

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Amoeba, Giant

Animal

**Combat Values:**

Spirit Points:	1d4
Hit Points:	5d8
Alignment:	Animal
Attacks:	1/ 1
Parries:	1/ 1
BAtCh:	17
Base AC:	8
<input type="checkbox"/> Offworld	

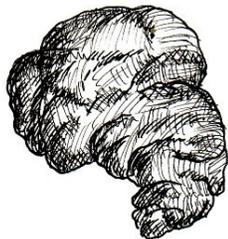
Giant Amoebas were created by the South Point government for the primary purpose of keeping sewers free of debris. These creatures are mindless and exist only to feed on organic materials. In their intended environment, they function admirably. Of course, there is always the law of unintended consequences. The main consequence being that Giant Amoebas now inhabit caves, abandoned tunnels, swamps, and nearly any other environment that is dark and moist.

While not evil in any way, a Giant Amoeba will attempt to consume anything organic. They're not picky eaters. Their outer sheath produces a highly caustic sheen that can eat through organic armor in 1d4 rounds. The alkaline resin they produce has only a limited effect on inorganic materials. They can also form pseudopods which they use to grab weapons away from attackers, or to drag creatures into its body for digestion.

A Giant Amoeba's body is highly flexible. It can take many shapes, from a 8' sphere to a long tube. Its body is 90% transparent, giving it an overall stealth rating of 75%.

## Saving Throws

Death Magic:	16
Magical Weapon:	16
Area Effect:	16
Poison:	14
System Shock:	12
Spiritual Powers:	18
Sleep/Charm:	18



## Primary Attributes

Strength:	18
Intelligence:	1
Wisdom:	1
Faith:	1
Dexterity:	3d6
Constitution:	3d6
Charisma:	1
Corneliness:	N/A

## Movement/Sensory

Move - Run:	8/1
Move - Fly:	
Move - Swim:	2/1
Move - Burrow:	1/1
Empathic Rating:	
Empathic Resist:	
Lowlight Vision:	
Infravision:	
Detect Motion:	30/1
Sense Presence:	15/1

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

Number per Encounter:	1
Frequency:	Rare
Size Class:	7

## Offensive Capabilities

**Form Pseudopod:** Attacks as a club; add Strength bonus.

**Engulf:** On a critical success, this creature can engulf any man-sized target or smaller. Engulfed creatures suffer 4d8 caustic damage plus suffocation.

**Alkaline caustics:** Reduces organic armor by 1AC per round of contact. Save vs. caustics will negate for that round.

## Defensive Capabilities

**Immune to called shots:** Since this creature has no specific body parts, it is immune to called shots, Coward's Blow, surprise, and back-attacks.

**Immunity:** Caustics  
**Resist [50%]:** Poison.  
**Regeneration:** 1HP/Turn  
**Stealth [75%]**

**Vulnerability:** Fire [2x], dehydration [2x].

## Special Abilities:

This creature can assume a wide variety of shapes.  
 It can climb walls [90%] via pseudopod.

**Encounter Level**

Level 1-3  
 Level 4-6  
 Level 7-9  
 Level 10-15  
 Level 16-20  
 Level 21+

# Ancestral Warrior

Undead - Free Willed

**Combat Values:**

Spirit Points:   
 Hit Points:   
 Alignment:   
 Attacks:   
 Parries:   
 BAAtCh:   
 Base AC:   
 Offworld

An Ancestral Warrior is the temporary physical manifestation of an ancient family spirit - the ghost of a mighty being from the past. The Spirit must be have a direct family relation to the one who summoned it and must have had at least 10 Class Levels as a Priest, Warrior, Paladin, Shaman, or Barbarian in life. Note that there is only a 5% chance that a summoned Ancestral Warrior will retain any class-based abilities roll for this whenever upon summoning. Finally, there are cases of these creatures spontaneously summoning themselves when intruders invade their tombs, former family estates, or place of death.

In appearance, Ancestral Warriors appear as pale and gaunt versions of the deceased Ancestor. Their hair is always white or silver and an unseen wind blows about them. Most Ancestral Warriors were quite elderly when they died, thus most Ancestals will appear as gaunt, wizened old men or women.

## Saving Throws

Death Magic: -  
 Magical Weapon: 10  
 Area Effect: 10  
 Poison: -  
 System Shock: 10  
 Spiritual Powers: 10  
 Sleep/Charm: 2



Number per Encounter:   
 Frequency:   
 Size Class:

## Primary Attributes

Strength:   
 Intelligence:   
 Wisdom:   
 Faith:   
 Dexterity:   
 Constitution:   
 Charisma:   
 Comeliness:

## Movement/Sensory

Move - Run:   
 Move - Fly:   
 Move - Swim:   
 Move - Burrow:   
 Empathic Rating:   
 Empathic Resist:   
 Lowlight Vision:   
 Infravision:   
 Detect Motion:   
 Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead  
 Dark  Fear  Holy  
 Regens  Incorporeal  
 Creates Undead Spawn

## Offensive Capabilities

These Spirits are proficient with all weapons. Will generally be equipped with melee and projectile weapons of at least +2 enchantment. Armor that it had in life has no affect upon its AC, though special abilities still apply. If an Ancestral Warrior is destroyed, they cannot manifest again until 1 year has passed.

## Defensive Capabilities

This entity is Incorporeal

## Special Abilities:

This creature functions as a 10th Level Priest of appropriate alignment.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Angel**

Spirit Entity [NPC]

**Combat Values:**

Spirit Points: 20d10 [117]

Hit Points: 18d12 [117]

Alignment: Saintly

Attacks: 3/1

Parries: 3/1

BAtCh: 9

Base AC: -5

Offworld

Angels are radiantly beautiful messengers of the True One and the guardians of all that is good. They appear as incredibly beautiful and powerful winged humans, though they are also armed to deal with Evil. Angels rarely interfere in the lives of mortals except to contest with Demons and other such beings.

When appearing in physical form, Angels typically shine with an inner glow that is more sensed than seen. They wear ringmail armor of the highest quality. It is not metal, but rather a combination of light and force. Angels are breathtakingly beautiful to behold. Angels can appear in male or female forms, and do not necessarily have to manifest as humans (although in human-dominant worlds, this is usually the case).

Angels are not particularly talkative. They usually issue commands or an important message and then depart. Alternatively, an Angel may appear in physical form in order to fight a powerful summoned demon.

Angels typically wield a two-handed longsword that glows like the sun.

**Saving Throws**

Death Magic: 8

Magical Weapon: 6

Area Effect: 6

Poison: -

System Shock: 6

Spiritual Powers: 6

Sleep/Charm: 6



Number per Encounter: 1

Frequency: Rare

Size Class: 5

**Primary Attributes**

Strength: 5d6

Intelligence: 5d6

Wisdom: 5d6

Faith: 5d6

Dexterity: 5d6

Constitution: 5d6

Charisma: 5d6

Corneliness: 5d6

**Movement/Sensory**

Move - Run: 24//

Move - Fly: 48// Class B

Move - Swim: 12//

Move - Burrow: 4//

Empathic Rating: 65%

Empathic Resist: 65%

Lowlight Vision: 30//

Infravision: -

Detect Motion: -

Sense Presence: 24//

**Defenses**

Resists Weakness

Fire/Heat

Electricity

Caustic

Cold/Ice

Poison

Magic

Sunlight

Mundane

Silver

Radiation

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

**Offensive Capabilities**

Armed with a magical Sword of Truth or a Mace of Justice - both weapons deal 1d12 + 7 points of damage to Evil creatures and 1d12 + 3 to creatures of all other alignments. Also armed with a Bow of the Heavens: the arrows fired from this weapon deal 1d6 + 5 points of damage to Evil creatures and 1d6 + 3 damage to all other creatures. This bow creates arrows when the string is pulled back. If an Angel is defeated, all of its equipment returns to its native Plane in 1 hour and it cannot manifest again until 2d4 months have passed.

**Defensive Capabilities**

Immunities: Electricity, Mundane Weapons  
 Resistances: Fire = 50%, Cold = 50%, Caustics = 75%  
 Damage Reduction: 4  
 Regeneration: 1 point per round (Fire deals normal damage)  
 Magic Resistance: 20%  
 Holy Aura: 1

**Special Abilities:**

This creature also functions as a 10th Level Priest and a 5th Level Paladin.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Archangel

Spirit Entity [NPC]

**Combat Values:**

Spirit Points:	25d12 [171]
Hit Points:	25d12 [163]
Alignment:	Saintly
Attacks:	5/1
Parries:	5/1
BAtCh:	3
Base AC:	-8
<input type="checkbox"/> Offworld	

Archangels are mighty and radiantly beautiful messengers of the True One and the guardians of all that is good. They appear as incredibly beautiful and powerful winged humans, though they are also armed to deal with Evil. Archangels rarely interfere in the lives of mortals except to contest with Demons and other such beings.

When appearing in physical form, Archangels shine with an immutable glow that even the blind can somehow see. They wear plate armor of the highest quality. It is not metal, but rather a combination of light and force. An Archangel's beauty is reflective of its spiritual perfection and its unwavering dedication to the forces of truth, beauty, duty, and love. An Archangel can appear in male or female form, can manifest as a member of another sentient race (although in human-dominated worlds, this is usually the case).

Archangels are not particularly talkative - they usually leave conversation with mortals to Angels or Messenger Spirits. They usually just issue commands or an important message and then depart. Alternatively, an Archangel may appear in physical form in order to fight an extraordinarily powerful summoned demon.

An Archangel typically wields a two-handed longsword that glows like the sun. They may have other weapons as well.

## Saving Throws

Death Magic:	6
Magical Weapon:	4
Area Effect:	4
Poison:	-
System Shock:	4
Spiritual Powers:	4
Sleep/Charm:	4



Number per Encounter:	1
Frequency:	Very Rare
Size Class:	6

## Primary Attributes

Strength:	6d6
Intelligence:	6d6
Wisdom:	6d6
Faith:	6d6
Dexterity:	6d6
Constitution:	6d6
Charisma:	6d6
Corneliness:	6d6

## Movement/Sensory

Move - Run:	48//
Move - Fly:	128// Class B
Move - Swim:	24//
Move - Burrow:	5//
Empathic Rating:	95%
Empathic Resist:	95%
Lowlight Vision:	30//
Infraision:	-
Detect Motion:	-
Sense Presence:	24//

## Defenses

Resists	Weakness
<input checked="" type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input checked="" type="checkbox"/> Electricity	<input type="checkbox"/>
<input checked="" type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input checked="" type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear <input checked="" type="checkbox"/> Holy
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Incorporeal
<input type="checkbox"/> Creates Undead Spawn	

## Offensive Capabilities

Armed with a magical Sword of Truth or a Mace of Justice - both weapons deal 1d12 + 10 points of damage to Evil creatures and 1d12 + 5 to creatures of all other alignments. Also armed with a Bow of the Heavens: the arrows fired from this weapon deal 1d6 + 7 points of damage to Evil creatures and 1d6 + 5 damage to all other creatures. This bow creates arrows when the string is pulled back. If an Archangel is defeated, all of its equipment returns to its native Plane in 1 hour and it cannot manifest again until 2d4 months have passed.

## Defensive Capabilities

Holy Aura: 2  
 Immunities: Electricity, Caustics, Mundane Weapons  
 Resistances: Fire = 75% Cold = 75%  
 Damage Reduction: 5  
 Regeneration: 2 points per round (Fire deals normal damage)  
 Magic Resistance: 35%

## Special Abilities:

Healing Touch: Can freely heal 4d6 points of damage once per round - counts as 1 attack

This creature functions as a Level 10 Priest and a Level 10 Paladin.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Automaton

Undead

Combat Values:

Spirit Points:	2d4+5 [ 10 ]
Hit Points:	5d10 [ 28 ]
Alignment:	Unaligned
Attacks:	4/ 1
Parries:	0/ 1
BAtCh:	16
Base AC:	5
<input type="checkbox"/> Offworld	

Automatons are the sad results of the Saelthrom priests' attempts to produce their own robot-like servants. The poor souls had all of their memory and personality erased so that they would better "serve the greater good" as machines in the Saelthrom's version of a utopian society. Automatons are not truly evil: they are merely docile slaves of their current master, but since nearly all of them serve evil beings, it is common to encounter them as guards and warriors in the dark places of the world.

Automatons appear mostly as they did in life, but they are now very haggard and worn, and their glazed eyes show the emptiness of their existence. Most Automatons were very powerfully-built humans or dwarves in life, thus the average specimen is well-muscled, thick, and tough. They are usually given ragged clothes to wear and are frequently unwashed, due to their masters' frequent neglect. Most Automatons have a grey deathpallor, but do not necessarily stink of the grave.

Empathically aware beings that encounter them detect a strong sense of hopeless and despair.

## Saving Throws

Death Magic:	-
Magical Weapon:	14
Area Effect:	14
Poison:	-
System Shock:	14
Spiritual Powers:	14
Sleep/Charm:	-



## Primary Attributes

Strength:	4d6
Intelligence:	1d4
Wisdom:	1d4
Faith:	2d4
Dexterity:	2d4
Constitution:	4d6
Charisma:	1
Corneliness:	3d4

## Movement/ Sensory

Move - Run:	12/ /
Move - Fly:	-
Move - Swim:	-
Move - Burrow:	1/ /
Empathic Rating:	0%
Empathic Resist:	10%
Lowlight Vision:	-
Infravision:	-
Detect Motion:	-
Sense Presence:	-

## Defenses

Resists	Weakness
<input type="checkbox"/>	Fire/ Heat <input type="checkbox"/>
<input type="checkbox"/>	Electricity <input type="checkbox"/>
<input type="checkbox"/>	Caustic <input type="checkbox"/>
<input type="checkbox"/>	Cold/ Ice <input type="checkbox"/>
<input type="checkbox"/>	Poison <input type="checkbox"/>
<input type="checkbox"/>	Magic <input type="checkbox"/>
<input type="checkbox"/>	Sunlight <input type="checkbox"/>
<input type="checkbox"/>	Mundane <input type="checkbox"/>
<input type="checkbox"/>	Silver <input type="checkbox"/>
<input checked="" type="checkbox"/>	Radiation <input type="checkbox"/>
<input checked="" type="checkbox"/>	Turns as Undead
<input type="checkbox"/>	Dark <input type="checkbox"/>
<input type="checkbox"/>	Fear <input type="checkbox"/>
<input type="checkbox"/>	Holy <input type="checkbox"/>
<input type="checkbox"/>	Regens <input type="checkbox"/>
<input type="checkbox"/>	Incorporeal <input type="checkbox"/>
<input type="checkbox"/>	Creates Undead Spawn

Number per Encounter:	1d5
Frequency:	Common
Size Class:	5

## Offensive Capabilities

These beings were once quite effective labourers, and now attack their foes with equal haste. Fortunately for the living, they are usually only equipped with old and often rusted weapons that they may have wielded in life, which function at -1 to damage. They may also punch for 1d6 points of damage.

## Defensive Capabilities

Resistances: Radiation: 50%(they are not full Undead, so not immune to Radiation)  
 Turn Resistance: Because of their partial Undead nature, they are turned as if 4 Hit dice higher and are 50% resistant to Holy Water.

## Special Abilities:

No special abilities

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Bat, Vampire

Animal

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

Offworld

**Description:** Unlike normal bats, Vampire Bats have a taste for both cruelty and blood. While they will generally prey upon insects like most bats, Vampire Bats will attack warmblooded creatures in swarms, seeking to drink their blood. These creatures nest in caves and abandoned buildings, and often in large numbers. Vampires use these Bats as animal companions and can even turn into them.

A Vampire Bat looks like a normal predatory nocturnal bat, simply with large. They have tiny red eyes that cannot see in the normal spectra, but can perceive in infrared.

## Saving Throws

- Death Magic: **16**
- Magical Weapon: **16**
- Area Effect: **14**
- Poison: **16**
- System Shock: **14**
- Spiritual Powers: **18**
- Sleep/Charm: **18**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

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Empathic Rating:

Empathic Resist:

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Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

Bite: 1d2 points of damage

On critical success: Transmit disease.

## Defensive Capabilities

## Special Abilities:

**Ability Drain:** When making an attack, the victim must make a Save vs. System Shock or lose 1 point of Endurance. Vampire Bats that have successfully stolen 4d4 points of Endurance break off the attack and retreat once their feeding is complete.

**Echolocation:** Blinding effects are useless against Bats so long as they can use their echolocation ability.

**Encounter Level**

Level 1-3

Level 4-6

Level 7-9

Level 10-15

Level 16-20

Level 21+

**Bear**

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Animal

**Description:** Bears are large and powerful omnivores that dwell in the wild regions of the world. They will eat almost anything they can catch, though most prefer live game. While these big, shaggy creatures can be terrifying opponents and will defend their young to the death, they also make equally powerful animal companions if one is bold enough to befriend a Bear.

The information listed above can apply to Black Bears, Brown Bears (Gizzlies), and Polar Bears. Note that Polar Bears and Black Bears are more aggressive and Polar Bears are almost strictly carnivores.

**Saving Throws**

- Death Magic: 14
- Magical Weapon: 14
- Area Effect: 12
- Poison: 14
- System Shock: 12
- Spiritual Powers: 16
- Sleep/Charm: 16

**Combat Values:**

Spirit Points: 2d6+4 [11]

Hit Points: 6d10 [33]

Alignment: Animal

Attacks: 3/2

Parries: 1/1

BAtCh: 16

Base A.C.: 5

Offworld



Number per Encounter: 1d2

Frequency: Common

Size Class: 6

**Primary Attributes**

Strength: 4d6

Intelligence: 2d6

Wisdom: 3d4

Faith: 2d6

Dexterity: 3d4

Constitution: 4d6

Charisma: 1d6

Corneliness: 2d6

**Movement/Sensory**

Move - Run: 12/ /

Move - Fly: -

Move - Swim: 3/ /

Move - Burrow: 1/ /

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Empathic Rating: 15%

Empathic Resist: 15%

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Lowlight Vision: 15/ /

Infravision: -

Detect Motion: -

Sense Presence: -

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

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Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

**Offensive Capabilities**

Natural weapon attack: Claw: 1d6 / Claw: 1d6 / Bite: 1d8.

Grappling Attack: A Bear can grab hold of an opponent and crush the life out of him. The victim of this attack takes 2d6 points of damage per round.

**Defensive Capabilities**

No special defences

**Special Abilities:**

Climb: A Bear can climb large trees at about 1/2 the speed of a human.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Beetle Men

Rauthorik

Mutant

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

Offworld

Beetlemen, also called Rauthoriks in their own language, are the grotesque and nasty results of humans who were mutated in the Great Cataclysm. They appear as hulking, beetlelike creatures that stand taller than a man and walk on their hind legs. Most of their body appears almost identical to that of a beetle except their faces often bear a trace of their lost humanity. Beetlemen live in woods and hilly regions around Gaiarar, viciously attacking anyone who enters their territory. Their goal is to eventually eliminate all other intelligent life on the planet, for they see themselves as being a superior life form. Fortunately for everyone else, most Beetlemen are too nasty and ill tempered to try to achieve this goal by any method aside from brute force and simplistic tactics. However, these beetle-creatures do breed at a fast rate, and they quickly replace their losses on the battlefield.

Most Beetle Men wear simple ragged lion dubs or poorly cured animal hides. They are usually too stupid to make anything finely crafted, and are too violent and cheap to purchase such goods.

## Saving Throws

Death Magic: **16**

Magical Weapon: **16**

Area Effect: **14**

Poison: **16**

System Shock: **14**

Spiritual Powers: **18**

Sleep/Charm: **18**



## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

Empathic Rating:

Empathic Resist:

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists Weakness

- Fire/ Heat
- Electricity
- Caustic
- Cold/ Ice
- Poison
- Magic
- Sunlight
- Mundane
- Silver
- Radiation

Number per Encounter:

Frequency:

Size Class:

- Turns as Undead
- Dark  Fear  Holy
- Regens  Incorporeal
- Creates Undead Spawn

## Offensive Capabilities

Natural Weapon Attacks: Claw: 1d4 / Claw: 1d4.

Other Weapon Attacks: They are often armed with simple melee weapons such as clubs and staves. Some Beetlemen will use crude ranged weapons, but this is uncommon.

## Defensive Capabilities

No special defences.

## Special Abilities:

**Acid Spit:** A Beetlemen can spit up a glob of acid once every 1d4 rounds. Treat this as a ranged attack with a 20-foot range. The acid does 1d6 points of damage.

**Character Class Options:** Can gain Class Levels up to: Barbarian (Level 3) or Warrior (Level 3).

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Beetle, Giant

Animal

Combat Values:

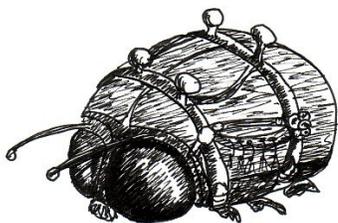
Spirit Points:	1
Hit Points:	3d8 [ 14]
Alignment:	Animal
Attacks:	1/ 1
Parries:	1/ 1
BAtCh:	17
Base AC:	6
<input checked="" type="checkbox"/> Offworld	Papilian

Giant Beetles, unlike most other giant insects, are not normally very dangerous to adventurers, nor do they have cruel tendencies. However, when angered or provoked by hunger, they will attack, and usually do so in swarms. Their spray, normally used to ward off animals, can also spell doom for adventurers who are hiding from others.

A Giant Beetle looks like a standard beetle insect (like a dung beetle, scarab beetle, etc) but is simple large. These creatures are slightly smaller than a horse and can frequently be domesticated to pull wagons or other heavy loads. Their outer carapace can be brown, green, blue, or any colour normal to a beetle of standard size.

## Saving Throws

Death Magic:	16
Magical Weapon:	16
Area Effect:	14
Poison:	14
System Shock:	14
Spiritual Powers:	18
Sleep/Charm:	18



## Primary Attributes

Strength:	2d6
Intelligence:	1d4
Wisdom:	1d4
Faith:	1
Dexterity:	3d6
Constitution:	3d6
Charisma:	1
Corneliness:	1

## Movement/ Sensory

Move - Run:	8/ /
Move - Fly:	5/ /
Move - Swim:	3/ /
Move - Burrow:	5/ /
Empathic Rating:	
Empathic Resist:	
Lowlight Vision:	15/ /
Infraision:	
Detect Motion:	
Sense Presence:	

## Defenses

Resists Weakness

- Fire/ Heat
- Electricity
- Caustic
- Cold/ Ice
- Poison
- Magic
- Sunlight
- Mundane
- Silver
- Radiation

Number per Encounter:	3-6
Frequency:	Common
Size Class:	6

- Turns as Undead
- Dark  Fear  Holy
- Regens  Incorporeal
- Creates Undead Spawn

## Offensive Capabilities

Attacks/ Defences: Pincher Jaws: 1d6. Flying Charge = 1d10, but can only be used when the beetle rams an opponent either from the air or when rushing towards him on the ground.

## Defensive Capabilities

Beetle Sink: Can spray foes with a successful Ranged Touch Attack, leaving them covered in a thin film of a stinky substance. This is normally very effective for chasing away other animals, and it also tends to mark adventurers and make it harder for them to hide. The spray wears off after 1 day or a good cleaning. The beetle can use this ability 6 times a day before running out of stink spray. Using this ability replaces one attack for the round.

## Special Abilities:

This creature's outer hull is much stronger than its underbelly. On a side, back, or vertical attack, it has AC(2). It's underbelly is AC(6).

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Bone Bagpiper

Skeletal Minstral

[Undead [NPC, Free Willed]]

**Combat Values:**

Spirit Points:	6d6 [23]
Hit Points:	6d6 [21]
Alignment:	Any Evil
Attacks:	1/1
Parries:	0/1
BAtCh:	18
Base AC:	7
<input type="checkbox"/> Offworld	

Bone Bagpipers are the greatly results of fallen Wishingers who choose a dark path in life. It is also rather common for powerful and evil Priests to create such creatures to defend their domains or lead their Undead armies. As such, Bone Bagpipers are more intelligent than most Undead and are equipped with rather dangerous magical potential.

Bone Bagpipers appear as skeletal Undead, clad in tattered kilts and rotting garb. They usually have a sinister and creepy bagpipe with them. This haunting and mournful instrument is the perfect choice for an Undead Wishinger. More crafty Priests may arm their Bagpipers with a different instrument to confuse their enemies. An eerie red radiates from the eyes of Bone Bagpipers, further adding to their eerie appearance.

## Saving Throws

Death Magic:	-
Magical Weapon:	14
Area Effect:	14
Poison:	-
System Shock:	14
Spiritual Powers:	14
Sleep/Charm:	2



Number per Encounter:	1d4
Frequency:	Common
Size Class:	5

## Primary Attributes

Strength:	3d6
Intelligence:	3d6
Wisdom:	2d6
Faith:	3d6
Dexterity:	3d6
Constitution:	3d6
Charisma:	2d6
Corneliness:	1d6

## Movement/Sensory

Move - Run:	10//
Move - Fly:	-
Move - Swim:	-
Move - Burrow:	-
Empathic Rating:	10%
Empathic Resist:	10%
Lowlight Vision:	-
Infraision:	-
Detect Motion:	-
Sense Presence:	-

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input checked="" type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

## Offensive Capabilities

Natural weapon attack: Punch: 1d4 / Punch: 1d4

## Defensive Capabilities

Resistances: Cold: 25% and saves at +2 vs. sound-based attacks

## Special Abilities:

Bone Bagpipers are considered to function as Level 5 Wishingers. Assume that they know 4 Level 1 songs, 3 Level 2 songs, and 1 Level 3 song. Some of the more powerful and sentient ones can continue to gain Class Levels as a Wishinger.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Bone Cage

Bone Cube

Undead

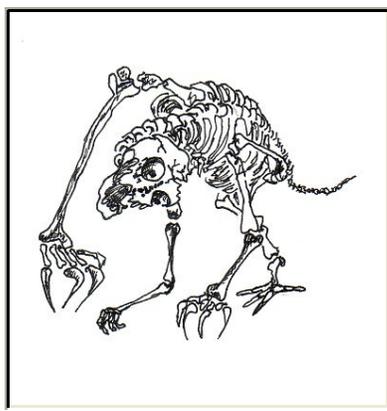
**Combat Values:**

Spirit Points:	1d4+7 [ 10 ]
Hit Points:	9d12 [ 59 ]
Alignment:	Malevolent
Attacks:	3/ 1
Parries:	0/ 1
BAtCh:	12
Base A.C.:	5
<input type="checkbox"/> Offworld	

Bone Cages are the awful result of mistakes made in attempts to animate the dead: perhaps a student was careless, or a dark Priest mispoke an incantation, or maybe too many Undead were going to be created at once. Whatever the reason, the result is often a Bone Cage - a huge, haphazard collection of random bones that is nasty, stupid, and desires only to create as much destruction as possible. These beasts usually begin their existence by slaying their creators and then escaping into the wilds, scurrying and creeping across the landscape, while crushing anything they encounter. Fortunately, they are not very intelligent, and even evil priests often want to dispose of them. However, there are rumors that a hidden group of mad Priests and magicians have begun to create these creatures in order to worship the hazz that they create.

## Saving Throws

Death Magic:	-
Magical Weapon:	12
Area Effect:	12
Poison:	-
System Shock:	12
Spiritual Powers:	12
Sleep/Charm:	-



Number per Encounter:	1d2
Frequency:	Uncommon
Size Class:	7

## Primary Attributes

Strength:	5d6
Intelligence:	1d4
Wisdom:	1d4
Faith:	1d4
Dexterity:	2d6
Constitution:	4d6
Charisma:	1d6
Corneliness:	1

## Movement/ Sensory

Move - Run:	8/ 1
Move - Fly:	-
Move - Swim:	-
Move - Burrow:	6/ 1
Empathic Rating:	0%
Empathic Resist:	30%
Lowlight Vision:	-
Infravision:	-
Detect Motion:	-
Sense Presence:	-

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input checked="" type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input checked="" type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input checked="" type="checkbox"/> Fear
<input type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

## Offensive Capabilities

Natural weapon attack: 2d6 "bone crush" damage.

Breathe Weapon: Cone of bone shards = 5d6 damage, range 50 feet. Save vs. Area Effect for 1/2 damage

Grappling Attack: Can hold 3 victims of up to Size Class 5 at a time. If grappled, the victim is encased in a bone prison and takes 3d6 points of damage per round as the cage slowly contracts on them.

## Defensive Capabilities

Resistances: Fire = 25%

Fearful Presence: 1

Weakness: Because of its random and haphazard shape, Bone Cages take double damage from Bludgeoning weapons.

## Special Abilities:

No special abilities

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Bone Gunman

Undead [NPC, Free Willed]

**Combat Values:**

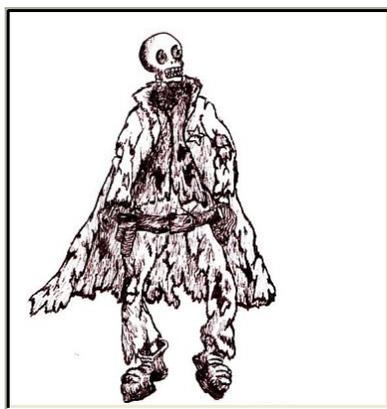
Spirit Points:	6d6 [23]
Hit Points:	6d8 [27]
Alignment:	Despotic
Attacks:	3/2
Parries:	1/1
BAtCh:	16
Base AC:	5
<input type="checkbox"/> Offworld	

**Description:** Most Bone Gunmen are the Undead remnants of Fallen Gunsingers and are one of the preferred Undead creations by evil Priests because of their deadly firepower and ability to lead small groups of Undead. Because of their intelligence, leadership abilities, and active pursuit of their dark goals, these foes are very dangerous. They hate both Chaos and Good, though they will attempt to destroy Good first. They will also always attack Good Gunsingers first among their targets.

Most Bone Gunmen appear as tall, lanky skeletons, often garbed in worn-out draps, rotting leather vests and tattered cloaks. Many of the ones who were once Gunsingers still have their sheriff's star. A cold glow radiates from their eyes.

## Saving Throws

Death Magic:	-
Magical Weapon:	14
Area Effect:	14
Poison:	-
System Shock:	14
Spiritual Powers:	14
Sleep/Charm:	2



Number per Encounter:	1d4
Frequency:	Common
Size Class:	5

## Primary Attributes

Strength:	3d6
Intelligence:	3d6
Wisdom:	3d4
Faith:	3d6
Dexterity:	3d6
Constitution:	4d4
Charisma:	2d6
Corneliness:	1

## Movement/Sensory

Move - Run:	12/ /
Move - Fly:	-
Move - Swim:	-
Move - Burrow:	-
Empathic Rating:	0%
Empathic Resist:	20%
Lowlight Vision:	-
Infravision:	-
Detect Motion:	-
Sense Presence:	-

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input checked="" type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input checked="" type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

## Offensive Capabilities

Natural weapon attack: Punch: 1d6.

Weapon attacks: Armed with Four-Bangers that deal 4d4 points of damage and never run out of ammo. More powerful and sentient Bone Gunmen can still gain class levels as Fallen Gunsingers.

## Defensive Capabilities

Resistances: 25% against all Gunsinger Powers.

## Special Abilities:

Forgotten Powers: A Bone Gunman has a 20% chance of successfully using any Lower Level Gunsinger power.

Command Undead: Can control 6 Skeletons or Zombies at a time. These followers will also be armed with guns that have infinite ammo, so long as the Bone Gunman still lives.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Bone Mech

Undead

Combat Values:

Spirit Points:	1d4+4 [7]
Hit Points:	6d8 [27]
Alignment:	Despotic
Attacks:	3/2
Parries:	1/1
BAtCh:	15
Base A.C:	3
<input type="checkbox"/> Offworld	

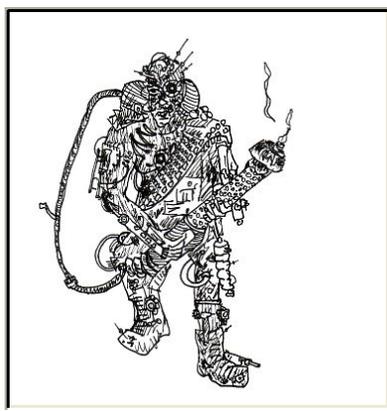
Bone Mechs are a greatly mix of man and machine and a disturbing reminder of the dangers of combining magic, evil religious beliefs, and military hardware. These creatures are the result of Dark Priests who wanted loyal, durable, and easy to maintain undead warriors. These beings were to usher in a new era of peace across Gaiaar.

