"The constant battle of wits & senses against the many deadly foes that lurk by day and by night along the pathway of the wary and the unwary appeals to the spirit of adventure which breathes strong in the heart of every red-blooded son of primordial Adam."

Edgar Rice Burroughs

Tiny d10



Fantasy Monsters

Notes

Fantasy Monsters

Introduction

In Tiny d10, the word "monster" comprises any potential enemies and opponents that characters can encounter. However, not all monsters will be adversarial: some are neutral, while others still may prove friendly—even helpful.

The two primary components of all monsters are:

1. Toughness (T), which represents the percentile difficulty to strike the monster;
2. Hit Points (HP), which represent its ability to withstand being struck.

Additional components include:

1. Magic Points (MP) & Power Points (PP) that enable monsters the use of spells and abilities, respectively;
2. Attributes, bonuses from which increase the monster's likelihood of a successful attack (or other action);
3. Damage, bonuses from which increase the amount of damage inflicted per attack.

Together, these components make up a monster's *statistics*, or *stats*. The inclusion of any of these components will make the monster more challenging and dangerous, i.e., tougher. The general characteristics of monster Toughness levels are outlined in the table below.

Monster Toughness

Toughness	Difficulty Level
T2–5	*Simple* – 1–4 HP; these monsters sometimes have bonuses or skills, and rarely abilities or spells.
T6–9	*Moderate* – 5–10 HP; these monsters sometimes have bonuses, skills, abilities, and/or spells.
T10–11	*Difficult* – 10–20 HP; these monsters often have bonuses, skills, abilities, and/or spells.
T12–13	*Extreme* – 15–30 HP; these monsters often have bonuses, skills, abilities, and/or spells.
T14–15	*Impossible* – 20–30+ HP; these monsters always have bonuses, skills, abilities, and/or spells.

Note: these values represent a monster's base Toughness, and as such do not account for bonuses from armor, weapons, or special items.

Monsters

Akanaa

T7; 6–10 HP, 4 PP; +1 Power, +1 Reflex; +1 damage

Its stone-hard flesh is black as the night, and its body is inhumanly tall and thin. Yellow eyes peer out from a bird-like face, and leathery wings issue from its lean, muscular back. The akanaa looks like a creature from the pits of hell, but hot blood fills its veins, and it is more man than demon. Heinously cruel and fueled by hatred alone, the akanaa is a sworn enemy of all that is good and upright. It will frequently use its *restrain* ability on a target, taking flight and dropping it to its death.

Akanaa Abilities

Claw – inflicts +1 damage; target is bloodied and must succeed a T5 Aspect Save each round for 1d5 rounds or suffer an additional 1 damage. *Cost: 1 Power Point.*

Restrain I – when in grappling range, conduct a Power Challenge against a target; if you win the challenge, the target is restrained (cannot move or attack). On its turn, the target must succeed a Power Challenge to break free. *Cost: 1 Power Point.*

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Antlions – dwelling beneath the soil or high in the canopy (depending on their lifecycle stage), antlions are bizarre and ferocious insects commonly found in temperate forests and jungles.

Antlion (Adult)

T6; 5–8 HP; +1 Reflex; +1 damage

Emerging from their cocoon with a humanoid form and equipped with dazzling transparent wings, adult antlions focus solely on reproduction. To achieve that end, the male must present the significantly larger female with a live meal—monkeys, pigs, and humanoids being among their preferred fare.

Antlion (Larva)

T5; 3–4 HP; +1 Reflex; 1-in-2 chance to inflict +2 damage

These centipede-like creatures grow up to six feet long and are equipped with large, powerful mandibles. Antlion larvae typically lie in wait at the mouth of their tunnel, obscured by brush, springing at passersby and attempting to pull them into their underground lair.

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Apemen – a savage and war-like people, apemen stand up to six feet tall and generally move about bipedally, though they employ their thick, muscular arms in the process of running, and with surprising swiftness. They are a tribal people by nature, terribly strong and exceedingly violent, and admire bravery and recklessness, being fierce allies to those they consider powerful. Possessing but one creative inclination, apemen craft exquisite blades, many of which have passed through heroic hands over the march of the epochs. Additionally, all apemen possess the following ability:

Primal Rage – your first melee attack of the combat encounter inflicts 1d5 damage (if successful).

Apeman Brute

T8; 6–8 HP, 3 PP; +1 Power; +1 damage

Ill-tempered and overfull with lust for battle and conquest, the apeman brute is often encountered in small hunting bands.

Apeman Brute Abilities

First Blood – if you are the first to inflict damage during combat, gain a +1 attack bonus for duration of combat encounter.

Primal Instinct – if a melee attack against you is equal to your Toughness, conduct a Power Challenge against the attacker: if you win the challenge, you evade the attack.

Apeman Elder

T6; 6 HP, 4–6 MP; +1 Aspect

A rare creature in that apemen almost never reach old age due to their barbaric lifestyles, the apeman elder has developed strange psionic powers in his advanced years.

Apeman Elder Psionic Powers

Pyrokinetic Blast – inflicts 1d5 + 1 damage; requires a source of fire to manipulate; attack roll versus Toughness. *Cost: 2 Magic Points.*

Telekinesis II – open doors, move objects, attack opponents (standard melee attack; +1 attack and damage bonus) within your line of sight. *Cost: 1 Magic Point.*

Telepathy – communicate your thoughts into the mind of a target (or targets) within your line of sight. *Cost: 0 Magic Points (at the cost of 1 Magic Point, hear the active thoughts of a target).*

Apeman Slaver

T7; 6–7 HP, 2 PP; +2 Power; +1 damage

Though largely self-sufficient, apemen obtain their few luxuries through the slave trade, when the opportunity presents itself. This responsibility has fallen to particularly cruel apemen, who conduct raids on nearby settlements and have a number of weapons at their disposal (nets, shackles, whips, etc.) to aid in the capture of their victims.

Apeman Slaver Abilities

Two-fisted – always roll two dice and keep the higher result.

Wrath – if an opponent inflicts 2 or more damage to you (at once or cumulatively), you gain a +1 attack bonus against it; this bonus is lost if you attack another target.

Aurox

T6; 6–10 HP; +1 Power

Closely resembling a cow or water buffalo, but of a gargantuan size, the aurox is an ill-tempered natural beast found semi-frequently on wide plains and rocky foothills. Standing some eight feet tall and six feet wide, its head alone weighs more than the average man. Commonly encountered in large herds protected by several bulls, aurox meat is considered a delicacy, though often hard to come by owing to their ferocity.

Bandit

T4–6; 3–8 HP, 3–6 PP; +1–2 Reflex

Often encountered in small groups, the bandit is an outlaw, brigand, or thief. He or she is always open to a trade but is generally more interested in getting something for nothing. All bandits possess the following ability:

Petty Thief – gain a +2 bonus to all attempts to conceal, steal, or pilfer something.

Bandit Abilities

Bandits possess one of the following abilities (bandit chiefs may possess two):

Hail of Daggers – launch 1d5 + your level daggers at one target; inflicts 1 damage per dagger (attack roll for each dagger). *Cost: 3 Power Points.*

Haste – forgo your attack action to move up to double your maximum speed.

Fast – become fast in speed and move up to 100 ft. per combat round.

Appendix C: Further Reading

To aid game masters in developing monsters—from legends regarding their existence and their reputations, to the force of their presence and the tactics they use in combat—a list of fiction and reference works are presented below. Careful study of these resources will enable game masters to enliven their monsters and produce more memorable game experiences. Additionally, many of the works presented here—both fiction and reference—are in the public domain and are available for free from various online sources.

Works of Fiction

◇ **Algernon Blackwood** – perfecting an atmosphere of mystery and suspense, Blackwood's many horror stories are often less about the monsters, and more about the psychological impact on their victims. There are many valuable lessons in this regard in his works. Recommended readings include: *Running Wolf*, *The Wendigo*, and *The Camp of the Dog*.

◇ **Edgar Rice Burroughs** – presenting a fascinating array of monsters and opponents of varying intelligences, Burroughs' work is an excellent instructional on imbuing monsters with life through developing their motives and tactics. Recommended readings include: the *Pellucidar* series.

◇ **R.E. Howard** – often praised for the uncommonly brilliant tactics included in his many works of fiction, Howard is an unparalleled study in combat and conflict, and his gritty interpretations of classic fantasy monsters are rivaled only by his original creations. Recommended readings include: *Almuric*, the *Conan* series, and the *Solomon Kane* series.

Reference Materials

The three principal references of this work include the bestiaries of:

- Ancient Greece, by Aaron Atsma
- Medieval Europe, maintained by David Badke
- *Swords & Wizardry SRD*

Additionally, game masters—novice and veteran alike—will find John N. McGowan's *The Living Campaign* an invaluable guide to optimizing both gameplay and game mastering.

Appendix B: Mastering Monsters

Guidance for game masters in running and adapting monsters to the Tiny d10 system.

Alignment

Alignment (or moral alignment) influences every aspect of a creature's behavior—from how it uses its environment to how it interacts with and reacts to those around it (including its own kind). Both characters and monsters have an alignment.

