, masterwork and magical melee weapons. Each magical weapon should be given a name and/or background story.

**WEAPON MATERIAL TABLE**

Roll	Result
01-09	Iron (1.5x normal weight)
10-43	Steel (standard)
44-46	Cold Iron
47-50	Sylvan Steel
51-54	Crysteel
55-58	Quicksilver
59-62	Pyronite
63-66	Polarite
67-70	Soulfire
71-74	Solarium
75-82	Terrestrium
83-86	Bloodstone
87-90	Arcanite
91-94	Obsidium
95-97	Mithril
98-99	Adamantium
100	Orichalcum*

**WEAPON TYPE TABLE**

Roll	Result
01-16	Axes
17-33	Blunt Weapons
34-49	Daggers/Knives
50-66	Polearms/Spears
67-79	Staves
80-98	Swords
99-00	Choice of any

\*Orichalcum weapons roll an additional time on the enchanting table if enchanted

**WEAPON QUALITY TABLE**

Roll	Weapon Quality
01-39	Fine Quality (+1 to choice of to hit or damage)
40-69	Masterwork (+1 to both to hit and damage)
70-79	Standard Quality Enchanted (roll once on melee enchantment table)
80-89	Fine Quality Enchanted (roll once on melee enchantment table)
90-98	Masterwork Quality Enchanted (roll once on melee enchantment table)
99-00	Relic – Masterwork Enchanted (roll twice on melee enchantment table)

## Melee Weapon Enchantments

<u>Roll</u>	<u>Result</u>	<u>Notes</u>
01-05	light weapon, P	weapon weighs ½ normal weight
06-10	silvered weapon, P	weapon deals +1d6 damage to shape shifters
11-15	transforming weapon, A	changes into any melee weapon type
16-20	invisible weapon, P	weapon cannot be seen
21-25	ghost touch weapon, P	can hit insubstantial
26-30	summoned weapon, A	can be summoned or dismissed to holding dimension
31-35	rooting weapon, A	successful hit means opponent cannot move that round
36-40	firebrand weapon, A	deals +1d6 of fire damage
41-45	frostbrand weapon, A	deals +1d6 of frost damage
46-50	shockbrand weapon, A	deals +3 points of lightning damage
51-55	thundering weapon, A	deals +3 points of sonic damage
56-60	throwing weapon, P	can be thrown without penalty and returns same round
61-65	weakness weapon, P	divide AR of defender in half, round up
66-70	sun weapon, A	light 10', + 1d6 damage to undead
71-75	shadow weapon, A	shadows 10', +3 to stealth
76-81	assassin weapon, A	silence 10', +3 to stealth
82	slaying weapon, P	+2d6 vs. specific creature type
83	holy weapon, A	+1d6 vs. evil creatures
84	spell weapon, P	can store up to 10 PP worth of spells
85	void weapon, P	10' magic resistance of +3/DR 5
86	power weapon, P	has 10 PP reserve and doubles PP recovery
87	dancing weapon, A	weapon gains own attack if set loose
88	parrying weapon, P	grants +2 to parry
89	defending weapon, P	grants +1 to natural AR
90	dispelling weapon, P	weapon grants counter roll against spells
91	power draining weapon, A	drains 1d6 PP on successful hit
92	luck weapon, P	reroll any roll once a day, own or others
93	focused weapon, P	weapon grants +1 rank boost to spells cast with it
94	poisoning weapon, A	deals 1 damage for 1d6 rounds
95	wounding weapon, A	deals 1 damage for 1d10 rounds
96	unbreakable weapon, P	weapon cannot be damaged in any way
97	lifestealing weapon, A	heals ½ of damage dealt
98	keen weapon, A	ignores AR
99	speed weapon, A	gain extra attack per round
100	vorpal sword, P	+1 crit range and +50% to critical hit table

# RANGED WEAPONS TABLE

## Ranged Weapons

Listed here are fine, masterwork and magical ranged weapons. Each magical weapon should be given a name and/or background story.

**WEAPON MATERIAL TABLE**

Roll	Result
01-48	Normal (for weapon type)
49-58	Darkwood
59-68	Heartwood
69-78	Dragonbone (NEW)
79-88	Ironwood (NEW)
89-00	Wakewood (NEW)

**WEAPON TYPE TABLE**

Roll	Result
01-48	Bows
49-78	Crossbows
79-88	Exotic/Firearms
89-98	Slings
99-00	Choice of any

**NEW! Dragonbone**

Dragonbone grants +1 damage to bows, ½ weight, strong and light

**NEW! Ironwood**

Ironwood grants +1 damage to bows, look and texture of metal

**NEW! Wakewood**

Wakewood can transform and reshape itself, producing string, smaller or larger, etc.