That idea failed, of course, and instead created a series of dangerous weapons that only made war even more likely since no "real people" would supposedly be harmed in battle. Though the project was eventually ended due to cost overrun, many poor souls were made into Bone Mechs, and many dark Priests and scientists still create these beings when they get the chance. Many of these undead warriors still wander the lands, either following their old orders or obeying new masters.

Bone Mechs appear as withered zombies with rotting flesh clinging to their bones. Interspersed in the pockets of decaying tissue are cybernetic implants such as sensors, antennae, small laser weapons, mechanical appendages, and etc. There are few identical Bone Mechs. As the creature's programming deteriorates, it often generates new, bizarre weaponry, sensors, and appendages.

## Saving Throws

Death Magic:	-
Magical Weapon:	14
Area Effect:	14
Poison:	-
System Shock:	14
Spiritual Powers:	14
Sleep/Charm:	-



Number per Encounter:	1d4
Frequency:	Common
Size Class:	5

## Primary Attributes

Strength:	4d6
Intelligence:	1d6
Wisdom:	2d6
Faith:	1d4
Dexterity:	2d6
Constitution:	3d6
Charisma:	1
Corneliness:	1

## Movement/Sensory

Move - Run:	14//
Move - Fly:	-
Move - Swim:	5//
Move - Burrow:	2//
Empathic Rating:	0%
Empathic Resist:	0%
Lowlight Vision:	-
Infravision:	10//
Detect Motion:	10//
Sense Presence:	-

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input checked="" type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporates

## Offensive Capabilities

Natural weapon attacks: Punch: 1d6 / Punch: 1d6.

Weapon attacks: This creature will also be equipped with any two of the following weapons: Flamethrower: 3d4 damage in a 20 foot range, Needle gun: 2d4 damage, standard gun range, or an Ice Touch, 3d6 damage, melee range.

## Defensive Capabilities

Resistances: Because of their partial machine nature, they are turned as if 4 Hit Dice higher and are 50% resistant to Holy Water

## Special Abilities:

There is a 20% chance that a Bone Mech may have 1d4 of the following:

- Infravision [60//]
- Data Beacon
- Laser [2d6 damage, 20// range]
- Tremor Sensor [60//]
- Life Energy Sensor [60//]
- Starlight Sight [60//]
- Laser Targeting [+2 missile BAtCh]
- Extra Mechanical arm
- Useless mechanical arm
- Random patch of LEDs that don't seem to have a purpose.
- Diode that makes random "computer" sounds
- Reverberating voice (not that they have anything useful to say)
- Grappling hood with 10// range.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Boot Stripper

Leather Vines

Plant

Combat Values:

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base A.C:

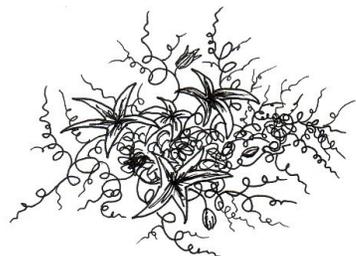
Offworld

Boot Strippers are small omnivorous plants that normally eat small lizards and rodents. However, they often mistake adventurers for food and will frequently attack leather shoes and boots, confusing them with small game. Their acidic secretions will usually be enough to ruin the shoes and harm the victim, though Boot Strippers rarely survive to make this mistake more than once.

Boot Strippers appear as small tangles of vines with dark-green, star-shaped leaves. Unknown to many people, their thin tendrils allow for slow digging and movement. Their leaves, which are actually quite strong, snap shut on their prey and then begin dissolving it.

## Saving Throws

- Death Magic: **16**
- Magical Weapon: **18**
- Area Effect: **18**
- Poison: **-**
- System Shock: **14**
- Spiritual Powers: **16**
- Sleep/Charm: **-**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input checked="" type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

**Bite:** 1d3. If the Bite hits, it can latch onto its victim (generally the victim's shoes) and then deal 1 point of damage per round as its acid secretions slowly dissolve the shoe and injury its prey - killing the plant ends this attack. Mostly, these plants hunt small creatures, such as frogs and rats, by lying in wait and ambushing them.

## Defensive Capabilities

**Initiative bonus:** +4 for the first attack if the plant was preparing an ambush.

**Concealment Bonus:** Before attacking, Perception Checks to find Boot Strippers are made with a -4 penalty if the plant is preparing an ambush.

**Resistances:** Caustics = 50%

## Special Abilities:

No special abilities

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Butterfly, Giant

Animal [insect]

**Combat Values:**

Spirit Points:	1d10 [6]
Hit Points:	6d4 [16]
Alignment:	Animal
Attacks:	0/1
Parries:	1/1
BAtCh:	20
Base AC:	9
<input checked="" type="checkbox"/> Offworld	Papilian

Agart butterfly has a wingspan of 25 to 35, is vibrantly colored, and a beautiful creature to behold. Agart butterfly is docile, trusting, and easily domesticated. They can carry one man-sized creature. Giant butterflies are fragile and need good care by their masters. In the wild, they live only a few days - just long enough to lay eggs. With proper care, they can live for 2-3 years. They have no combat rating.

## Saving Throws

- Death Magic: 18
- Magical Weapon: 18
- Area Effect: 18
- Poison: 18
- System Shock: 18
- Spiritual Powers: 18
- Sleep/Charm: 18



Number per Encounter: 1d4  
 Frequency: Uncommon  
 Size Class: 6

## Primary Attributes

Strength:	12+1d4
Intelligence:	1d4
Wisdom:	1d4
Faith:	1d4
Dexterity:	12+1d6
Constitution:	2d6
Charisma:	n/a
Corneliness:	12+1d6

## Movement/Sensory

Move - Run:	2//
Move - Fly:	20//
Move - Swim:	
Move - Burrow:	
Empathic Rating:	15%
Empathic Resist:	15%
Lowlight Vision:	18//
Infra-vision:	
Detect Motion:	
Sense Presence:	

## Defenses

Resists	Weakness
<input type="checkbox"/>	Fire/Heat <input type="checkbox"/>
<input type="checkbox"/>	Electricity <input type="checkbox"/>
<input type="checkbox"/>	Cautic <input type="checkbox"/>
<input type="checkbox"/>	Cold/Ice <input type="checkbox"/>
<input type="checkbox"/>	Poison <input type="checkbox"/>
<input type="checkbox"/>	Magic <input type="checkbox"/>
<input type="checkbox"/>	Sunlight <input type="checkbox"/>
<input type="checkbox"/>	Mundane <input type="checkbox"/>
<input type="checkbox"/>	Silver <input type="checkbox"/>
<input type="checkbox"/>	Radiation <input type="checkbox"/>
<input type="checkbox"/>	Turns as Undead
<input type="checkbox"/>	Dark <input type="checkbox"/> Fear <input type="checkbox"/> Holy
<input type="checkbox"/>	Regens <input type="checkbox"/> Incorporeal
<input type="checkbox"/>	Creates Undead Spawn

## Offensive Capabilities

This creature cannot attack.

## Defensive Capabilities

No special defences

## Special Abilities:

Passive empathy. Good-aligned creatures will feel the need to want to take care of these fragile, beautiful, and harmless creatures.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Cactus, Carnivorous

Plant

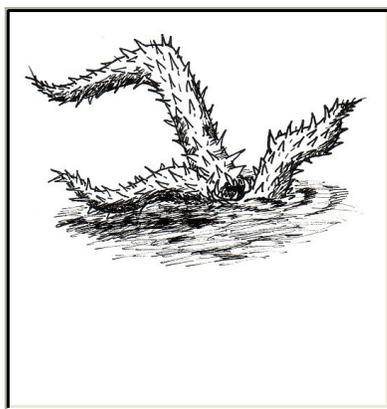
Combat Values:

Spirit Points:	1
Hit Points:	3d10 [ 17]
Alignment:	Neutral
Attacks:	2/ 1
Parries:	2/ 1
BAtCh:	17
Base AC:	6
<input type="checkbox"/> Offworld	

The Carnivorous Cactus is an odd type of plant that has taken the concept of survival of the fittest to a new level. These plants use their cactuslike nature to store water and ward off predators, and then have developed an ambush-style of hurting for prey. A Carnivorous Cactus looks like a large, prickly starfish, with a hungry mouth at the centre of a series of about a half-dozen long, prickly arms. The creature has a radius of 20. It spends most of the day hiding in the sands, with its arms sticking up through the surface, acting as both bait and a way to keep tabs on what is going on. In battle, it uses some of its legs for movement and attacks with the rest.

## Saving Throws

- Death Magic: **16**
- Magical Weapon: **18**
- Area Effect: **18**
- Poison: **NA**
- System Shock: **14**
- Spiritual Powers: **16**
- Sleep/Charm: **NA**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:	1d6
Intelligence:	1
Wisdom:	1
Faith:	1
Dexterity:	2d6
Constitution:	2d6
Charisma:	1
Corneliness:	1

## Movement/ Sensory

Move - Run:	10/ /
Move - Fly:	
Move - Swim:	
Move - Burrow:	5/ /
Empathic Rating:	0%
Empathic Resist:	50%
Lowlight Vision:	
Infravision:	
Detect Motion:	
Sense Presence:	20/ /

## Defenses

Resists	Weakness	
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>	
<input type="checkbox"/> Electricity	<input type="checkbox"/>	
<input type="checkbox"/> Caustic	<input type="checkbox"/>	
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>	
<input type="checkbox"/> Poison	<input type="checkbox"/>	
<input type="checkbox"/> Magic	<input type="checkbox"/>	
<input type="checkbox"/> Sunlight	<input type="checkbox"/>	
<input type="checkbox"/> Mundane	<input type="checkbox"/>	
<input type="checkbox"/> Silver	<input type="checkbox"/>	
<input type="checkbox"/> Radiation	<input type="checkbox"/>	
<input type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Incorporal	
<input type="checkbox"/> Creates Undead Spawn		

## Offensive Capabilities

**Prickly Limb:** 1d4. Once hit with a limb, the victim functions at -1 to all rolls because of the irritating barbs that are left behind. Removing the barbs can be done with a successfully Heal Check or any magical healing. If not removed, they fall out after 1 day. However, when removed, the barbs deal an additional point of damage. Neither the extra damage nor the penalty to rolls is cumulative with itself.

## Defensive Capabilities

**Concealment Bonus:** Before attacking, Perception Checks to find Carnivorous Cactus are made with a -4 penalty if the creature is preparing an ambush and there are other, similar-looking plants nearby.

## Special Abilities:

Regenerates in sunlight [ 2 points per day ].

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Caterpillar, Giant

Animal [insect]

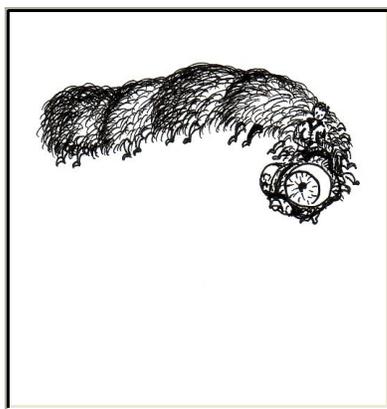
Combat Values:

Spirit Points:   
 Hit Points:   
 Alignment:   
 Attacks:   
 Parries:   
 BAAtCh:   
 Base AC:   
 Offworld

Giant Caterpillars turn into Giant Butterflies after 34 years of life. Caterpillars have 12 legs, have a colorful furry coat, and huge compound eyes. These creatures are frequently used in lieu of horses (which do not exist on Papilian), and can accommodate two riders. They have a voracious appetite, but are otherwise tame and easy to domesticate.

## Saving Throws

Death Magic: **18**  
 Magical Weapon: **18**  
 Area Effect: **18**  
 Poison: **18**  
 System Shock: **18**  
 Spiritual Powers: **18**  
 Sleep/Charm: **18**



Number per Encounter:   
 Frequency:   
 Size Class:

## Primary Attributes

Strength:   
 Intelligence:   
 Wisdom:   
 Faith:   
 Dexterity:   
 Constitution:   
 Charisma:   
 Comeliness:

## Movement/Sensory

Move - Run:   
 Move - Fly:   
 Move - Swim:   
 Move - Burrow:   
 Empathic Rating:   
 Empathic Resist:   
 Lowlight Vision:   
 Infravision:   
 Detect Motion:   
 Sense Presence:

## Defenses

Resists Weakness

<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead  
 Dark  Fear  Holy  
 Regens  Incorporeal  
 Creates Undead Spawn

## Offensive Capabilities

Bite (1d4)

## Defensive Capabilities

Can roll into a defensive ball when under attack (AC=3), but cannot attack when rolled up.

## Special Abilities:

Can climb any surface (climb walls = 95%)

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Chah**

Humanoid Mutant

**Combat Values:**

Spirit Points:	2d6+5 [ 12]
Hit Points:	5d10 [ 28]
Alignment:	Satanic
Attacks:	3/ 1
Parries:	1/ 1
BAtCh:	14
Base A.C:	6
<input type="checkbox"/> Offworld	

**Description:** Chah's are humanoid guard dogs that serve in the legions of Saelthron though other evil organizations will buy them and put them to use. The procedure to create these beasts involves giving the victim a full lobotomy, lds of steroids and other drugs and training it to kill quickly and obey orders. The resulting creature is stupid, mean, and utterly unable to speak any word other than "GAH!!!". These creatures feel no pain, will fight to the death, and are immune to any form of fear. They appear as hulking humanoids that wear black doths and masks and wield whips.

Because of the massive quantities of steroids and mind-altering drugs, Chahs appear unnaturally well-muscled, yet seem somehow sickly at the same time. Their unthinking rage is legendary.

**Saving Throws**

Death Magic:	-
Magical Weapon:	14
Area Effect:	12
Poison:	-
System Shock:	12
Spiritual Powers:	16
Sleep/Charm:	-



**Primary Attributes**

Strength:	4d6
Intelligence:	2d6
Wisdom:	2d6
Faith:	2d6
Dexterity:	4d6
Constitution:	3d6
Charisma:	1d4
Corneliness:	2d6

**Movement/ Sensory**

Move - Run:	12/ /
Move - Fly:	-
Move - Swim:	2/ /
Move - Burrow:	-
Empathic Rating:	0%
Empathic Resist:	100%
Lowlight Vision:	-
Infraision:	-
Detect Motion:	-
Sense Presence:	-

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear <input type="checkbox"/> Holy
<input type="checkbox"/> Regens	<input type="checkbox"/> Incorporeal
<input type="checkbox"/> Creates Undead Spawn	

Number per Encounter:	1d5
Frequency:	Common
Size Class:	5

**Offensive Capabilities**

Always armed with a variety of Whip.

**Defensive Capabilities**

**Mental Immunity:** Chah's are immune to fear causing effects, never need to make moral or Panic Checks, and cannot be manipulated empathically. They will obey their current master until either they or their master falls. They will then either follow the one who defeated their master (10%chance) or simply fight to the death against their enemies (90%chance)

**Special Abilities:**

They automatically succeed any system shock roll related to taking massive damage. They fight without penalty unto - 10 HP, where they collapse and die.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Claw Rat

Mutant

**Combat Values:**

Spirit Points:	1d6+8 [ 12]
Hit Points:	9d10 [ 50]
Alignment:	Satanic
Attacks:	3/ 2
Parries:	1/ 1
BAtCh:	11
Base A.C.:	5
<input type="checkbox"/> Offworld	

**Description:** These horrid, twisted things were once normal rats, but they are now giant mutants the size of a mule. They each have about 8 eyes, 6 twisted limbs, a warped and deformed body, and claws that have the ability to cut through metal and stone like butter. Claw Rats have thick black fur, and their many beady eyes reflect their insanity. These creatures know what they once were and seek to return to a life that is not one of constant pain and horror. But in their madness, they will slay anyone who gets in their way.

Because of their mutation, not all Claw Rats are identical. Some have more or less eyes, some have five legs or seven. Their fur can be of any color normal for a rat (white, black, grey, brown, etc). A powerful Ranger could theoretically quell a Claw Rat's madness by repeated and progressive use of his or her Animal Empathy power. This treatment is quite taxing to the Ranger, but can result in a happier animal that may also serve well as an animal companion.

## Saving Throws

Death Magic:	12
Magical Weapon:	12
Area Effect:	10
Poison:	12
System Shock:	10
Spiritual Powers:	14
Sleep/Charm:	14



## Primary Attributes

Strength:	5d6
Intelligence:	1d6
Wisdom:	2d6
Faith:	1d6
Dexterity:	3d6
Constitution:	4d6
Charisma:	1
Corneliness:	1

## Movement/ Sensory

Move - Run:	24/ /
Move - Fly:	-
Move - Swim:	5/ /
Move - Burrow:	5/ /
Empathic Rating:	0%
Empathic Resist:	20%
Lowlight Vision:	10/ /
Infravision:	-
Detect Motion:	-
Sense Presence:	-

## Defenses

Resists	Weakness	
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>	
<input type="checkbox"/> Electricity	<input type="checkbox"/>	
<input type="checkbox"/> Caustic	<input type="checkbox"/>	
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>	
<input type="checkbox"/> Poison	<input type="checkbox"/>	
<input type="checkbox"/> Magic	<input type="checkbox"/>	
<input type="checkbox"/> Sunlight	<input type="checkbox"/>	
<input type="checkbox"/> Mundane	<input type="checkbox"/>	
<input type="checkbox"/> Silver	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Radiation	<input type="checkbox"/>	
<input type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Incorporal	
<input type="checkbox"/> Creates Undead Spawn		

Number per Encounter:	1d3
Frequency:	Uncommon
Size Class:	6

## Offensive Capabilities

Natural weapon attacks: Bite: 1d8 + 3/ Claw: 1d10 + 3/ Claw 1d10 + 3. All natural weapons are considered magical.

## Defensive Capabilities

Regeneration: 1 hit point per round. Cold and Electricity deal normal damage.

Immunities: Radiation - Claw Rats actually recover hit points if damage is dealt to them by a radiation effect, such as Nuclear Stream.

## Special Abilities:

Could theoretically function as an animal companion if treated well and cured of insanity.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Coal Cretin

Undead

**Combat Values:**

Spirit Points:	3d6
Hit Points:	4d6
Alignment:	Malevolent
Attacks:	3/2
Parries:	0/1
BAtCh:	17
Base AC:	6
<input type="checkbox"/> Offworld	

These monsters are found in collapsed mine shafts, especially in coal mines.

A Coal Cretin is the spontaneously animated body of a dead coal miner who was killed while mining. The miner must have been of evil alignment in life. In appearance, a Coal Cretin's body looks as if liquefied coal has replaced flesh. The tattered rags of its work clothes still cling to its black resin body. It wields an indestructible pick axe, and wears a helmet lamp that can cause blindness once per day in 30 degree cone 3' long once per day. The blindness lasts one hour (save versus system shock to negate). A Coal Cretin cares nothing for its own life, but instead seeks to die during the act of murder. It cannot take its own life, as it is cursed not to do so, but it will recklessly attack any person it sees in the hopes that in the act of murder it, too, is mortally wounded. However, such a goal is frequently unattainable, giving its regeneration capabilities.

## Saving Throws

Death Magic:	-
Magical Weapon:	16
Area Effect:	16
Poison:	-
System Shock:	16
Spiritual Powers:	16
Sleep/Charm:	2



## Primary Attributes

Strength:	3d6
Intelligence:	2d4
Wisdom:	2d6
Faith:	1d6+1
Dexterity:	2d6
Constitution:	3d6+6
Charisma:	1d6
Corneliness:	1d6

## Movement/Sensory

Move - Run:	8/1
Move - Fly:	-
Move - Swim:	-
Move - Burrow:	2/1
Empathic Rating:	0%
Empathic Resist:	0%
Lowlight Vision:	-
Infravision:	16/1
Detect Motion:	6/1
Sense Presence:	-

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input checked="" type="checkbox"/> Radiation	<input type="checkbox"/>
<input checked="" type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

Number per Encounter:	1d4
Frequency:	Uncommon
Size Class:	5

## Offensive Capabilities

Pickaxe (1d6+1)

## Defensive Capabilities

Immunities: Cold, poison, radiation.  
 Regenerates (as per Complete Regeneration [int(3), day(3)])

## Special Abilities:

Can cast Blindness once per day. Victims must save versus system shock or be blinded for one hour.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Cobroids**

Animal [mutant]

**Combat Values:**

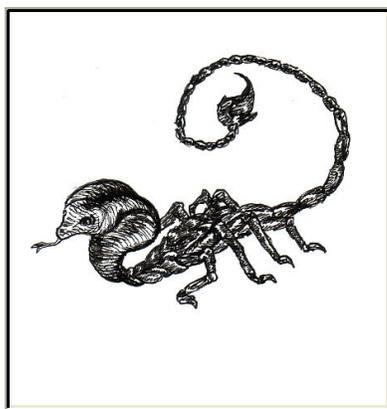
Spirit Points:	12d4
Hit Points:	12d10
Alignment:	Satanic
Attacks:	2/1
Parries:	2/1
BAtCh:	14
Base AC:	4
<input checked="" type="checkbox"/> Offworld	Papilian

These monstrous hybrids are leftover from the Aeta' War. They are half scorpion, half cobra, and about the size of an elephant. Thankfully, these monsters do not reproduce very often. They retain both the poison spitting capabilities of a cobra and the tail stinger of a scorpion. They were created by Viquera himself, and will thus never attack a Priest of Evil.

A Cobroid has the body and stinger of a scorpion, and the neck and head of a cobra. They are usually black in colour, but sandcoloured and red spinners are not unheard of.

**Saving Throws**

Death Magic:	14
Magical Weapon:	16
Area Effect:	14
Poison:	6
System Shock:	12
Spiritual Powers:	16
Sleep/Charm:	16



Number per Encounter:	1d4
Frequency:	Rare
Size Class:	6

**Primary Attributes**

Strength:	3d6
Intelligence:	2d6
Wisdom:	2d6
Faith:	1d6
Dexterity:	3d6
Constitution:	3d6
Charisma:	n/a
Corneliness:	n/a

**Movement/Sensory**

Move - Run:	16/ /
Move - Fly:	
Move - Swim:	
Move - Burrow:	2/ /
Empathic Rating:	
Empathic Resist:	
Lowlight Vision:	
Infravision:	24/ /
Detect Motion:	12/ /
Sense Presence:	

**Defenses**

Resists	Weakness
<input checked="" type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

**Offensive Capabilities**

Spits poison (2// LoS causes incapacitating skin irritation, but no other damage)

Bite (int(4) poison, 2d6), tail stinger (2d8, int(4) poison)

**Defensive Capabilities**

Resists: Can survive very hot climates. Heat/Fire Resistance = 25%

Immunity: Poison. This creature can be harmed only by int(5) poison or stronger.

**Special Abilities:**

Regenerates 1 HP/ Hour of rest (sleep).

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Coin Rattling Wraith

Undead

**Combat Values:**

Spirit Points:	3d6 [ 10]
Hit Points:	3d6 [ 10]
Alignment:	Malevolent
Attacks:	1/ 1
Parries:	0/ 1
BAtCh:	16
Base AC:	0
<input type="checkbox"/> Offworld	

Coin Rattling Wraiths only appear at night, and they only attack those who drink the hard liquor of the same name. CRWs have a 1% chance of appearing to anyone who has drunk at least half a pint of the beverage Coin Rattling Wraith (which is brewed and bottled by a Saelthronite monastery.)

These spirits look like gauzy, translucent hooded monks that drift silently toward their targets. Their "flesh" is only the faintest, ghostly hint of personhood. Mostly, only the black flowing cloak is visible. As the targets of the CRWs are almost always intoxicated, the wraiths usually win the nocturnal confrontations. Regardless of whether the CRWs are destroyed in combat, the victim NEVER gets his money back. It is speculated that the stolen funds are somehow transported directly to the Saelthronite monastery that makes the beverage. Despite (or perhaps because of) this risk, sales of CRW liquor remain brisk.

CRWs only appear at night.

## Saving Throws

Death Magic:	8
Magical Weapon:	16
Area Effect:	16
Poison:	0
System Shock:	10
Spiritual Powers:	14
Sleep/Charm:	0



Number per Encounter:	1
Frequency:	Infrequent
Size Class:	3

## Primary Attributes

Strength:	1
Intelligence:	2d6
Wisdom:	2d6
Faith:	2d6
Dexterity:	3d6+1
Constitution:	1
Charisma:	1d4
Corneliness:	2d6

## Movement/ Sensory

Move - Run:	8/ /
Move - Fly:	8/ /
Move - Swim:	
Move - Burrow:	
Empathic Rating:	
Empathic Resist:	
Lowlight Vision:	
Infraision:	9/ /
Detect Motion:	
Sense Presence:	

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input checked="" type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input checked="" type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input type="checkbox"/> Regens	<input checked="" type="checkbox"/> Incorporeal
<input type="checkbox"/> Creates Undead Spawn	

## Offensive Capabilities

**Steal Money:** A Coin Rattling Wraith exists only to steal its victim's money. On a successful touch attack (ignores armour), the victim loses the equivalent of 3d6 CP from his or her coin pouch, belt, purse, or whatever.

This creature does not inflict conventional damage. Once the target runs out of money, the wraith disperses.

## Defensive Capabilities

**Incorporeal**  
They can be held at bay by sunlight-grade light sources.

## Special Abilities:

**Walk through walls:** Once a Coin Rattling Wraith has locked onto a target, very little will stop the spirit from its task. A Coin Rattling Wraith can walk through any wooden wall, up to 3' of stone, 6" of metal, and any Mathematical ward of 3 SP or less. It is, of course, barred from hallowed ground, or areas protected by good-aligned Priestly or Shamanic enchantments.

A Coin Rattling Wraith cannot enter a room floored with black basalt.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Crab, Giant Blue

Animal [Aquatic]

Combat Values:

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

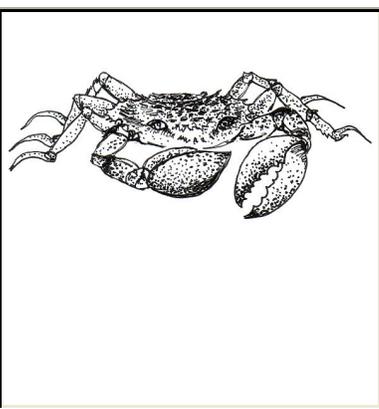
Offworld

Giant Blue Crabs live in coastal waters and saltwater inlets and are mostly scavengers, though it is not unheard of for a particularly hungry Crab to attack a traveler in its territory. These blue-shelled crabs have a day-to-day span of 7 to 8 feet at maturity. Young Giant Blue Crabs are prized as delicacies in some areas of the world, though it is very risky to try and collect them since doing so may draw the attention of a full-size Giant Blue Crab.

Note that Giant Green Crabs and Giant Sand Crabs also exist in some coastal and marshy areas - their stats are the same, but their shells are better colored to match the environment.

## Saving Throws

- Death Magic: **16**
- Magical Weapon: **16**
- Area Effect: **14**
- Poison: **16**
- System Shock: **14**
- Spiritual Powers: **18**
- Sleep/Charm: **18**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

Natural weapon attacks: Claw: 1d4 +1/ Claw: 1d4 +1.

## Defensive Capabilities

Resistances: Cold = 50%

## Special Abilities:

No special abilities

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Crocodile**

Animal

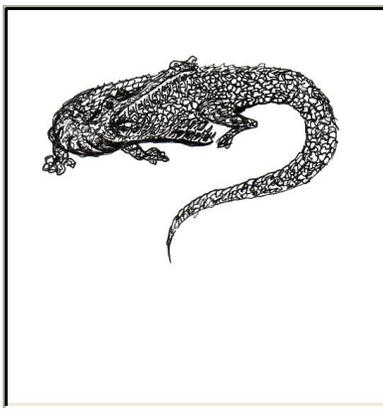
**Combat Values:**

Spirit Points:	1d4+4 [7]
Hit Points:	6d10 [33]
Alignment:	Animal or Satanic
Attacks:	3/2
Parries:	1/1
BAtCh:	15
Base A.C:	5
<input type="checkbox"/> Offworld	

The attributes shown apply to both large Crocodiles and Alligators, though Crocodiles generally grow larger and are more aggressive. Both creatures are ancient amphibious reptiles that have perfected the art of stealth hunting. They lie in wait for their prey and then strike quickly to catch or maim it. Then they will attempt to drown their victim while ripping it apart with their teeth. Crocodiles, much like large Snakes, see humans as a potential food source once they grow large enough to tackle them. Note that these creatures are much faster on their feet than one might expect, though they usually do not chase down their prey.

**Saving Throws**

Death Magic:	14
Magical Weapon:	14
Area Effect:	12
Poison:	14
System Shock:	12
Spiritual Powers:	16
Sleep/Charm:	16



**Primary Attributes**

Strength:	4d6
Intelligence:	1d4
Wisdom:	1d4
Faith:	1d4
Dexterity:	3d6
Constitution:	4d6
Charisma:	1d4
Corneliness:	1

**Movement/Sensory**

Move - Run:	12/ /
Move - Fly:	-
Move - Swim:	4/ /
Move - Burrow:	-
Empathic Rating:	0%
Empathic Resist:	0%
Lowlight Vision:	-
Infravision:	15/ /
Detect Motion:	-
Sense Presence:	-

**Defenses**

Resists	Weakness
<input type="checkbox"/>	Fire/Heat <input type="checkbox"/>
<input type="checkbox"/>	Electricity <input type="checkbox"/>
<input type="checkbox"/>	Caustic <input type="checkbox"/>
<input type="checkbox"/>	Cold/Ice <input type="checkbox"/>
<input type="checkbox"/>	Poison <input type="checkbox"/>
<input type="checkbox"/>	Magic <input type="checkbox"/>
<input type="checkbox"/>	Sunlight <input type="checkbox"/>
<input type="checkbox"/>	Mundane <input type="checkbox"/>
<input type="checkbox"/>	Silver <input type="checkbox"/>
<input type="checkbox"/>	Radiation <input type="checkbox"/>
<input type="checkbox"/>	Turns as Undead
<input type="checkbox"/>	Dark <input type="checkbox"/> Fear <input type="checkbox"/> Holy
<input type="checkbox"/>	Regens <input type="checkbox"/> Incorporeal
<input type="checkbox"/>	Creates Undead Spawn

Number per Encounter:	1d2
Frequency:	Common
Size Class:	6

**Offensive Capabilities**

Natural weapon attack: Bite: 1d12

Grappling Attack: The Crocodile can grab hold of a victim with its teeth and rip them apart. Victims of this attack take 3d6 damage per round.

**Defensive Capabilities**

Initiative bonus: +4 for the first attack if the creature was preparing an ambush.

Concealment Bonus: Before attacking, Perception Checks to find Crocodiles are made with a -4 penalty if the creature is preparing an ambush and there is suitable cover for it nearby.

**Special Abilities:**

No special abilities

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Cursed One**

Undead [ FW/NPC ]

**Combat Values:**

Spirit Points:	9d6 [ 32 ]
Hit Points:	8d12 [ 54 ]
Alignment:	Satanic
Attacks:	2/ 1
Parries:	1/ 1
BAtCh:	12
Base A.C:	1
<input checked="" type="checkbox"/> Offworld	Arranoch

These foul beings appear as greatly mummies, wielding a blackened staff, with dreams of ruin in their greenish eyes. Cursed Ones are the supporting spellcasters of the armies who follow the Lord of Plagues.

Like many Mimmy-type creatures, a Cursed One appears as a gaunt, heavily bandaged humanoid in which only the eyes and mouth of the creature remain visible. Unlike so many other Undead, Mimmy-types do not sink with death, but rather smell like powerful, pungent spices.