Alignment is simple: good, neutral, and evil. It can be made more nuanced, however, by the use of commas and slashes:

◇ **Neutral/evil** – this indicates that the monster is neutral in alignment but inclined to evil.

◇ **Neutral, evil** – this indicates that the monster can be either neutral or evil in alignment, depending on factors up to the game master and/or setting.

Alignment & Reactions

In most instances, a monster's alignment will determine its reaction to being encountered, e.g., a goblin will always attack, an elemental will always flee, etc. However, in some instances, a monster's reaction may be uncertain, e.g., encountering a meandering bear or a scouting lizardfolk ranger. In these circumstances, the monster reaction table (*Fantasy Rules*, p. 21) should be used to determine the monster's reaction and behavior.

Converting Monsters to Tiny d10

The following table shows the equivalent difficulty of three different rating systems: hit dice, common to old-school renaissance (OSR) systems like Swords & Wizardry; challenge rating, common to d20-based systems like Dungeons & Dragons; and Toughness, the measure of difficulty used by Tiny d10.

OSR Hit Dice (HD)	D20 Challenge Rating (CR)	Tiny d10 Toughness (T)
0–2	0–1	T2–5
3–5	2–9	T6–9
6–8	10–16	T10–11
9–11	17–22	T12–13
12+	23–30	T14–15

This table can be used to convert to Tiny d10 any monsters designed using either HD or CR concepts.

Banshee

T6; 10 HP, 5 MP, 2 PP; +2 Aspect*

A howling, ethereal horror, the banshee is a female spirit whose appearance is as gruesome now as it was beautiful once. She possesses the ability to move through solid objects, though not living creatures.

**As a non-physical entity, the banshee can only be struck by enchanted weapons or magic attacks.*

Banshee Abilities

Shriek – all living creatures within 50 ft. must succeed a T6 Aspect Save or be sickened (−1 to all rolls) for 1d5 rounds. *Cost: 1 Power Point.*

Banshee Spells

Touch of Death – any creature touched is reduced to 0 Hit Points; Reflex Challenge versus target. T5 Aspect Save to prevent death, instead reducing the victim to 1 Hit Point. *Cost: 5 Magic Points.*

Basilisk

T8; 8–10 HP, 3 PP; +1 Power

An eight-legged reptilian terror, the basilisk can petrify a target with its dead-eyed gaze alone. Additionally, the basilisk possesses a ferociously powerful bite, but will only use it in close quarters, after its petrifying gaze fails.

Basilisk Abilities

Bite I – inflicts 2 damage. *Cost: 1 Power Point.*

Petrifying Gaze – a single target that looks upon your face begins to turn to stone and is immobilized; T8 Aspect Save to prevent petrification. If the target fails this save, it is petrified for 1d10 rounds; if failed a second time, the target is permanently turned to stone.

Bathemoth

T10; 14–18 HP, 3 MP, 6 PP; +1 Aspect

A rare and ancient creature, the bathemoth dwells in the deepest, blackest reaches of the sea. It is of gigantic proportions—some 30 feet tall—and its monstrous head rests upon twelve massive tentacles, each thick as a tree trunk. During severe storms, the bathemoth will emerge from the depths and stalk the coasts, devouring fishermen and capsizing ships.

Bathemoth Abilities

Multi-strike (Melee) II – conduct a melee attack against up to 1d10 targets. *Cost: 3 Power Points.*

Bathemoth Psionic Powers

Psychic Boom – cancels a successful melee attack against you and knocks the attacker prone. *Cost: 1 Magic Point.*

Bears – majestic but fearsome, bears are natural beasts that are found in a wide variety of regions, including caves, forests, and tundra. While not always aggressive, bears are protective and territorial. Additionally, all bears possess the following ability:

Bite I – inflicts 2 damage. *Cost: 1 Power Point.*

Brown Bear

T6; 5–6 HP, 2 PP; +1 Power

Large, swift, and ill-tempered, the brown bear is a formidable beast with a thick hide, powerful jaws, and wicked claws.

Giant Bear

T7; 10 HP, 4 PP; +2 Power

Exceedingly vicious and unusually intelligent, the giant bear is a primeval predator that stands an average of six feet tall on all fours. Oversized fangs protrude from its short, wide muzzle, and small, black eyes peer out from a head larger than a man's torso. Despite its hulking size, it can move swiftly and stealthily through the forest.

Giant Bear Abilities

Maul – on an attack roll of 10, knock prone the target, and gain an additional attack (+1 damage).

Polar Bear

T6; 6–8 HP, 3 PP; +1 Power; +1 damage

Larger and more ferocious even than the brown bear, the polar bear mercilessly stalks its quarry. Unlike the brown bear, the polar bear will follow its target at a distance, remaining undetected until it strikes—usually at night.

Polar Bear Abilities

Bite II – inflicts 3 damage. *Cost: 2 Power Points.*

Blackscale Leech

T4; 1–3 HP

Blind, aquatic parasites that can grow up to three feet in length, blackscale leeches feed on blood, and are capable of drawing one pint from a victim in under a minute. They can survive out of water indefinitely but suffer −1 attack penalty when on land.

Difficult Toughness

Bathemoth – *evil – aquatic/coastal* 7
Dinosaur (Tyrannosaurus) – *neutral – jungle* 12
Dragon, silver – *neutral – mountains* 15
Dragon, stone – *neutral, evil – underground* 15
Elemental, fire – *neutral – most* 17
Ogre – *evil – forests, mountains* 27
Pyrocan – *good – plains, mountains* 27
Serpent, black-ice (adult) – *evil – semi-aquatic* 28
Shambling horror – *evil – most* 29
Werebear – *evil – forest* 34
Yaggath – *neutral/evil – most* 37

Extreme Toughness

Dinosaur (Brachiosaurus) – *neutral – jungle* 11
Dragon, gold – *neutral/evil – mountains* 14
Muddeman – *neutral – semi-aquatic* 26
Worm-of-the-Earth – *neutral – underground* 37
Zilant – *good – mountains* 38

Demon, succubus – *evil* – *most* 11
Dinosaur (Pterosaur) – *neutral* – *jungle, mountains* 12
Disease-fiend – *neutral* – *city* 13
Doppelganger – *neutral* – *most* 13
Dryad – *neutral* – *forest* 16
Elemental, crystal & earth – *neutral* – *most* 16
Gargoyle – *evil* – *city* 17
Gelatinous cube – *neutral* – *underground* 17
Giant, cave – *neutral* – *mountains* 18
Giant, hill – *evil/neutral* – *plains* 19
Giant, half – *good* – *mountains* 18
Giant eagle – *good* – *forest, mountains* 19
Goblin – *evil* – *most* 19
Golem, iron – *neutral* – *urban* 20
Golem, rock – *neutral* – *mountains* 20
Goliath crab – *neutral* – *semi-aquatic* 21
Griffyn – *good* – *forest, mountains* 21
Grimalkin – *neutral/good* – *forest, jungle* 22
Hag, frost – *evil* – *arctic, forests* 22
Hag, sea – *evil* – *aquatic/coastal* 23
Hag, swamp – *evil* – *swamp* 23
Hobgoblin – *evil* – *most* 24
Lizardfolk – *neutral* – *most* 24
Manticore – *evil* – *mountains, plains* 25
Minotaur – *evil/neutral* – *underground* 25
Mountain Devil – *neutral* – *forest, mountains* 26
Mummy – *evil* – *underground* 26
Rolang – *evil* – *arctic, mountains* 28
Serpent, black-ice (hatchling) – *evil* – *semi-aquatic* 29
Serpent, feathered – *neutral* – *jungle, mountains* 29
Shadowcat – *neutral* – *mountains* 29
Shapeshifter – *neutral, evil* – *forest, plains* 30
Skeletal warrior – *evil* – *most* 30
Stormbird – *neutral* – *most* 31
Townsfolk – *alignment varies* – *most* 31
Ungoliant – *evil* – *all natural environs* 32
Vampires – *neutral/evil* – *most* 32–33
Wererat – *neutral/evil* – *city* 34
Werewolf – *neutral, evil* – *forest* 34
Wight – *evil* – *most* 34
Wild-man – *neutral* – *most wilderness* 35
Wilderfolk – *alignment varies* – *most* 35
Wolf – *neutral* – *forest, mountains, plains* 36
Yeti – *neutral/evil* – *arctic/mountains* 37
Zombie – *evil* – *most* 38

Boar

T5; 5 HP

Wild and sure-footed, the boar can move swiftly and silently through dense forest brush despite its large size. Though generally not aggressive, it is highly territorial, and its fierce tusks and razor-sharp hooves render it a surprisingly dangerous opponent.

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Cave-crawlers – six-legged, completely blind, and ravenously hungry, cave-crawlers are massive insects that can reach up to four feet tall. They are strictly carnivorous and use their long antennae to probe the dank subterranean passages for living prey.

Cave-crawler (Adult)

T6; 5–6 HP; +1 Power

Iron-hard exoskeletons, powerful barbed legs, and a perpetual hunger complement the insectoid horror that is the adult cave-crawler.

Cave-crawler (Nymph)

T3; 1–2 HP

Grotesque larval insects with soft, pale bodies and wicked mandibles, nymph cave-crawlers are quite large, reaching up to one foot in length.