**WEAPON QUALITY TABLE**

Roll	Weapon Quality
01-39	Fine Quality (+1 to choice of to hit or damage)
40-69	Masterwork (+1 to both to hit and damage)
70-79	Standard Quality Enchanted (roll once on ranged enchantment table)
80-89	Fine Quality Enchanted (roll once on ranged enchantment table)
90-98	Masterwork Quality Enchanted (roll once on ranged enchantment table)
99-00	Relic – Masterwork Enchanted (roll twice on ranged enchantment table)

## Ranged Weapon Enchantments

<u>Roll</u>	<u>Result</u>	<u>Notes</u>
01-04	light weapon, P	weapon weighs ½ normal weight
05-09	invisible weapon, P	ammo/weapon cannot be seen
10-13	ghost touch weapon, P	ammo/weapon can hit insubstantial
14-17	summoned weapon, A	can be summoned or dismissed to holding dimension
18-21	distance weapon, P	ignore first two range penalties
22-25	knockback weapon, A	ammo/weapon has knockback 1d6 squares/2
26-29	firebrand weapon, A	ammo/weapon deals +1d6 of fire damage
30-33	frostbrand weapon, A	ammo/weapon deals +1d6 of frost damage
34-37	shockbrand weapon, A	ammo/weapon deals +3 lightning damage
38-41	thunder weapon, A	ammo/weapon deals +3 sonic damage
42-45	gas weapon, A	ammo/weapon gas 10' radius 1 fatigue for 1d6 rounds
46-49	sleep weapon, A	can substitute dmg for resistance or sleep 1d6 rounds
50-53	throwing weapon, P	weapon returns the same round thrown or roll again
54-57	close combat weapon, P	weapon ignores -3 penalty to use in melee
58-61	refilling weapon, A	weapon makes its own ammo or roll again
62-65	binding weapon, A	ammo/weapon releases binding on target STR 10
66-69	weakness weapon, P	divide AR of defender in half, round up
70-73	holy weapon, A	ammo/weapon +1d6 vs. evil creatures
74-77	slaying weapon, A	ammo/weapon +2d6 vs. specific creature type
78-81	shard weapon, A	ammo/weapon can deal normal damage in 10' radius
82-85	dancing weapon, A	weapon gains own attack when loosed
86-89	poisoning weapon, A	ammo/weapon deals 1 damage for 1d6 rounds
90-93	wounding weapon, A	ammo/weapon deals 1 damage for 1d10 rounds
94	unbreakable weapon, P	weapon cannot be damaged in any way
95	lifestealing weapon, A	ammo/weapon heals user ½ of damage dealt
96	teleporting weapon, A	can substitute dmg for target moving 1d6 squares
97	phasing weapon, A	ammo/weapon ignores obstacles other than target
98	piercing weapon, A	ammo/weapon ignores AR
99	rapid fire weapon, A	grant extra attack per round
100	seeking weapon, A	+1 crit range and +50% to critical hit table

## SHIELDS TABLE

### Shields

The list here is comprised of fine, masterwork and magical shields.

**MATERIAL TABLE**

Roll	Result
01-25	Wood
26-35	Iron
36-52	Steel
53-54	Cold Iron
55-61	Darkwood
62-69	Sylvan Steel
70-71	Crysteel
72	Dragon Scale
73	Pyronite
74	Polarite
75-80	Soulfire
81-84	Solarium
85-91	Terrestrium
92	Bloodstone
93-94	Arcanite
95	Obsidium
96-97	Mithril
98-99	Adamantium
100	Orichalcum*

**SIZE TABLE**

Roll	Result
01-32	Buckler
33-62	Small
63-97	Medium
98-100	Large (Tower)

\*Orichalcum shields roll an additional time on the enchanting table if enchanted