**Saving Throws**

Death Magic:	NA
Magical Weapon:	12
Area Effect:	12
Poison:	NA
System Shock:	12
Spiritual Powers:	12
Sleep/Charm:	2



Number per Encounter:	1-2
Frequency:	Uncommon
Size Class:	5

**Primary Attributes**

Strength:	3d6
Intelligence:	3d6
Wisdom:	4d6
Faith:	4d6
Dexterity:	3d6
Constitution:	3d6
Charisma:	2d4
Corneliness:	1d4

**Movement/ Sensory**

Move - Run:	10//
Move - Fly:	
Move - Swim:	
Move - Burrow:	3//
Empathic Rating:	0%
Empathic Resist:	50%
Lowlight Vision:	
Infraision:	10//
Detect Motion:	10//
Sense Presence:	

**Defenses**

Resists	Weakness	
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>	
<input type="checkbox"/> Electricity	<input type="checkbox"/>	
<input type="checkbox"/> Caustic	<input type="checkbox"/>	
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>	
<input type="checkbox"/> Poison	<input type="checkbox"/>	
<input type="checkbox"/> Magic	<input type="checkbox"/>	
<input type="checkbox"/> Sunlight	<input type="checkbox"/>	
<input type="checkbox"/> Mundane	<input type="checkbox"/>	
<input type="checkbox"/> Silver	<input type="checkbox"/>	
<input type="checkbox"/> Radiation	<input type="checkbox"/>	
<input type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input type="checkbox"/> Regens	<input type="checkbox"/> Incorporeal	
<input type="checkbox"/> Creates Undead Spawn		

**Offensive Capabilities**

By Weapon Type: Magic staff +1: 1d10 + 1.

Dark energy blast: Used in place of 1 attack; fires a black star of dark energy up to 200-feet that deals 2d6 points of damage and heals the Cursed One by the same amount.

Curses: All Curses listed here can target a foe up to 300 feet away and have a burst area of a 30-foot diameter sphere. A Save vs. Death Magic with a -2 penalty negates the Curse. Casting a Curse replaces the caster's attacks for that round. Note that victims are not aware of the specific curse affecting them until experience its effects. Curses last 1d4 rounds and a victim cannot be under the effects of more than one of these Curses at the same time.

**Defensive Capabilities**

Immunities: Caustics

Weaknesses: Takes 150% damage from Fire

**Special Abilities:**

Curses - Masochism: Victims deal 50% of damage dealt back to themselves

Curses - Confusion: Victims suffer a -4 penalty to Saving Throws, Spiritual Power Checks, and Innate Power Checks.

Curses - Sadism: Victims take 50% more damage from attacks against them

Curses - Enfeeblement: Victim's speed is reduced by 50% and they lose 1 attack and 1 parry per round to a minimum of 1 per round. Melee damage is reduced by 50%. Victims suffer a -4 penalty to initiative.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Dark Halo

Undead

**Combat Values:**

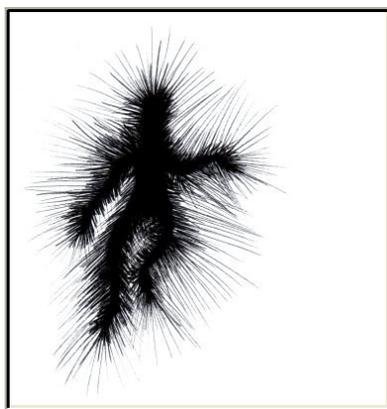
Spirit Points:	3d4+8 [ 16]
Hit Points:	7d6 [ 25]
Alignment:	Satanic
Attacks:	3/ 2
Parries:	0/ 1
BAtCh:	13
Base AC:	3
<input type="checkbox"/> Offworld	

These horrid bags of black, empty nothingness are the only natural predators of the Jhaqin. Dark Halos exist only to destroy all other life. Plants die in its wake, small animals sicken and collapse, stored food turns to ash and stored water to vitrid. The final horror is that those who fall to a Dark Halo start a good chance of rising as one.

A Dark Halo, seen during the day, appears as an amorphous humanoid shadow of irky blackness surrounded by a 10 sphere of lesser darkness. The air cools by 20 degrees within 30' of the creature. Empaths of EMF[20] or higher get headaches when this creature passes within 60'.

## Saving Throws

Death Magic:	-
Magical Weapon:	12
Area Effect:	12
Poison:	-
System Shock:	12
Spiritual Powers:	12
Sleep/Charm:	-



Number per Encounter:	1d3
Frequency:	Uncommon
Size Class:	5

## Primary Attributes

Strength:	2d4
Intelligence:	3d4
Wisdom:	2d4
Faith:	3d4
Dexterity:	3d6
Constitution:	2d4
Charisma:	1
Corneliness:	1

## Movement/ Sensory

Move - Run:	10/ /
Move - Fly:	-
Move - Swim:	-
Move - Burrow:	-
Empathic Rating:	0%
Empathic Resist:	30%
Lowlight Vision:	6/ /
Infraision:	-
Detect Motion:	-
Sense Presence:	-

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input checked="" type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input checked="" type="checkbox"/> Turns as Undead	
<input checked="" type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	

## Offensive Capabilities

No natural attacks. All combat is done via special abilities.

## Defensive Capabilities

Dark Aura: 1

Resistances: Electricity = 25%, Mundane Weapons = 50%

Weaknesses: Takes double damage from light-based attacks.

## Special Abilities:

**Radiant Death:** Deals 1d4 point of Death Magic damage to everything in a 20-foot radius of the Dark Halo each round.

**Death Bolt:** A sudden bolt of darkness that acts as a missile attack that deals 2d6 points of Death Magic damage. This weapon has a range of 360-feet.

**Create Spawn:** Anyone who is slain by a Dark Halo and who's hit points have been reduced to a maximum of 0 because of Death Magic damage will rise as a Dark Halo in 6 days at midnight on the last day. This can only be prevented by: consecrating the body with General Ceremony, Last Rites, or Holy Water, burning it, or raising the victim from the dead.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Dark Rider

Undead [NPC, Free Willed]

**Combat Values:**

Spirit Points:	18d6 [63]
Hit Points:	15d10 [83]
Alignment:	Satanic Any Evil
Attacks:	3/1
Parries:	2/1
BAtCh:	8
Base AC:	-3
<input type="checkbox"/> Offworld	

Dark Riders are the grisly results of fallen Paladins or evil members of other Warrior-like classes who have chosen to find greater power through Undeath. These beings appear as tall, powerful knights clad in dark armor and wielding Ugly weapons. Fear hangs in a chill air about them and their eyes pierce the soul, hinting of the terrible power that they have gained. Dark Riders often seek to rule over kingdoms and topple empires - they often have legions of Undead and magical items at their disposal to complete this task.

As Dark Riders are fairly powerful Undead, their death-state is not always immediately apparent. They do not stink with death, nor is their flesh rotting off their bones. They do, however, have very dry and grey skin that appears stretched tight across their unnaturally lean faces. Their lips are blue with death, and they look upon bright light sources with disdain. Their eyes are dry as well, and lack the wet sheen of the living.

## Saving Throws

Death Magic:	-
Magical Weapon:	10
Area Effect:	10
Poison:	-
System Shock:	10
Spiritual Powers:	10
Sleep/Charm:	2



Number per Encounter:	1d2
Frequency:	Uncommon
Size Class:	5

## Primary Attributes

Strength:	4d6
Intelligence:	4d6
Wisdom:	4d6
Faith:	4d6
Dexterity:	3d6
Constitution:	4d6
Charisma:	3d6
Corneliness:	2d6

## Movement/Sensory

Move - Run:	16/1
Move - Fly:	-
Move - Swim:	6/1
Move - Burrow:	-
Empathic Rating:	0%
Empathic Resist:	50%
Lowlight Vision:	-
Infravision:	30/1
Detect Motion:	-
Sense Presence:	18/1

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input checked="" type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input checked="" type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input checked="" type="checkbox"/> Turns as Undead	
<input checked="" type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

## Offensive Capabilities

Will be armed with whatever weapons it had in life: this usually includes a melee and a ranged weapon of at least +2 enchantment.

Gaze Attack: Deals 2d6 cold damage.

## Defensive Capabilities

Immunities: Cold, Mundane weapons

Dark Aura: 1

Magic Resistance: 15%

Weaknesses: Silver weapons and Holy Water deal double damage.

Modified Turn Undead: On a successful turn, all affected Undead are healed for 1d4 points, and on a Critical Success, the Undead are fully healed.

## Special Abilities:

Can gain classes levels as a Fallen Paladin up to Level 15 in addition to normal abilities.

Fallen Paladin Powers: A Dark Rider has the powers of a 10th level Fallen Paladin - all of its powers are reversed: healing spells harm the living for the same amount of damage, good is defended against, Unholy weapons are created, etc.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Dark Steed

Undead [ Free Willed]

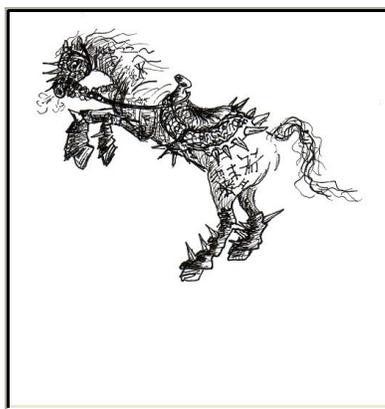
**Combat Values:**

Spirit Points:	2d6+8 [ 15]
Hit Points:	9d8 [ 41]
Alignment:	Satanic
Attacks:	2/ 1
Parries:	1/ 1
BAtCh:	13
Base A.C:	5
<input type="checkbox"/> Offworld	

These foul, flying horses serve as steeds for Dark Riders and other evil beings of great importance. Lesser creature of evil intent who attempt to find a Dark Steed to claim as their own often end up dead beneath its feet. Dark Steeds appear as gaunt, almost skeletal horses with charcoal coloured skin. Runes of power - the spells that may have animated the beast - are scribed in its bones and hide, inked with human blood. Many of the horses wear the metal barding that is in keeping with its master's armour.

## Saving Throws

Death Magic:	-
Magical Weapon:	12
Area Effect:	12
Poison:	-
System Shock:	12
Spiritual Powers:	12
Sleep/Charm:	2



Number per Encounter:	1d3
Frequency:	Uncommon
Size Class:	6

## Primary Attributes

Strength:	3d6
Intelligence:	2d6
Wisdom:	3d6
Faith:	2d6
Dexterity:	3d6
Constitution:	3d6
Charisma:	1
Corneliness:	1

## Movement/ Sensory

Move - Run:	30/ /
Move - Fly:	25/ / Class B
Move - Swim:	4/ /
Move - Burrow:	-
Empathic Rating:	10%
Empathic Resist:	35%
Lowlight Vision:	-
Infravision:	15/ /
Detect Motion:	-
Sense Presence:	12/ /

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input checked="" type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input checked="" type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input checked="" type="checkbox"/> Fear
<input type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

## Offensive Capabilities

Natural weapon attacks: Kick: 1d12; Bite: 1d6+1.

Death Trample: This attack consists of running down an opponent and deals 2d6 points of damage + 1d6 points of Death Magic damage. If Death Magic damage is successfully dealt, the Dark Steed regenerates that many hit points.

## Defensive Capabilities

Immunities: Cold, Mundane weapons

Frightful Presence: 1

Weaknesses: Silver weapons and Holy Water deal double damage.

## Special Abilities:

Energy Ghost: As the Innate Power, Intensity: 3, once per day.

**Encounter Level**

Level 1-3  
 Level 4-6  
 Level 7-9  
 Level 10-15  
 Level 16-20  
 Level 21+

# Dark Wood Birds

Animal (Mutant)

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

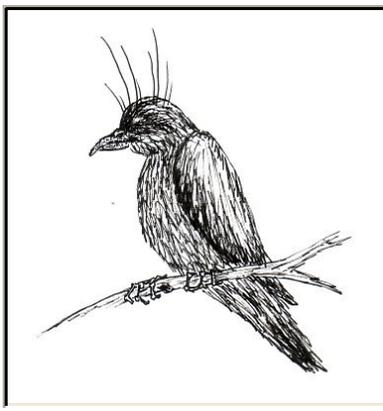
Offworld

The "Dark Wood" designation refers to a class of avian native to Nightfall's mysterious Dark Wood Forest. The canopy of this forest is so high and so thick that virtually no light passes through. As a result, most of the creatures living within its boundaries (including the birds) have evolved the use of echolocation instead of sight. Darkwood birds do not have eyes, but instead use reflected sound and a keen sense of smell in order to fly and hunt (much like bats do).

A Dark Woods Bird can be any sort of bird: pigeon, raven, hawk, etc. This classification simply refers to its alternate sensory function.

## Saving Throws

- Death Magic: **18**
- Magical Weapon: **16**
- Area Effect: **16**
- Poison: **18**
- System Shock: **18**
- Spiritual Powers: **16**
- Sleep/Charm: **18**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/ Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

---

Turns as Undead  
 Dark  Fear  Holy  
 Regens  Incorporal  
 Creates Undead Spawn

## Offensive Capabilities

As per base creature

## Defensive Capabilities

As per base creature, with the following provisions:

Immunity: Sunlight

Weakness: Unable to navigate if deafened

## Special Abilities:

Most Dark Woods Birds have some form of camouflage, ranging from 30% to 100% (depending on the breed of the base creature.) Dark Woods Ravens have the highest rating (100%). If taken out of their natural environment, this cloaking ability is greatly reduced but not altogether lost.

Dark Woods Birds are blind, eyeless, and usually have black feathers, but otherwise appear as the base creature.

**Encounter Level**

Level 1-3  
 Level 4-6  
 Level 7-9  
 Level 10-15  
 Level 16-20  
 Level 21+

## Deadwoods Dogs

Undead

### Combat Values:

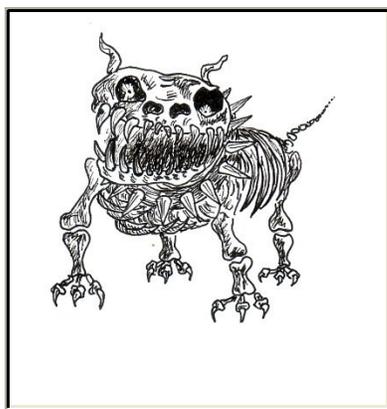
Spirit Points:   
 Hit Points:   
 Alignment:   
 Attacks:   
 Parries:   
 BAAtCh:   
 Base AC:   
 Offworld

Deadwood Dogs are a by-product of the wars and Death Magic that have swept through Gaiar. It is believed that the first of these creatures were victims of the poisoned rivers in North Point and the Well of Dead Life. However, all of Gaiar now suffers with these skeletal beasts as they hunt the living in the wilds, blindly attacking anything that moves. Note that some evil beings have had some success training Deadwood Dogs to act as guard dogs for their lairs.

Deadwood Dogs can appear as the animated skeletons of any predator-canine breed, such as clobberman, husky, rotweiler, etc. Their eye sockets usually glow with an edditch green fire.

### Saving Throws

Death Magic: -  
 Magical Weapon: 16  
 Area Effect: 16  
 Poison: -  
 System Shock: 16  
 Spiritual Powers: 16  
 Sleep/Charm: -



Number per Encounter:   
 Frequency:   
 Size Class:

### Primary Attributes

Strength:   
 Intelligence:   
 Wisdom:   
 Faith:   
 Dexterity:   
 Constitution:   
 Charisma:   
 Comeliness:

### Movement/Sensory

Move - Run:   
 Move - Fly:   
 Move - Swim:   
 Move - Burrow:   
 Empathic Rating:   
 Empathic Resist:   
 Lowlight Vision:   
 Infravision:   
 Detect Motion:   
 Sense Presence:

### Defenses

Resists Weakness  
 Fire/Heat   
 Electricity   
 Caustic   
 Cold/Ice   
 Poison   
 Magic   
 Sunlight   
 Mundane   
 Silver   
 Radiation   
 Turns as Undead  
 Dark  Fear  Holy  
 Regens  Incorporeal  
 Creates Undead Spawn

### Offensive Capabilities

Natural weapon attacks: Claw: 1d4 / Claw: 1d4 / Bite: 1d6.

Improved damage: On a critical success, the Bite attack does Death Magic damage and the Deadwood Dog would regain that many hit points.

### Defensive Capabilities

No special defences.

### Special Abilities:

No special abilities.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Desert Crawlers

Animal

Combat Values:

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

Offworld

Desert Crawlers are very large, sand-colored lobster-like creatures with a collection of grappling tentacles around their mouth. Like normal lobsters, they have long eyestalks (5-feet in length, however) and their tentacles can be retracted if needed. They hunt by lying in ambush, partially buried in sand dunes, while waiting to catch whatever walks by. They will generally ignore large prey, like humans, but hunger will drive them to attack anything that looks like a meal. For the most part, Desert Crawlers live in deserts and dry coastal regions.

## Saving Throws

- Death Magic: **14**
- Magical Weapon: **14**
- Area Effect: **12**
- Poison: **14**
- System Shock: **12**
- Spiritual Powers: **16**
- Sleep/Charm: **16**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input checked="" type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

Natural weapon attacks: Claw: 1d8 / Claw: 1d8.

Grappling Attack: If successful, the victim is pulled towards the Desert Crawler's beak-like mouth and begins taking 1d6 points of damage each round as the beast tries to devour him.

## Defensive Capabilities

Initiative bonus: +4 for the first attack if the creature was preparing an ambush.

Concealment Bonus: Before attacking, Perception Checks to find Desert Crawlers are made with a -4 penalty if the creature is preparing an ambush.

Resistances: Fire = 25%.

## Special Abilities:

No special abilities.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Dog, Wagon

Animal

**Combat Values:**

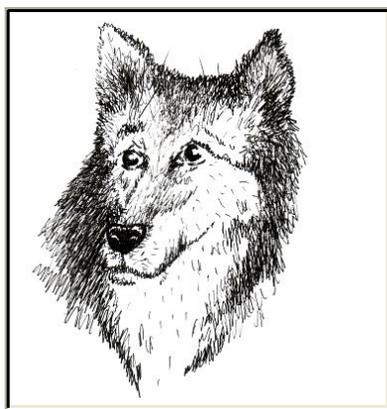
Spirit Points:	1d4
Hit Points:	3d8
Alignment:	Animal
Attacks:	1/ 1
Parries:	1/ 1
BAtCh:	19
Base AC:	7
<input checked="" type="checkbox"/> Offworld	Nightfall

Horses and Carrels never evolved on the world of Nightfall. Instead, a breed of canine called a Wagon Dog fills this niche. Wagon Dogs appear as oversized huskies and can have thick, soft fur of grey, white, or black. They have blue or grey eyes (and sometimes one of each!). In size, they are halfway between a conventional sled dog and a light riding horse.

Two Wagon Dogs can do the work of one standard horse. Wagon Dogs are smarter than horses, however, and much less likely to panic. They do require more emotional attention than horses. Wagon Dogs that feel loved by their masters perform better than those that do not. Unloved Wagon Dogs function at -2 to all actions.

## Saving Throws

Death Magic:	16
Magical Weapon:	16
Area Effect:	14
Poison:	16
System Shock:	14
Spiritual Powers:	18
Sleep/Charm:	18



Number per Encounter:	in pairs
Frequency:	Common
Size Class:	4

## Primary Attributes

Strength:	3d4
Intelligence:	1d4+1
Wisdom:	2d6
Faith:	2d6
Dexterity:	3d6
Constitution:	3d6
Charisma:	3d6
Corneliness:	3d6

## Movement/Sensory

Move - Run:	20//
Move - Fly:	
Move - Swim:	
Move - Burrow:	
Empathic Rating:	20%
Empathic Resist:	20%
Lowlight Vision:	6//
Infravision:	
Detect Motion:	
Sense Presence:	

## Defenses

Resists	Weakness
<input type="checkbox"/>	Fire/Heat <input type="checkbox"/>
<input type="checkbox"/>	Electricity <input type="checkbox"/>
<input type="checkbox"/>	Caustic <input type="checkbox"/>
<input type="checkbox"/>	Cold/Ice <input type="checkbox"/>
<input type="checkbox"/>	Poison <input type="checkbox"/>
<input type="checkbox"/>	Magic <input type="checkbox"/>
<input type="checkbox"/>	Sunlight <input type="checkbox"/>
<input type="checkbox"/>	Mundane <input type="checkbox"/>
<input type="checkbox"/>	Silver <input type="checkbox"/>
<input type="checkbox"/>	Radiation <input type="checkbox"/>
<input type="checkbox"/>	Turns as Undead
<input type="checkbox"/>	Dark <input type="checkbox"/> Fear <input type="checkbox"/> Holy
<input type="checkbox"/>	Regens <input type="checkbox"/> Incorporeal
<input type="checkbox"/>	Creates Undead Spawn

## Offensive Capabilities

Claw/ Claw/ Bite: 1d6/ 1d6/ 1d8

## Defensive Capabilities

Frightening Growl: Creatures of 2 HD or less must save versus sleep/ charm or else be afraid of the creatures. This manifests as a -2 penalty to all rolls for 1d4 rounds.

## Special Abilities:

Group think: Pairs of Wagon Dogs raised together can share thoughts within 6//.

Sprint: A Wagon Dog can run at 36// for one round per two points of Constitution. However, after doing so, the animal is stunned for 1d4 rounds. This can be done up to three times per day.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Dolphin

Animal [Aquatic, NPC]

**Combat Values:**

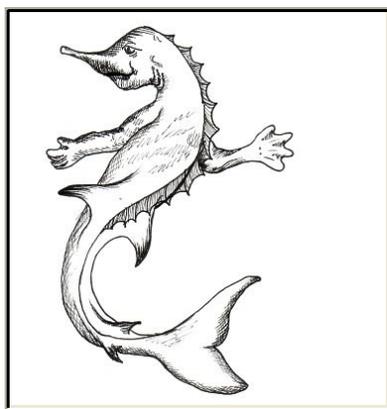
Spirit Points:	7d6 [26]
Hit Points:	6d8 [27]
Alignment:	Benevolent
Attacks:	1/1
Parries:	2/1
BAtCh:	14
Base AC:	7
<input type="checkbox"/> Offworld	

Dolphins are an intelligent and benevolent race of sea-dwelling mammals who have become self-aware and begun building a society for themselves beneath the waves of Gaia. They have developed a language and a religion that views the creator-god in dolphin form. Dolphins are more strongly good-aligned than nearly any other race, and evil or selfish dolphins are very rare. On rare occasions, a Dolphin will "adapt" humanoid of good alignment who has at least a 25% Empathy rating and who can function well in the seas.

Dolphins appear as large fish-shaped creatures with cobalt to slate-colored smooth skin. They have binocular vision, a bottle-shaped nose, and a fin on their back and a horizontal tail fin. Even a casual observer can note the intelligence in their eyes.

## Saving Throws

Death Magic:	14
Magical Weapon:	14
Area Effect:	12
Poison:	14
System Shock:	12
Spiritual Powers:	16
Sleep/Charm:	14



Number per Encounter:	1d4
Frequency:	Common
Size Class:	6

## Primary Attributes

Strength:	3d6
Intelligence:	2d6
Wisdom:	3d6
Faith:	3d6
Dexterity:	3d6
Constitution:	3d6
Charisma:	3d6
Corneliness:	3d6

## Movement/Sensory

Move - Run:	-
Move - Fly:	-
Move - Swim:	36/ /
Move - Burrow:	-
Empathic Rating:	30%
Empathic Resist:	30%
Lowlight Vision:	-
Infravision:	-
Detect Motion:	120/ /
Sense Presence:	-

## Defenses

Resists	Weakness
<input type="checkbox"/>	Fire/ Heat <input type="checkbox"/>
<input type="checkbox"/>	Electricity <input type="checkbox"/>
<input type="checkbox"/>	Caustic <input type="checkbox"/>
<input checked="" type="checkbox"/>	Cold/ Ice <input type="checkbox"/>
<input type="checkbox"/>	Poison <input type="checkbox"/>
<input type="checkbox"/>	Magic <input type="checkbox"/>
<input type="checkbox"/>	Sunlight <input type="checkbox"/>
<input type="checkbox"/>	Mundane <input type="checkbox"/>
<input type="checkbox"/>	Silver <input type="checkbox"/>
<input type="checkbox"/>	Radiation <input type="checkbox"/>
<input type="checkbox"/>	Turns as Undead
<input type="checkbox"/>	Dark <input type="checkbox"/> Fear <input type="checkbox"/> Holy
<input type="checkbox"/>	Regens <input type="checkbox"/> Incorporeal
<input type="checkbox"/>	Creates Undead Spawn

## Offensive Capabilities

Natural weapon attacks: Bite: 2d6 + 3, or Tail Swap: 2d4, or Flaming Attack: 3d6.

## Defensive Capabilities

Resistances: Cold = 25%

## Special Abilities:

Echolocation and Communication: Blinding effects are useless against Dolphins so long as they can use their echolocation ability. They can also use this power to "speak" whatever languages they know.

Character class options: Can also take Class Levels as a Warrior up to Level 5, a Priest up to Level 3, or a Wishinger up to Level 2.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Drowned Sailor

Undead

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

Offworld

Drowned Sailors are not pleasant to behold. Often puffy and sickly green, these rotting humanoids seek to murder living sailors and steal their ships. Many Drowned Sailors have eyes completely obscured by wiggling worms, and they smell strongly of wet carrion. Only the most desperate, poison-resistant scavengers attempt to make a meal of these stinking horrors.

Drowned Sailors typically dress in ragged, water-logged naval or pirate uniforms, and have whatever weapons and equipment they possessed in life. Their weapons, though rusty and seemingly useless, always seem to function perfectly and without penalty.

## Saving Throws

- Death Magic: **4**
- Magical Weapon: **10**
- Area Effect: **10**
- Poison: **4**
- System Shock: **4**
- Spiritual Powers: **14**
- Sleep/Charm: **-**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

Empathic Rating:

Empathic Resist:

Lowlight Vision:

Infraision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

By weapon type, or using unarmed combat. Drowned Sailors typically retain the weapons they had in life -- daggers, knives, short swords, etc. Usually these weapons are in deplorable condition, yet they do not have combat penalties in the hands of the Drowned Sailors. If their weapons are welded by another group, however, normal combat penalties apply (-2 to -4, at the GM's discretion.)

## Defensive Capabilities

Immune to poison, sleep/charm.

## Special Abilities:

**Shield Walking:** These creatures can cross geometric barriers and other force fields on a successful area effect save. This save is penalized at -1 for each SP of the shield. They will always succeed on a critical success, regardless of the penalty, thus a determined batch of Drowned Sailors will eventually overcome any force field.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Dune Beast**

Mutant

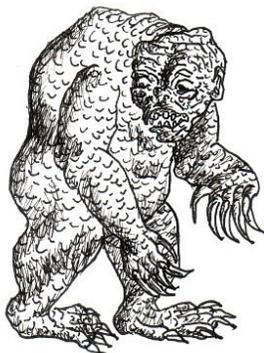
**Combat Values:**

Spirit Points:	1d4+6 [9]
Hit Points:	6d12 [39]
Alignment:	Satanic
Attacks:	1/ 1
Parries:	2/ 1
BAtCh:	14
Base A.C.:	5
<input checked="" type="checkbox"/> Offworld	Arranoch

Butch creatures that haunt the rocky wastes, Dune Beasts are strong, ill-tempered, and savage hunters. They appear as large, hundred-ovular humanoid with thick scales for armor and huge claws for digging and killing prey. Their toothy maws and feral gleam in their eyes conceal the fact that these creatures are more cunning than wild animals. Dune Beasts have a primitive society based upon hunting and raiding, but brute strength and war matter most to them.

**Saving Throws**

Death Magic:	14
Magical Weapon:	14
Area Effect:	12
Poison:	14
System Shock:	12
Spiritual Powers:	16
Sleep/Charm:	16



**Primary Attributes**

Strength:	4d6
Intelligence:	2d6
Wisdom:	2d6
Faith:	2d6
Dexterity:	2d6
Constitution:	4d6
Charisma:	2d6
Corneliness:	2d6

**Movement/Sensory**

Move - Run:	12/ /
Move - Fly:	
Move - Swim:	5/ /
Move - Burrow:	5/ /
Empathic Rating:	10%
Empathic Resist:	40%
Lowlight Vision:	15/ /
Infravision:	10/ /
Detect Motion:	
Sense Presence:	

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear <input type="checkbox"/> Holy
<input type="checkbox"/> Regens	<input type="checkbox"/> Incorporeal
<input type="checkbox"/> Creates Undead Spawn	

Number per Encounter:	2-4
Frequency:	Common
Size Class:	6

**Offensive Capabilities**

Claw: 2d6 / Claw: 2d6 / Bite: 2d8 or 3am for 2d6 + 6.

Sun Attack: Any creature hit by a Dune Beast's 3am attack must make a Save vs. System Shock or lose their next action.

**Defensive Capabilities**

Damage Reduction: 2  
Resistances: Fire = 50%

**Special Abilities:**

No special abilities

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Elemental, Air**

Elemental [NPC]

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

Offworld

**Air Elementals** are the spirits of the wind and air, ancient creatures who have mastery over certain aspects of nature itself. They appear as humanoid figures carved of clouds and dozed in swirling winds like a living storm.

**Saving Throws**

Death Magic: **12**

Magical Weapon: **12**

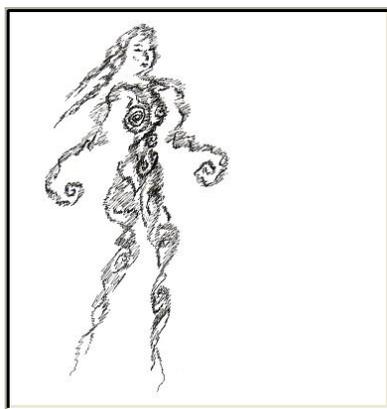
Area Effect: **12**

Poison: **NA**

System Shock: **10**

Spiritual Powers: **10**

Sleep/Charm: **12**



Number per Encounter:

Frequency:

Size Class:

**Primary Attributes**

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

**Movement/Sensory**

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input checked="" type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

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Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

**Offensive Capabilities**

**Punch:** 2d6 + 3 damage. Lightning Orb, range 200-feet, damage 3d6 electrical damage.

**Minor Air Control:** Able to control minor air effects, such as create small dust devils, breezes, etc. at will.

**Gust of Wind:** Targets one creature per hit dice of Elemental. Target must make a Save vs. Area Effect or be knocked prone and take 3d6 damage.

**Defensive Capabilities**

**Immunities:** Electricity and wind-based attacks

**Special Abilities:**

**Regenerates 1 hit point a round if airborne.**

**Whirlwind:** Once every 1d4 rounds, the Air Elemental can transform itself into a Whirlwind for a full round. All creatures in the same squares as the Elemental or adjacent to it must make a Save vs. Area Effect with a -4 penalty or be knocked prone and sent flying up to 30-feet away, if possible. The victims then take 1d6 points of damage for every 5-feet travelled in this fashion with a Save vs. Area Effect for half damage. Note that the Whirlwind also grants the Air Elemental +4 AC for that turn if there is a decent amount of dust, sand, or dirt in the area to create a dust-storm affect around it.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Elemental, Earth**

Elemental [NPC]

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

Offworld

Earth Elementals are spirits of rocks, soil, and the ground itself. These ancient creatures appear as hulking humanoid composed of a mix of earth and stone.

**Saving Throws**

- Death Magic: **12**
- Magical Weapon: **12**
- Area Effect: **12**
- Poison: **NA**
- System Shock: **10**
- Spiritual Powers: **10**
- Sleep/Charm: **12**



Number per Encounter:

Frequency:

Size Class:

**Primary Attributes**

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

**Movement/Sensory**

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input checked="" type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

**Offensive Capabilities**

**Punch:** 2d6 + 5. Able to toss an endless supply of rocks up to 200-feet that deal 2d6 points of damage.

**Stone Spikes:** Targets one creature per hit dice of Elemental. Target must make a Save vs. Area Effect or be impaled by stone spikes that shoot out of the earth and take 3d6 damage.

**Earthquake:** Once every 1d4 rounds, the Earth Elemental can create a shockwave with a radius of 100-feet. All foes within the area of effect that are on the ground must make a Save vs. Area Effect with a -4 penalty or take 4d6 damage, fall down, and lose their next action.