Cave-crawler (Queen)

T8; 8 HP, 4 PP; +1 Reflex

A bloated monstrosity, part horror, part grotesquery, the queen cave-crawler serves but one purpose: reproduction. She is no less dangerous, however, and possesses a number of odious defenses.

Queen Cave-crawler Abilities

Chemical Spray – inflicts 2 damage; on an attack roll of 10, causes blindness (−2 to attack and Reflex) for 1d10 rounds; range 30 ft. *Cost: 1 Power Point.*

Larvate – produces 1d10 larvae upon being slain.

Cave Bat

T5; 2–4 HP; +2 Reflex

Large, vicious, and thirsty for blood, cave bats use darkness to their advantage, lurking in the shadows or high in the night sky and attacking their targets with a ferocious swoop.

Cultist

T5–8; 4–8 HP, 3–8 MP; +1 Intellect; level 1–3 caster

A fanatical disciple of one of the many cults in existence today, the cultist wields an array of magical powers—some of which have been long forgotten by the world proper. Most cultists possess the following spell:

Dispel Magic – eliminates any magical effect. *Cost: 2 Magic Points.*

Cultist Spells

The cultist possesses up to 3 additional magical (and/or dark) spells.

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Demons – hellish, twisted creatures from the darkest depths of the underworld, demons are physical incarnations of pure evil. As a result, they cannot be killed by conventional means. The demon's body may be destroyed, its black soul cast back into hell, but only a killing blow delivered by divine magic can permanently banish a demon.

Blood Demon

T8; 6–9 HP; +2 damage

The blood demon is the result of a summoning ritual involving a victim's blood. It stands between four to five feet tall and has blood-red flesh, short horns, a saturnine face, with coal-black eyes.

Blood Demon Abilities

Bloodlust – each time you damage an opponent in combat, you gain 1 Hit Point.

Imp

T5; 4 HP; +2 Reflex; −1 to all magical spells targeting the imp

A small, loathsome fiend, the imp is a servile demon, and typically acts on behalf of a larger, more diabolical evil. When shapeshifted, the imp prefers the form of a rat, raven, or snake.

Imp Abilities

Shapeshift (Natural Beast) – lasts for 8 hours, or until attacking. *Cost: 0 Power Points (racial advantage).*

Appendix A: Monsters by Toughness

Monsters listed by Toughness, and including additional details of alignment and habitat/terrain.

Simple Toughness

Antlion, larva – *neutral – forest, jungle* 4
Bandit – *neutral/evil – most* 6
Blackscale leech – *neutral – aquatic* 8
Boar – *neutral – forest* 9
Cave-crawler, nymph – *neutral – underground* 9
Cave bat – *neutral – underground* 9
Cultist – *evil – most* 10
Demon, imp – *evil – most* 10
Ghoul – *evil – most* 18
Giant rat – *evil – most* 19
Goblin – *evil – most* 19
Golem, flesh – *evil – most* 20
Goliath crab – *neutral – semi-aquatic* 21
Harpy – *evil – mountains, plains* 23
Howler – *neutral – arctic, mountains* 24
Lizardfolk – *neutral – most* 24
Miscreant – *neutral/evil – underground* 26
Myconid – *good – all natural environs* 27
Ravenous bird – *neutral – most* 28
Skeletal warrior – *evil – most* 30
Slimes – *neutral – underground* 30–31
Townsfolk – *alignment varies – most* 31
Wart – *neutral/good – most* 33
Wilderfolk – *alignment varies – most* 35
Windigo – *evil – arctic, forest, tundra* 36
Zombie – *evil – most* 38

Moderate Toughness

Akanaa – *evil – jungle, mountains, plains* 4
Antlion, adult – *neutral – forest, jungle* 4
Aurox – *neutral – plains/foothills* 6
Apemen – *neutral – jungle, mountains* 5
Bandit – *neutral/evil – most* 6
Banshee – *evil – most* 7
Basilisk – *evil – forest, underground* 7
Bears – *neutral – arctic, forest* 8
Cave-crawler, adult & queen – *neutral – underground* 9
Cultist – *evil – most* 10
Demon, blood – *evil – most* 10

Zilant

T12; 15–20 HP, 3 MP, 2 PP; +3 Intellect, +2 Power, +1 Reflex

Part dragon, part bird; part serpent, part dog; the zilant is a strange and highly intelligent chimera that stands over 15 feet tall, with wings that span roughly 30 feet. A psychologically complex creature, the zilant leads a solitary life, though possesses an affinity for the company of intelligent humanoids. Should any intelligent humanoids be discovered in the zilant's territory, they are likely to be descended upon and whisked away to its mountain keep, where it stores its vast riches obtained by plundering the hoards of dragons and giants. Despite its untowardness, the zilant is not unreasonable and will allow its guests to leave when they wish. If it is pleased with their visit, it will endow the guests with treasure and sage advice for their journey. If it is displeased or attacked, it will respond in kind.

Zilant Abilities

Restrain II – when in grappling range, conduct a Power Challenge against a target; if you win the challenge, the target is restrained (cannot move or attack). On its turn, the target must succeed a Power Challenge to break free (you gain a +1 bonus). *Cost: 1 Power Point.*

Zilant Spells

Charm (Person) – one neutral person is immediately friendly to you; unfriendly persons must Intellect Save versus caster's spell save to prevent. *Cost: 1 Magic Point.*

Ray of Weakness – a beam of black energy that weakens a target (−2 to Toughness and Power) for 1d10 rounds; additionally, a weakened entity has a 1-in-2 chance of failing to inflict damage after a successful melee attack. *Cost: 2 Magic Points.*

Zombie

T4–7; 2–8 HP, 4–5 PP; +1 Power

The mindless, ceaseless undead – remove the head or destroy the brain.

Zombie Abilities

Horde – inflict +1 damage in groups of five or more.

Infectious Bite (Undead) – inflicts 2 damage; 1-in-2 chance of infecting and converting the victim (T8 Aspect Save to prevent). *Cost: 2 Power Points.*

Undead – when reduced to 0 Hit Points, conduct a standard save; if you succeed the save, gain 1 Hit Point.

Succubus

T7; 6–8 HP, 5 MP; +1 Aspect, +1 Intellect, +1 Reflex; level 2 caster

Taking the form of a human female but equipped with demonic horns and leathery wings (which it often conceals using its *disguise self* spell), the succubus is a clever and tireless predator. It often seeks to ensnare its prey using charm and guile, but failing that, will always use violence to get its way.

Succubus Spells

Charm (Person) – one neutral person is immediately friendly to you; unfriendly persons must Intellect Save versus caster's spell save to prevent. *Cost: 1 Magic Point.*

Disguise Self – you significantly alter your appearance, including changes to your shape and size; lasts for one hour. This spell is purely illusory and may be exposed by physical contact. *Cost: 2 Magic Points.*

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Dinosaurs – prehistoric reptilian beasts of myth and mystery, dinosaurs exist today in far-flung and unspoiled climes, hidden away deep within dense tropical jungles or on remote islands. In these places, forgotten by time, they carry on much as they did in the days of antiquity, hardened by the age-old struggle for survival and supremacy, and taking not kindly to incursions upon their world by strange creatures.

Brachiosaurus

T12; 20–25 HP, 5–8 PP; −1 Intellect, +2 Power

While the brachiosaurus is an herbivore, it is as vicious—and deadly—as any bloodthirsty carnivore. More than twice the size of an elephant, its small head is set atop a long, powerful neck, and its massive body is supported by four tree trunk-sized legs and balanced by a long and muscular tail. By these tokens alone, it has persisted through the bloody, dangerous eons where other creatures perished. The brachiosaurus is highly territorial and will savagely attack any entity trespassing in its domain.

Brachiosaurus Abilities

Tail Sweep – inflicts 1d5 damage and knocks the target prone 1d5 × 10 ft. away. *Cost: 2 Power Points.*

Trample (Massive) – inflicts 1d10 damage; T5 Reflex Save to reduce damage by half. *Cost: 3 Power Points.*

Pterosaur

T8; 8–10 HP, 3–5 PP; −1 Intellect, +1 Power

A true terror of the sky, the pterosaur is more fearsome even than dragons, owing to its lack of intelligence and insatiable appetite. It possesses powerful talons capable of crushing skulls like overripe fruits, a large and razor-sharp beak, and huge wings—spanning up to 30 feet—to tirelessly carry its prey for miles on end. Some rare varieties are even venomous (1-in-5 chance per encounter), injecting a paralyzing toxin into its victim using a syringe-like needle on the end of its reptilian tail.

Pterosaur Abilities

Bite I – inflicts 2 damage. *Cost: 1 Power Point.*

Paralyze – immobilizes target for 1d5 days; T5 Aspect Save to reduce paralysis to 1d5 hours. *Cost: 2 Power Points.*

Tyrannosaurus

T10; 15–20 HP, 5–10 PP; +2 Power, +1 Reflex

Titanic and terrible, the tyrannosaurus has a massive head and gaping mouth filled with innumerable long, serrated teeth. Standing on two thick, muscular legs with large, taloned feet, this gigantic reptile is as fearsome to behold as it is fatal to encounter. In the remote wilds where it rules uncontested, the distant thunder of its colossal feet is cause for silence to seize the jungle, and for all living things—from bird to beast, predator to prey—to seek shelter until the storm of the tyrannosaurus's fury has passed.