**SHIELD QUALITY TABLE**

Roll	Shield Quality
01-39	Fine Quality (½ weight)
40-69	Masterwork (+1 parry and ½ weight)
70-79	Standard Quality Enchanted (roll once on shield enchantment table)
80-89	Fine Quality Enchanted (roll once on shield enchantment table)
90-98	Masterwork Quality Enchanted (roll once on shield enchantment table)
99-00	Relic – Masterwork Enchanted (roll twice on shield enchantment table)



## Shield Enchantments

<u>Roll</u>	<u>Result</u>	<u>Notes</u>
01-03	light, P	shield weighs ½ normal weight
04-06	spiked, lesser, P	deals +1 dmg using shield bash
07-10	spiked, greater, P	deals +2 dmg using shield bash
11-14	deflecting, P	gains +1 to parry
15-18	defending, P	gains +1 to natural AR
19-22	rooting, P	user is immune to knockback or forced movement
23-26	bracer, A	shield is summoned and dismissed from bracer
27-30	fire resistant, P	grants user DR 5 fire
31-34	cold resistant, P	grants user DR 5 cold
35-38	levitating, A	shield can levitate, carry 250 lbs.
39-42	sizing, A	shield can change sizes to S, M or L
43-46	spiny, A	+1 dmg bash, shoot spines 1PP/1d6, max 3d6, 10' range
47-50	throwing, P	no penalty to throw shield, returns same round
51-54	flaming, A	+1d6 flame damage on shield bash
55-58	freezing, A	+1d6 cold damage on shield bash
59-61	mirrored, P	shields surface is smooth and acts as mirror
62-65	health, P	grants user +10 HP
66-69	power, P	grants user +10 PP
70-73	unbreakable, P	shield is indestructible
74-77	blasting, A	deals 1d6 elemental dmg, 30', 1 PP per 1d6, max 3d6
78-81	dancing, A	shield can defend another if set loose
82-83	warding, A	5' radius, +2 resistance/DR 5 magic
84-85	barrier, A	5' radius, 1 PP per 10 HP barrier
86-89	lion head, A	bite instead of bash attack, 1d8 +3 dmg
90-93	ram, A	battering ram, x2 damage vs. non-living materials
94-98	sun, A	resist or blind for 1d6 rounds, 5' radius, front only
99-00	reflective, P	reflect ranged attacks on natural 15 or better parry

# ARMOR TABLE

## Armor

These are high quality and magical suits of armor.

### ARMOR TYPE TABLE

Roll	Result
01-10	Cloth
11	Feweave Cloth
12	Spidersilk Cloth
13-22	Hide
23	Feweave Hide
24	Spidersilk Hide
25	Daemon Hide
26-44	Leather
45	Feweave Leather
46	Heartwood Leather
47	Daemon Hide Leather
48-57	Chain
58	Sylvan Steel Chain
59	Soulfire Chain
60	Solarium Chain
61	Terrestrium Chain
62	Arcanite Chain
63	Mithril Chain
64	Orichalcum Chain*

Roll	Result
65-74	Scale
75	Darkwood Scale
76	Dragon Scale
77	Sylvan Steel Scale
78	Soulfire Scale
79	Solarium Scale
80	Terrestrium Scale
81	Arcanite Scale
82	Adamantium Scale
83	Orichalcum Scale*
84-92	Plate
93	Darkwood Plate
94	Sylvan Steel Plate
95	Soulfire Plate
96	Solarium Plate
97	Terrestrium Plate
98	Arcanite Plate
99	Adamantium Plate
100	Orichalcum Plate*

\*Orichalcum armor results roll an additional time on the enchanting table if enchanted

### ARMOR QUALITY TABLE

Roll	Armor Quality
01-39	Fine Quality (½ weight)
40-69	Masterwork (+1 AR and ½ weight)
70-79	Standard Quality Enchanted (roll once on armor enchantment table)
80-89	Fine Quality Enchanted (roll once on armor enchantment table)
90-98	Masterwork Quality Enchanted (roll once on armor enchantment table)
99-00	Relic – Masterwork Enchanted (roll twice on armor enchantment table)