**Defensive Capabilities**

**Immunities:** Caustics and earth-based attacks

**Special Abilities:**

Regenerates 1 hit point a round if on the ground.

Minor Earth Control: Able to control minor earth effects, such as dig holes, etc.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Elemental, Fire**

Elemental [NPC]

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

Offworld

Fire Elementals are raging infernos – living flames that consume everything within their path. These rather destructive Elementals appear as humanoid forms of living fire, or creatures of blacked ash and lava, covered with flames.

**Saving Throws**

- Death Magic: **12**
- Magical Weapon: **12**
- Area Effect: **12**
- Poison: **NA**
- System Shock: **10**
- Spiritual Powers: **10**
- Sleep/Charm: **12**



Number per Encounter:

Frequency:

Size Class:

**Primary Attributes**

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

**Movement/Sensory**

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

Empathic Rating:

Empathic Resist:

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

**Defenses**

Resists	Weakness
<input checked="" type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input checked="" type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

**Offensive Capabilities**

**Punch:** 2d6 + 4 points of fire damage. Able to toss fireballs up to 200-feet that deal 3d6 points of fire damage.

**Fireball:** Once every 1d4 rounds, the Fire Elemental can launch an orb of Fire up to 300-feet away that explodes on impact, dealing 5d6 points of fire damage to everything within a 20-foot diameter sphere. Victims get to make a Save vs. Area Effect for half damage.

**Defensive Capabilities**

**Flame Shield:** All creatures within 20 feet of the Fire Elemental take 1d6 points of fire damage each round. Creatures attacking the Fire Elemental in melee must make a Save vs. Area Effect each round or take an additional 1d6 points of fire damage.

**Immunities:** Fire

**Weakness:** Takes double damage from cold and water based attacks.

**Special Abilities:**

Regenerates 1 hit point a round if still burning

Minor Fire Control: Able to control minor fire effects, such as lighting torches, extinguishing campfires, etc

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Elemental, Water

Elemental [NPC]

Combat Values:

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

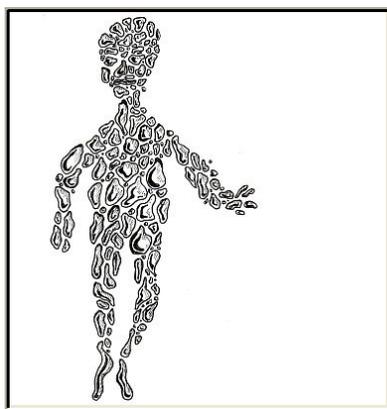
Base AC:

Offworld

Water Elementals are the masters of the seas and rivers. They appear as humanoid beings formed from the living waves. In colder climates, they may take on the appearance of living statues of ice.

## Saving Throws

- Death Magic: **12**
- Magical Weapon: **12**
- Area Effect: **12**
- Poison: **N/A**
- System Shock: **10**
- Spiritual Powers: **10**
- Sleep/Charm: **12**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

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Empathic Rating:

Empathic Resist:

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Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input checked="" type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

**Wave Sap:** 2d6 + 3 points of damage. Able to toss ice shards up to 200-feet that deal 3d6 points of cold damage and inflict a -4 initiative penalty on the target next round if they hit. The penalty is not cumulative with itself.

**Parch:** Targets one creature per hit dice of Elemental. Target must make a Save vs. System Shock or become painfully dehydrated and suffer 3d6 damage.

## Defensive Capabilities

**Immunities:** Cold and water based attacks

**Weakness:** Takes double damage from fire attacks

## Special Abilities:

**Special Abilities:** Regenerates 1 hit point a round if over water

**Minor Water Control:** Able to control minor water effects, such as filling canteens, moving water, etc.

**Whirlwind:** Once every 1d4 rounds, the Water Elemental can transform itself into a Whirlwind of water for a full round. All creatures in the same squares as the Elemental or adjacent to it must make a Save vs. Area Effect with a -4 penalty or be knocked prone and sent flying up to 30-feet away, if possible. The victims then take 1d6 points of damage for every 5-feet travelled in this fashion with a Save vs. Area Effect for half damage. Note that the Whirlwind also grants the Water Elemental +4 AC for that turn because of the blind effects of the water funnel. This ability can only be used if the Water Elemental is over water.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Elk Spirit

Animal

**Combat Values:**

Spirit Points:	2d6+6 [ 13]
Hit Points:	6d8 [ 27]
Alignment:	Heroic
Attacks:	3/ 2
Parries:	1/ 1
BAtCh:	14
Base AC:	4
<input type="checkbox"/> Offworld	

Elk Spirits appear as normal, though magnificent, elks during the day, but at night, the creature glows with a silvery aura of spirit energy and its Intelligence and Wisdom increase to the levels listed above so that it is no longer a mere animal. None know the true origins of the Elk Spirits, or why they have a close association with Clan Tredaire of West Point. Whenever a member of that Clan is in trouble, there is a good chance (85%) that an Elk Spirit will intervene if there is one anywhere nearby. The Elk Spirit is also able to confer a +3 AC bonus to loyal members of Clan Tredaire who remain within 30 feet of it while its powers are active.

Strangely, there have been increased sightings of Elk Spirits in the wilds, and they have not always been by members of Clan Tredaire. For whatever reason, some Elk Spirits have taken to aiding loyal Rangers, such as Forest Friends, and some Saran. Perhaps the Elk Spirits know that the more allies they can find, the better their own chances for survival in the harsh wilds.

## Saving Throws

Death Magic:	14
Magical Weapon:	14
Area Effect:	12
Poison:	14
System Shock:	12
Spiritual Powers:	16
Sleep/Charm:	16



Number per Encounter:	1d2
Frequency:	Rare
Size Class:	6

## Primary Attributes

Strength:	4d6
Intelligence:	2d6
Wisdom:	2d6
Faith:	2d6
Dexterity:	3d6
Constitution:	3d6
Charisma:	3d6
Corneliness:	3d6

## Movement/Sensory

Move - Run:	30//
Move - Fly:	-
Move - Swim:	4//
Move - Burrow:	-
Empathic Rating:	30%
Empathic Resist:	30%
Lowlight Vision:	12//
Infravision:	-
Detect Motion:	-
Sense Presence:	-

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

## Offensive Capabilities

Natural weapon attacks: Bite: 1d8 / Kick: 2d10.

Impaling Blow: Can also impale foes upon its antlers as an attack. This deals 3d6 points of damage.

## Defensive Capabilities

Immunities: Silver Weapons

Weakness: Take double damage from Iron Weapons

## Special Abilities:

Energy Ghost: As the Innate Power at Intensity: 2, three times a day.

Stun Touch: As the Innate Power at Intensity: 2, three times a day.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Empty Silhouette

Undead

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

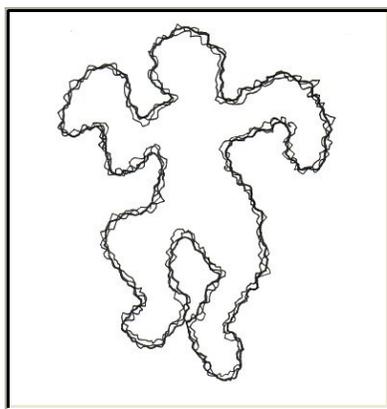
Base AC:

Offworld

Empty Silhouettes appear as the black wire frame outline of a man or woman. These Undead beings are often made from powdered remains of sacrificed victims, though they can create spawn on their own. These beings live in dark alleys and forgotten tunnels, always feeding upon life energy.

## Saving Throws

- Death Magic: -
- Magical Weapon: 14
- Area Effect: 14
- Poison: -
- System Shock: 14
- Spiritual Powers: 14
- Sleep/Charm: -



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/ Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

Empathic Rating:

Empathic Resist:

Lowlight Vision:

Infraision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

This creature does not have natural attacks. All combat is done via special abilities.

## Defensive Capabilities

Incorporeal

Dark Aura: 1

Immunities: Impaling Weapons

Weakness: Take double damage from light-based attacks.

## Special Abilities:

**Death Touch:** The Empty Silhouette can wrap around part of a creature and deal it 1d8 points of Death Magic damage. If Death Magic damage is successfully dealt, the Empty Silhouette regains that many hit points.

**Create Spawn:** Anyone who is slain by an Empty Silhouette and who's hit points have been reduced to a maximum of 0 because of Death Magic damage will rise as an Empty Silhouette in 6 days at midnight on the last day. This can only be prevented by: consecrating the body with General Ceremony, Last Rites, or Holy Water, burning it, or raising the victim from the dead.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Eye Wings**

Mutant/ Demon

**Combat Values:**

Spirit Points:	2d6+5 [ 12]
Hit Points:	4d8 [ 18]
Alignment:	Satanic
Attacks:	1/ 1
Parries:	1/ 1
BAtCh:	17
Base A.C.:	5
<input type="checkbox"/> Offworld	

Eye wings are greatly creatures that obviously have no place in nature. They appear as large black bats with dark red wings a 6 to 8 foot wingspan, and one large eye dominates the creature's inane expression. The eye glows a baleful green at night and can shoot poison from its tear ducts. These creatures are believed to feed only upon blood and moonlight, but need little of either to continue to function. They are usually found in the service of evil Priests and Necromancers who use them as spies against their foes. There are, however, Eye wings that are in the service of demons and other creatures from Below, and none can say how many of these creatures serve such terrible masters. Hence, they are all best avoided or destroyed as quickly as possible.

**Saving Throws**

Death Magic:	14
Magical Weapon:	12
Area Effect:	12
Poison:	-
System Shock:	14
Spiritual Powers:	16
Sleep/Charm:	16



**Primary Attributes**

Strength:	2d6
Intelligence:	2d6
Wisdom:	2d6
Faith:	2d6
Dexterity:	3d6
Constitution:	2d6
Charisma:	1
Corneliness:	1

**Movement/ Sensory**

Move - Run:	1/ /
Move - Fly:	15/ / Class C
Move - Swim:	-
Move - Burrow:	-
Empathic Rating:	20%
Empathic Resist:	20%
Lowlight Vision:	15/ /
Infravision:	-
Detect Motion:	-
Sense Presence:	-

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear <input type="checkbox"/> Holy
<input type="checkbox"/> Regens	<input type="checkbox"/> Incorporeal
<input type="checkbox"/> Creates Undead Spawn	

Number per Encounter:	1d4
Frequency:	Uncommon
Size Class:	3

**Offensive Capabilities**

Natural weapon attacks: Bite: 1d6 and injects Poison of Intensity: 3 - Victim still gets a Save vs. Poison, but at -2.

Poison Tears: Can spray a Line of acid from its tear duct up to 20-foot away. Treat this as a ranged attack that inflicts Intensity: 2 poisoning.

**Defensive Capabilities**

Immunities: Poison.

**Special Abilities:**

Linked Sight: Eye wings in a given group can all "see" through each other's eyes. This gives them a +4 bonus to initiative rolls because of their greater awareness. It also means that one will rarely encounter a single Eye wing. Worse still, Eye wings often allow other evil beings to share their sight, making these monsters perfect spies. Each Eye wing can share its sight with a single other creature, and the link works in both directions between the two creatures.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# False Mummies

Sarkophkaites

Humanoid

Combat Values:

Spirit Points: 4d10 [30]

Hit Points: 4d8 [24]

Alignment: Any Evil

Attacks: 1/1

Parries: 1/1

BAtCh: 18

Base AC: 5

Offworld Arranoch

False Mummies are the wretched dregs of Sarkophka, an alien god of disease and destruction that has only recently begun to awaken with power on Gaia. False Mummies are dregs that mistakenly believe they have contacted this distant deity (but in fact are getting their powers from Charnak, the lord of entropy, drugs, and booze)

False Mummies are usually adolescents or young adults that have gotten mixed up in the wrong crowd, but have fallen to the allure of easy power. They use their dilute Shamanic powers to wreak havoc and chaos whenever possible. These beings are NOT Undead. Occasionally, a False Mummy can be reformed to the side of good if separated from the cult and deprogrammed by an experienced cult-buster.

False Mummies look like humanoids dressed from head to toe in dirty medical bandages and typically function as 1st or 2nd Level evil Shaman. They are usually followed by 2d4 cultists.

## Saving Throws

- Death Magic: 14
- Magical Weapon: 14
- Area Effect: 16
- Poison: 12
- System Shock: 14
- Spiritual Powers: 12
- Sleep/Charm: 14



## Primary Attributes

Strength: 3d6

Intelligence: 3d6

Wisdom: 3d6

Faith: 3d6

Dexterity: 3d6

Constitution: 3d6

Charisma: 3d6

Corneliness: 3d6

## Movement/Sensory

Move - Run: 11/ /

Move - Fly: 3/ /

Move - Swim: / /

Move - Burrow: / /

Empathic Rating: / /

Empathic Resist: / /

Lowlight Vision: / /

Infra-vision: / /

Detect Motion: / /

Sense Presence: / /

## Defenses

Resists Weakness

- Fire/Heat
- Electricity
- Caustic
- Cold/Ice
- Poison
- Magic
- Sunlight
- Mundane
- Silver
- Radiation

- Turns as Undead
- Dark  Fear  Holy
- Regens  Incorporal
- Creates Undead Spawn

Number per Encounter: 1d4+1

Frequency: Uncommon

Size Class: 3

## Offensive Capabilities

As per evil Shaman.

## Defensive Capabilities

Mummy bandages are considered enchanter armour, granting AC+4.

Vulnerability: Ignore mummy armour when inflicting fire damage. The armour does not burn, but it also does not protect the wearer.

## Special Abilities:

Regeneration: 1 HP/ Hour  
Levitation: 3/ /

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Flaming Skull

Undead

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

Offworld

A flaming skull is appears as a (you guessed it) levitating humanoid skull wreathed in fire. These creatures are primarily used to guard darkened corridors or other light duty sentry activities. Alternatively, a Flaming Skull can function as a door knocker or as the crown piece for a magic staff.

They are not very intelligent. They can obey up to six commands of one sentence each.

## Saving Throws

- Death Magic: **NA**
- Magical Weapon: **18**
- Area Effect: **18**
- Poison: **NA**
- System Shock: **NA**
- Spiritual Powers: **18**
- Sleep/Charm: **NA**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/ Sensory

Move- Run:

Move- Fly:

Move- Swim:

Move- Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input checked="" type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input checked="" type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

---

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

Flame breath ( 1d4, 3' / cone, 3 times per day)  
 Head-butt ( 1d4), bite ( 1d4+1), sear ( 1 point - in combination w/ head-butt or bite.)

## Defensive Capabilities

Immune to fire. Takes double damage from water/ice/ cold.

## Special Abilities:

No special abilities

Encounter Level

Level 1-3

Level 4-6

Level 7-9

Level 10-15

Level 16-20

Level 21+

Gen

---

Humanoid [NPC]

Gens are an aesthetically pleasing humanoid race. They are slim, well-proportioned, and have intelligent, warm eyes. Almost all Gens wear sun glasses, since their ancestral homeworld orbited a K1 (orange) star. Gen skin is medium tan with dark brown spots (like a leopard). The dark spots have grown a bit larger with each generation, in response to the intense UV irradiation emitted by Requien's scolding A9 primary. Some Gens are dark brown with tan spots. Gens have hazel, tan, or amber eyes. They also smile a lot, revealing even, white teeth. The Gens have a natural beauty that is appealing to members of many humanoid races.

Gens possess a limited form of regeneration. In the event that a limb is severed or crippled, the afflicted Gen will recover over a period of 24 months. Gens do not scar. Tattoos do not remain more than 24 months either. Their regeneration grants them an extra 2HP of healing per day. Gens also do not have to live with the effects of crippling injuries; maimed limbs regenerate after 24 weeks. The average Gen stands 5'4" (ranging from 4'6" to 5'10"). Sexual dimorphism in Gen physiology is similar to that of humans, except that males do not have facial hair. Gen sexuality is as follows: Htero (91%), Bi(1%), Homo(8%). Gens live 90 years on average.

### Saving Throws

- Death Magic: 16
- Magical Weapon: 16
- Area Effect: 14
- Poison: 16
- System Shock: 14
- Spiritual Powers: 16
- Sleep/Charm: 16

Combat Values:

Spirit Points: 2d8

Hit Points: 1d8+1

Alignment: Usually Good

Attacks: 1/1

Parries: 1/1

BAtCh: 19

Base AC: 9

Offworld

Requiem

Number per Encounter: 1d6+1

Frequency: Common

Size Class: 5

### Primary Attributes

Strength: 3d6-1

Intelligence: 3d6

Wisdom: 3d6

Faith: 3d6

Dexterity: 3d6-1

Constitution: 3d6

Charisma: 3d6

Corneliness: 3d6+1

### Movement/Sensory

Move - Run: 10//

Move - Fly:

Move - Swim: 2//

Move - Burrow:

---

Empathic Rating:

Empathic Resist: 15%

---

Lowlight Vision:

Infraision:

Detect Motion:

Sense Presence:

### Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

### Offensive Capabilities

By Weapon Type.

Punch (1d4)

### Defensive Capabilities

Regeneration: +2 HP/day; regenerates maimed/missing limbs. Regenerates from scars/tattoos.

### Special Abilities:

Class Levels: This creature typically gains levels as a Warrior, Mathematician, Jack, Investigator, Thief, or Speaker-for-the-Dead. They can technically be of any character class, but they are not generally exposed to high-magic cultures.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Gloom

Half-Vampires

[Undead [partial] [NPC] [Freewilled]]

Combat Values:

Spirit Points:	3d4 [8]
Hit Points:	4d10 [20]
Alignment:	Any Evil
Attacks:	3/2
Parries:	1/1
BAtCh:	16
Base AC:	5
<input type="checkbox"/> Offworld	

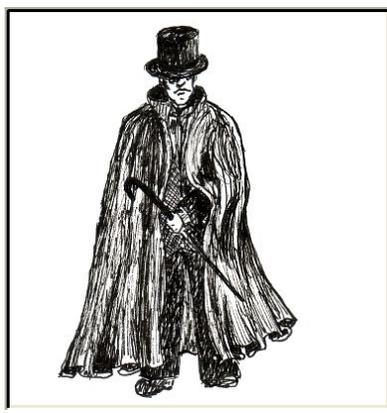
Glooms walk the fine line between the living and Undead. Always in service to a Vampire, Glooms exchange part of their life essence in exchange for some of the powers of a true Vampire. The result is a creature that can drain the blood of others, cast a limited number of spells, and can fly, but at the same time still must eat, drink, and breathe (albeit at a reduced amount.)

Glooms look like standard humans, but just a little pale. They are a trifle light sensitive, but sunlight does not harm them. They cast shadows and reflections in mirrors, but both are translucent.

These creatures are in some ways the most pitiful of drug addicts. They must have at least a drop of their master's blood at least once per month or lose one hit point per day of deprivation. Because of this terrible bargain, the Glooms will do anything to fulfill their wishes of their dead liege.

## Saving Throws

Death Magic:	10
Magical Weapon:	12
Area Effect:	12
Poison:	8
System Shock:	10
Spiritual Powers:	10
Sleep/Charm:	8



Number per Encounter:	1d4+1
Frequency:	Uncommon
Size Class:	3

## Primary Attributes

Strength:	3d6+3
Intelligence:	3d6
Wisdom:	3d6
Faith:	3d6
Dexterity:	3d6+3
Constitution:	3d6+3
Charisma:	3d6
Corneliness:	3d6-1

## Movement/Sensory

Move - Run:	12/ /
Move - Fly:	12/ /
Move - Swim:	
Move - Burrow:	
Empathic Rating:	20%
Empathic Resist:	20%
Lowlight Vision:	
Infravision:	12/ /
Detect Motion:	
Sense Presence:	

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input checked="" type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

## Offensive Capabilities

By weapon type.

By Spells: L2 Scathrom, Illuthielite, or evil Shaman.

Bite: 1d6. The first point of damage to the victim will heal the Gloom.

## Defensive Capabilities

Regenerates: 1HP/Round (night only)

Half damage from Mundane Weapons.

Blood Bound: This creature must have at least a drop of its master's blood once per month.

## Special Abilities:

This creature can advance in Warrior or evil clergy.

An ounce of vampire blood restores 4d10 HP to this creature.

This creature only needs to consume 1/4 the normal amount of food for a regular human.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Golem, Brass

Construct

Combat Values:

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

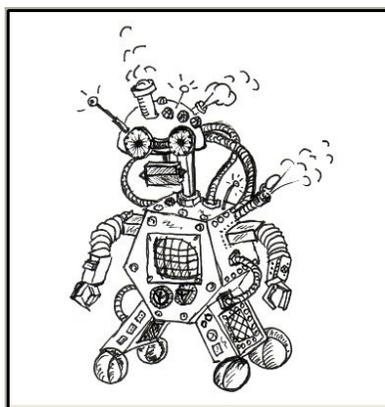
Base AC:

Offworld

Brass Golems are magically animated constructs made of forged brass that tower over lesser beings. These Golems take the form of hulking, humanoid machines made from a roughly fitting conglomeration of brass components. They are huge, voracious, slow, and heavily armored. There is a hint of fire or steam always about them. They are mindless and will obey their master, though they will respond harshly to attacks. Thankfully, these extremely dangerous creatures are rare, though they can be found in the lost places of the world, still carrying out their final orders.

## Saving Throws

- Death Magic: **NA**
- Magical Weapon: **8**
- Area Effect: **12**
- Poison: **NA**
- System Shock: **8**
- Spiritual Powers: **12**
- Sleep/Charm: **NA**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

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Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input checked="" type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input checked="" type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

Fist: 2d6 + 5 / Fist: 2d6 + 5. A flame ball can be fired up to 200-foot away that deals 3d6 fire damage in place of each attack.

Melt Item: If both Fists hit the same victim, the Brass Golem can attempt to melt an item that the victim is wearing. Save vs. Fire applies.

Breath weapon: In place of its attacks, the Brass Golem can breath a line of fire that is 5-foot wide and 100-foot long. Victims struck by it take 10d6 fire damage with a Save vs. Area Effect for half damage. This ability can only be used once every 4 rounds.

## Defensive Capabilities

Immunities: Fire

Resistances: Magic = 50% (Does not apply to spells that target a weakness)  
Electricity = 50%

Weaknesses: Takes double damage from caustic attacks.

## Special Abilities:

Takes no damage from fire attacks and is instead healed for the amount of damage that would have normally be done. The Golem's own breath weapon cannot be used in this fashion.

As per Construct, regenerates 1 SP/Day.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Golem, Glass

Construct

**Combat Values:**

Spirit Points:	0
Hit Points:	5 SP
Alignment:	Neutral
Attacks:	2/1
Parries:	1/1
BAtCh:	14
Base AC:	5
<input checked="" type="checkbox"/> Offworld	Arranoch

Glass Golems are magically animated constructs made of glass. They are mindless and will obey their master, though they will respond harshly to attacks. They are humanoid in appearance, though one arm has a nasty glass sword in place of its hand. Alternatively, they can be constructed with bows that never need reloading. Sometimes Glass Golems are spontaneously created by lightning strikes in sandy, desert regions.

Glass Golems are much faster than their Brass kindred, but are also much weaker. They do have the advantage of appearing as sculptures until triggered, thus commanding the element of surprise.

## Saving Throws

Death Magic:	NA
Magical Weapon:	12
Area Effect:	16
Poison:	NA
System Shock:	12
Spiritual Powers:	16
Sleep/Charm:	NA



Number per Encounter:	1d3
Frequency:	Uncommon
Size Class:	5

## Primary Attributes

Strength:	3d6
Intelligence:	1
Wisdom:	1
Faith:	0
Dexterity:	2d6
Constitution:	3d6
Charisma:	1d6
Corneliness:	2d6

## Movement/Sensory

Move - Run:	10//
Move - Fly:	
Move - Swim:	5//
Move - Burrow:	5//
Empathic Rating:	0%
Empathic Resist:	100%
Lowlight Vision:	15//
Infravision:	10//
Detect Motion:	12//
Sense Presence:	

## Defenses

Resists	Weakness	
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Electricity	<input type="checkbox"/>	
<input type="checkbox"/> Caustic	<input type="checkbox"/>	
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>	
<input type="checkbox"/> Poison	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Magic	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Sunlight	<input type="checkbox"/>	
<input type="checkbox"/> Mundane	<input checked="" type="checkbox"/>	
<input type="checkbox"/> Silver	<input type="checkbox"/>	
<input type="checkbox"/> Radiation	<input type="checkbox"/>	
<input type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Incorporeal	
<input type="checkbox"/> Creates Undead Spawn		

## Offensive Capabilities

Fist: 2d6 / Glass Sword 1d8 + 1. Anyone successfully hit by the glass sword suffers an additional point of bleeding damage for the next 1d6 rounds. A successful Heal check or magical healing will stop this effect.

## Defensive Capabilities

Transparent: Has Stealth at 30% and Perception Checks to spot a Glass Golem are made with a -4 penalty.

Resistances: Magic = 30% (Does not apply to spells that target a weakness.)

Immunities: All light-based attacks, with a 50% chance that the attack will be reflected back to the attacker.

Weaknesses: Takes double damage from bludgeoning weapons and sonic attacks.

## Special Abilities:

Special Abilities: Takes no damage from electrical attacks and is instead healed for the amount of damage that would have normally been inflicted.

As per Construct, regenerates 1 SP/Day.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Golem, Guardian

Construct

**Combat Values:**

Spirit Points:	2d6
Hit Points:	4 Structural Points
Alignment:	Unaligned or Malev
Attacks:	2/1
Parries:	3/2
BAtCh:	13
Base A.C:	0
<input checked="" type="checkbox"/> Offworld	Arranoch

A Guardian Golem doesn't have a natural habitat as it has no need for one. The only habitat it knows is that of which it is guarding be it a cave, castle, dungeon or the like.

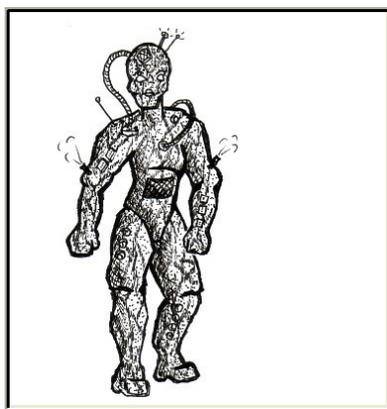
A Guardian Golem is designed for the simple and necessary task of guarding something of great value to its owner. The golem may be bought at the steep price of 8PP or a Mathematician may construct one given the proper materials. Typical Guardian Golems stand around six to seven feet tall and are usually made of compressed granite, metal or both. Their infrastructure is comprised of complex gears and conduits all powered a self-contained engine. The golem may appear skinny or bulky; depending on their frame the golems will receive a +3 to either Dexterity (skinny) or Strength (bulky).

**Notes:** The Crystallins have begun contracting for Guardian Golems as sentries for their Generators (their spellcasting engines which take human life as fuel).

These golems make for a good compromise between the Brass (slow/strong) and the Glass (fast/weak). They are solid general-purpose sentries.

## Saving Throws

- Death Magic: -
- Magical Weapon: 12
- Area Effect: 12
- Poison: -
- System Shock: 10
- Spiritual Powers: 8
- Sleep/Charm: -



Number per Encounter: 2  
 Frequency: Rare  
 Size Class: 6

## Primary Attributes

Strength:	5d6
Intelligence:	2d6-1
Wisdom:	2d4
Faith:	1d4
Dexterity:	3d6
Constitution:	3d6
Charisma:	1d4
Corneliness:	1d4

## Movement/Sensory

Move - Run:	9/ /
Move - Fly:	
Move - Swim:	
Move - Burrow:	
Empathic Rating:	
Empathic Resist:	100%
Lowlight Vision:	12/ /
Infravision:	12/ /
Detect Motion:	12/ /
Sense Presence:	

## Defenses

Resists	Weakness	
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>	
<input type="checkbox"/> Electricity	<input type="checkbox"/>	
<input type="checkbox"/> Caustic	<input type="checkbox"/>	
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>	
<input type="checkbox"/> Magic	<input type="checkbox"/>	
<input type="checkbox"/> Sunlight	<input type="checkbox"/>	
<input type="checkbox"/> Mundane	<input type="checkbox"/>	
<input type="checkbox"/> Silver	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Radiation	<input type="checkbox"/>	
<input type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Incorporal	
<input type="checkbox"/> Creates Undead Spawn		

## Offensive Capabilities

Punch: 1d8+2 Bear Hug: 2d10 Break Weapon:  
 Upon a successful strike a Golem may break the opponents weapon unless the user rolls under half his natural Dexterity, if he fails the weapon may make a save vs. crushing blow

## Defensive Capabilities

## Special Abilities:

**Spellcasting:** When constructed, a Golem may have one mathematical spell (of 3rd tier or less) carved into its inner core. With this, the creature may cast that spell at any times as its BM allows with or without the possible required materials.

**Regenerates.** This creature recovers one structural point per hour

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Golem, Sand

Construct

**Combat Values:**

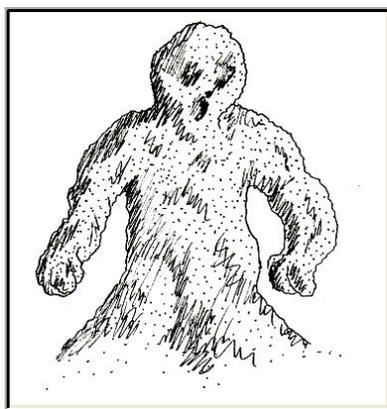
Spirit Points:	0
Hit Points:	9 SP
Alignment:	Neutral
Attacks:	2/1
Parries:	1/1
BAtCh:	11
Base AC:	2
<input checked="" type="checkbox"/> Offworld	Arranoch

Sand Golems are magically animated constructs made of damp sand that is formed into a hulking humanoid shape. They are mindless and will obey their master, though they will respond harshly to attacks. These creatures occasionally form spontaneously in the desert regions, usually near oases or underground springs that provide them with the water needed to take form. The masterless Sand Golems attack anything living, and will keep fighting until either it or its opponent is destroyed.

Once activated, a Sand Golem only fears electrical attacks, for they blast the creature's sand structure into glass.

## Saving Throws

- Death Magic: **NA**
- Magical Weapon: **10**
- Area Effect: **14**
- Poison: **NA**
- System Shock: **10**
- Spiritual Powers: **14**
- Sleep/Charm: **NA**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:	4d6
Intelligence:	1
Wisdom:	1
Faith:	0
Dexterity:	3d6
Constitution:	4d6
Charisma:	1d6
Corneliness:	1d6

## Movement/Sensory

Move - Run:	10//
Move - Fly:	
Move - Swim:	
Move - Burrow:	15//
Empathic Rating:	0%
Empathic Resist:	100%
Lowlight Vision:	15//
Infravision:	10//
Detect Motion:	24//
Sense Presence:	

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input checked="" type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

## Offensive Capabilities

Fist: 2d6 / Fist: 2d6

**Sandstorm:** Can create a 50-foot diameter sandstorm around itself that lasts for 1d6 rounds. This storm gives the Sand Golem an effective +4 AC bonus and deals 2d6 points of damage to all enemies in the area each round. Once the storm abates, the Golem must wait 4 rounds before using it again.

## Defensive Capabilities

Resistances: Magic = 40% (Does not apply to spells that target a weakness.)

Resists Caustics [75%]

Weaknesses: Takes double damage from electrical attacks.

## Special Abilities:

**Special Abilities:** Takes no damage from attacks that target earth or sand or those that create water or ice and is instead healed for the amount of damage that would have normally be done.

As per Construct, regenerates 1 SP/Day.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Haagrun Drudges

Drudges

Undead

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base A.C.:

Offworld

Drudges are essentially weak and disposable zombies. They can be formed from bits and pieces of several corpses, and are often slapped together with leather straps or twine. Haagrun Drudges are named so after the Priest of Evil who invented this type of creature. They are typically given thankless, dangerous, humiliating or outright suicidal tasks.

It's fairly common for a Haagrun Dudge to have arms and legs from several different bodies. Some appendages might not even be humanoid. For example, a Dudge might have the legs of a Human, a couple of tentacles from a big squid, and the head of a jakeel - all bound into the torso of an elf. Any number of combinations are possible, and none are pretty.