Tyrannosaurus Abilities

Bite III – inflicts 4 damage. *Cost: 3 Power Points.*

Multi-strike (Melee) I – conduct a melee attack against up to 1d5 targets. *Cost: 2 Power Points.*

Worm-of-the-Earth

T13; 20–25 HP, 4–6 PP; +3 Power; +3 damage

Dwelling deep beneath the surface of the earth, the worm is a huge and ancient creature. Its segmented body can reach over 200 feet long and 15 feet thick, and though blind, it can sense living beings with a supernatural keenness: neither earth nor stone may stand between it and its prey. The worm-of-the-earth exists in many legends where it is feared and reviled, being largely associated with death, decay, and darkness. Though extremely rare today, the endless miles of caverns crisscrossing the depths of the earth are proof of their once-ceaseless passing.

Worm-of-the-Earth Abilities

Breath Weapon (Acidic) – inflicts 1 damage per round, lasts 1d5 rounds; range 30 ft. *Cost: 1 Power Point.*

Thrash – conduct a melee attack against up to 1d5 opponents. *Cost: 1 Power Point.*

Yaggath

T11; 13 HP, 8–10 PP; +1 Reflex

An entity lurking just at the edge of time and space, the yaggath is manifest as a large, irregular, glowing orb with innumerable eyes of infinite varieties: all manner of colors, shapes, and sizes. The yaggath sees and knows much, and is predisposed to influence—and even interfere with—events concerning time and space.

Yaggath Abilities

Ray of Disintegration – inflicts 1d5 damage; if this reduces the target to 0 Hit Points, they are immediately disintegrated. *Cost: 2 Power Points.*

Magical Immunity II – immune to the effects and the damage of magical spells.

Yeti

T8; 7–10 HP, 1 PP; +1 Power; +1 damage

A foul odor announces this abominable creature's proximity, emanating from the tangled mat of thick white fur covering its huge, muscular body. A solitary and territorial beast, the yeti haunts the bare, lonesome peaks of towering mountains, descending with explosive fury on all who trespass.

Yeti Abilities

Shout of Fury – all opponents within 30 ft. must succeed a T8 Aspect Save or be stricken with fear (−2 attack penalty) for 1d5 rounds. *Cost: 1 Power Point.*

Wilderfolk Shieldmaiden

T7–8; 8–10 HP, 4 PP; +1 Power

Wild and ferocious as the she-wolf, the shieldmaiden has taken up the arms of her dearly departed, fighting and slaying in his name with the desperate hope of joining him for eternity in the Wild Beyond.

Wilderfolk Shieldmaiden Abilities

Mighty Blow – on a melee attack roll of 10, gain an additional attack against the target.

Unwavering Will – re-roll any type of roll. *Cost: 2 Power Points.*

Windigo

T5; 5 HP, 10 MP; +3 Aspect*

Silent as a revenant, the windigo is an evil spirit that haunts the cold northern forests in search of warm flesh. When it allows itself to be observed, it appears as a tall, shadowy humanoid with penetrating red eyes, its head crowned by twisted antlers. It craves flesh but cannot taste it in the spirit form; as such, the windigo will stalk a target until it is alone, at which point it will possess the entity, and through its flesh commit many foul deeds.

**As a non-physical entity, the windigo can only be struck by enchanted weapons or magical attacks.*

Windigo Spells

Possession – your spirit enters a target's body for 1d5 hours (cost: 2 Magic Points); at the cost of 1 Magic Point per action, you may: speak to the possessed; speak through the possessed; control the possessed's actions.

Wolf

T6; 5–8 HP, 3 PP; +1 Power

Untamed and ever noble, the wolf is prince of the hinterlands: a superior and tireless predator demanding both fear and awe from the world around it. Usually encountered in packs of up to ten, the wolf is generally hesitant to attack without reason, but when it does, it does so in a highly tactical manner, using its numbers and coordination to its advantage.

Wolf Abilities

Bite I – inflicts 2 damage. *Cost: 1 Power Point.*

Double-strike (Melee) – gain an additional melee attack each time you make a successful melee attack (once per combat turn).

Disease-fiend

T8; 10 HP, 9 MP; +2 Intellect; level 3 caster

Cloaked entirely in black and donning a black leather mask through which blood-red eyes glare fiercely, the disease-fiend spreads plague and death wherever it roams. Wielding a black stave with a silver serpent finial, it is a being of malice and depravity.

Disease-fiend Abilities

Resist Magic – any time you are the target of a magical spell attack, conduct an Intellect Challenge against the attacker; if you succeed, the effects of the spell (but not the damage) are canceled.

Disease-fiend Spells

Plague-cast – 1d5 damage; width 20 ft., range 50 ft. *Cost: 3 Magic Points.* Causes one of the following diseases, the effects of which last until the target(s) succeeds an Aspect Save versus the caster's spell save:

Disease	Effect
Blind ague	Blindness and fever; −2 attack and −2 Reflex.
Devil-fire	Sensation of burning flesh and uncontrollable convulsing; −2 Toughness.
Red death	Blood seeps from all pores; −1 Toughness and −2 Power.

Reprisal – any time you are struck, an opponent that has previously struck you suffers the damage; lasts for duration of combat encounter. *Cost: 3 Magic Points.*

Doppelganger

T7; 6–9 HP, 3–6 MP, 2 PP; +2 Reflex

Vaguely human in appearance, albeit slightly shorter than average, the doppelganger is ghostly pale, its hair white, and eyes a soft red. It will often use its shapeshifting ability to impersonate others for its own personal gain.

Doppelganger Abilities

Shapeshift (Humanoid) – lasts for 8 hours, or until attacking. *Cost: 0 Power Points (racial advantage).*

Doppelganger Spells

Detect Thoughts – hear the active thoughts of a target. *Cost: 2 Magic Points.*

Vaporous Form – take the form of a small, innocuous strand of fog or mist; lasts for 1d10 × your level minutes. *Cost: 3 Magic Points.*

Dragons – creatures of the oldest legends and lore, few today have actually seen a dragon, and fewer still have lived to tell of it. Dragons come in a bewildering variety of shapes, sizes, colors, temperaments, and intelligence levels. Their commonalities generally consist of iron-hard reptilian scales, slashing claws, crushing jaws, and a shrewd disdain for the races of men.

Gold Dragon

T12; 18–22 HP, 3–5 MP, 9–12 PP; +3 Power, +1 Reflex; level 3 caster

The typical gold dragon is a full-grown adult, gigantic in size, and possesses a grand hoard of precious metal (mostly gold), which it liquifies with its fiery breath and applies to its scaly hide, creating form-fitting golden "armor."

Gold Dragon Abilities

Breath Weapon (Fire) – inflicts 1d10 damage; T6 Reflex Save to reduce damage by 1d5; range 60 ft. *Cost: 2 Power Points.*

Tail Sweep – inflicts 1d5 damage and knocks the target prone 1d5 × 10 ft. away. *Cost: 2 Power Points.*

Gold Dragon Spells

Dragonspell – any entity which looks into the dragon's eyes may become transfixed by its dragonspell, rendering it immobile for one combat round; Aspect Save versus caster's spell save to prevent. *Cost: 1 Magic Point.*

Wild-man

T6; 5–8 HP, 1 PP; +1 Power

Spotted on the outskirts of remote mountain towns, the wild-man is a feral humanoid known to cause mischief, and sometimes worse.

Wilderfolk – the term wilderfolk comprises all tribes of humans (and certain humanoids) that dwell beyond the walls of civilization, eking out a hardscrabble life in the unforgiving wilds in exchange for complete and total freedom. They are a primitive and barbaric assemblage prone to infighting. Wilderfolk are larger and stronger than their civilized counterparts—an advantage they exploit in the many battles waged between them.

Wilderfolk Huntsman

T6–7; 6–8 HP; +1 Reflex

Even among a wild people, the huntsman possesses an unrivaled knowledge of the backcountry and is a skilled hunter, tracker, and wanderer.

Wilderfolk Huntsman Abilities

Natural Healing – at the beginning of each combat round, roll 1d10: on a roll of 8 or higher, regain 1 Hit Point (if applicable); when not in combat, heal at double the standard rate.

Weapon Proficiency (Bow) – gain a +1 attack or damage bonus when using a bow.

Wilderfolk Shaman

T5–6; 5–9 HP, 4 MP, 4 PP; +1 Aspect; level 1–2 caster

Considered the spiritual leaders of the wilderfolk, the shaman is both feared and revered for his ability to commune with the Wild, and for the powerful natural magical spells he wields as a result.

Wilderfolk Shaman Abilities

Animal Form – take the form of any small to medium-sized animal. *Cost: 1 Power Point.*

Wild Growth – animal form grows to a large size; gain +2 Hit Points and a +1 attack bonus; lasts for duration of combat encounter or your level amount of hours. *Cost: 2 Power Points.*

Wilderfolk Shaman Spells

Cure Wounds – restores 1d5 Hit Points. *Cost: 1 Magic Point.*

Lightning Bolt I – inflicts 1 damage; attack roll versus Toughness (+1 attack bonus). *Cost: 1 Magic Point.*

Werebear

T10; 13 HP, 4 PP; +2 Power; +2 damage

Standing up to ten feet tall, the werebear is equipped with crushing jaws and claws like daggers. Unique among werebeasts, werebears are able to control their transformation, though they are only able to transform at night. This power is gained through a dark and taboo ritual, and as a result, werebears are invariably evil. Additionally, of all forms of werebeast, it is the most insatiably vicious, capable of committing astonishing acts of carnage and violence.