## Armor Enchantment Table

<u>Roll</u>	<u>Result</u>	<u>Notes</u>
01-05	lightweight, A	armor weighs ½ normal weight
06-10	invisible, P	armor cannot be seen
11-15	transforming, A	armor changes into normal clothes on command
16-20	speed, P	adds +1 to base move
21-25	stealth, P	adds +2 to stealth skill (hide and move silently)
26-30	chameleon, A	grants +2 to stealth when activated
31-35	dodging, P	adds +2 to the dodge skill
36-40	avoidance, P	allows dodge on area of effect, ½ dmg on failure
41-45	fire resistance, P	armor grants DR 5 fire
46-50	cold resistance, P	armor grants DR 5 cold
51-55	health, P	grants wearer +10 HP
56-60	fire immunity, P	immune to fire
60-65	cold immunity, P	immune to cold
66-70	power, P	grants wearer +10 PP
71-75	shapechange, A	armor allows user to change his form (humanoid)
76	warding, A	user gains +3 resistance and DR 5 magic
77-85	water adaptation, P	grants breathe water and swim at normal move
86-88	woodland, P	grants pass without trace and light step (terrain only)
89	dragon tempered, P	DR 5 fire and +1 AR rating
90	agile, P	grants +1 to AGI attribute
91	flight, A	armor allows flight at 5x normal move, 1 PP per hour
92	ethereal, A	allows movement through astral space, 1 PP per hour
93	ghost form, A	allows change into incorporeal form, 1 PP per minute
94	power, P	grants 10 pp reserve and x2 pp recovery
95	luck, P	user can reroll one die roll per day
96	teleportation, A	armor allows teleportation up to 50', 1 PP per 10 feet
97	cut resistant, P	take ½ damage from bladed weapons
98	impact resistant, P	take ½ damage from blunt weapons
99	unbreakable, P	armor takes no damage
100	mighty, P	grants +1 STR and END attributes

## UNIQUE ITEMS TABLE

### Unique Items

Listed here are unique and powerful magic items, many items listed here are considered relics.

<u>Roll</u>	<u>Result</u>	<u>Notes</u>
01-02	Wand of casting, P	+1 to casting checks
03	Basin of healing, A	washing with water heals (1d6 per PP)
04-05	Lyre of Charming, A	as charm spell, all who can hear, resist perform
06-07	Alchemy Cauldron, P	grants +3 to alchemical skill checks
08-09	Cauldron of Power, A	animate dead, ritual 1 GC, 1 per PP, skeletons
10-11	Gauntlets of Striking, P	grants +1 die category to unarmed attacks
12-13	Horseshoes of Zephyr, P	hover one inch above the ground, x2 base move
14-15	Firebrand Pot, P	cooks without heat or flame
16-17	Barding of Defense, P	+2 AR, +3 to resistance and DR 5 magic
18-19	Mirror of escape, A	opens gateway to safe zone, 1 PP per 100 miles
20-21	Brazier of peace, P	produces smoke that negates aggression
22-23	Brazier of sleep, P	produces smoke that causes sleep effect
24-25	Trance Box, P	music played causes daze effect
26	Living Painting, A	painting houses soul, body dies but soul stays
27-28	Living Sculpture, A	command word brings it to life or changes back
29-30	Living Figurine, A	command word brings it to life or changes back
31-32	Trapestry, P	tapestry traps those who look at it within
33-34	Carpet of flying, A	oval 6' flying carpet, 1 PP per hour
35	Mask of Disguise, A	changes appearance, 1 PP per hour
36-37	Dice of Luck, P	ads +5 to gambling skill
38	Ring of Growth, A	put on to gain +1 size category
39	Portal Boxes (2)	2 boxes allow travel between any distance
40	Wizards Cage	metal, 6 cubic feet, magic does not work
41	Folding Chest	6' x 3' chest that folds to 6" x 3"
42-43	Bottomless Wineskin	always full of average quality wine
44	Symbol of Channeling, P	+1 to channeling checks
45	Inman's Flask	produces non-magical liquid of choice at will
46	Bag of Holding	dimensional storage, 1' diameter, 200 lbs.
47	Chest of Storage	dimensional storage, 6' x 3', 1000 lbs.
48-49	Lifting Disc, A	3' disc moves on command, 1 PP per hour
50	Beads of Focusing, P	+1 to focusing checks
51-52	Grapnel, flying, P	Grapnel propels and hooks itself
53-54	Ladder, portable, A	20' foldable ladder, folds to 1'
55-56	Dragonhide Rope, P	50' of fire proof, light and strong rope