## Saving Throws

- Death Magic: **NA**
- Magical Weapon: **18**
- Area Effect: **18**
- Poison: **NA**
- System Shock: **NA**
- Spiritual Powers: **18**
- Sleep/Charm: **NA**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

None

## Defensive Capabilities

None

## Special Abilities:

None. This type of creature has no combat rating.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Hell's Jesters

Demon

**Combat Values:**

Spirit Points:	2d6+8 [ 15]
Hit Points:	7d10 [ 46]
Alignment:	Satanic
Attacks:	2/ 1
Parries:	2/ 1
BAtCh:	13
Base AC:	4
<input type="checkbox"/> Offworld	

As lesser demons from the depths of Hell, these foul Jesters exist to play cruel and sick pranks on mortals. For a Hell's Jester, a good joke is one that results in a lot of pain, screaming permanent injury, etc. They are especially fond of burdening people with cursed items.

They usually appear as short, winged jesters (or other down types) with demonic features clad in red and black.

## Saving Throws

Death Magic:	10
Magical Weapon:	10
Area Effect:	10
Poison:	-
System Shock:	10
Spiritual Powers:	10
Sleep/Charm:	12



Number per Encounter:	1d3
Frequency:	Uncommon
Size Class:	4

## Primary Attributes

Strength:	3d6
Intelligence:	3d6
Wisdom:	2d6
Faith:	2d6
Dexterity:	4d6
Constitution:	3d6
Charisma:	2d6
Corneliness:	2d6

## Movement/ Sensory

Move - Run:	12/ /
Move - Fly:	15/ / Class C
Move - Swim:	5/ /
Move - Burrow:	-
Empathic Rating:	10%
Empathic Resist:	30%
Lowlight Vision:	10/ /
Infraision:	-
Detect Motion:	-
Sense Presence:	10/ /

## Defenses

Resists	Weakness
<input checked="" type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input checked="" type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear <input type="checkbox"/> Holy
<input type="checkbox"/> Regens	<input type="checkbox"/> Incorporeal
<input type="checkbox"/> Creates Undead Spawn	

## Offensive Capabilities

Natural weapon attacks: Bite: 1d6/ Claw: 1d4 / Claw 1d4.

Weapon attack: May also be armed with Flaming Long Swords: 1d8 + 1 point of fire damage. If slain, a Hell's Jester cannot manifest again until 2d4 months have passed.

Fire Bolt: Range of 30' / , 2d6 Fire damage.

## Defensive Capabilities

Resistances: Fire = 75% Electricity = 25%

## Special Abilities:

**Hideous Laughter:** All Hell's Jesters laugh manically during battle. Treat this as a Fearful Presence: 1 that only affects those that can hear them.

**Instil Humour:** At a cost of 10 SP, a Hell's Jester may point at a target and command them to laugh. The target must make a Save vs. Sleep/ Charm or start laughing uncontrollably for 1d4 + 1 rounds. The affected targets cannot attack but can still defend themselves.

**Humour of Curses:** There is a 50% chance that any items carried by a Hell's Jester - including armour, and gold will have some sort of annoying and minor curse upon them.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Horned Beetle, Giant

Wagon Drudge

Animal [insect]

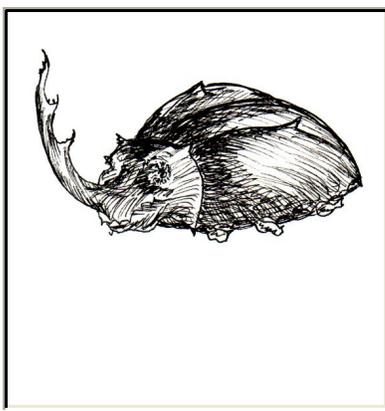
Combat Values:

Spirit Points:   
 Hit Points:   
 Alignment:   
 Attacks:   
 Parries:   
 BAAtCh:   
 Base AC:   
 Offworld

These huge, cow-sized beetles are the favored beast of burden of Papilian society. They are used to pull wagons, ploughs, and carry huge amounts of cargo. Giant horned beetles come in black, brown, grey, and green. They are tough, docile, and have high stamina. They also have some combat uses, thanks to the huge central horn each creature possesses. They can knock down barricades, doors, or walls if given a running start. Such ramming damage causes 2d6 damage to the structure, and 1d4 damage to the creature (negate on save versus system shock).

## Saving Throws

Death Magic: **16**  
 Magical Weapon: **16**  
 Area Effect: **16**  
 Poison: **10**  
 System Shock: **12**  
 Spiritual Powers: **16**  
 Sleep/Charm: **16**



Number per Encounter:   
 Frequency:   
 Size Class:

## Primary Attributes

Strength:   
 Intelligence:   
 Wisdom:   
 Faith:   
 Dexterity:   
 Constitution:   
 Charisma:   
 Comeliness:

## Movement/ Sensory

Move - Run:   
 Move - Fly:   
 Move - Swim:   
 Move - Burrow:   
 Empathic Rating:   
 Empathic Resist:   
 Lowlight Vision:   
 Infravision:   
 Detect Motion:   
 Sense Presence:

## Defenses

Resists Weakness

<input checked="" type="checkbox"/>	Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/>	Electricity	<input type="checkbox"/>
<input type="checkbox"/>	Caustic	<input type="checkbox"/>
<input type="checkbox"/>	Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/>	Poison	<input type="checkbox"/>
<input type="checkbox"/>	Magic	<input type="checkbox"/>
<input type="checkbox"/>	Sunlight	<input type="checkbox"/>
<input type="checkbox"/>	Mundane	<input type="checkbox"/>
<input type="checkbox"/>	Silver	<input type="checkbox"/>
<input type="checkbox"/>	Radiation	<input type="checkbox"/>

Turns as Undead  
 Dark  Fear  Holy  
 Regens  Incorporeal  
 Creates Undead Spawn

## Offensive Capabilities

Ramming: This creature can ram a target for 4d6 damage if given 60' running room.

Bite ( 1d6 ), Horn ( 1d12 )

## Defensive Capabilities

Resists: Heat [25%] Can survive temperature extremes up to 140 degrees.

## Special Abilities:

No special abilities

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Hydra

Animal Mutant

Combat Values:

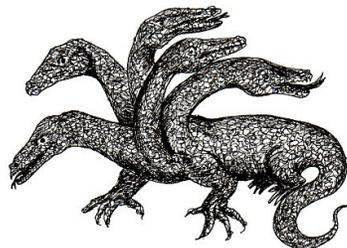
Spirit Points:	1d4+8 [ 11]
Hit Points:	10d*
Alignment:	Any Evil
Attacks:	1*
Parries:	1*
BAtCh:	11
Base AC:	5
<input type="checkbox"/> Offworld	

These beasts have many dragon-like heads and hulking, armored bodies covered in thick scales. Hydras can regenerate rapidly, and this gives them a huge edge in battle as well as spawning endless mutate hydras with different numbers of heads, different rates of regeneration, and so on. Thankfully, most hydras are not too intelligent, but intelligent ones do occur thanks to their habit of producing mutant offspring.

Hydras can be of cobalt blue, sky blue, green, black, silvery, or grey. Their scales can also have a striped effect like in certain species of snakes.

## Saving Throws

Death Magic:	12
Magical Weapon:	12
Area Effect:	10
Poison:	12
System Shock:	10
Spiritual Powers:	14
Sleep/Charm:	14



Number per Encounter:	1d2
Frequency:	Uncommon
Size Class:	7-8

## Primary Attributes

Strength:	4d6
Intelligence:	2d6
Wisdom:	2d6
Faith:	2d6
Dexterity:	3d6
Constitution:	6d6
Charisma:	1d6
Corneliness:	1d6

## Movement/Sensory

Move - Run:	20//
Move - Fly:	
Move - Swim:	10// [a]
Move - Burrow:	10// [b]
Empathic Rating:	10%
Empathic Resist:	50%
Lowlight Vision:	10//
Infravision:	10//
Detect Motion:	
Sense Presence:	

## Defenses

Resists	Weakness	
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>	
<input type="checkbox"/> Electricity	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Caustic	<input type="checkbox"/>	
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>	
<input type="checkbox"/> Poison	<input type="checkbox"/>	
<input type="checkbox"/> Magic	<input type="checkbox"/>	
<input type="checkbox"/> Sunlight	<input type="checkbox"/>	
<input type="checkbox"/> Mundane	<input type="checkbox"/>	
<input type="checkbox"/> Silver	<input type="checkbox"/>	
<input type="checkbox"/> Radiation	<input type="checkbox"/>	
<input type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Incorporeal	
<input type="checkbox"/> Creates Undead Spawn		

## Offensive Capabilities

\* = "Per Head"  
 Bite\*: 2d6 damage. Can spit an energy orb up to 200 feet away from each head. This energy orb does 1d8 damage that is acid in the case of Swamp Hydras and Fire in the case of Rock Hydras.

## Defensive Capabilities

Damage Reduction and Loss of Heads: Every 10 points of damage taken in a single round by a Hydra destroys one of its heads. Damage insufficient to destroy a head is reduced to zero at the beginning of each of the Hydra's rounds— this functions much like Structural Points.

Regeneration: A Hydra regenerates 10 hit points— and thus 1 head— at the beginning of each of its rounds. Fire or Acid does normal damage.

Immunities: Swamp Hydras are immune to acid, while Rock Hydras are immune to fire. This immunity overrides the weakness Hydras have to acid and fire.

## Special Abilities:

GM note: Hydras can be easily scaled to challenge a party of any level by adding or subtracting heads, changing the hit points per head, or by changing the regeneration rate.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Hydra Wolf

Mutant

**Combat Values:**

Spirit Points:	2d4+6 [ 11]
Hit Points:	6d10 [ 33]
Alignment:	Malevolent
Attacks:	7/ 1 [ 1 per head]
Parries:	7/ 1 [ 1 per head]
BAtCh:	14
Base A.C.:	5
<input type="checkbox"/> Offworld	

Hydra Wolves are grisly monstrosities that were once normal wolves. Now they appear as huge wolf-like beasts with seven heads atop sneaking necks. Their eyes glow red and their fur is jet black. These beasts usually hunt alone or in very small groups, obdurate, the helpless and the lost in the darkness of the night. They are also very cruel creatures for they enjoy torturing foes to death by nibbling away at them piece by piece, if there is no reason to hurry their meal. They prefer to eat their prey live.

## Saving Throws

Death Magic:	14
Magical Weapon:	14
Area Effect:	12
Poison:	14
System Shock:	12
Spiritual Powers:	16
Sleep/Charm:	16



Number per Encounter:	1d3
Frequency:	Uncommon
Size Class:	6

## Primary Attributes

Strength:	3d6
Intelligence:	2d6
Wisdom:	2d6
Faith:	2d4
Dexterity:	3d6
Constitution:	3d6
Charisma:	2d4
Corneliness:	1

## Movement/ Sensory

Move - Run:	18/ /
Move - Fly:	-
Move - Swim:	5/ /
Move - Burrow:	-
Empathic Rating:	0%
Empathic Resist:	0%
Lowlight Vision:	12/ /
Infravision:	-
Detect Motion:	-
Sense Presence:	-

## Defenses

Resists	Weakness	
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>	
<input type="checkbox"/> Electricity	<input type="checkbox"/>	
<input type="checkbox"/> Caustic	<input type="checkbox"/>	
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>	
<input type="checkbox"/> Poison	<input type="checkbox"/>	
<input type="checkbox"/> Magic	<input type="checkbox"/>	
<input type="checkbox"/> Sunlight	<input type="checkbox"/>	
<input type="checkbox"/> Mundane	<input type="checkbox"/>	
<input type="checkbox"/> Silver	<input type="checkbox"/>	
<input type="checkbox"/> Radiation	<input type="checkbox"/>	
<input type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input type="checkbox"/> Regens	<input type="checkbox"/> Incorporeal	
<input type="checkbox"/> Creates Undead Spawn		

## Offensive Capabilities

Natural weapon attacks: Bite: 1d4. It can attack once with each head per round, and each attack may be against a separate target if desired. On a critical success, the defender's weapon is knocked out of his or her hand unless a successful Strength Check is made.

Pounce: 2d4 damage per round.

## Defensive Capabilities

No special defences.

## Special Abilities:

Keen Scent: Can smell and identify prey up to a half-mile distance and has the Tracking Ability (like the Ranger) at 60% when hunting prey.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Saving Throws**

Death Magic: **12**  
 Magical Weapon: **14**  
 Area Effect: **14**  
 Poison: **-**  
 System Shock: **14**  
 Spiritual Powers: **16**  
 Sleep/Charm: **14**

**Jalaquin**

Sparkling Angels

Energy Being [NPC]

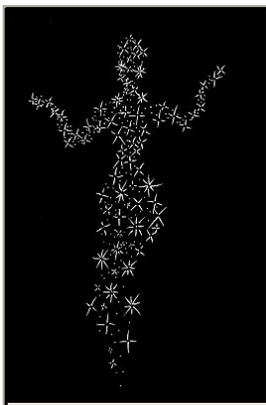
**Combat Values:**

Spirit Points: **7d6 [23]**  
 Hit Points: **6d6 [21]**  
 Alignment: **Saintly**  
 Attacks: **2/1**  
 Parries: **1/1**  
 BAAtCh: **15**  
 Base AC: **3**  
 Offworld

Jalaquin are the descendants of a spacefaring race who had the misfortune to become innocent victims during Gaiana's darkest times. They dwelled upon a comet that crossed Gaiana's orbit, and a mighty Sorcerer Priest saved life in the shimmering star overhead. With powerful magic, he brought the comet down, disintegrating most of it before its remains struck the planetary surface, forming the Ring of Teeth mountains on East Point. The Jalaquin, being creatures of energy, survived this cataclysm and were thus stranded on a strange and often hostile world. As for the original Priest, it is believed he was executed for creating havoc that impeded the Sorcerer's efforts.

The Jalaquin continue to exist to this day, though they rarely interact with anyone other than Paladins - the noble warriors who share a similar outlook on life as these poor refugees from the darkness of space.

Jalaquins appear as columns of sparkling light slightly larger than a man.



Number per Encounter: **1d2**  
 Frequency: **Uncommon**  
 Size Class: **5**

**Primary Attributes**

Strength: **1d6**  
 Intelligence: **3d6**  
 Wisdom: **3d6**  
 Faith: **3d6**  
 Dexterity: **3d6**  
 Constitution: **2d6**  
 Charisma: **2d6**  
 Comeliness: **1**

**Movement/Sensory**

Move - Run: **-**  
 Move - Fly: **64// Class A**  
 Move - Swim: **-**  
 Move - Burrow: **-**  
 Empathic Rating: **40%**  
 Empathic Resist: **40%**  
 Lowlight Vision: **-**  
 Infravision: **-**  
 Detect Motion: **-**  
 Sense Presence: **30//**

**Defenses**

Resists Weakness

<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead  
 Dark  Fear  Holy  
 Regens  Incorporeal  
 Creates Undead Spawn

**Offensive Capabilities**

Natural weapon attack: Energy Bolt: 1d8 damage, treat as a projectile weapon with 360-foot range.

**Defensive Capabilities**

Incorporeal

**Special Abilities:**

Undead Ward: Can set up a 60-foot in diameter warding field that will keep out Undead of equal or less Hit dice. More powerful Undead are allowed to make a Save vs. Area Effect to enter the field - they can attempt to make this save and enter once per round.

Healing: As the Skill at Intensity: 4 and can be used 4 times a day.

Jalaquins can advance as Paladins or Priests, and typically top out around 5th level.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Judge of the Inferno

Demon [NPC]

**Combat Values:**

Spirit Points:	18d12 [117]
Hit Points:	21d10 [117]
Alignment:	Malevolent
Attacks:	4/1
Parries:	4/1
BAtCh:	5
Base AC:	-6
<input type="checkbox"/> Offworld	

Fallen angels and ascendant demons, these terrible beings are the very essence of tyranny. They are the leaders of demonic armies, the hunters of angels and the doom of sinners. Judges of the Inferno are often sent into the mortal realm to gather the souls of sinners, particularly powerful mortals who seek to cheat death and escape the punishment that awaits them in Hell. Few have survived an encounter with these beings, and it is said that they will always destroy any who are on their list.

Judges of the Inferno appear as a greatly cross between angel and demon – beings forged of pure darkness, clad in armour that blazes with the flames of Hell. Their wings are fire and smoke, and their swords are molten iron. About their head is a halo of white-hot steel that seems to sear the very air about it. A hood docks their face and nothing but blackness can be seen beneath it.

## Saving Throws

Death Magic:	6
Magical Weapon:	6
Area Effect:	6
Poison:	NA
System Shock:	6
Spiritual Powers:	6
Sleep/Charm:	8



Number per Encounter:	1
Frequency:	Rare
Size Class:	6

## Primary Attributes

Strength:	5d6
Intelligence:	5d6
Wisdom:	5d6
Faith:	5d6
Dexterity:	5d6
Constitution:	5d6
Charisma:	4d6
Corneliness:	2d6

## Movement/Sensory

Move - Run:	30//
Move - Fly:	30//
Move - Swim:	10//
Move - Burrow:	
Empathic Rating:	65%
Empathic Resist:	65%
Lowlight Vision:	30//
Infraision:	
Detect Motion:	
Sense Presence:	24//

## Defenses

Resists	Weakness	
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>	
<input type="checkbox"/> Electricity	<input type="checkbox"/>	
<input type="checkbox"/> Caustic	<input type="checkbox"/>	
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>	
<input type="checkbox"/> Poison	<input type="checkbox"/>	
<input type="checkbox"/> Magic	<input type="checkbox"/>	
<input type="checkbox"/> Sunlight	<input type="checkbox"/>	
<input type="checkbox"/> Mundane	<input type="checkbox"/>	
<input type="checkbox"/> Silver	<input type="checkbox"/>	
<input type="checkbox"/> Radiation	<input type="checkbox"/>	
<input type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input type="checkbox"/> Regens	<input type="checkbox"/> Incorporal	
<input type="checkbox"/> Creates Undead Spawn		

## Offensive Capabilities

**Flaming Sword:** 1d12 + 12 points of fire damage or **Razor Chain** (15-foot reach) for 2d6 + 8 points of damage. **Fire Halo:** The blazing halo of the Judge of the Inferno can launch bolts of molten steel up to 500-feet that deal 2d6 physical damage and 1d6 fire damage. If a Judge of the Inferno is defeated, all of its equipment returns to its native Plane in 1 hour and it cannot manifest again until 2d4 months have passed.

## Defensive Capabilities

**Wall of Flame:** Can produce a standing wall of fire that lasts for 10 rounds in place of its attacks. The wall is a straight sheet of infernal flames that reaches up 100-feet into the sky. The wall can be up to 100-feet long is 5-feet thick. Anyone entering the wall takes 5d6 fire damage with no save. This ability can be used up to 5 times a day.  
**Blindness:** Those who first see a Judge of the Inferno risk being struck blind by the creature's horrific aura of power. Any enemy of the Judge who fails a Panic Check is blinded by their own fear for 1 round. Victims can only be affected by this once per day.

## Special Abilities:

**Judgment:** Once per day, in place of its attacks, the Judge of the Inferno may pronounce a final sentence upon one of its victims. The Judge must know some sin or evil act committed by the target for this ability to work, and the Judge must state the sin when this spell is cast. The victim then must make a successful Save vs. Death Magic with a -2 penalty or be struck dead outright.

**Imprisonment:** Can target up to 13 enemies in place of its attacks. The victims must make a successful Save vs. Magical weapon at -4 or be wrapped by iron chains that prevent movement and deal 3d6 damage each round. The chains last 10 rounds and can only be physically escaped with a successful Strength Check at -8. This ability can be used 5 times a day.

**Encounter Level**

Level 1-3

Level 4-6

Level 7-9

Level 10-15

Level 16-20

Level 21+

**Judge of the Inferno.**

(Continued)

This is a continuation from the previous Entry.

**Saving Throws**

- Death Magic:
- Magical Weapon:
- Area Effect:
- Poison:
- System Shock:
- Spiritual Powers:
- Sleep/Charm:

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base A.C:

Offworld

**Primary Attributes**

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

**Movement/ Sensory**

Move- Run:

Move- Fly:

Move- Swim:

Move- Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infraision:

Detect Motion:

Sense Presence:

**Defenses**

<b>Resists</b>	<b>Weakness</b>
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

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Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

Number per Encounter:

Frequency:

Size Class:

**Offensive Capabilities**

**Weapons of Wounding:** Both the Sword and Chain carried by a Judge of the Inferno are Wounding weapons. Anyone struck by them continues to bleed from the infernal injuries inflicted by the weapons. They take an additional 2 points of damage per round, and this bypasses damage reduction, until a successful heal check or healing spell or ability is used to treat the wound. This ability does not stack with itself.

**Fireball:** Can launch a fireball in place of its attacks for the round up to 300-feet away. This ball explodes into a 30-foot diameter sphere for 10d6 points of fire damage with a Save vs. Area Effect for half damage. This ability can be used 3 times a day.

**Defensive Capabilities**

**Dark Aura:** 1 (increased to 2 for enemies of Chaotic alignment)

**Aura of Flame:** Anyone within 10-feet of a Judge of the Inferno takes 1d6 fire damage each round.

**Immunities:** Fire, Caustics, Mundane Weapons

**Resistances:** Electricity = 50%

**Weaknesses:** Takes 150% damage from Cold

**Damage Reduction:** 2

**Regeneration:** 3 points per round (Cold deals normal damage)

**Magic Resistance:** 20%

**Special Abilities:**

**Encounter Level**

Level 1-3

Level 4-6

Level 7-9

Level 10-15

Level 16-20

Level 21+

**Kai**

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Construct [NPC, Free Will]

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

Offworld

Kai are self-aware computers that were created by the North Point government for uses in security, space exploration, and automated tasks. Not all Kai have mobile bodies - in many cases, the computer chips that contain the Kai were hard-mounted to the equipment in the area where the Kai would be working. The attributes above are listed for mobile Kai, who generally appear as roughly man-sized beings who are obviously robots.

The North Point government gave Kai the right to life and to hold property, but not to vote or hold office - Kai that are able to seek employment often do so as a way to upgrade their abilities. Interestingly, while Kai do have names (such as Kai Fall and Kai Glide), some seem to be unaware that the North Point government has ceased to exist - this is especially true for the more isolated and insane Kai.

While Kais and Sentient Constructs have many common attributes, a Kai's intellect can be easily transferred from device to device, body to body, while a Construct's intellect is usually integrated into its body. Kais are generally more intelligent than Sentient Constructs, but are also vulnerable to becoming insane.

**Saving Throws**

Death Magic: -

Magical Weapon: 12

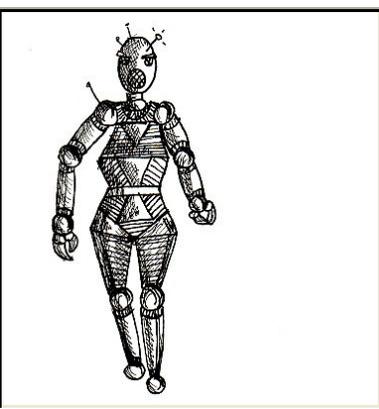
Area Effect: 16

Poison: -

System Shock: 12

Spiritual Powers: 15

Sleep/Charm: 2



Number per Encounter:

Frequency:

Size Class:

**Primary Attributes**

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

**Movement/Sensory**

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

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Empathic Rating:

Empathic Resist:

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Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

**Offensive Capabilities**

Various combat methods. Usually armed with common melee weapons and occasional projectile weapons - most often small calibre firearms. Older and wealthier Kai may have a host of powerful weapons at their disposal.

**Defensive Capabilities**

No special defences.

**Insanities:** If a Kai's Intelligence increases to over 14, there is a 5% chance per year that it will acquire an Intensity 4 random insanity. This represents an overload in their ancient CPU's. This overload may be repaired by a technician with Engineering[4] (or Computer Science[4] or Ancient Lore[4]). This repair operation will cure the insanity, but also reduce the Kai's INT score back to 10+1d4.

**Special Abilities:**

Programmed Skills: 2d8 Combat Skills, 3d8 Non-Combat Skills.

Character Class Options: Mobile Kais with Construct/Robot bodies can usually gain levels as a Warrior or Jack of All Trades.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Little People

Androni

Mutant [NPC]

**Combat Values:**

Spirit Points:	3d6 [ 10]
Hit Points:	3d6+3 [ 14]
Alignment:	Any or Malevolent
Attacks:	3/ 2
Parries:	1/ 1
BAtCh:	18
Base AC:	8
<input checked="" type="checkbox"/> Offworld	Papilian

These creatures are found mostly large cities, in the slum sections of town. They also hang out around docks in order to pick-pocket tourists.

This race is a mutation of normal Human stock. They stand only about 36" on average and are very lightly built. Most Little People are sterile and cannot reproduce. Often, these people are outcast from Clans or Tribes because they are mutants and are viewed with scorn by their parents and clan. This is why they take to a life of crime.

Unlike Dwarves, Little People really do look just like small Humans, albeit with cruel features.

## Saving Throws

Death Magic:	16
Magical Weapon:	14
Area Effect:	14
Poison:	12
System Shock:	14
Spiritual Powers:	14
Sleep/Charm:	16



Number per Encounter:	2d4
Frequency:	Rare
Size Class:	3

## Primary Attributes

Strength:	2d6+3
Intelligence:	3d6
Wisdom:	3d6
Faith:	3d6
Dexterity:	3d6+3
Constitution:	3d6- 1
Charisma:	3d6- 1
Corneliness:	3d6

## Movement/ Sensory

Move - Run:	6/ 1
Move - Fly:	-
Move - Swim:	1/ 1
Move - Burrow:	-
Empathic Rating:	10%
Empathic Resist:	20%
Lowlight Vision:	-
Infravision:	-
Detect Motion:	-
Sense Presence:	-

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear <input type="checkbox"/> Holy
<input type="checkbox"/> Regens	<input type="checkbox"/> Incorporeal
<input type="checkbox"/> Creates Undead Spawn	

## Offensive Capabilities

Will often pick pockets of strangers. Resorts to terrorist tactics. Usually fights with missile weapons.

## Defensive Capabilities

No special abilities

## Special Abilities:

Invisibility: Can become invisible for 1d4+1 rounds once per day.

Character class options: This creature advances in rank as a Thief.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Saving Throws**

- Death Magic: **14**
- Magical Weapon: **14**
- Area Effect: **12**
- Poison: **12**
- System Shock: **12**
- Spiritual Powers: **16**
- Sleep/Charm: **16**

**Lizard Thugs**

Humanoid

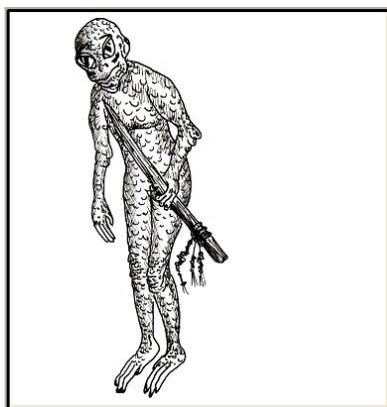
**Combat Values:**

Spirit Points:	1d6
Hit Points:	3d12
Alignment:	Usually Evil
Attacks:	1/ 1
Parries:	1/ 1
BAtCh:	16
Base AC:	4
<input checked="" type="checkbox"/> Offworld	Requiem

The Lizard Thugs are basically a slave race that serves the Requiem. They are smaller, uglier, dumber versions of the Requiem. Lizard Thugs are fairly stupid, but are smart enough to communicate in simple sentences and to follow fairly direct commands.

Lizard Thugs are humanoid reptiles that stand 4 to 6 high, have four-fingered hands, and stoop slightly. Their scaly hides are usually green, grey, or brown, depending on the local terrain.

In the absence of Requiem masters, the Lizard Thug communities usually devolve into banditry. They are stupid and obey orders.



Number per Encounter:	1d6+2
Frequency:	Common
Size Class:	5

**Primary Attributes**

Strength:	3d6+1
Intelligence:	2d6
Wisdom:	2d6
Faith:	2d6
Dexterity:	2d6+1
Constitution:	3d6+1
Charisma:	1d6
Corneliness:	2d6

**Movement/ Sensory**

Move - Run:	12/ /
Move - Fly:	
Move - Swim:	2/ /
Move - Burrow:	
Empathic Rating:	
Empathic Resist:	
Lowlight Vision:	
Infravision:	12/ /
Detect Motion:	
Sense Presence:	

**Defenses**

Resists	Weakness	
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>	
<input type="checkbox"/> Electricity	<input type="checkbox"/>	
<input type="checkbox"/> Caustic	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Cold/ Ice	<input type="checkbox"/>	
<input type="checkbox"/> Poison	<input type="checkbox"/>	
<input type="checkbox"/> Magic	<input type="checkbox"/>	
<input type="checkbox"/> Sunlight	<input checked="" type="checkbox"/>	
<input type="checkbox"/> Mundane	<input type="checkbox"/>	
<input type="checkbox"/> Silver	<input type="checkbox"/>	
<input type="checkbox"/> Radiation	<input type="checkbox"/>	
<input type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Incorporeal	
<input type="checkbox"/> Creates Undead Spawn		

**Offensive Capabilities**

Natural Weapons: Claw, Claw, Bite  
[ 1d4/ 1d4/ 1d6]  
By weapon type: Usually club.

**Defensive Capabilities**

Cold [25%]: This creature has the possibility of merely being slowed by cold rather than damaged. If the percentile score succeeds, then the Lizard Thug merely goes last on the following combat round.

Sunlight vulnerability: While this creature does not take damage from sun, it is uncomfortable, thus the Lizard Thug takes a -2 penalty on all actions while exposed to sunlight.

**Special Abilities:**

Regeneration: 1 hit point per hour.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Locust Swarm**

Mutant [ Insect ]

**Combat Values:**

Spirit Points:	1d4 [ 3 ]
Hit Points:	6d10 [ 33 ]
Alignment:	Satanic
Attacks:	2/ 1
Parries:	1/ 1
BAtCh:	13
Base A.C.:	2
<input checked="" type="checkbox"/> Offworld	Arranoch

A **Locust Swarm** is a hive-like horde of locusts that will aggressively attack and devour its prey. These flying hordes of insects are often found devouring crops and peasants alike, and their numbers have greatly increased since the return of Sroophka. It is almost certain that many of these insects save him in some fashion.

**Saving Throws**

Death Magic:	14
Magical Weapon:	14
Area Effect:	12
Poison:	14
System Shock:	12
Spiritual Powers:	16
Sleep/Charm:	16



Number per Encounter:	1d2+2
Frequency:	Uncommon
Size Class:	5

**Primary Attributes**

Strength:	2d6
Intelligence:	1d6
Wisdom:	1d6
Faith:	1d4
Dexterity:	3d6
Constitution:	3d6
Charisma:	1
Corneliness:	1

**Movement/ Sensory**

Move- Run:	20//
Move- Fly:	20//
Move- Swim:	
Move- Burrow:	1//
Empathic Rating:	0%
Empathic Resist:	50%
Lowlight Vision:	0//
Infraision:	9//
Detect Motion:	
Sense Presence:	

**Defenses**

Resists	Weakness	
<input type="checkbox"/> Fire/ Heat	<input checked="" type="checkbox"/>	
<input type="checkbox"/> Electricity	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Caustic	<input type="checkbox"/>	
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>	
<input type="checkbox"/> Poison	<input type="checkbox"/>	
<input type="checkbox"/> Magic	<input type="checkbox"/>	
<input type="checkbox"/> Sunlight	<input type="checkbox"/>	
<input type="checkbox"/> Mundane	<input type="checkbox"/>	
<input type="checkbox"/> Silver	<input type="checkbox"/>	
<input type="checkbox"/> Radiation	<input type="checkbox"/>	
<input type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input type="checkbox"/> Regens	<input type="checkbox"/> Incorporeal	
<input type="checkbox"/> Creates Undead Spawn		

**Offensive Capabilities**

**Bite:** 2d6 damage.

**Envelope Victim:** The swarm can surround a victim and begin to devour them. The victim gets a Save vs. Area Effect to negate this attack. If they fail, they take 3d6 damage per round. Once Enveloped, the victim can attempt to escape each round by making a successful Save vs. Area Effect with a -2 penalty.