Werebear Abilities

The werebear possesses one of the following abilities:

Maul – on an attack roll of 10, knock prone the target, and gain an additional attack (+1 damage).

Primal Rage – your first melee attack of the combat encounter inflicts 1d5 damage (if successful).

Wererat

T7; 8–10 HP, 3 PP; +1 Power, +1 Reflex; +1 damage

Cursed as man and beast alike, the wererat is vile in appearance. By day, he is likely to live on the fringes of society, albeit commanding considerable power there (e.g., a bandit king); by night, he becomes a beastly terror, skulking the shadows in search of blood and gold, glutting without fill until the dawn again buries the monstrosity beneath his soiled flesh.

Werewolf

T8–10; 9–11 HP, 5 PP; +2 Power, +2 Reflex; +1 damage

Driven by an insatiable lust for blood and gore, the werewolf's mind has been subsumed entirely by barbarity. Possessed by the cunning of the wolf but with none of its patience, the werewolf leaves brutality in its wide wake everywhere it haunts.

Werewolf Abilities

Go For the Throat – if an opponent fails a melee attack against you, immediately gain an attack against it. *Cost: 1 Power Point.*

Wight

T6; 10 HP, 2 PP; +1 Power

An undead warrior with unfinished business, the wight is a ghostly corpse still adorned in its battle gear (1-in-5 chance of chainmail armor) and wielding the weapons it died grasping—often a sizeable sword and bow (1-in-2 chance the weapon confers a +1 attack or damage bonus).

Silver Dragon

T10; 15 HP, 9–12 MP, 4 PP; +3 Intellect, +1 Reflex; level 4 caster

Smaller, on average, than gold and stone dragons, the silver dragon is a unique species possessing silvery, glittering scales and a magical adeptness unrivaled by any other beast. Highly intelligent, they are descended unchanged of a very ancient breed, rightly believing themselves to be the first true "dragons," and in their manner of speech and behavior, such conceit is apparent. Silver dragons harbor a strong dislike for most humanoid races.

Silver Dragon Abilities

Breath Weapon (Steam) – inflicts 1d5 damage; T5 Reflex Save to reduce damage by 1 point; range 30 ft. *Cost: 1 Power Point.*

Silver Dragon Spells

Dragonspell – see gold dragon.

Invisibility – the target remains invisible for up to your level amount of hours, or until attacking. *Cost: 2 Magic Points.*

Silver Spray – a spray of silver light surges at a target, inflicting 1d5 + 2 damage and permanently staining its flesh a metallic silver; Reflex Save versus caster's spell save to reduce damage by half (rounded down); range 100 ft. *Cost: 3 Magic Points.*

Time Stop – within your line of sight, time freezes for 1d5 rounds. *Cost: 5 Magic Points.*

Stone Dragon

T11; 20 HP, 4 PP; +2 Power

The stone dragon is not a dragon, but rather a giant stone-carved statue depicting a fearsome dragon that has been animated using an immensely powerful magic. Created by an ancient people who dwelt in stone castles of unimaginable size and antiquity, the stone dragon's singular purpose today is to stand guard over the relics of this long-gone race. Though little more than automatons, stone dragons are formidable opponents.

Stone Dragon Abilities

Breath Weapon (Necrotic) – inflicts 1d5 + 2 damage; T5 Reflex Save to reduce damage by 2; range 30 ft. *Cost: 1 Power Point.*

Note: necrotic damage requires twice as long to heal/recover from.

Tail Sweep – see gold dragon.

Dryad

T6; 5–6 HP, 5–6 MP; +1 Aspect

The spirit of the forest trees, the dryad is manifest as a beautiful woman adorned by leaves and vines. She is known to appear to lost travelers, sometimes offering aid, and other times mocking their plight.

Dryad Spells

Heal – restores 1d5 Hit Points. *Cost: 2 Magic Points (1 if the caster possesses the heal skill).*

Imprint Spell – temporarily learn any magical spell cast during the active combat encounter and cast it at cost; lasts for duration of combat encounter.

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Elementals – a peculiar collection of entities, elementals are comprised entirely of organic material and possess a limited form of consciousness. They tend to display an affection for nature and have been observed caring for plants & animals. Though elementals occur naturally in the wild, most are created or summoned by magic-users. Generally, when encountered in the wild, elementals will avoid combat when possible, but will attack if given no other option; even then, they will attempt to escape any time the opportunity is presented. Every elemental possesses the following ability:

Elemental Surge – when at or below half of your Hit Points, each time you are damaged, there is a 1-in-2 chance that a surge of elemental magic will occur, affecting entities within a 50-foot radius.

Roll	Effect
1	Opponents are polymorphed for 1d10 hours
2–4	Opponents become dizzy, suffering −1 Reflex and Power for 1d5 rounds
5–6	All entities gain double Hit Points for 1d5 hours
7–9	Magic use is disabled for 1d10 rounds
10	Elemental becomes invisible for 1d10 hours

Crystal Elemental

T6; 5 + 1d5 HP, 4 PP; +1 Aspect

The crystal elemental is comprised of white-to-purple crystals that form a roughly humanoid shape.

Crystal Elemental Abilities

Crystal Ray – a narrow beam of light that blinds a target (−2 to attack and Reflex) for 1d10 rounds; range 50 ft. *Cost: 1 Power Point.*

Vampire (Racial)

T9–10; 10–14 HP, 6–8 MP, 4–6 PP; +2 Intellect or Power, +2 Reflex; level 2–3 caster

Racial (or pure) vampires wear their raven black—or rarely, deep red—hair in long, loose styles. They are vaguely bat-like in appearance, with sharp ears, dark eyes, and pronounced fangs. Despite this, they are strangely alluring, even charming, when it suits them. Beneath their ageless porcelain flesh surges a superhuman vitality, a deadened heart, and an unquenchable lust for blood. They typically dwell in remote locations, in secretive communities.

Racial Vampire Abilities

Animal Form (bat) – take the form of a bat. *Cost: 1 Power Point.*

Racial Vampire Spells

Dark Flight – fly anywhere within your line of sight (200 ft. movement speed). *Cost: 0 Magic Points (racial advantage).*

Raise Dead – reanimate a corpse (*T5; 6 HP; +1 Power*) that follows basic commands. *Cost: 3 Magic Points.*

Undead – when reduced to 0 Hit Points, conduct a T5 Aspect Save; if you succeed the save, gain 1 Hit Point.

Wart

T5; 4–6 HP, 1 PP; +1 Reflex

Standing on two legs and no more than three feet tall, warts are primitive, frog-like humanoids that dwell in densely populated settlements hidden away in the canopies of swampy forests. They are intensely reclusive creatures, known to fiercely defend their territory with traps and stone weapons.

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Werebeasts – in the dead of night, the werebeast is transformed from their original form into that of a vicious half-man, half-monster. This curse is the result of a number of things: black rituals, surviving a bite from a werebeast, or even ancestry and heritage. While not intrinsically evil, werebeasts cannot control their behavior when transformed and become possessed by a rapacious bloodlust. Additionally, all werebeasts possess the following ability:

Infectious Bite (Werebeast) – inflicts 2 damage; 1-in-10 chance of infecting and converting the victim (T7 Aspect Save to prevent). *Cost: 2 Power Points.*

Ungoliant

T7; 8 HP, 4 PP; +1 Power, +1 Reflex

A massive and unsettlingly intelligent race of spiders, the ungoliant has a keen taste for human innards, though will prey on all warm-blooded beings.

Ungoliant Abilities

Venomous Bite I – inflicts 2 damage; target must succeed a T6 Aspect Save or suffer −1 to attack for 1d5 rounds. *Cost: 1 Power Point.*

Sticky Web – restrains target, preventing their movement or attack actions; on its turn, the target must succeed a Power Challenge (you gain a +1 bonus) to break free; range 20 ft. *Cost: 1 Power Point.*

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Vampires – ageless, timeless, and fiendishly intelligent, vampires shun the light, consume only blood, and possess dark and ancient magical powers. Additionally, all vampires possess the following ability:

Infectious Bite (Vampire) – inflicts 2 damage; 1-in-5 chance of infecting and converting the victim (T6 Aspect Save to prevent). *Cost: 2 Power Points.*

And the following spell:

Legerdemain – creates a minor illusory effect like dimming lights, darkening shadows, a sudden chill in the air, etc.

Vampire (Convert)

T7; 7–10 HP, 3–6 MP, 2–4 PP; +1 Intellect or Power; level 1–2 caster

Retaining their original racial features, vampire converts undergo minor changes upon their transformation: their flesh becomes pale, their eyes dark, and classic vampiric fangs sprout from their mouths. They tend to lead nomadic lives, rather than dwell within the secretive societies of their creators, though are still involved in their myriad conspiracies.