## UNIQUE ITEMS TABLE

57-58	Sylvan Rope, P	50' of lightweight but strong rope, ties itself
59	Luck Stone, P	owner can reroll any one roll once per day
60	Quiver, endless, P	quiver produces endless arrows/bolts
61	Alinder's Cosmetics, P	grants +2 to PRE for 1d6 hours
62	Gem of Shrinking, A	gem touches non-living item, reduced by 90%
63	Wisp Lantern, P	hooded lantern with wisps for light
64	Wondrous Tent, P	inside 4x larger, warm and dry, well stocked
65-66	Whetstone, magic, P	+1 dmg for 1 hour when used on blade
67	Stone of Knowledge (language), P	grants language skill at rank 1 or +1 rank
68	Living Tattoo, A	small magical creature, 5 PP to summon/dismiss
69	Stone of Knowledge (skill), P	grants general skill at rank 1 or +1 rank
70	Never Ending Scroll, P	scroll unfolds forever
71	Miraculous Tool Belt, A	always has the appropriate tool for any job
72-73	Chime of Opening, A	chime opens locks, up to TN 20
74-75	Tokens (1d10), A	small wooden tokens turn into useful objects
76-77	Folding Boat, A	small row boat folds down to pocket size
78	Armor of Bones, P	AR 4, weight 20, ½ dmg from slashing/piercing
79	Hand of the Titan, P	replaces missing hand, +1 to STR and END
80-81	Bowl of Elemental Summoning, A	bowl summons elementals, PP equal to rank
82	Skull Helm, P	+1 AR and darkvision
83	Eye of the Titan, P	+2 perception and darkvision
84	Ring of Fate, P	wearer gains 1 additional fate point
85	Stone of Knowledge (talent), P	grants talent at rank 1 or +1 rank
86	Horn of Valhalla, A	summons a Valkyrie, 1d6 fatigue to use
87	Rod of Lordly Might, P	grants +2 to PRE & CHA when held
88-89	Crystal Ball, A	clairvoyance and clairaudience, PP equal to rank
90	Spectacles of True Sight, A	sees through disguises, invisibility, etc.
91	Portal Stone, A	opens portal between stones, 1000-mile range
92	Deck of Fate, P	refer to deck of many things (online)
93	Alchemist Stone, P	needed to create elixir of immortality
94	Hourglass of Time, A	can stop time for 1d6 rounds, 1d6 fatigue
95	Djinn Bottle, P	summons Djinn, 1 wish
96	Astrolabe of Mindor, P	fixed to a ship can teleport it anywhere on map
97	Robes of the Archmage, P	+10 PP, x2 PP regeneration, AR 5
98	Toy Castle, A	carving comes to life with command word, 5 PP
99	Amulet of the Planes, A	transport between planes, 1d6 fatigue
100	Orb of Storms, A	control weather, 10-mile radius

## CURSED ITEMS TABLE

### Cursed Items

Every magic item has a 20% chance to hold a curse along with the benefits of the item. Roll on the following table if a magic item contains a curse.

<u>Roll</u>	<u>Curse</u>	<u>Roll</u>	<u>Curse</u>
01	Albino	51	Honest
02-03	Allergy	52	Isolationist
04	Contagious	53-54	Lost Love
05-06	Heavy Sleeper	55-56	Merciful
07	Hemophilia	57-58	Mood Swings
08-09	Insomniac	59	Multiple Personalities
10-11	Lazy	60-61	My Word is my Bond
12-13	Limited Sense	62-63	Naive
14-15	Overweight	64-65	Narcissist
16	Sickness/Disease, major	66-67	Overconfident
17-18	Sickness/Disease, minor	68-69	Paranoid
19-20	Susceptible to Cold	70-71	Perfectionist
21-22	Susceptible to Heat	72	Phobia
23-24	Unusual Appearance	73	Power Hungry
25-26	Very Short	74-75	Pride
27-28	Very Tall	76-77	Spoiled
29-30	Very Thin	78	Magic Affliction
31	Weakness	79	Magic Susceptibility
32	Addiction	80-81	Makes Animals Uneasy
33	Amnesia	82-83	Power Focus
34	Bad Temper	84-85	Strong Aura
35	Blood Rage	86-87	Weirdness Magnet
36-37	Bully	88	Wild Magic
38-39	Center of Attention	89	Branded
40-41	Compulsive Thief	90-91	Idealist
42-43	Conceited	92-93	Infamous
44	Coward	94-95	Lecherous
45-46	Curious	96-97	Racist
47-48	Daredevil	98-99	Shy
49-50	Habitual Liar	100	Zealot