**Initiative Bonus:** Gains a +4 bonus to initiative rolls because of its 360-degree vision.

**Defensive Capabilities**

**Alter form:** Can alter its form to pass through any area small enough to allow a locust.

**Immunities:** Most diseases. Has 360-degree vision and thus cannot be surprised or backstabbed.

**Resistances:** Caustics = 50%

**Weaknesses:** Takes double damage from insecticides.

**Special Abilities:**

None, but they eat all plant matter in sight!

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Man Mech

Mutant [NPC, Free Willed]

**Combat Values:**

Spirit Points:	12d4 [31]
Hit Points:	8d10 [44]
Alignment:	Any Good
Attacks:	2/1
Parries:	2/1
BAtCh:	10
Base AC:	1
<input type="checkbox"/> Offworld	

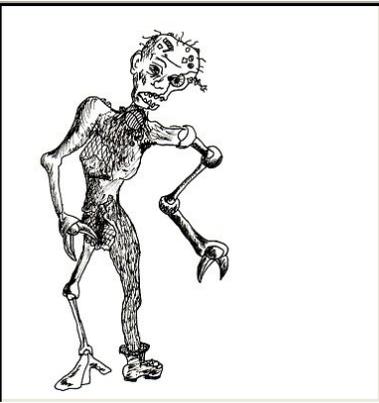
Man Mechs were once fully human, but thanks to the North Point government, they have become a cross between man and machine. In the dying days of the last war, the military often resorted to building Man Mechs out of a mix of leftover human parts and military hardware to yield a source of cheap warriors. When the North Point government fell and darkness descended over the lands, the Man Mechs broke free of their bondage and fled to West Point. Many of these tortured beings need radiation as their power source, and the government of West Point granted the Man Mechs the right to live in the radioactive wastelands known as the Forbidden Zones.

The Man Mechs have few friends for their ghastly appearance does little to attract allies, and thus they rarely leave their own domains. They are slowly dying out as Undead, Plagues, and others kill them off, though they have been known to make new Man Mechs out of hopelessly crippled "normals" - this process is always voluntary. Still, they seem to be a damned race, and their own existence is so sorrowful it is doubtful that they will prevent this inevitability.

Man Mechs appear as pale humanoids with dozens of prosthetic implants. No two are configured identically.

## Saving Throws

Death Magic:	-
Magical Weapon:	14
Area Effect:	12
Poison:	14
System Shock:	12
Spiritual Powers:	14
Sleep/Charm:	12



Number per Encounter:	1d3
Frequency:	Uncommon
Size Class:	5

## Primary Attributes

Strength:	4d6
Intelligence:	3d4
Wisdom:	3d4
Faith:	3d6
Dexterity:	2d6
Constitution:	4d6
Charisma:	2d6
Corneliness:	1d6

## Movement/Sensory

Move - Run:	10/1
Move - Fly:	-
Move - Swim:	5/1
Move - Burrow:	1/1
Empathic Rating:	0%
Empathic Resist:	75%
Lowlight Vision:	12/1
Infravision:	12/1
Detect Motion:	12/1
Sense Presence:	-

## Defenses

Resists	Weakness	
<input checked="" type="checkbox"/> Fire/Heat	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Electricity	<input type="checkbox"/>	
<input type="checkbox"/> Caustic	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Cold/Ice	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>	
<input type="checkbox"/> Magic	<input type="checkbox"/>	
<input type="checkbox"/> Sunlight	<input type="checkbox"/>	
<input type="checkbox"/> Mundane	<input type="checkbox"/>	
<input type="checkbox"/> Silver	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Radiation	<input type="checkbox"/>	
<input type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input type="checkbox"/> Regens	<input type="checkbox"/> Incorporeal	
<input type="checkbox"/> Creates Undead Spawn		

## Offensive Capabilities

Natural weapon attacks: Punch: 1d6 / Punch: 1d6.

Other weapon attacks: Wrist-mounted laser: 2d8, 120-foot range. Fist-mounted Concussion Cannon: 2d6 in a Cone shape with a range of 30-feet. May also have other melee and ranged weapons.

## Defensive Capabilities

Immunities: Radiation

Resistances: Fire = 50% Cold = 50% Electricity = 25% Poison/ Disease = 75%

## Special Abilities:

Character Class Options: Can achieve the following Class Levels: Warrior (15), Priest (8), and Protector (6).

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Mantrap

Flowering Doom

Plant

Combat Values:

Spirit Points:	4d4 [ 10]
Hit Points:	4d12 [ 24]
Alignment:	Animal
Attacks:	2/ 1
Parries:	4/ 1
BAtCh:	16
Base AC:	6
<input checked="" type="checkbox"/> Offworld	Papilian, Requiem

A Mantrap or Flowering Doom is a Venus flytrap sort of creature, but stands 15 tall and is approximately 30 wide. It is as beautiful as it is deadly. amidst the multicolored blossoms the size of a man's head are large "buds" that resemble an unopened rosebud. However, when the Mantrap senses animal flesh, the larger buds open to reveal a maw equipped with row upon row of serrated teeth. The mouths can swallow a Dwarf of Fey whole, but may need 23 bites to digest a Human-sized prey. Once the victim is digested, the maw withers, and the Mantrap flings the desiccated hunk up to 20' away and quickly grows a replacement mouth. Mantraps typically have 1d6 maws, depending on how recently it has fed. Obviously the more mouths it has, the hungrier it is and thus more dangerous. It can defend itself with vine tentacles with which it ensnares and whips its prey before being consumed by one of its maws. For a Human-sized prey, the tentacle vines tend to wrap around the waistline of the victim.

## Saving Throws

Death Magic:	6
Magical Weapon:	18
Area Effect:	16
Poison:	16
System Shock:	16
Spiritual Powers:	14
Sleep/Charm:	14



Number per Encounter:	1
Frequency:	Very Rare
Size Class:	7

## Primary Attributes

Strength:	3d6
Intelligence:	1d6
Wisdom:	1d4
Faith:	1d6+1
Dexterity:	3d6+2
Constitution:	3d6
Charisma:	n/ a
Corneliness:	3d6

## Movement/ Sensory

Move - Run:	1/ /
Move - Fly:	
Move - Swim:	
Move - Burrow:	
Empathic Rating:	10%
Empathic Resist:	25%
Lowlight Vision:	
Infraision:	
Detect Motion:	36/ /
Sense Presence:	48/ /

## Defenses

Resists	Weakness	
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>	
<input type="checkbox"/> Electricity	<input type="checkbox"/>	
<input type="checkbox"/> Caustic	<input type="checkbox"/>	
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>	
<input type="checkbox"/> Magic	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Sunlight	<input type="checkbox"/>	
<input type="checkbox"/> Mundane	<input type="checkbox"/>	
<input type="checkbox"/> Silver	<input type="checkbox"/>	
<input type="checkbox"/> Radiation	<input type="checkbox"/>	
<input type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Incorporeal	
<input type="checkbox"/> Creates Undead Spawn		

## Offensive Capabilities

Vine whip ( 1d6). Strangle (saps 1d4 Endurance). Entangle (no damage, but immobilizes), Saw in Half ( 1d8 damage, works only on an entangled foe)

## Defensive Capabilities

Immunity: Poison. This creature can be harmed only by poisons specifically engineered to kill plants.

Immunity: Sunlight [ 100%]. Very strong light sources actually regenerate the creature.

## Special Abilities:

Photosynthetic regeneration - recovers 1d4 HP per round in sunlight.

**Encounter Level**

Level 1-3  
 Level 4-6  
 Level 7-9  
 Level 10-15  
 Level 16-20  
 Level 21+

**Megapede**

Mutant

Megapedes are huge cousins of the common centipede that are about 3 feet in diameter and over 10 feet long when fully grown. They feed on small vermin, carrion, and other such prey. They will attack larger animals without hesitation since they see such creatures as simply larger sources of food. Megapedes often dwell in small colonies in tunnels beneath the earth in rocky and mountainous regions.

**Combat Values:**

Spirit Points:   
Hit Points:   
Alignment:   
Attacks:   
Parries:   
BAAtCh:   
Base AC:   
 Offworld

**Saving Throws**

Death Magic:   
Magical Weapon:   
Area Effect:   
Poison:   
System Shock:   
Spiritual Powers:   
Sleep/Charm:



Number per Encounter:   
Frequency:   
Size Class:

**Primary Attributes**

Strength:   
Intelligence:   
Wisdom:   
Faith:   
Dexterity:   
Constitution:   
Charisma:   
Comeliness:

**Movement/ Sensory**

Move - Run:   
Move - Fly:   
Move - Swim:   
Move - Burrow:   
Empathic Rating:   
Empathic Resist:   
Lowlight Vision:   
Infravision:   
Detect Motion:   
Sense Presence:

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead  
 Dark  Fear  Holy  
 Regens  Incorporeal  
 Creates Undead Spawn

**Offensive Capabilities**

Natural weapon attacks: Bite: 2d4. On a Critical Success, the Bite injects Intensity: 2 poison.

Venom Hairs: The Megapede's body is covered with bristling hairs that are tipped with a mildly harmful toxin - this discourages larger animals from attacking the Megapede. However, it also causes anyone who attacks the creature in melee to take 1 point of acid damage when doing so.

**Defensive Capabilities**

Resistances: Poison/ Disease = 50%

**Special Abilities:**

No special abilities

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Megrat**

Mutant

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

Offworld

Megrats are large rats that have grown to the size of hunting dogs. They are nasty, territorial, and enjoy eating whatever they can catch. They have matted dark fur, black beady eyes and teeth and claws like nails. They will eat carrion, but prefer live prey whenever possible. Megrats generally hunt by day and live in grassy regions full of wildlife.

**Saving Throws**

- Death Magic: **14**
- Magical Weapon: **14**
- Area Effect: **12**
- Poison: **14**
- System Shock: **12**
- Spiritual Powers: **16**
- Sleep/Charm: **16**



Number per Encounter:

Frequency:

Size Class:

**Primary Attributes**

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

**Movement/Sensory**

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

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Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

**Offensive Capabilities**

Natural weapon attack: Claw: 1d6 / Claw: 1d6 / Bite: 1d8.

Transmit disease: On a Critical Success, victim must make an Endurance Check or contract Rabies.

**Defensive Capabilities**

Resistances: Poison = 75%

**Special Abilities:**

No special abilities

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Messenger Spirit

Spirit entity [NPC]

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

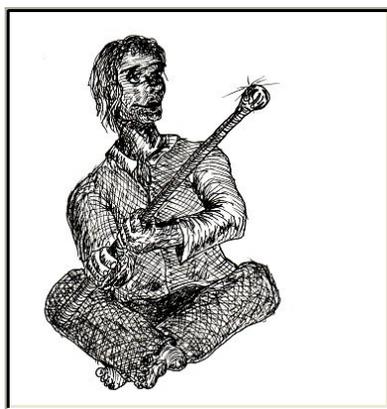
Base AC:

Offworld

Messenger Spirits are the angelic heralds of all that is Good. They keep track of events in the mortal realm and serve as guides for those who are worthy of assistance by Angels. As such, they are very wise in the ways of mortals - even more so than most Angels and Archangels - and radiate a strong sense of timelessness and trustworthiness.

## Saving Throws

- Death Magic: **10**
- Magical Weapon: **8**
- Area Effect: **8**
- Poison: **-**
- System Shock: **8**
- Spiritual Powers: **8**
- Sleep/Charm: **8**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infraision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input checked="" type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input checked="" type="checkbox"/> Electricity	<input type="checkbox"/>
<input checked="" type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input checked="" type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

Weapon attacks: Armed with a Sword of Truth or a Mace of Justice - both weapons deal 1d12 + 3 points of damage to Evil creatures and 1d12 to creatures of all other alignments. Also armed with a Bow of the Heavens: the arrows fired from this weapon deal 1d6 + 3 points of damage to Evil creatures and 1d6 + 1 damage to all other creatures. This bow creates arrows when the string is pulled back. If a Messenger Spirit is defeated, all of its equipment returns to its native Plane in 1 hour and it cannot manifest again until 2d4 months have passed.

## Defensive Capabilities

Holy Aura: 1

Immunities: Electricity

Resistances: Fire = 25% Caustics = 50% Cold = 25%

Damage Reduction: 2

Regeneration: 1 point per round (Fire deals normal damage)

Magic Resistance: 5%

## Special Abilities:

Healing Touch: Can freely heal 2d6 points of damage once per round - counts as 1 attack.

Channel Spirit: Can serve as a conduit for thought and information between any 2 beings.

Class Powers: All the abilities of a Level 5 Wishinger and a Level 10 Investigator.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Mist Walkers

Undead

Combat Values:

Spirit Points:	2d6+2 [9]
Hit Points:	2d6 [7]
Alignment:	Satanic
Attacks:	1/1
Parries:	0/1
BAtCh:	18
Base AC:	6
<input type="checkbox"/> Offworld	

Mist Walkers are the Undead spirits of those who have died of water sickness or through drowning in bleak rivers and dismal swamps. They appear as empty, humanoid-shaped regions of darkness amid the mists. They have no visible features, although their heads typically have black pockets that once were eyes.

They travel in packs. They have limited telepathy, which causes their intended victims to hear psychic whispering – sometimes in an understandable language, sometimes not.

Areas of flesh touched by a Mist Walker usually turn necrotic and numb (with an effect similar to that of a brown recluse spider.)

In addition to the peril of the Mist Walker's presence, the mists that surround them sometimes conceal a Skillpoint.

## Saving Throws

Death Magic:	-
Magical Weapon:	16
Area Effect:	16
Poison:	-
System Shock:	16
Spiritual Powers:	16
Sleep/Charm:	-



## Primary Attributes

Strength:	1d4
Intelligence:	2d4
Wisdom:	2d6
Faith:	2d6
Dexterity:	3d6
Constitution:	1d6
Charisma:	1
Corneliness:	1

## Movement/Sensory

Move - Run:	8/1
Move - Fly:	1/1 Class A
Move - Swim:	-
Move - Burrow:	-
Empathic Rating:	30%
Empathic Resist:	30%
Lowlight Vision:	-
Infraision:	-
Detect Motion:	-
Sense Presence:	15/1

## Defenses

Resists	Weakness	
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>	
<input type="checkbox"/> Electricity	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Caustic	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Cold/Ice	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>	
<input type="checkbox"/> Magic	<input type="checkbox"/>	
<input type="checkbox"/> Sunlight	<input checked="" type="checkbox"/>	
<input checked="" type="checkbox"/> Mundane	<input type="checkbox"/>	
<input type="checkbox"/> Silver	<input checked="" type="checkbox"/>	
<input checked="" type="checkbox"/> Radiation	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input type="checkbox"/> Regens	<input checked="" type="checkbox"/> Incorporeal	
<input checked="" type="checkbox"/> Creates Undead Spawn		

Number per Encounter:	1d3
Frequency:	Common
Size Class:	5

## Offensive Capabilities

Natural Weapon Attacks: Cold Touch: 1d6 Cold damage. On a critical success, inflicts Ability Drain amounting to 2 points of Dexterity loss.

## Defensive Capabilities

Incorporeal  
 Immunities: Cannot be harmed by any metal other than Silver  
 Weakness: Take double damage from light-based attacks.  
 Normal damage from energy-based weapons such as electrical bolts or flame.

## Special Abilities:

Death Touch: Deals 1 point of Death Magic damage. If Death Magic is successfully dealt, the Mist Walker regains that many lost hit points.

Create Spawn: Anyone who is slain by an Mist walker and who's hit points have been reduced to a maximum of 0 because of Death Magic damage will rise as an Mist walker in 6 days at midnight on the last day. This can only be prevented by: consecrating the body with General Ceremony, Last Rites, or Holy Water, burning it, or raising the victim from the dead.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Saving Throws**

- Death Magic: **16**
- Magical Weapon: **16**
- Area Effect: **14**
- Poison: **14**
- System Shock: **16**
- Spiritual Powers: **16**
- Sleep/Charm: **14**

**Morag**

River People

Mutant

**Combat Values:**

Spirit Points:	2d6
Hit Points:	1d8
Alignment:	Malevolent
Attacks:	1/ 1
Parries:	1/ 1
BAtCh:	8
Base A.C.:	20
<input type="checkbox"/> Offworld	

Morags often inhabit swampy floodplains around large, slow rivers. They hunt humans and other humanoid for food.

They appear as dirty, scowled humanoids with greyish skin and beady eyes. Their hair is matted and often infested with fleas or lice. They shamble about wearing loin cloths or rags. They hunt in packs of 3d4, and have a leader/Shaman who uses a chainsaw. They worship chainsaws or other technological items. When they speak, it usually takes the form of grunts, or shouting the word "MORRRGGG".

Another good way of understanding the appearance of the Morags is to consider them about two steps down from the very worst of the worst West Virginia trailer-park hillbillies.



Number per Encounter:	3d4
Frequency:	Common
Size Class:	5

**Primary Attributes**

Strength:	3d6+1
Intelligence:	1d8+1d6
Wisdom:	2d6
Faith:	1d8+1d6
Dexterity:	3d6
Constitution:	1d8+1d6
Charisma:	1d6
Corneliness:	1d6

**Movement/Sensory**

Move - Run:	12/ /
Move - Fly:	-
Move - Swim:	3/ /
Move - Burrow:	-
Empathic Rating:	0%
Empathic Resist:	15%
Lowlight Vision:	-
Infravision:	-
Detect Motion:	-
Sense Presence:	-

**Defenses**

Resists	Weakness
<input type="checkbox"/>	Fire/ Heat <input type="checkbox"/>
<input type="checkbox"/>	Electricity <input type="checkbox"/>
<input type="checkbox"/>	Caustic <input type="checkbox"/>
<input type="checkbox"/>	Cold/ Ice <input type="checkbox"/>
<input type="checkbox"/>	Poison <input type="checkbox"/>
<input type="checkbox"/>	Magic <input type="checkbox"/>
<input type="checkbox"/>	Sunlight <input type="checkbox"/>
<input type="checkbox"/>	Mundane <input type="checkbox"/>
<input type="checkbox"/>	Silver <input type="checkbox"/>
<input type="checkbox"/>	Radiation <input type="checkbox"/>
<input type="checkbox"/>	Turns as Undead
<input type="checkbox"/>	Dark <input type="checkbox"/> Fear <input type="checkbox"/> Holy
<input type="checkbox"/>	Regens <input type="checkbox"/> Incorporeal
<input type="checkbox"/>	Creates Undead Spawn

**Offensive Capabilities**

Standard Morags use crude spears (1d6 damage), or clubs. Morag leaders or Shaman use a chainsaw (1d20 damage) or other high-power technological weapon.

**Defensive Capabilities**

Immunity: Disease.  
They are disease carriers.

**Special Abilities:**

Tracking (40%): They can track down technological relics if any are in the area.

Character Class Options: Perhaps one Morag in 10 has the wits to advance to Level 2 as a Shaman (to what deity, who can tell?)

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Mould Demon

Demon [NPC]

**Combat Values:**

Spirit Points:	20d10 [117]
Hit Points:	18d12 [117]
Alignment:	Any Evil
Attacks:	3/1
Parries:	3/1
BAtCh:	8
Base AC:	-4
<input type="checkbox"/> Offworld	

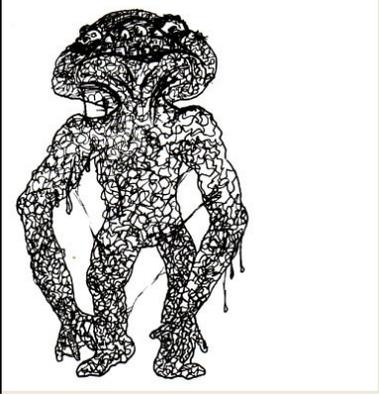
Mould Demons are large, shambling horrors composed mostly of fungus that rapidly heals their wounds while at the same time spreads to living victims. Their mushroom-covered skin is a sickly green or purple colour, and their huge ivory molars and grinding teeth are as white as bone. These savage demons often lead lesser demons into battles or serve as guards for Soul Slayers.

Their head is often shaped as a large mushroom cap. Their teeth are large and square, not fangs. To this end, they typically crunch their victims rather than sawing body parts off with razor-sharp teeth as some demons do. Their eyes light up faintly blue from bioluminescence. When needed, a Mould Demon can make its entire body light up in blue-green illumination.

A Mould Demon has broad shoulders, a slightly hunched back, and powerful arms that are long and lanky (they reach down past its knees). Its bowlegged knees are capable of significantly long leaps. It can cross a 30' stream in a single bound.

## Saving Throws

Death Magic:	6
Magical Weapon:	6
Area Effect:	6
Poison:	-
System Shock:	6
Spiritual Powers:	6
Sleep/Charm:	8



Number per Encounter:	1
Frequency:	Rare
Size Class:	6

## Primary Attributes

Strength:	5d6
Intelligence:	5d6
Wisdom:	5d6
Faith:	5d6
Dexterity:	5d6
Constitution:	5d6
Charisma:	3d6
Comeliness:	2d6

## Movement/Sensory

Move - Run:	30//
Move - Fly:	-
Move - Swim:	15//
Move - Burrow:	15//
Empathic Rating:	65%
Empathic Resist:	65%
Lowlight Vision:	30//
Infravision:	-
Detect Motion:	-
Sense Presence:	24//

## Defenses

Resists	Weakness
<input checked="" type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input checked="" type="checkbox"/> Electricity	<input type="checkbox"/>
<input checked="" type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input checked="" type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input checked="" type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

## Offensive Capabilities

**Natural Weapon Attacks:** Bite: 1d10 + 5 / Claw: 1d12 + 5 / Claw 1d12 + 5. All natural weapons are considered magical. If a Mould Demon is defeated, it cannot manifest again until 2d4 months have passed.

**Breath Weapon:** Cone of fungal spores that is 50-foot long. All within take 4d6 points of damage and must make a Save vs. System Shock or suffer Mould Demon Rot. The victims of this disease begin to sprout fungus all over their bodies. They are at -2 for ALL rolls for the next 2d4 days. After that, the disease passes, but the victim loses 1 point of Comeliness permanently. Note that infected victims still take damage if hit multiple times with this attack.

## Defensive Capabilities

**Dark Aura:** 1

**Immunities:** Cold, Caustics, Mundane Weapons

**Resistances:** Electricity = 50% Fire = 25%

**Damage Reduction:** 2

**Regeneration:** 2 points per round (Fire deals normal damage)

**Magic Resistance:** 20%

## Special Abilities:

**Character Class Options:** All abilities of a Level 5 Necromancer and a Level 10 Scaxthrom Priest.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Mountain Beast

Animal

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

Offworld

Mountain Beasts appear as tall and somewhat lanky cousins of panda bears, though they are omnivores and have a nasty temper. They will attack anything that enters their territory and can barely tolerate others of their own kind long enough to mate. Most of the time, these beasts live out a solitary hurting existence, and while they rarely eat people, they will attack them without hesitation or motive.

## Saving Throws

- Death Magic: **16**
- Magical Weapon: **16**
- Area Effect: **14**
- Poison: **16**
- System Shock: **14**
- Spiritual Powers: **18**
- Sleep/Charm: **18**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/ Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

Natural Weapon Attacks: Claw: 1d4 / Claw: 1d4 / Bite: 1d6. Mountain Beasts can also climb trees and will often toss down fist-sized rocks at their victims. Treat this as a missile attack that does 1d4 damage.

## Defensive Capabilities

Resistances: Cold = 50%

## Special Abilities:

No special abilities

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Mule, Undead

Undead

**Combat Values:**

Spirit Points:	2d6+12 [ 19]
Hit Points:	15d10 [ 83]
Alignment:	Satanic
Attacks:	2/ 1
Parries:	1/ 1
BAtCh:	6
Base A.C:	0
<input type="checkbox"/> Offworld	

Undead Mules are a very powerful and dangerous form of Undead. When the creating spell is cast, the Mule retains its former appearance for 1d4 months - long enough to be sold to a targeted victim. Then, over a period of a week, the mule changes into a grisly monstrosity. Its hide becomes diseased, its eyes glaze over, its teeth turn into long, rotten dagger-like things, and worms and flies swarm its rotten body. Undead Mules take particular glee in tormenting their unfortunate owners and often kill them before escaping into the wild. A disturbing rumor says that this spell can be cast upon almost any animal, creating creatures with similar powers.

## Saving Throws

- Death Magic: -
- Magical Weapon: 10
- Area Effect: 10
- Poison: -
- System Shock: 10
- Spiritual Powers: 10
- Sleep/Charm: -



Number per Encounter:	1d2
Frequency:	Rare
Size Class:	6

## Primary Attributes

Strength:	4d6
Intelligence:	2d6
Wisdom:	2d6
Faith:	2d6
Dexterity:	2d6
Constitution:	4d6
Charisma:	1
Corneliness:	1

## Movement/ Sensory

Move - Run:	9/ /
Move - Fly:	-
Move - Swim:	1/ /
Move - Burrow:	-
Empathic Rating:	0%
Empathic Resist:	30%
Lowlight Vision:	10/ /
Infraision:	-
Detect Motion:	-
Sense Presence:	-

## Defenses

Resists	Weakness	
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>	
<input type="checkbox"/> Electricity	<input type="checkbox"/>	
<input type="checkbox"/> Caustic	<input type="checkbox"/>	
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>	
<input type="checkbox"/> Poison	<input type="checkbox"/>	
<input type="checkbox"/> Magic	<input type="checkbox"/>	
<input type="checkbox"/> Sunlight	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Mundane	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Silver	<input type="checkbox"/>	
<input type="checkbox"/> Radiation	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input type="checkbox"/> Regens	<input type="checkbox"/> Incorporeal	
<input type="checkbox"/> Creates Undead Spawn		

## Offensive Capabilities

**Natural Weapon Attacks:** Kick: 2d8 / Bite: 1d12.

**Breath Weapon:** Cone of toxic fumes with a range of 20 - feet. Deals 5d6 Acid damage with a Save vs. Area Effect for half damage. All who are struck by the fumes must also make a Save vs. Poison or be unable to attack for the next round because of nausea.

## Defensive Capabilities

**Immunities:** Normal weapons.  
**Resistances:** Silver Weapons = 50%

## Special Abilities:

**Vomit Worms:** Can spit up 1d4 worms a round - this takes only one attack to perform. These creatures immediately spray forth a glob of acid that deals 1d8 points of damage. Treat this as a ranged attack made with the Undead Mule's BAtCh. They then die after spitting acid once.

**Corpse explosion:** Upon destruction, an Undead Mule collapses and immediately begins to break apart. The corpse releases a 30-foot diameter spherical cloud of fumes that deals 5d6 points of damage to all within it - the cloud lasts 1d4 rounds and there is no Save against it.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Mummy

Undead

Combat Values:

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

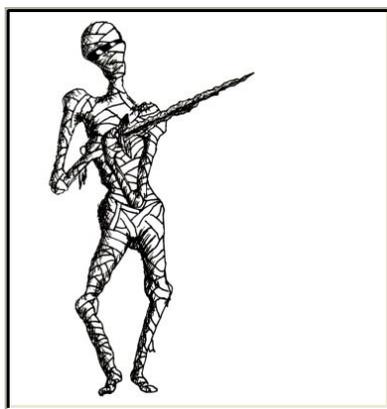
Offworld

Mummies are Undead formed from preserved and shrivelled remains of the living. These creatures are clad in dry, tattered bandages and smell of incense and decay. They are the weakest of the Undead commonly found in deserts, and their tactics are usually just that of shambling after their victims and then smothering them to death. Like most Undead, they dislike sunlight, and thus are most often found in tombs and other dismal places.

These lowlevel mummies often look scrawny than their more powerful brethren. They are often outfitted with castoff weapons of low quality.

## Saving Throws

- Death Magic: **NA**
- Magical Weapon: **16**
- Area Effect: **16**
- Poison: **NA**
- System Shock: **16**
- Spiritual Powers: **16**
- Sleep/Charm: **NA**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/ Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

Empathic Rating:

Empathic Resist:

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input checked="" type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

Punch: 1d4 / Punch: 1d4

## Defensive Capabilities

Fearful Presence: 1.

Weaknesses: Takes double damage from Fire.

## Special Abilities:

Canopic Jars: Most Mummies are simply free-roaming Undead or are servants in the army of an evil being. Some, however, are guardians of tombs or treasure. In those cases, the Mummy is bound to the area that it must guard, but it is effectively immortal until all 4 Canopic Jars that contain the preserved organs of the Mummy are found and destroyed. If a Mummy is destroyed, but its Canopic Jars survive, it will reform in 24 hours.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Mummy Lord

Undead

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base A.C:

Offworld

Mummy Lords are greater forms of Mummies, and have considerably more firepower and even a hint of intelligence and cunning though they are still relatively dimwitted. They are usually found deep within tombs, leading lesser Mummies or as shock troops in the armies of the Lord of Pagan. Unfortunately, Mummy Lords look exactly like lower mummies (with the possible exception of having a somewhat bulkier build), at least until the battle begins and their greater power is evident.

## Saving Throws

- Death Magic: **NA**
- Magical Weapon: **14**
- Area Effect: **14**
- Poison: **NA**
- System Shock: **14**
- Spiritual Powers: **14**
- Sleep/Charm: **NA**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

Empathic Rating:

Empathic Resist:

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input checked="" type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

Punch: 1d8 + 2 / Punch: 1d8 + 2.

Dark energy blast: Used in place of 1 attack; fires a black star of dark energy up to 200-feet that deals 2d6 points of damage and heals the Mummy Lord by the same amount.

Curses— Enfeeblement: Anyone struck by a Mummy Lord must make a Save vs. Death Magic or suffer this Curse. Victim's speed is reduced by 50% and they lose 1 attack and 1 parry per round to a minimum of 1 per round. Melee damage is reduced by 50%. Victims suffer a -4 penalty to initiative. This Curse lasts 1d4 rounds.

## Defensive Capabilities

Fearful Presence: 2.

Weaknesses: Takes double damage from Fire.

## Special Abilities:

Canopic Jars: Some Mummy Lords are guardians of tombs or treasure. In those cases, the Mummy Lord is bound to the area that it must guard, but it is effectively immortal until all 4 Canopic Jars that contain the preserved organs of the Mummy Lord are found and destroyed. If a Mummy Lord is destroyed, but its Canopic Jars survive, it will reform in 24 hours.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Octopus, Giant

Mutant [Animal, Aquatic]

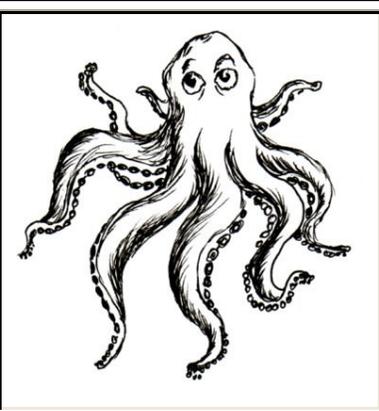
**Combat Values:**

Spirit Points:	8d6 [31]
Hit Points:	9d10 [50]
Alignment:	Heroic [Usually]
Attacks:	8/1 [1 per tentacle]
Parries:	8/1 [1 per tentacle]
BAtCh:	13
Base AC:	6
<input type="checkbox"/> Offworld	

These huge sea creatures can grow to the size of a whale. They often travel in pods of about 5 or 6 members, but most encounters only consist of one or two of these creatures. Most Giant Octopi are good creatures that care for their young and may even rescue drowning sailors on occasion. They are forever at war with the bloodthirsty Man-eater Sharks that roam the seas. However, every society has its flaws, and the occasional evil Giant Octopus is the most likely inspiration for legends of Sea Serpents. Sadly, almost every evil Octopus will have the sheer size and strength to pose a serious risk to sailors and sailing ships.