Vampire Convert Spells

Drain Life – target loses 1d5 Hit Points; you gain them (may exceed your maximum Hit Points). *Cost: 3 Magic Points.*

Phantom Dagger – you declare a target by brandishing a dagger at it, immediately inflicting 1 damage; each combat turn, the target must succeed an Intellect Challenge or suffer 1 damage. *Cost: 3 Magic Points.*

Earth Elemental

T8; 10 HP, 4 MP; +1 Power

The earth elemental is a large humanoid made of earth and stone. If discovered, it will attempt to camouflage itself in its surroundings.

Earth Elemental Spells

Move Earth – move or manipulate a large mass of dirt, soil, or earth; if used as an attack, conduct a standard attack roll against the target (+1 attack and damage bonus); range 100 ft. *Cost: 2 Magic Points.*

Fire Elemental

T10; 1d10 + 5 HP, 6 MP; +1 Reflex

The rarest of elementals, the fire elemental is often found in mountainous or similarly dry, rocky terrain, and appears as a large and vaguely humanoid shape.

Fire Elemental Spells

Fireball I – inflicts 1d5 + 1 damage; attack roll versus Toughness; range 50 ft. *Cost: 1 Magic Point.*

Gargoyle

T7; 6–8 HP; +1 Power

The origins of the beastly, stone-carven gargoyle are shrouded in mystery, and their countenance adorns the oldest castles and sanctuaries known to man.

Gargoyle Abilities

Magical Immunity I – immune to the effects (but not the damage) of magical spells.

Gelatinous Cube

T6; 10 HP; +2 Power

A translucent ooze that has adopted the shape of a cube due to its perpetual roaming of dungeon halls, the gelatinous cube will engulf anything it comes into contact with (Power Challenge to prevent); anything within the cube suffers 2 damage per combat round. Objects within the cube can be pulled out with a successful Power Challenge against the cube.

Ghoul

T5; 1d5 HP, 2 PP

A fiendish, undead humanoid, the ghoul is vicious and vengeful, possessing a taste for living flesh and hot blood.

Ghoul Abilities

Hunger For Flesh – each successful melee attack, roll 1d10: if the result is 5 or higher, gain 1 Hit Point.

Poison – on a successful melee attack roll of 9 or higher (or at the cost of 1 Power Point), the victim becomes poisoned, losing their next combat turn.

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Giants – considerably larger than most civilized folk, giants are a primitive, simple race consisting of several different groups. While not always violent, giants are defensive, quick to anger, and easy to offend. However, their simple nature can make them trusting and loyal, under the right circumstances.

Cave Giant

T8; 12 HP, 3 PP; −2 Intellect, +1 Power

The largest of the known giant races, cave giants commonly reach heights of 16 feet or more. Despite their leading solitary lives, they can be curious, and even friendly, toward other humanoids. Their suspicions are quickly overcome and trust easily gained when treated kindly or offered an item which piques their interest. If they are tricked or betrayed, however, they are a whirlwind of fury and destruction.

Half Giant

T7; 10 HP, 2–4 PP; −1 Intellect, +1 Power

Standing between 7–9 feet tall, half-giants are a little-known race that dwell on remote mountaintops in small tribal bands. Contrary to popular belief, they are not the offspring of human and giant parents, making their name a misnomer. Generally easy-going and pleasant, they are nonetheless territorial and distrustful of outsiders.

Half Giant Abilities

Stunning Blow – inflicts 2 damage; +2 attack bonus; target must succeed a Power Challenge to prevent being knocked prone and unconscious for 1d5 rounds. *Cost: 2 Power Points.*

Blood Slime

T4; 2–5 HP, 1 PP; +1 Power

So named for its deep red color (which is the result of its parasitic affinity for blood), the blood slime prefers to cling to high ceilings and drop onto its unsuspecting prey, latching to it and greedily drawing its blood (this attack can be treated as a trap). If triggered, the blood slime will use its parasitic latch ability.

Blood Slime Abilities

Parasitic Latch – latch on to a target and immediately inflict 1 damage; on the target's combat turn, it must succeed a Power Challenge or suffer 1 damage per round until you are unlatched. *Cost: 1 Power Point.*

Glowing Slime

T2; 2–4 HP

The glowing slime is a vivid, luminous slime that comes in a variety of colors—blue, green, purple, etc. It "feeds" on warmth, and as such, is attracted to living creatures, aggressively seeking physical contact, though it is harmless to the touch. Any entity that comes into contact with it is left glowing for 1d10 hours.

Stormbird

T8; 10–12 HP, 6 MP; +2 Intellect

A creature of ancient legend, the stormbird soars high through the moody skies, bringing the sound of distant thunder on its massive wings. Its feathers are deep grey and blue, and a long, majestic tail trails behind it like wisps of cloud. Though the stormbird can sometimes be a portent of dangerous weather (1-in-5 chance), it is a neutral beast, disinterested in the affairs of the terrestrial. All the same, its wrath is fearsome, should it be provoked.

Stormbird Spells

Summon Storm – fills the sky with thick, sullen clouds that unleash torrential rain, booming thunder, and crackling lightning for 1d10 hours; you may target entities within the storm with lightning, inflicting 1d5 damage per successful attack. *Cost: 2 Magic Points to summon storm, 1 Magic Point per attack.*

Townsfolk

T4–6; 3–8 HP

Townsfolk are generally quiet and simple, and their modest livelihoods are dependent on farming, fishing, and other tradecrafts. Typically quick to avoid conflict—particularly with armed adventurers—they are very often helpful, though can be antagonistic under some circumstances (e.g., drunk).

Shapeshifter

T8; 9–10 HP, 4 PP; +1 Aspect, +1 Intellect, +1 Reflex

Taking many forms—from intelligent humanoid to cunning beast—the shapeshifter is a creature of malice and deceit. No matter its form, however, its eyes remain unchanged: a deep, dull red. The shapeshifter will often approach travelers, presenting a friendly countenance in an attempt to gain a token: clothing, food, spare coin, etc. If it should receive such a token, the individual who gave it is marked for death. Usually that very night, the shapeshifter will announce its presence with an unearthly howl and attack its marked victim, taking its true form: a pale-fleshed, long-limbed humanoid with red, glowing eyes and gnashing teeth.

Shapeshifter Abilities

Shapeshift – take the form of any creature of similar size; lasts for 8 hours, or until attacking. *Cost: 0 Power Points (racial advantage).*

Shriek – all living creatures within 50 ft. must succeed a T6 Aspect Check or be sickened for 1d5 rounds (−1 to all rolls). *Cost: 1 Power Point.*

Skeletal Warrior

T4–6; 3–8 HP

The skeletal warrior comes in a wide variety of humanoid shapes—sometimes still glistening wetly, other times dry as the crypt from which it escaped. It is animated by some evil force to attack relentlessly until slain. The skeletal warrior is always wielding some form of traditional melee weapon like a dagger, shortsword, or mace; additionally, there is a 1-in-2 chance that the skeletal warrior is equipped with chainmail armor.

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Slimes – normally found in caves and dungeons in the form of puddles on floors, coating walls, and in some instances, clinging to ceilings, slimes are simple creatures: unthinking and unfeeling. Slimes exist to consume and will attempt to devour any living entity with which they come into contact.

Acrid Slime

T3; 1–3 HP

A wandering, aimless ooze, the acrid slime is the most numerous of slimes in existence.

Acrid Slime Abilities

Acidic – on a melee attack roll of 10, completely destroy one non-enchanted metallic weapon.

Hill Giant

T9; 10–12 HP, 3 PP; −2 Intellect, +2 Power

The most wild and unpredictable of all known giant races, the hill giant is a formidable sight, standing 14 feet tall and usually wielding a great wooden club (+1 attack and damage bonus). An unreasoning brute and indiscriminate carnivore, it is responsible for the vast majority of deaths attributed to giants.

Hill Giant Abilities

Primal Rage – your first melee attack of the combat encounter inflicts 1d5 damage (if successful).

Retaliation – when struck in combat, you may immediately make one melee attack against the attacker, or the nearest opponent. *Cost: 1 Power Point.*

Giant Eagle

T7; 9 HP, 3 PP; +1 Intellect

With a wingspan of greater than 20 feet, the giant eagle is a wise and noble creature. Though they care little for the affairs of others, they have been known to aid innocent or virtuous entities when the effort aligns with their own interests.

Giant Rat

T4; 2–3 HP; +1 damage

Diseased, mangy, and vicious, giant rats are roughly the size of a cat. Attacking exclusively in large groups, they will always flee when half of their number has been slain.

Goblin

T3–6; 2–6 HP; +1 Power or Reflex

Snarling, diminutive, blood-thirsty humanoids, goblins are clever, ruthless, and fundamentally evil. They often wield razor-sharp, wicked-edged daggers or shortbows.

Golems – a mindless bulk of organic material, the golem is animated to action by powerful magic. It is a servile creature by nature, obeying simple commands issued by the summoner, ceasing only when it has completed its task or is killed in the attempt. Nearly any organic material can be animated into a golem, though some materials may prove more difficult than others.