## Saving Throws

Death Magic:	12
Magical Weapon:	12
Area Effect:	10
Poison:	12
System Shock:	10
Spiritual Powers:	14
Sleep/Charm:	14



Number per Encounter:	1d4
Frequency:	Uncommon
Size Class:	8

## Primary Attributes

Strength:	5d6
Intelligence:	3d6
Wisdom:	2d6
Faith:	3d6
Dexterity:	3d6
Constitution:	4d6
Charisma:	2d6
Corneliness:	1d6

## Movement/Sensory

Move - Run:	-
Move - Fly:	-
Move - Swim:	15/ /
Move - Burrow:	-
Empathic Rating:	0%
Empathic Resist:	30%
Lowlight Vision:	20/ /
Infravision:	-
Detect Motion:	-
Sense Presence:	-

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input checked="" type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

## Offensive Capabilities

Natural Weapon Attack: Tentacle: 2d4.

Grapple Attack: If the victim is caught, they take 1d6 damage per round as the Octopus pins them. They can also be bitten by the Octopus's beak for additional 2d6 damage - this counts as one attack for the Octopus.

Crushing Hold: If the victim is caught, they take 2d4 damage per round as the Octopus crushes the life out of them.

## Defensive Capabilities

Resistances: Bludgeoning Weapons = 50% Cold = 50%

Weaknesses: Takes double damage from Fire and dehydration attacks.

## Special Abilities:

No special abilities

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Pain Hulk**

Mutant

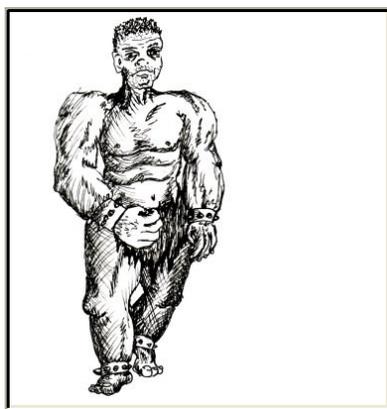
**Combat Values:**

Spirit Points:	1d4 [3]
Hit Points:	6d12 [39]
Alignment:	Satanic
Attacks:	2/1
Parries:	1/1
BAtCh:	14
Base A.C.:	6
<input checked="" type="checkbox"/> Offworld	Arranoch

The servants of the Lord of Regues use these nearly mindless, hulking brutes as bodyguards and front-line soldiers in their war against the living. Pain Hulks are the result of gruesome torture mixed with evil magic, which produces a towering brute that is under the absolute control of its masters. Pain Hulks appear as huge, straddling, nearly naked humanoids with impossibly large muscles. Their bodies are always twisted and deformed because of the rapid growth of their bodies, and they are in constant pain. Their masters usually cruelly let them keep their former face so that their victims see what became of their missing family and friends.

**Saving Throws**

Death Magic:	14
Magical Weapon:	14
Area Effect:	12
Poison:	14
System Shock:	12
Spiritual Powers:	16
Sleep/Charm:	NA



Number per Encounter:	1d2+2
Frequency:	Common
Size Class:	6

**Primary Attributes**

Strength:	4d6
Intelligence:	2d6
Wisdom:	2d6
Faith:	1d6
Dexterity:	2d6
Constitution:	4d6
Charisma:	2d6
Corneliness:	1d6

**Movement/Sensory**

Move - Run:	10//
Move - Fly:	
Move - Swim:	3//
Move - Burrow:	3//
Empathic Rating:	0%
Empathic Resist:	100%
Lowlight Vision:	15//
Infravision:	10//
Detect Motion:	
Sense Presence:	

**Defenses**

Resists	Weakness
<input checked="" type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	<input type="checkbox"/>
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

**Offensive Capabilities**

Fist: 2d6 / Fist: 2d6, or Sam for 2d6 + 5. Often throws rocks, stone skulls, and other nasty objects up to 300 feet away for 1d8 points of damage in place of attacks.

Inflict Curse: Any creature hit by a Pain Hulk's Sam attack is cursed with one of the listed Curses. A Save vs. Death Magic with a -2 penalty negates the Curse. Note that victims are not aware of the specific curse affecting them until experience its effects. Curses last 1d4 rounds and a victim cannot be under the effects of more than one of these Curses at the same time.

**Defensive Capabilities**

Immunities: Fire, Enchantments, Empathic attacks, and all mind-influencing effects. Not immune to illusions.

Regenerates 2 hit points a round

**Special Abilities:**

Curses - Masochism: Victims deal 50% of damage dealt back to themselves

Curses - Sadism: Victims take 50% more damage from attacks against them

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Paralyser**

Dark Matter

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

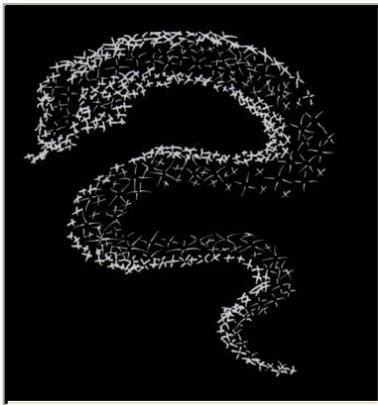
Base AC:

Offworld

These nasty Dark Matter creatures feed upon the neural energy of their victims, leaving them helpless after striking at them. They also emit dangerous radiation that can kill in a slow and painful way. These creatures hurt by night and feed upon whatever they find. They appear as a floating serpent composed entirely of dim energy sparkles.

**Saving Throws**

- Death Magic: **12**
- Magical Weapon: **14**
- Area Effect: **14**
- Poison: **-**
- System Shock: **14**
- Spiritual Powers: **16**
- Sleep/Charm: **14**



**Primary Attributes**

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

**Movement/ Sensory**

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

---

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

Number per Encounter:

Frequency:

Size Class:

**Offensive Capabilities**

Natural Weapon Attack: Touch: 1d6 points of damage.

Radiation blast: 1d6 REM and 1 point of damage. Range of 30-feet.

**Defensive Capabilities**

Incorporeal.

**Special Abilities:**

Sun Target: If it hits a target successfully in melee, the victim must immediately make a Save vs. System Shock or become rigid and helpless for 1d4 rounds.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Plague Knight

Undead [ FW/ NPC ]

**Combat Values:**

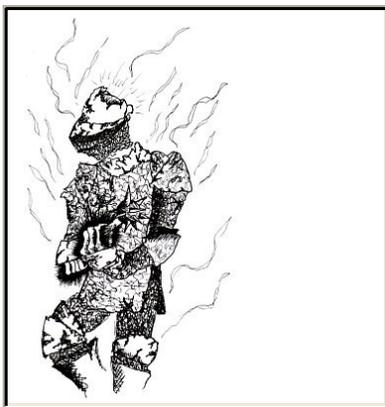
Spirit Points:	15d6 [ 50 ]
Hit Points:	14d12 [ 91 ]
Alignment:	Satanic
Attacks:	3/ 1
Parries:	2/ 1
BAtCh:	7
Base A.C:	- 3
<input checked="" type="checkbox"/> Offworld	Arranoch

These foul beings appear as mummified knights, clad in rusted armor and wielding blackened weapons of disease and doom (typically either a sword or a spiked mace). Foul green light radiates from their bare skulls, and the stench of decay follows them as visible trails of vapour. Living beings must save versus area effect or watch for 1d4 rounds when approaching within 10. These dark beings follow Sarcophka, the Lord of Plagues. A dark aura emits from their bony hands – a death magic touch that allows them to reanimate the recent dead as shambling undead soldiers.

Plague Knights are silent, clever battle commanders for the armies of Sarcophka. On other worlds, Plague Knights may save other evil entities that reverse disease and Undeath. In battle, Plague Knights often lead platoons of lesser skeleton troops into melee. Should its troops become depleted, it will usually use its summoning capabilities to reinforce its battle reserves.

## Saving Throws

Death Magic:	NA
Magical Weapon:	10
Area Effect:	10
Poison:	NA
System Shock:	10
Spiritual Powers:	10
Sleep/Charm:	2



Number per Encounter:	1d2
Frequency:	Uncommon
Size Class:	5

## Primary Attributes

Strength:	4d6
Intelligence:	3d6
Wisdom:	3d6
Faith:	3d6
Dexterity:	3d6
Constitution:	4d6
Charisma:	2d6
Corneliness:	1d4

## Movement/ Sensory

Move - Run:	12/ /
Move - Fly:	
Move - Swim:	
Move - Burrow:	3/ /
Empathic Rating:	0%
Empathic Resist:	50%
Lowlight Vision:	
Infraision:	10/ /
Detect Motion:	10/ /
Sense Presence:	

## Defenses

Resists	Weakness	
<input type="checkbox"/> Fire/ Heat	<input checked="" type="checkbox"/>	
<input checked="" type="checkbox"/> Electricity	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Caustic	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Cold/ Ice	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>	
<input type="checkbox"/> Magic	<input type="checkbox"/>	
<input type="checkbox"/> Sunlight	<input type="checkbox"/>	
<input type="checkbox"/> Mundane	<input type="checkbox"/>	
<input type="checkbox"/> Silver	<input type="checkbox"/>	
<input type="checkbox"/> Radiation	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input type="checkbox"/> Regens	<input type="checkbox"/> Incorporal	
<input type="checkbox"/> Creates Undead Spawn		

## Offensive Capabilities

Plague Knights are proficient in all weapons and always carry several weapons with at least a +2 enchantment. Any successful hit from a Plague Knight transmits a Localized Infection (Minor Disease) to the victim unless he makes a successful Save vs. System Shock. Once infected, a victim cannot be infected again until the disease passes.

**Dark Energy Blast:** Used in place of 1 attack; fires a black star of dark energy up to 200-feet that deals 2d6 points of damage and heals the Plague Knight by the same amount.

## Defensive Capabilities

**Magic Resistance:** 15%

**Resistances:** Electricity = 25%, Mundane Weapons = 50%

**Immunities:** Cold, Caustics

**Weaknesses:** Takes 150% damage from Fire

## Special Abilities:

**Summon Undead:** A Plague Knight can summon Undead within 100 feet of itself in place of its attacks once every 10 rounds (1 turn). It can summon either: 1 Pigmort, 1d4 Stench Revens or Roach Rats, or 2d6 Skeletons, Zombies, or Mummies. A Plague Lord can never have more than 14 hit dice worth of creatures summoned through this method at any time, and these summoned creatures are destroyed after 1 hour.

**Advancement:** As Warrior or Cavalier.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Saving Throws**

Death Magic: **4**  
 Magical Weapon: **12**  
 Area Effect: **12**  
 Poison: **NA**  
 System Shock: **10**  
 Spiritual Powers: **8**  
 Sleep/Charm: **4**

**Priests of Order**

Papilian's Disciples

Incorporeal

**Combat Values:**

Spirit Points: **6d4+40 [52]**  
 Hit Points: **10d8 [40]**  
 Alignment: **Heroic**  
 Attacks: **1/1**  
 Parries: **2/1**  
 BAAtCh: **14**  
 Base AC: **-3**  
 Offworld **Papilian**

Sometimes a true, good, and loyal Priest, Protector, or Paladin dedicated to the church of God (and the Aeta Papilian) will be raised after death as spiritual beings - the Good spirits that oppose the Priests of Ruin. For the majority of the time, these beings are invisible and incorporeal. They roam the world doing random acts of kindness (such as healing the sick, absorbing damage for people injured in accidents, etc). They perform these benevolent deeds without the recipient being aware.

Papilian's Disciples can assume a corporeal form (and their stats refer to this form), when the Paths of God require a more drastic intervention. They then appear as stunningly beautiful, yet delicately frail, butterfly-like angels armed with staves and longbows. They will manifest to defend Good-aligned people who are under attack by Undead or servants of Evil. They typically wear bright white leather armor adorned with the vivid symbols of the Papilian faith (a colorful butterfly).



Number per Encounter: **1d6**  
 Frequency: **Very Rare**  
 Size Class: **5**

**Primary Attributes**

Strength: **3d6-2**  
 Intelligence: **3d6+1**  
 Wisdom: **3d6+1**  
 Faith: **2d6+6**  
 Dexterity: **3d3+2**  
 Constitution: **3d4**  
 Charisma: **3d6+1**  
 Comeliness: **2d6+6**

**Movement/Sensory**

Move - Run: **16/ /**  
 Move - Fly: **36/ /**  
 Move - Swim:  **/ /**  
 Move - Burrow:  **/ /**  
 Empathic Rating: **40%**  
 Empathic Resist: **40%**  
 Lowlight Vision:  **/ /**  
 Infravision:  **/ /**  
 Detect Motion:  **/ /**  
 Sense Presence: **24/ /**

**Defenses**

Resists	Weakness
<input checked="" type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input checked="" type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead  
 Dark  Fear  Holy  
 Regens  Incorporeal  
 Creates Undead Spawn

**Offensive Capabilities**

By weapons or Spells

**Defensive Capabilities**

Incorporeal.  
 Immunity: Poison, Sunlight, radiation [100%]  
 Resists: Fire, electricity [50%]  
 Weakness: Iron weapons [2x damage].  
 Holy Aura: 1

**Special Abilities:**

Regeneration. In sunlight, they recover 1d6 hit points per round. Can become incorporeal at any time (which they will do if grievously wounded).  
 Spells. Functions as a Priest of 10th level (or higher).  
 Turning. Functions as a Priest of 10th level (or higher).  
 Advancement: As Priest.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Saving Throws**

- Death Magic: **NA**
- Magical Weapon: **10**
- Area Effect: **10**
- Poison: **NA**
- System Shock: **8**
- Spiritual Powers: **10**
- Sleep/Charm: **NA**

**Priests of Ruin**

Valquena's Disciples

Undead [ free willed, NPC]

**Combat Values:**

Spirit Points:	4d6+20
Hit Points:	6d8
Alignment:	Satanic
Attacks:	1/ 1
Parries:	1/ 1
BAtCh:	15
Base A.C:	2
<input checked="" type="checkbox"/> Offworld	Papilian

Sometimes when a Priest of Evil dedicates himself to committing evil and destruction, the Aeta Valquena rewards these Priests with eternal Undeath and the power to spread The Ruining. Because the power of the Ruining also conveys mutagenic damage, Priests of Ruin are terribly mutated (and yet fully functional). Thus a typical Priest of Ruin may have a too few or too many limbs, more or less eyes than normal, or unusual facial arrangements. For example a Priest of Ruin might have three arms, a single huge eye in the middle of its forehead, and viper fangs. Priests of Ruin are high-quality Undead, thus they appear slightly desiccated, but are not rotting or otherwise falling apart. No two Priests of Ruin are alike however. Regardless of the mutation, their bodies are always functional.

Priests of Ruin dress in black leather armor. They wear a brass "holy" symbol from a thick, crude chain. The holy symbol is an image of a scorpion. In combat, they wield enchanted whips that hiss and crackle with magical energy.



Number per Encounter:	1d4
Frequency:	Very Rare
Size Class:	5

**Primary Attributes**

Strength:	3d6
Intelligence:	3d6+1
Wisdom:	3d6
Faith:	3d6+1
Dexterity:	3d6
Constitution:	3d6- 2
Charisma:	2d6+1
Corneliness:	2d4

**Movement/ Sensory**

Move- Run:	12/ /
Move- Fly:	
Move- Swim:	
Move- Burrow:	1/ /
Empathic Rating:	25%
Empathic Resist:	50%
Lowlight Vision:	48/ /
Infravision:	48/ /
Detect Motion:	24/ /
Sense Presence:	

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input checked="" type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead  
 Dark  Fear  Holy  
 Regens  Incorporeal  
 Creates Undead Spawn

**Offensive Capabilities**

Enhanced Staff (1d8+2)
By Spells

**Defensive Capabilities**

Immune to The Ruining (Papilian)
Dark Aura: 1
Fearful Presence: 1
Weakness: Double damage from Fire.

**Special Abilities:**

They can channel The Ruining once per day as a LoSRTT attack. Can cast spells as a 6th level Priest of Evil (exceptional subjects may be higher than 6th level.) Gai'nar notes: The Ruining is a Papilian-only manifestation. On other worlds, these creatures simply cast a bolt of Death Magic once per day that inflicts 3d6 damage.

This creature regenerates 1 HP/ Round in complete darkness.

Advancement: A evil Priest or Shaman.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Priests of Sn**

Undead [NPC, Free Willed]

**Combat Values:**

Spirit Points: 19d6 [67]  
 Hit Points: 13d10 [71]  
 Alignment: Despotic  
 Attacks: 3/1  
 Parries: 2/1  
 BAAtCh: 9  
 Base AC: -1  
 Offworld

These Undead beings are formed from dark Priests and Sorcerers who have sold their souls in return for power and the gift of immortality. With their new powers and the gift of Undeath, these Priests are responsible for many armies of the Undead that have laid waste to kingdoms, as well as countless secret plots that remain to be discovered. The Priests of Sn are all similar in appearance now that they have become Undead. They are not rotting but they do appear gaunt, with the skin of their faces pulled tightly against their skulls. They are dark-skinned beings that are often clad in ornate garb or armor that is suited to a person of their power (typically that of a Bishop or other high-level cleric, but their vestments are black instead of white). A green aura glows from their eyes and they smell faintly of bitter incense (myrrh).

Priests of Sn are always accompanied by Undead creations, and they are often found involved in dark rituals of foul magic. Few things are as disturbing as seeing a group of these Priests float down a hallway in a mausoleum while muttering dark incantations and curses even as an Undead Legion rises up to follow them.

**Saving Throws**

Death Magic: -  
 Magical Weapon: 10  
 Area Effect: 10  
 Poison: -  
 System Shock: 10  
 Spiritual Powers: 10  
 Sleep/Charm: 2



Number per Encounter: 1d2  
 Frequency: Uncommon  
 Size Class: 5

**Primary Attributes**

Strength: 3d6  
 Intelligence: 4d6  
 Wisdom: 3d6  
 Faith: 4d6  
 Dexterity: 3d6  
 Constitution: 3d6  
 Charisma: 2d6  
 Comeliness: 2d6

**Movement/Sensory**

Move - Run: 12//  
 Move - Fly: 12// Class A  
 Move - Swim: -  
 Move - Burrow: -  
 Empathic Rating: 40%  
 Empathic Resist: 40%  
 Lowlight Vision: 20//  
 Infravision: -  
 Detect Motion: -  
 Sense Presence: -

**Defenses**

Resists Weakness

<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input checked="" type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input checked="" type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead  
 Dark  Fear  Holy  
 Regens  Incorporeal  
 Creates Undead Spawn

**Offensive Capabilities**

Natural Weapon Attacks: Chill touch: 3d6 Cold damage.

**Defensive Capabilities**

Resistances: Cold = 75% Electricity = 25%  
 Magic Resistance: 25%

**Special Abilities:**

**Spirit Fire:** Can fire up to two jade or golden missiles per attack. These count as a missile attack with a range of 300-feet. Each missile does 1d8 magical damage.

**Ghost Phase:** Can become Incorporeal as the special ability for one round. This ability can be used once every 1d4 + 1 rounds. While in effect, the Priest of Sn appears partially transparent and often leaves a brief after-image behind while walking or in flight.

**Character Class Options:** Has powers of a 10th Level Sorcerer or a 10th level Necromancer.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Pumpkin Horrors, Lg

Pumpkin King

Mutant Plant (sometimes Undead)

**Combat Values:**

Spirit Points:	4d6 [ 15]
Hit Points:	8d10 [ 45]
Alignment:	Neutral or Evil
Attacks:	2/ 1
Parries:	3/ 1
BAtCh:	16
Base AC:	6
<input checked="" type="checkbox"/> Offworld	Papilian

Also known as Pumpkin Kings, these creatures appears as humanoid Jack-o-Lanterns. Its head is about 4 across, and its body is a withering mass of vines that make a somewhat humanoid shape. It stands 12-16 tall. How the Pumpkin Kings came to be is a mystery, but many ecologists blame the Ruling Mist. Pumpkin Horrors (small or large, live or Undead) generally loathe normal humanoids and will usually attack on sight. A Pumpkin King is smart enough to plan out ambushes and strategies. It likes to collect coins and gems from its fallen victims (although what it spends the ill-gotten gain on is anyone's guess).

## Saving Throws

Death Magic:	12
Magical Weapon:	12
Area Effect:	16
Poison:	8
System Shock:	12
Spiritual Powers:	12
Sleep/Charm:	14



Number per Encounter:	1
Frequency:	Very Rare
Size Class:	6

## Primary Attributes

Strength:	12+1d6
Intelligence:	3d6- 1
Wisdom:	3d6
Faith:	3d6
Dexterity:	3d6
Constitution:	12+1d6
Charisma:	2d6
Corneliness:	2d6

## Movement/ Sensory

Move- Run:	4/ /
Move- Fly:	
Move- Swim:	
Move- Burrow:	1/ /
Empathic Rating:	10%
Empathic Resist:	25%
Lowlight Vision:	10/ /
Infravision:	
Detect Motion:	
Sense Presence:	10/ /

## Defenses

Resists	Weakness	
<input type="checkbox"/> Fire/ Heat	<input checked="" type="checkbox"/>	
<input type="checkbox"/> Electricity	<input type="checkbox"/>	
<input type="checkbox"/> Caustic	<input type="checkbox"/>	
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>	
<input type="checkbox"/> Magic	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Sunlight	<input type="checkbox"/>	
<input type="checkbox"/> Mundane	<input type="checkbox"/>	
<input type="checkbox"/> Silver	<input type="checkbox"/>	
<input type="checkbox"/> Radiation	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input type="checkbox"/> Regens	<input type="checkbox"/> Incorporal	
<input type="checkbox"/> Creates Undead Spawn		

## Offensive Capabilities

Strangle (1d6 + saps endurance). Wooden Sword (1d12).

## Defensive Capabilities

Immune: Darkness or light, depending on the creature type.  
 Immune: Poison (Undead), or non-plant-specific poisons (living).  
 Weakness: Double damage from Fire.

## Special Abilities:

Can summon smaller Pumpkin Horrors (1d6) once per day.  
 Regenerates 1d4 HP/ Round in daylight (living creatures) or in darkness (Undead creatures).

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Pumpkin Horrors, S

Pumpkin Urchin

(Mutant Plant may be Undead)

**Combat Values:**

Spirit Points:	2d6 [6]
Hit Points:	4d10
Alignment:	Neutral or Evil
Attacks:	2/1
Parries:	3/2
BAtCh:	19
Base AC:	7
<input checked="" type="checkbox"/> Offworld	Papilian

A small Pumpkin Horror (also called a Pumpkin Urdin) is a younger, less developed version of a Pumpkin King and is usually found in the service of such a creature. Pumpkin Urdins appear as 3-4 humanoid Jack o' Lanterns with vines for arms and legs. These malevolent critters prefer to strangle their prey. They usually pose as ordinary pumpkins until a passer-by comes near, then they latch on to the victim's throat in a strangling move.

## Saving Throws

Death Magic:	18
Magical Weapon:	18
Area Effect:	16
Poison:	12
System Shock:	16
Spiritual Powers:	18
Sleep/Charm:	18



Number per Encounter:	1d6
Frequency:	Very Rare
Size Class:	3

## Primary Attributes

Strength:	3d6
Intelligence:	2d6
Wisdom:	2d6
Faith:	2d6
Dexterity:	3d6
Constitution:	3d6
Charisma:	1d6
Corneliness:	2d6

## Movement/Sensory

Move - Run:	3/1
Move - Fly:	
Move - Swim:	
Move - Burrow:	1/2/1
Empathic Rating:	
Empathic Resist:	
Lowlight Vision:	
Infravision:	
Detect Motion:	
Sense Presence:	

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input checked="" type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input checked="" type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

## Offensive Capabilities

Strangle (1d6 + saps endurance.)

## Defensive Capabilities

Immune: poison (Undead) or non-plant-specific poison (living)

Immune: sunlight or darkness, depending on creature type.

Weakness: Double damage from fire.

## Special Abilities:

Regenerates 1 HP/ Round in sunlight (living) or darkness (Undead).

Advancement: May become a "large" Pumpkin Horror if it survives for 2d4 years. Small-sized Pumpkins Horrors that are Undead cannot advance.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Quarak**

Quill Rats

Animal

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

Offworld

Quaraks or Quill Rats are medium-sized brown or black coloured rodents that are related to porcupines though they have gained the ability to launch their spines at enemies. They inhabit temperate woodlands and eat various plants and insects. They are only aggressive if frightened or if their young are in danger. If one can approach a Quarak cautiously and earn the creature's trust, they can make very loyal pets and animal companions.

**Saving Throws**

- Death Magic: **16**
- Magical Weapon: **16**
- Area Effect: **14**
- Poison: **16**
- System Shock: **14**
- Spiritual Powers: **18**
- Sleep/Charm: **18**



Number per Encounter:

Frequency:

Size Class:

**Primary Attributes**

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

**Movement/ Sensory**

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

---

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

**Offensive Capabilities**

Natural Weapon Attacks: Bite: 1d4

Missile Attack: Can also shoot its spines up to 30 - feet away. Two spines can be fired per attack (4 total in an attack sequence) and each spine does 1d4 damage. A Quarak can use this ability 10 times before running out of full - size spines to shoot. It takes two hours to fully regenerate the lost spines.

**Defensive Capabilities**

No special defences.

**Special Abilities:**

No special abilities.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Quiverlings

Helworms

Mutant

**Combat Values:**

Spirit Points:	12d6 [ 42]
Hit Points:	8d10 [ 44]
Alignment:	Satanic
Attacks:	1/ 1
Parries:	1/ 1
BAtCh:	15
Base A.C:	4
<input type="checkbox"/> Offworld	

Quiverlings are man-sized worms that hunger for living flesh. These beasts are about 8-feet long, greyish in color, and have a huge, toothy maw that can swallow prey whole. They have no eyes or other features aside from their hungry mouth. These evil beasts can cast spells and many believe that they are the product of evil magical experiments or Demons.

## Saving Throws

Death Magic:	12
Magical Weapon:	12
Area Effect:	10
Poison:	12
System Shock:	10
Spiritual Powers:	14
Sleep/Charm:	14



Number per Encounter:	1d3
Frequency:	Uncommon
Size Class:	5

## Primary Attributes

Strength:	3d6
Intelligence:	2d6
Wisdom:	2d6
Faith:	4d6
Dexterity:	3d6
Constitution:	4d6
Charisma:	1
Corneliness:	1

## Movement/Sensory

Move - Run:	8/ /
Move - Fly:	-
Move - Swim:	1/ /
Move - Burrow:	3/ /
Empathic Rating:	20%
Empathic Resist:	35%
Lowlight Vision:	-
Infravision:	10/ /
Detect Motion:	-
Sense Presence:	10/ /

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input checked="" type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

## Offensive Capabilities

Natural Weapon Attack: Bite: 1d12.

Swallow Whole: On a Critical Success, it grabs the victim's head and starts slowing swallowing them. Escape is possible through a successful Endurance Check.

## Defensive Capabilities

Immunities: Cold damage

Weaknesses: Fire does double damage.

Regenerates: 1d10 hit points per hour. Severed segments (1 segment per hit dice) will grow into full-size worms at a rate of 1d10 hit points per hour unless burned. Fire deals normal damage.

## Special Abilities:

Summon Whirlwind: Costs 10 SP as Intensity: 4 innate ability

Summon Class A Demon: Costs 20 SP

Summon Class B Demon: Costs 30 SP

Blindness: Costs 10 SP. Blinds a victim for 1 turn. Save vs. Spiritual Power negates

Terror: Costs 12 SP. Makes a victim run in terror for 1 turn. Save vs. Spiritual Power negates

Harm Other: Costs 8 SP. Range of 100-feet. Deals 2d6 damage. Save vs. Spiritual Power for half damage.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Raven Guardians

Ravenfolk

Humanoid [Mutant] [NPC]

Combat Values:

Spirit Points:	150
Hit Points:	20d8+20 [100]
Alignment:	Heroic or Benevole
Attacks:	2/1
Parries:	2/1
BAtCh:	7
Base A.C:	-2
<input checked="" type="checkbox"/> Offworld	Nightfall

Raven Guardians are immortal, raven-headed Priests that serve the goddess Raven. They appear as handsome, powerfully built human males from the shoulders down. They have raven heads for heads, however. The avian attribute is also attractive and well-proportioned. Their eyes show a crafty wisdom and vibrant intelligence. Typically, the Ravenfolk dress in black leather armor and have a flowing cape adorned with raven feathers. They usually fight with an enchanted scythe.

Raven Guardians serve an avatar of Raven in groups of four. There are, in turn, four avatars that carry out the goddess Raven's agenda. Thus, there are sixteen total Lesser Guardians on Nightfall. Should the religion of Raven ever expand significantly into other worlds, it is likely that the avatar/guardian ratio would remain constant.

Because Raven is a goddess of good, nature, and darkness, Ravenfolk are not fond of bright lights and will attack anyone in their domain that purposefully mistreats (i.e. tortures an animal as opposed to simply using it for food) an animal or wantonly damages the environment (dropping down a healthy tree instead of culling dead/diseased trees first).

## Saving Throws

Death Magic:	4
Magical Weapon:	6
Area Effect:	8
Poison:	8
System Shock:	6
Spiritual Powers:	6
Sleep/Charm:	4



Number per Encounter:	1
Frequency:	Very Rare
Size Class:	5

## Primary Attributes

Strength:	3d6+1
Intelligence:	4d6
Wisdom:	4d6
Faith:	4d6
Dexterity:	3d6+1
Constitution:	3d6+1
Charisma:	3d6
Corneliness:	3d6

## Movement/Sensory

Move - Run:	18/1
Move - Fly:	
Move - Swim:	
Move - Burrow:	
Empathic Rating:	50%
Empathic Resist:	50%
Lowlight Vision:	3/1
Infravision:	
Detect Motion:	24/1
Sense Presence:	3/1

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input checked="" type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input checked="" type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

<input type="checkbox"/> Turns as Undead
<input type="checkbox"/> Dark <input type="checkbox"/> Fear <input checked="" type="checkbox"/> Holy
<input type="checkbox"/> Regens <input type="checkbox"/> Incorporeal
<input type="checkbox"/> Creates Undead Spawn

## Offensive Capabilities

As per 20th level Priest.

Natural Weapon: Beak (1d10)

Enchanted Scythe: 1d12+2, adds 1d12 in Cold damage every other attack; weapon is indestructible.

## Defensive Capabilities

As per 20th level Priest.

Resist: Death Magic [25%]

Vulnerability: Sunlight [-2 on saves]

Holy Aura: 1

## Special Abilities:

Immortal

Character Class Options: Functions as 20th level Priest of Raven.

Telepathic speech

Can understand all thoughts made by sentient beings within 3/1.

Camouflage [50%]

Innate Power: Randomly selected.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Saving Throws**

- Death Magic: -
- Magical Weapon: 12
- Area Effect: 12
- Poison: -
- System Shock: 12
- Spiritual Powers: 12
- Sleep/Charm: -

**Ravers**

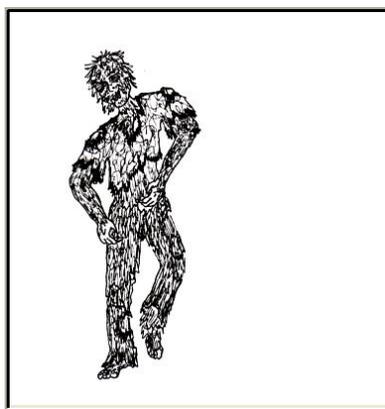
Glowing Corpses

Undead

**Combat Values:**

Spirit Points:	2d4+8 [ 13]
Hit Points:	8d10 [ 44]
Alignment:	Satanic
Attacks:	3/ 1
Parries:	0/ 1
BAtCh:	13
Base AC:	3
<input type="checkbox"/> Offworld	

Ravers are the results of spontaneously animated corpses that have risen up in the Forbidden Zones because of the powerful mix of Death Magic and radiation that fills those places. These ghastly creatures feed upon iron and calcium which they extract from their victims - those who fall to a Raver will either rise as one or have their bones devoured. They also feed upon Man Mads and other lesser Constructs to satisfy their hunger for metal. Ravers appear as gant, charred corpses with flaking hair and skin. Their teeth and claws are like sharpened steel, and they glow faintly at night because of all the radiation they have absorbed. In some backwoods areas, they are called "Glowing Corpses" but such a harmless name does not reduce their powerful abilities.