Flesh Golem

T5; 3–6 HP, 2 PP

A twisted aberration of coagulated blood, sinew, bone, and muscle, the flesh golem is corporeal horror manifest. Despite being unliving and possessing no memory, will, or spirit, the flesh golem is animated with a fiendish ferocity and attacks its enemies with untempered aggression.

Flesh Golem Abilities

Rampage – gain a +1 attack and damage bonus for 1d10 rounds; additionally, gain 2 Hit Points. *Cost: 2 Power Points.*

Iron Golem

T8; 10 HP, 3 PP; +1 Power; +1 Toughness against bladed weapons

An empty suit of armor, standing an eternal watch; a hulking clump of raw ore, ever stalking the stony foothills; these are two common forms in which the iron golem is manifest. Unless commanded to action by its creator, the iron golem tends to remain stationary, indistinguishable from an ornamental statue or crude iron sculpture.

Rock Golem

T7; 8–10 HP; +1 Power; +2 Toughness against bladed weapons

The most prolific of golems, the rock golem is also a naturally occurring entity, found (though rarely) in the stony wilds. While none are certain of the conditions of their non-magical creation, it is thought they are the result of lightning striking humanoid-shaped rock formations. Unique among the golems in that they are often unbound to a creator's will, a rock golem is generally unperturbed by all but a direct attack against it.

Black-ice Serpent (Hatchling)

T6; 6 HP, 6 PP; +1 Reflex; +1 damage

The offspring of the black-ice serpent, hatchlings can be even more dangerous than their adult counterparts, as they are considerably more venomous while young, and inflict a nasty bite.

Black-ice Serpent (Hatchling) Abilities

Venomous Bite II – inflicts 3 damage; target must succeed a T8 Aspect Save or suffer −2 attack penalty for 1d5 rounds. *Cost: 2 Power Points.*

Feathered Serpent

T7; 10 HP, 4–6 PP; +1 Reflex

Quick as a snake and graceful as a bird, the feathered serpent is covered in rich plumage, the appearance of which varies based on the serpent's environment. These feathers allow the serpent to fly effortlessly through the sky, enabling it to attack its targets with a series of lightning-fast dives.

Feathered Serpent Abilities

Absorb Magic – resist the effects (but not the damage) of any spell, and gain an amount of Hit Points or Power Points equal to the spell's cost in Magic Points.

Multi-strike (Melee) I – conduct a melee attack against up to 1d5 targets. *Cost: 2 Power Points.*

Shadowcat

T7; 6–9 HP, 2 PP; +3 Reflex; skills: hide, sneak

Despite its thick, shock-white fur, the shadowcat slinks invisibly in dusk and dawn alike. Often reaching the size of a large tiger, though even more lithe and sleek, shadowcats are typically found high atop snow-capped mountains. They will semi-frequently descend from their alpine homes in search of food or mates.

Shadowcat Abilities

Evade – dodge a successful attack. *Cost: 1 Power Point.*

Shambling Horror

T12; 15 HP, 3 MP; +2 Power

A huge mass of writhing flesh and a gaping maw studded with rows of flat, grinding teeth, the shambling horror is a grotesque aberration whose churning stomach is never full.

Shambling Horror Spells

Teleport – costs 1 Magic Point per 500 ft.

Ravenous Bird

T3; 1–2 HP; +1 Reflex

Starved and desperate, ravenous birds will attack ferociously until at least half of their flock—usually numbered 10–20—is slain.

Ravenous Bird Abilities

Swarm – gain a +1 Toughness bonus in large numbers (10+).

Rolang

T6; 4–6 HP; +2 Power

A grim and somber creature, the rolang is an animated humanoid corpse, revivified by dark magic to serve its creator. The rolang's skin is black and frostbitten, its body hard as ice and deceptively strong. Additionally, the rolang is missing its tongue, which is ritualistically removed during its creation.

Rolang Abilities

Undead – when reduced to 0 Hit Points, conduct a T5 Aspect Save; if you succeed the save, gain 1 Hit Point.

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Serpents – cold-blooded and cold-hearted, serpents resemble massive snakes (e.g., long, sinuous bodies; scaly flesh; cruel, inscrutable eyes) but present an even greater danger, as they are generally highly intelligent and possess a variety of supernatural powers—including spell-casting and telepathy.

Black-ice Serpent (Adult)

T10; 12 HP, 3 PP; +1 Aspect, +1 Reflex; +2 damage

The black-ice serpent can reach up to 100 feet long, and its ink-black flesh is phosphorescent, glowing blue when agitated. Its steel-trap jaws are studded with thousands of needle-like teeth, and its cold black eyes glitter dully. The serpent is completely blind but can detect body heat through solid stone. Its senses are further enhanced by a primitive telepathy. Dwelling only in deep undersea caverns, it spends much of its time in a state of semi-hibernation, extending its lifespan indefinitely.

Black-ice Serpent (Adult) Abilities

Combat Telepathy – all attacks against you must first succeed an Aspect Challenge or suffer a −2 attack penalty.

Venomous Bite I – inflicts 2 damage; if bitten, target must succeed a T6 Aspect Save or suffer a −1 attack penalty for 1d5 rounds. *Cost: 1 Power Point.*

Goliath Crab

T5–6; 4–6 HP; +1 Power

Massive crustaceans with iron-hard carapaces and vice-like claws, goliath crabs are usually found clinging to the rocky ocean shores in groups of 5–20.

Goliath Crab Abilities

1-in-2 goliath crabs will possess the following ability:

Vice – on a melee attack roll of 10, you pin your target; they are unable to make a move action for 1d5 rounds, or until succeeding a Power Challenge.

Griffyn

T9; 10 + 1d5 HP, 6–9 MP, 5 PP; +2 Intellect, +2 Reflex

Considered by many peoples to be the king of all beasts, the griffyn is both feared and revered by all manner of men. Possessing the head, wings, and talons of an eagle and the body, mane, and tail of a lion, it is a majestic and highly intelligent creature. To kill a griffyn—even in self-defense—is said to curse the killer and all his descendants thereafter and until the end of time; however, to help a griffyn in distress is thought to confer an eternal blessing upon the Samaritan and his line in perpetuity.

Griffyn Abilities

Deadly Dive – make a melee attack while airborne, gaining a +1 attack and damage bonus, and immediately retreat up to 50 ft. high. *Cost: 1 Power Point.*

Griffyn Spells

Protective Spirit – cancel any one successful action (ability, attack, spell, etc.). *Cost: 3 Magic Points.*

Sunburst – inflicts 1d10 damage, blinds any creature within a 10-foot radius of the target for 1d5 rounds (−2 to attack and Reflex); Aspect Save versus caster's spell save to reduce damage by half; range 30 ft. *Cost: 4 Magic Points.*

Grimalkin

T6; 9 HP, 2 MP, 2 PP; +2 Reflex; level 2 caster

Short and lithe, grimalkin—also known as catfolk—are swift of mind and body, possessing all the grace and conceit native to the feline races. Bipedal and standing no more than four feet tall, their tails are equal to their body length, and their fur coats come in several colors and patterns. While whimsical and child-like in demeanor, grimalkin are also fierce warriors equipped with powerful jaws, wicked claws, and natural magic.

Grimalkin Abilities

Cat's Paw – reduce all fall damage by half, rounded down.

Grimalkin Spells

Wild Grace – gain +2 Reflex for 1d5 + your level amount of rounds. *Cost: 1 Magic Point (2 if cast on a nearby target).*

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Hags – creatures of pure malevolence, these witch-like beings were once women, but a terrible and violent death has transformed them into hideous and hate-driven monstrosities. Unlike witches, hags form no covens and possess no familiars—they are completely solitary, loathing themselves nearly as much as they loathe all living beings; however, their hatred for men in particular burns brightest of all.

Frost Hag

T7; 7–8 HP, 6 MP; +2 Intellect; level 1–2 caster

A hunched and wizened horror, the frost hag hides her repugnant appearance beneath an illusion of beauty. She presents herself as a slender, youthful woman with thick black hair, fair white skin, and icy blue eyes to ensnare the lustful or unsuspecting.

Frost Hag Spells

Disguise Self – you significantly alter your appearance, including changes to your shape and size; lasts for one hour. This spell is purely illusory and may be exposed by physical contact. *Cost: 2 Magic Points.*

Drain Life – target loses 1d5 Hit Points; you gain them (may exceed your maximum Hit Points). *Cost: 3 Magic Points.*

Icy Gaze – any entity that looks upon your face must succeed an Aspect Save versus caster's spell save or be frozen for 1d10 rounds. *Cost: 1 Magic Point.*

Myconid

T5; 4–6 HP, 4 PP; +1 Aspect or +1 Reflex

Also known as "mushroom men," myconids are a sentient race of humanoid fungi that form vast and complex subterranean societies. They are generally wise, noble, and simple, possessing a deep connection to the natural world. While peaceable by nature, they are also reclusive and tribalistic, and can be dangerous if approached carelessly.

Myconid Abilities

Spore Cloud – release spores to the wind, affecting all entities within a 20-foot radius; effects last 1d5 + 1 rounds (unless otherwise specified); T5 Aspect Save to prevent. *Cost: 1 Power Point.*

Roll	Effect
1–5	*Fear* – entities are stricken with a deep, disturbing fear, suffering a −2 attack penalty.
6–9	*Sleep* – entities fall into a deep slumber (lasts for 1d5 hours or until attacked).
10	*Rage* – entities become enraged and attack the nearest creature blindly.

Ogre

T10; 12–14 HP, 2–4 PP; +1 Power; +1 damage

Standing up to ten feet tall, the thick-skulled, muscle-bound ogre is dull, brutish, and highly temperamental. Ogres lead solitary lives of raiding and reaving, and wield crude, primitive weapons like clubs and massive stone-tipped spears.

Ogre Abilities

By Will Alone – resist the effects (but not the damage) of a spell targeting you. *Cost: 2 Power Points.*

Power Strike – increase the damage of your attack. *Cost: 1 Power Point per point of damage increased.*

Pyrocan

T10; 14 HP, 6 MP, 3 PP; +1 Intellect, +2 Reflex

A rare and magical creature, the pyrocan is a large canine (bigger even than a horse) whose body is comprised of flame, and great wings of fire sprout from its back. It is a fierce friend to humanoids with which it has bonded, but a fiercer foe to strangers or enemies.

Pyrocan Abilities

Bite I – inflicts 2 damage. *Cost: 1 Power Point.*

Pyrocan Spells

Fireball II – inflicts 1d10 damage; attack roll versus Toughness; range 100 ft. *Cost: 2 Magic Points.*

Miscreant

T4; 1–3 HP, 2 PP; +3 Reflex; skills: hide

A race of small, goblin-like creatures, miscreants are best known for their habit of surreptitiously lightening the load of treasure-laden adventurers.

Miscreant Abilities

Petty Thief – gain a +2 bonus to all attempts to conceal, steal, or pilfer something (game master's discretion).

Prying Eye – discover and exploit a target or obstacle's weaknesses, reducing its Toughness by 2 for one attempt, or one combat round. *Cost: 2 Power Points.*

Mountain Devil

T8; 8–10 HP, 1 PP; +1 Aspect, +1 Power

Despite its great stature, this hairy biped moves like a shadow through the thick forests that blanket its mountain home. The mountain devil is a reclusive and mysterious creature—part ape, part man, part otherworld. Peaceful by nature, mountain devils dwell in small, well-hidden communities comprised of simple timber structures, but are capable of shocking acts of violence if threatened or harmed.

Mountain Devil Abilities

Shout of War – all allies within earshot may conduct a T5 Aspect Check; if succeeded, they gain a +1 attack bonus for 1d5 rounds. *Cost: 1 Power Point.*

Muddeman

T12; 16–20 HP; +2 Power

A great lumbering mass of slimy black earth, the muddeman is the result of a water supply (swamps and lakes, typically) becoming contaminated with enchanted "run-off." Most muddemen are quite large, standing some 15 feet tall with a stocky build. They protect their territory fiercely, springing like a trap on man and beast alike.

Muddeman Abilities

Magical Immunity II – immune to the effects and the damage of magical spells.

Mummy

T7; +2 Power

Many ancient cultures engaged in the practice of mummification, but only those whose secrets are now lost to the dim mists of time were able to permanently reanimate the dead. Mummies cannot be killed—each part of a mummy's body can act independently of its head, and should they become separated, will autonomously seek to be reunited by whatever means possible.

Sea Hag

T8; 8 HP, 5 MP; +2 Intellect; level 2–3 caster

Her thick hair, an iridescent blue and green, falls about her naked shoulders like a waterfall; her cool grey eyes are as deep and mysterious as the sea, and twice as deadly. Underneath this comely visage is a skeletal, demonic creature wrapped in waterlogged skin and armed with wicked talons, glittering fangs, and a rage fiercer than a thousand gales.

Sea Hag Spells

Disguise Self – see frost hag.

Lightning Strike – inflicts 1 damage (on an attack roll of 10, inflicts 2 damage); attack roll versus Toughness; range 100 ft. *Cost: 0 Magic Points.*

Tempest – the wind and waves obey your will, tearing like claws and crashing like boulders around you; inflicts 2 damage per round to all entities in range (caster immune); lasts for 1d5 + your level rounds; range 50-foot radius. *Cost: 3 Magic Points.*

Swamp Hag

T7; 6–9 HP, 7 MP; +1–2 Intellect; level 2–4 caster

Her laugh, full of mirth and mockery, announces her presence from the shadows, and scintillant dark eyes stare out from a beautiful, untamed face. She wears her dusky hair piled atop her head and moves like the swaying myrtle but strikes like snapping jaws. Her true face is one of black rot, and a watery grave awaits all who cross her path.

Swamp Hag Spells

Disguise Self – see frost hag.

Lightning Strike – see sea hag.

Touch of Death – any creature touched is reduced to 0 Hit Points; Reflex Challenge versus target. T5 Aspect Save to prevent death, instead reducing the victim to 1 Hit Point. *Cost: 5 Magic Points.*

Harpy

T5; 6 HP, 4 PP; +1 Reflex

Before the flutter of her feathery wings can be heard, her soft, sweet melody lilts on the air, cloaking her evil intentions. The harpy is a vicious winged humanoid with a nasty temperament, bearing bird-like feet equipped with huge talons.

Harpy Abilities

Double-strike (Melee) – gain an additional melee attack each time you make a successful melee attack (once per combat turn).

Hobgoblin

T8; 8–12 HP, 4 PP; +2 Power

More developed and intelligent than goblins, the hobgoblin is easily distinguished by its larger size and better-formed build. Hobgoblins are formidable combatants and war-like people; they live to slay and be slain on the battlefield. Preferring melee combat, hobgoblins generally only use melee weapons—though they will employ primitive siege engines when necessary.

Hobgoblin Abilities

Hobgoblins have one of the following abilities:

One Man Army – on your combat turn, make a melee attack against multiple targets within striking range. *Cost: 1 Power Point per target.*

Pummel – on a melee attack roll of 10, knock your opponent prone.

Raised By the Sword – when facing an opponent also armed with a sword, gain a +1 attack bonus.

Howler

T5; 3–5 HP; +1 Power

Roughly three feet tall, the howler is a primitive, ape-like beast covered in thick white fur. Protruding from its naked jowls are large fangs, punctuated by rows of dull, pointed teeth. Howlers are extremely territorial, ferociously strong, and exceedingly cruel.

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Lizardfolk – representing a wide variety of tribes, lizardfolk are intelligent reptilian humanoids that live at the fringes of large cities and other settlements. Lean, shrewd, and extremely reserved, they are skilled woodsmen, and as such, often find employ as guides, men-at-arms, scouts, and more. While the various lizardfolk tribes wage war amongst themselves, they have a generally peaceful relationship with the world of men.

Lizardfolk Druid

T5; 6 HP, 4 MP, 2 PP; +1 Aspect

Possessing a deep connection with the natural world and deriving from it magical power, the lizardfolk druid is a guardian of the free, wild lands.

Lizardfolk Druid Spells

Lightning Bolt I – inflicts 1 damage; attack roll versus Toughness (+1 attack bonus). *Cost: 1 Magic Point.*

Oakenhide – gain 1d5 temporary Hit Points (may exceed your maximum Hit Points). *Cost: 1 Magic Point (2 if cast on a nearby target).*

Lizardfolk Ranger

T6; 7–8 HP, 4 PP; +1 Reflex

Possessed by a wandering foot, the lizardfolk ranger is never long in one spot, ever seeking the furthest and deepest reaches of the hidden, wild places.

Lizardfolk Ranger Abilities

Preemptive Strike – immediately gain a ranged attack against any opponent moving toward you. *Cost: 2 Power Points.*

Ranged Prowess – gain a +1 damage bonus when attacking with a ranged weapon.

Lizardfolk Skull-splitter

T9; 10–12 HP, 3 PP; +2 Power

Standing head-and-shoulders taller than most lizardfolk, the skull-splitter is a born and bred warrior with the temperament of a crocodile and typically wields a large stone axe (+1 damage).

Lizardfolk Skull-splitter Abilities

Pummel – on a melee attack roll of 10, knock your opponent prone.

Manticore

T9; 10–13 HP, 6 PP; +2 Reflex

Possessing a human face, a lion's body, leathery wings, and a spike-tipped reptilian tail, the manticore is an amalgam of teeth, claws, and terror. Fiercely territorial and ceaselessly hungry, it is conversant in dozens of languages but will heed no reason. The manticore is calculating when attacking, preferring to stay afar and aloft, subjecting its targets to a volley of tail spikes and finding cruel pleasure in toying with its opponents. However, if goaded or enraged, it will viciously engage in melee combat.

Manticore Abilities

Multi-strike (Ranged) I – conduct a ranged attack against up to 1d5 targets. *Cost: 2 Power Points.*

Minotaur

T8; 10 HP, 4 PP; +1 Power; +1 damage

Standing up to eight feet tall, the minotaur is a towering, muscular humanoid with the head of a bull, torso of a man, and cloven-hooved feet. Minotaurs heavily favor the use of axes, hammers, and other large bludgeoning weapons.

Minotaur Abilities

Bullrush – on a successful melee attack, inflict 2 damage and knock prone up to 1d5 opponents in the immediate vicinity of the target. *Cost: 1 Power Point.*