Number per Encounter:	1d3
Frequency:	Uncommon
Size Class:	5

**Primary Attributes**

Strength:	3d6
Intelligence:	2d6
Wisdom:	1d6
Faith:	2d4
Dexterity:	3d6
Constitution:	4d6
Charisma:	1d4
Corneliness:	1

**Movement/ Sensory**

Move - Run:	12/ /
Move - Fly:	-
Move - Swim:	-
Move - Burrow:	1/ /
Empathic Rating:	0%
Empathic Resist:	0%
Lowlight Vision:	-
Infravision:	10/ /
Detect Motion:	-
Sense Presence:	-

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input checked="" type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input checked="" type="checkbox"/> Radiation	<input type="checkbox"/>
<input checked="" type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Incorporal	
<input checked="" type="checkbox"/> Creates Undead Spawn	

**Offensive Capabilities**

Natural Weapon Attack: Claw: 1d6/ Claw: 1d6/ Bite: 1d8.

Transmit Radiation: For every successful melee hit, a Raver transmits 2 REM's of radiation to the victim.

**Defensive Capabilities**

Resistances: Iron and steel weapons = 50% turns as if it were 2 hit dice higher.

Weakness: Takes double damage from Cold

**Special Abilities:**

Create Spawn: Ravers will generally take their dead victims back to the radioactive wastes and let the corpse absorb a mix of Death Magic and radiation. The result is the corpse will rise as a Raver after 2 weeks of exposure to radiation and Death Magic. This can only be prevented by: retrieving the dead body from the Ravers, consecrating the body with General Ceremony, Last Rites, or Holy Water, burning it, or raising the victim from the dead.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

Saving Throws

- Death Magic: 8
- Magical Weapon: 6
- Area Effect: 8
- Poison: 6
- System Shock: 10
- Spiritual Powers: 10
- Sleep/Charm: 6

Requiens (Master)

Telepathic Lizard men

Humanoid [NPC]

Combat Values:

Spirit Points: 3d6+15 [20]

Hit Points: 15d10 [120]

Alignment: Despotic

Attacks: 1/1

Parries: 2/1

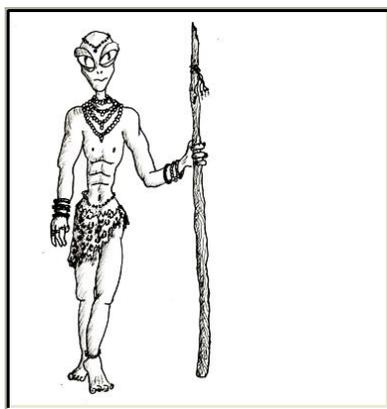
BAtCh: 14

Base AC: 1

Offworld Requiem

A Requien Master is a reptilian humanoid that stands between 7 to 9 tall. They are slender, attractive (for lizards), and perfectly proportioned. They have bright eyes that seem to almost beam with intelligence. Most Requiens have fine scales of green, grey, or brown, depending on the coloration of the local terrain. Requien skin is very tough, yet still surprisingly flexible. Unlike standard humanoids, Requiens have four-fingered hands and feet, with four toes each. They are ambidextrous. Because they typically inhabit warm-weather climates, they often wear only a simple loincloth. They like jewellery, however, and are heavily adorned with rings, bracelets, and necklaces. In combat, they carry a simple but sturdy wooden combat staff.

Requien Masters account for about 1% of the overall population of Requiens. They are more powerful, but also tend towards evil. While 90% of Requien Masters are Despotic, there are rare specimens that are Lawful or other non-evil alignments. Most Requiens are highly (almost painfully) self-disciplined. Requiens view non-empaths as inferior beings suitable for destruction, enslavement, or as food. Most Requiens have an EMP rating of 45% or higher; Requien Masters, however, often have a rating much higher. The rare Requien born without such gifts are destroyed by its parents.



Number per Encounter: 1d4+1

Frequency: Rare

Size Class: 6

Primary Attributes

Strength: 4d6

Intelligence: 3d6+1

Wisdom: 3d6

Faith: 3d6-1

Dexterity: 3d6-2

Constitution: 4d6

Charisma: 3d6

Corneliness: 2d6

Movement/Sensory

Move - Run: 14/ /

Move - Fly: / /

Move - Swim: 2/ /

Move - Burrow: / /

Empathic Rating: 45%

Empathic Resist: 45%

Lowlight Vision: / /

Infravision: 12/ /

Detect Motion: / /

Sense Presence: / /

Defenses

Resists Weakness

- Fire/Heat
- Electricity
- Caustic
- Cold/Ice
- Poison
- Magic
- Sunlight
- Mundane
- Silver
- Radiation

- Turns as Undead
- Dark
- Fear
- Holy
- Regens
- Incorporal
- Creates Undead Spawn

Offensive Capabilities

Natural weapons: Claw/claw/bite (1d6/1d6/1d8)

Defensive Capabilities

Cold: This creature tends to be slowed by cold. Below 50 degrees, a Requien must make a save versus system shock roll every round or be slowed to half normal movement and also go last in the round.

Radiation [100%]: Requiens receive healing from radiation. Each REM restores one hit point.

Sunlight Vulnerability: Bright sunlight does not harm a Requien, but it is uncomfortable. This imposes a -2 penalty on all actions while exposed to sunlight.

Heat Resist: A Requien does not take damage from heat unless the ambient temperature is above 150 degrees.

Special Abilities:

Telepathic powers. Requiens prefer telepathic combat over standard combat (which they consider crude.) The average Requien has an EMP rating of 45% for every five Requiens gathered, there will be an exceptional specimen with EMP [55%] or higher and 150 hit points. Unlike the standard specimen of their species, a Requien Master can use his/her empathic powers at a 240/ / range.

Character class advancement: While Requiens do not have a character class, per se, they do become more powerful and more skilled with experience. Each level of experience makes them tougher and more powerful telepathically.

Ambidexterity [3]

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Returners

Demon

Combat Values:

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

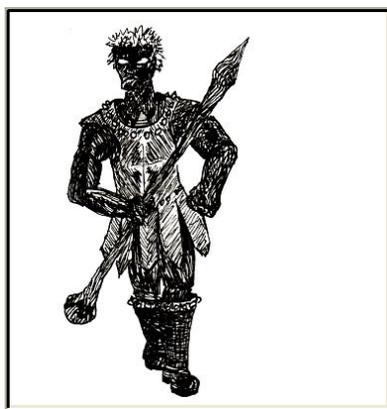
Offworld

Returners dwell among disturbed graveyards and ruins of desecrated churches. They can be found almost anywhere that a strong presence of evil is felt.

Nearly all about the Returner is found in magic. Created around the time of Sargathron, they possess the ability to revive themselves to life within seconds or years if they choose. Only holy relics such as holy water, a cross, or blessed item can completely rid Gaiara of these creatures. They appear as humans, but with nearly black skin and their body hair is a pearl white. They prefer to use wooden weapons like clubs or staves.

## Saving Throws

- Death Magic: **14**
- Magical Weapon: **14**
- Area Effect: **12**
- Poison: **-**
- System Shock: **14**
- Spiritual Powers: **14**
- Sleep/Charm: **12**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/ Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

Empathic Rating:

Empathic Resist:

Lowlight Vision:

Infraision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

Natural Weapon Attacks: Claw: 1d4+1

Weapon options: Any wooden weapon with +1 damage due to the dark magics placed on it.

## Defensive Capabilities

Resurrection: may revive at anytime up to an hour after death. Cost- N/ A . If slain a second time in the same day, then the creature is truly slain.

Regeneration: This creature regenerates 1d4 hit points per round. It can also reattach severed limbs.

Weakness: Although this creature is not Undead, it can be held at bay by clergy using holy symbols. Treat all turns/ rebukes as a Protector's "Hold Undead".

## Special Abilities:

Hold Being: May hold a person in place using dark magic. Cost- 5 SP Duration- 1d4 rounds, save versus magical weapon to negate.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Rigormort

Undead [ Free Willed]

**Combat Values:**

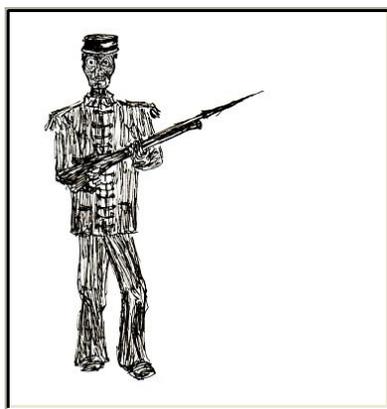
Spirit Points:	2d6+9 [ 16]
Hit Points:	8d10 [ 44]
Alignment:	Despotic
Attacks:	2/ 1
Parries:	1/ 1
BAtCh:	13
Base A.C:	3
<input type="checkbox"/> Offworld	

Rigormorts are unusual Undead in that they have a degree of intelligence and leadership ability. They are able to maintain small militias of Undead and often band together to create decent-sized Undead armies to terrorize remote towns and villages. They will use the victims of these attacks to create more recruits.

Rigormorts appear as Undead humanoids that have had their skin stripped off. Their bodies ooze blackness and corruption, and they reek worse than almost any other Undead creature. Most Rigormorts are armed with various weapons and they like to make armor out of human skin - this provides an AC bonus of +2.

## Saving Throws

Death Magic:	-
Magical Weapon:	12
Area Effect:	12
Poison:	-
System Shock:	12
Spiritual Powers:	12
Sleep/Charm:	2



Number per Encounter:	1d3
Frequency:	Uncommon
Size Class:	5

## Primary Attributes

Strength:	3d6
Intelligence:	2d6
Wisdom:	2d6
Faith:	2d6
Dexterity:	3d6
Constitution:	3d6
Charisma:	1
Corneliness:	1

## Movement/ Sensory

Move - Run:	10//
Move - Fly:	-
Move - Swim:	-
Move - Burrow:	-
Empathic Rating:	0%
Empathic Resist:	0%
Lowlight Vision:	10//
Infraision:	-
Detect Motion:	-
Sense Presence:	-

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input checked="" type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Incorporal	
<input checked="" type="checkbox"/> Creates Undead Spawn	

## Offensive Capabilities

**Natural Weapon Attack:** Fist: 1d6 / Fist: 1d6 / Bite: 1d8.

**Transmit Disease:** The Bite attack transmits a Localized Infection (Minor Disease) to the victim unless he makes a successful Save vs. System Shock. Once infected, a victim cannot be infected again until the disease passes.

**Other Weapon Attacks:** Many Rigormorts are also armed with assorted melee and missile weapons.

## Defensive Capabilities

**Resistances:** Turns as if it were 2 hit dice higher.

## Special Abilities:

**Create Undead:** Can raise the body of any humanoid creature as a 2 hit dice Undead - usually a Skeleton or Zombie. Using this power expends 4 Spirit Points and takes a full turn to perform.

**Command Undead:** A Rigormort can control up to 8 Skeletons or Zombies at a time. Rigormorts are usually found with a full complement of Undead, or if they are missing any, they will go hunting for "recruits" by killing whatever happens to cross their path.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Roach Rat**

Animal

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

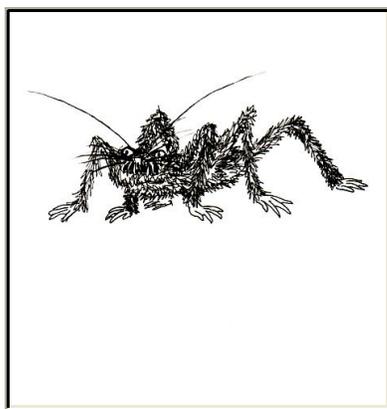
Base AC:

Offworld

These little beasts are truly terrible creatures - the foul results of a genetic experiment to produce a durable creature that can live off of waste. Roach Rats feed upon garbage, sewage, and everything else equally disgusting. They actually avoid fresh meals and will only attack if their territory is threatened. Unfortunately, they are aggressive and attack in swarms. Their droppings can contaminate 10 pounds of food and/or 100 gallons of water, thus they often leave communities starving and dying without ever directly attacking them. Nothing in nature will eat them, though some Undead may hunt them for sport. Roach Rats look like a filthy cross between roach and rat that results in a large, furry insect with feelers and whiskers.

**Saving Throws**

- Death Magic: **14**
- Magical Weapon: **12**
- Area Effect: **12**
- Poison: **-**
- System Shock: **12**
- Spiritual Powers: **16**
- Sleep/Charm: **16**



Number per Encounter:

Frequency:

Size Class:

**Primary Attributes**

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

**Movement/ Sensory**

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input checked="" type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

**Offensive Capabilities**

**Natural Weapon Attack:** Bite: 1d3. This bite attack injects Intensity: 2 poison - Save vs. Poison negates this, as always. On a Critical Success, the victim must make a Save vs. System Shock or contract Red Pox.

**Transmit Disease:** Anyone bitten by a Roach Rat or who comes in prolonged contact with these beasts must make a Save vs. System Shock or contract a Localized Infection.

**Defensive Capabilities**

**Immunities:** Poisons and radiation, immune to all non-supernatural diseases.

**Special Abilities:**

**Plague Spreader:** Roach Rats may carry other random diseases with them as well - they can transmit any disease that they have been exposed to in the last week.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Rul Wolf**

Mutant

**Combat Values:**

Spirit Points:	11d4 [31]
Hit Points:	8d10 [44]
Alignment:	Satanic
Attacks:	2/1
Parries:	2/1
BAtCh:	11
Base AC:	0
<input type="checkbox"/> Offworld	

Rul Wolves were once the foot soldiers in the dark Satanic armies of old. Now these fell beasts run wild over the lands, attacking the innocent and the helpless and killing for the sick pleasure of it. They are immortal and use their centuries of knowledge to devise cruel traps - they are difficult foes to foil. Rul Wolves hate normal Wolves with a passion and will hurt and kill them when given the chance. Hydra Wolves are not a target of their wrath, and one will often find the many-headed mutants guarding their more powerful Rul Wolf masters.

**Saving Throws**

Death Magic:	12
Magical Weapon:	12
Area Effect:	10
Poison:	12
System Shock:	10
Spiritual Powers:	14
Sleep/Charm:	14



Number per Encounter:	1d2
Frequency:	Uncommon
Size Class:	6

**Primary Attributes**

Strength:	4d6
Intelligence:	3d6
Wisdom:	3d6
Faith:	3d6
Dexterity:	4d6
Constitution:	3d6
Charisma:	2d4
Corneliness:	2d4

**Movement/Sensory**

Move - Run:	21/1
Move - Fly:	-
Move - Swim:	5/1
Move - Burrow:	1/1
Empathic Rating:	30%
Empathic Resist:	30%
Lowlight Vision:	12/1
Infravision:	-
Detect Motion:	-
Sense Presence:	-

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input checked="" type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

**Offensive Capabilities**

Natural Weapon Attack: Claw: 1d10 / Claw: 1d10 / Bite: 3d6.

Transmit Disease: On a Critical Success, the Bite attack inflicts the victim with a Blood Infection (A Serious Disease) - a Save vs. System Shock negates this effect. Can gain Class Levels up to Barbarian (5).

Pounce: 2d6 damage per round.

**Defensive Capabilities**

Regeneration: 1 hit point per round. Silver does normal damage.

Immunities: Mundane weapons, all natural diseases and natural poisons

Weaknesses: Takes quadruple damage from silver weapons

Immortality: A Rul Wolf does not age and will only die when slain.

**Special Abilities:**

Keen Scent: Can smell and identify prey up to a half-mile distance. Has Tracking at 65% when hunting prey.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Sargasso Thing

Plant [Aquatic]

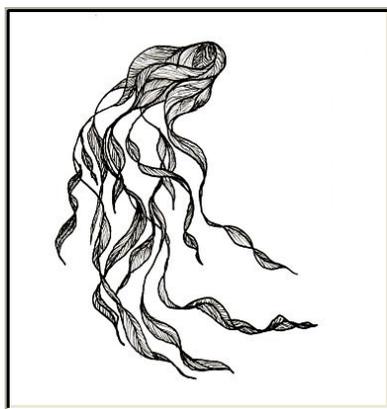
Combat Values:

Spirit Points:	1d4+10 [13]
Hit Points:	14d10 [77]
Alignment:	Unaligned
Attacks:	8/1 [1 per tentacle]
Parries:	8/1 [1 per tentacle]
BAtCh:	13
Base AC:	4
<input type="checkbox"/> Offworld	

These huge floating creatures look like a plant-version of a jellyfish. They have a central body with many tentacles that can be used to attack and grapple with ships and other victims. All Things like to prey upon wooden vessels though they will also eat just about anything that crosses their path - they also can subsist on sunlight and occasional meals of small fish if needed. Fully-grown Things for which the attributes are given above, are not very common, though young Things are frequent and generally harmless creatures. Once a Thing grows large enough to eat men and ships, the area around is often stripped bare of life. Nobody knows how long Things live, but some are rumored to have existed for many centuries.

## Saving Throws

Death Magic:	10
Magical Weapon:	12
Area Effect:	12
Poison:	-
System Shock:	8
Spiritual Powers:	10
Sleep/Charm:	-



Number per Encounter:	1d2
Frequency:	Rare
Size Class:	8

## Primary Attributes

Strength:	4d6
Intelligence:	1
Wisdom:	1d4
Faith:	1d4
Dexterity:	3d6
Constitution:	4d6
Charisma:	1
Corneliness:	1

## Movement/Sensory

Move - Run:	-
Move - Fly:	-
Move - Swim:	6//
Move - Burrow:	-
Empathic Rating:	0%
Empathic Resist:	0%
Lowlight Vision:	-
Infravision:	20//
Detect Motion:	-
Sense Presence:	-

## Defenses

Resists	Weakness	
<input type="checkbox"/> Fire/Heat	<input checked="" type="checkbox"/>	
<input type="checkbox"/> Electricity	<input type="checkbox"/>	
<input type="checkbox"/> Caustic	<input type="checkbox"/>	
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>	
<input type="checkbox"/> Poison	<input type="checkbox"/>	
<input type="checkbox"/> Magic	<input type="checkbox"/>	
<input type="checkbox"/> Sunlight	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Mundane	<input type="checkbox"/>	
<input type="checkbox"/> Silver	<input type="checkbox"/>	
<input type="checkbox"/> Radiation	<input type="checkbox"/>	
<input type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Incorporal	
<input type="checkbox"/> Creates Undead Spawn		

## Offensive Capabilities

**Natural Weapon Attack:** Tentacle: 3d6 damage. Deals an additional 2 damage if used against wood, leather, or other preserved organic materials.

**Grapple Attack:** If the victim is caught, they take 3d6 damage per round as the Thing pins them.

**Crushing Hold:** If the victim is caught, they take 4d6 damage per round as the Thing crushes the life out of them.

## Defensive Capabilities

**Resistances:** Bludgeoning and Piercing Weapons = 50%

**Weaknesses:** Takes triple damage from Fire and dehydration attacks.

**Regeneration:** 2 points per round if there is sunlight available. Fire deals normal damage.

## Special Abilities:

**Hit point drain:** Can convert a drained Structural Point from a wooden vessel into 10 additional hit points.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Scarecrow**

Construct

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

Offworld

These simple constructs were originally created to guard fields and crops from vermin and thieves. Now, they often see duty as light security guards, especially in rural areas. Their speech is very limited and they rarely do anything other than attempt to drive intruders away from the territory they are guarding.

Scarecrows appear as humanoids fashioned from branches, corn cobs, corn stalks, and twigs. They wear rags or tattered clothing and always carry a pitchfork.

**Saving Throws**

- Death Magic: -
- Magical Weapon: 16
- Area Effect: 18
- Poison: -
- System Shock: 16
- Spiritual Powers: 18
- Sleep/Charm: -



Number per Encounter:

Frequency:

Size Class:

**Primary Attributes**

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

**Movement/ Sensory**

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

---

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

**Offensive Capabilities**

Natural Weapon Attack: None.

Weapon Attacks: Always armed with a Pitchfork ( 1d6 damage).

**Defensive Capabilities**

Regeneration: 1 Structural Point per hour. Can use this ability even if at 0 Structural Points - the pieces of the Scarecrow will reassemble themselves. Fire deals normal damage and if applied to a dead Scarecrow, fire will destroy it for good.

**Special Abilities:**

No special abilities

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Saving Throws**

- Death Magic: **NA**
- Magical Weapon: **10**
- Area Effect: **12**
- Poison: **NA**
- System Shock: **10**
- Spiritual Powers: **10**
- Sleep/Charm: **10**

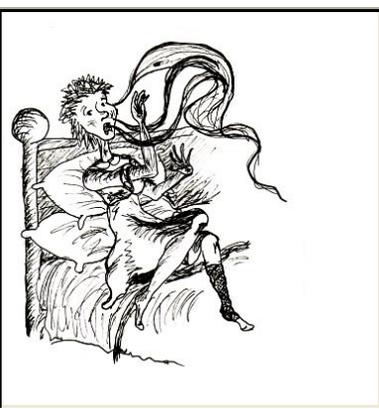
**Scions**

Undead [Freewilled]

**Combat Values:**

Spirit Points:	12d4 [24]
Hit Points:	6d10 [30]
Alignment:	Any Evil
Attacks:	1/1
Parries:	1/1
BAtCh:	16
Base AC:	-2
<input checked="" type="checkbox"/> Offworld	Papilian

A Scion is an incorporeal Undead that moves from body to body. When choosing a host, a Scion will typically select a weakened target, such as one who is severely injured or intoxicated. Once selected, the victim must engage in spirit combat to prevent the Scion from taking over the host body; failure on the Scion's part results in its dissipation for 3d4 weeks. If the Scion moves into the host body, it consumes the victim's spirit points at the rate of 1d6 per hour, whereupon the victim dies at zero. Once the body dies, the Scion can control it for 3d4 months (it does not rot or decay, and the Scion's stolen body neither needs rest, or food, and does not radiate heat.) After this time, the Scion can keep the body, but it will decay into a skeletal form over 1d4 months. The stats marked "special" are based on the host body's stats (with a -1 penalty).



Number per Encounter:	1
Frequency:	Very Rare
Size Class:	4

**Primary Attributes**

Strength:	Special
Intelligence:	3d6+2
Wisdom:	3d6+1
Faith:	3d6
Dexterity:	3d6
Constitution:	Special
Charisma:	3d4
Corneliness:	Special

**Movement/ Sensory**

Move - Run:	
Move - Fly:	24/ /
Move - Swim:	
Move - Burrow:	
Empathic Rating:	50%
Empathic Resist:	50%
Lowlight Vision:	
Infraision:	
Detect Motion:	
Sense Presence:	48/ /

**Defenses**

Resists	Weakness	
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>	
<input type="checkbox"/> Electricity	<input type="checkbox"/>	
<input type="checkbox"/> Caustic	<input type="checkbox"/>	
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>	
<input type="checkbox"/> Magic	<input type="checkbox"/>	
<input type="checkbox"/> Sunlight	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Mundane	<input type="checkbox"/>	
<input type="checkbox"/> Silver	<input type="checkbox"/>	
<input type="checkbox"/> Radiation	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input type="checkbox"/> Regens	<input checked="" type="checkbox"/> Incorporeal	
<input type="checkbox"/> Creates Undead Spawn		

**Offensive Capabilities**

Spells. A Scion functions as a L2 Priest of Evil and can advance in level. A Scion can initiate spirit combat.

**Defensive Capabilities**

If the host body is destroyed, it can resume an incorporeal existence. It can only be truly vanquished by a "banish" spell or equivalent.

**Special Abilities:**

A host body.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Scorpion, Giant

Animal

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

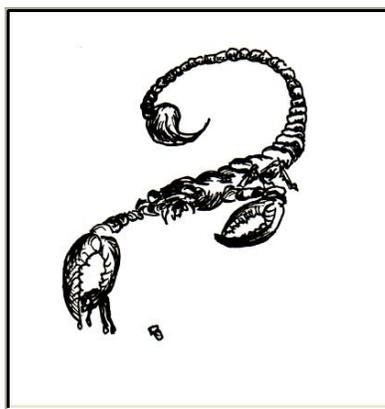
Base AC:

Offworld

**Great Scorpions** are ratty beasts that lurk in the baking deserts, ambushing hapless victims. Their hunting tactics are focused mostly upon hiding in sand dunes and pits, and then rushing their foes when they least expect it. They are cruel creatures and seem to enjoy the suffering of their prey.

## Saving Throws

- Death Magic: **16**
- Magical Weapon: **16**
- Area Effect: **14**
- Poison: **14**
- System Shock: **14**
- Spiritual Powers: **18**
- Sleep/Charm: **18**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/ Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

Claw: 1d4 / Claw: 1d4 / Tail Sting: 1d6. Victim must make a Save vs. Poison or suffer Intensity: 1 poison.

Initiative bonus: +4 for the first attack if the creature was preparing an ambush.

## Defensive Capabilities

Concealment Bonus: Before attacking, Perception Checks to find Scorpions are made with a -4 penalty if the creature is preparing an ambush and there is suitable cover for it nearby.

Immunity: Poison. Can only be harmed by an int(2) poison or higher.

## Special Abilities:

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Saving Throws**

- Death Magic: -
- Magical Weapon: 8
- Area Effect: 8
- Poison: -
- System Shock: 6
- Spiritual Powers: 6
- Sleep/Charm: 2

**Sepulchre, Radioactiv**

Mutant, Undead [NPC] [Free Willed]

**Combat Values:**

Spirit Points:	5d10
Hit Points:	12d12
Alignment:	Satanic
Attacks:	4/1
Parries:	1/1
BAtCh:	7
Base A.C.:	-5
<input type="checkbox"/> Offworld	

*These creatures originate from Raven's Cape*

Like the Urdy Sepulchre, this entity is actually a hybridized being (a sentient evil spirit of a Saxathrom Priest or Nexus with a freshly made Zombie). However, this entity has been exposed to a lot of radiation, which has reduced its spellcasting capability, increased its Strength, and driven it insane (like the original wasn't crazy?). If the possessing spirit is defeated, the entity continues to function as a 12-D Zombie.



Number per Encounter:	1
Frequency:	Rare
Size Class:	5

**Primary Attributes**

Strength:	2d6+12
Intelligence:	3d6
Wisdom:	3d6
Faith:	2d6
Dexterity:	2d6+3
Constitution:	3d6+1
Charisma:	1
Corneliness:	1d6

**Movement/Sensory**

Move - Run:	14/ /
Move - Fly:	Levitates
Move - Swim:	-
Move - Burrow:	-
Empathic Rating:	0%
Empathic Resist:	40%
Lowlight Vision:	-
Infravision:	16/ /
Detect Motion:	-
Sense Presence:	16/ /

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Sunlight	<input type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input checked="" type="checkbox"/> Radiation	<input type="checkbox"/>
<input checked="" type="checkbox"/> Turns as Undead	
<input checked="" type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

**Offensive Capabilities**

Natural Weapon Attacks: Fist: 1d6/ 1d6.  
Can attack via assorted weapons. This creature has no weapon restrictions.

**Defensive Capabilities**

Immunities: Radiation, poison, sunlight, mundane weapons.  
Regeneration: 1d12+2 hit points per round. Radiation attacks actually heal.  
Dark Aura: 2

**Special Abilities:**

Character class options: Functions as a L6 Saxathrom Priest and as a 12th level Warrior.  
Spellcasting: Can use "Nuclear Stream" at will. Can invoke a "Poison Demon" once per week.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

Saving Throws

- Death Magic: -
- Magical Weapon: 8
- Area Effect: 8
- Poison: -
- System Shock: 6
- Spiritual Powers: 8
- Sleep/Charm: -

Sepulchre, Unholy

Undead [ Free Willed ] [ NPC ]

Combat Values:

Spirit Points:	12d10
Hit Points:	12d12+1
Alignment:	Any Evil
Attacks:	4/ 1
Parries:	3/ 1
BAtCh:	7
Base AC:	- 5
<input type="checkbox"/> Offworld	

These very rare entities are found exclusively on North Point and are usually sent out for the purpose of murdering enemies of the Saxathromite faith.

This very powerful and free willed Undead is actually the result of merging the sentient spirit of a high level Saxathromite Priest, Nexus or Werlock into the body of a fairly muscular and recently created Zombie. The result is a powerful warrior with some spellcasting capabilities that can pass for living (at first glance at least). The skin of this entity is covered with black runes (which were inscribed during the animation process). If the demonic spirit portion is defeated in spirit combat, the Unholy Sepulchre can still fight on as a 12 HD (non-free willed/mindless) Zombie. At this point, the Zombie remnant has AC(7), BAC(17), ATK(11), PAR(1).



Number per Encounter:

Frequency:

Size Class:

Primary Attributes

Strength:	3d6+6
Intelligence:	3d6+1
Wisdom:	3d6
Faith:	3d6
Dexterity:	3d6+1
Constitution:	3d6+3
Charisma:	2d6
Corneliness:	2d6

Movement/ Sensory

Move - Run:	12/ /
Move - Fly:	Levitates
Move - Swim:	-
Move - Burrow:	-
Empathic Rating:	25%
Empathic Resist:	25%
Lowlight Vision:	-
Infravision:	12/ /
Detect Motion:	-
Sense Presence:	12/ /

Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Sunlight	<input type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input checked="" type="checkbox"/> Turns as Undead	
<input checked="" type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

Offensive Capabilities

Natural Weapon Attacks: Fist: 1d3/ 1d3

Weapon Options: As Per Saxathrom Priest

Defensive Capabilities

Immunities: Mundane weapons, sunlight.

Regeneration: 1d20 hit points per round.

Dark Aura: 3

Special Abilities:

Spells: As per Level 8 Saxathrom Priest.

Can advance in level as Saxathrom Priest.

Can invoke a Poison Demon once per week.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Shark, Man-Eater

Animal [Aquatic]

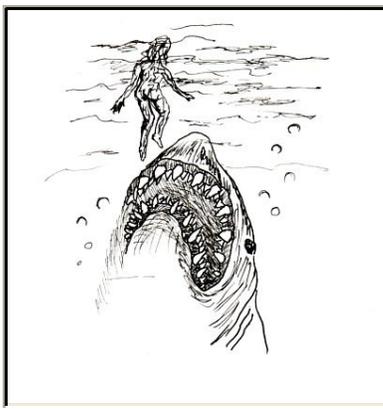
**Combat Values:**

Spirit Points:	2d4+8 [ 13]
Hit Points:	8d12 [ 52]
Alignment:	Malevolent
Attacks:	2/ 1
Parries:	1/ 1
BAtCh:	12
Base AC:	7
<input type="checkbox"/> Offworld	

These giant Sharks are at the top of the food chain in the seas - they will eat anything that crosses their path, such as dolphins, men, and lesser (normal) sharks. Fortunately, these huge beasts are not terribly common, but they pose a tremendous threat to ships and will eat swimmers without hesitation. They are also cruel and enjoy hunting sentient beings because they scream and offer more amusing resistance than most creatures. Man-eater Sharks war with the Giant Octopi for dominion of the seas, though most land-dwellers know little of this conflict.

## Saving Throws

Death Magic:	12
Magical Weapon:	12
Area Effect:	10
Poison:	12
System Shock:	10
Spiritual Powers:	14
Sleep/Charm:	10



Number per Encounter:	1d4
Frequency:	Uncommon
Size Class:	8

## Primary Attributes

Strength:	5d6
Intelligence:	2d6
Wisdom:	2d6
Faith:	2d4
Dexterity:	2d6
Constitution:	5d6
Charisma:	1
Corneliness:	1

## Movement/ Sensory

Move - Run:	-
Move - Fly:	-
Move - Swim:	12/ /
Move - Burrow:	-
Empathic Rating:	0%
Empathic Resist:	0%
Lowlight Vision:	-
Infravision:	-
Detect Motion:	-
Sense Presence:	-

## Defenses

Resists	Weakness	
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>	
<input type="checkbox"/> Electricity	<input type="checkbox"/>	
<input type="checkbox"/> Caustic	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Cold/ Ice	<input type="checkbox"/>	
<input type="checkbox"/> Poison	<input type="checkbox"/>	
<input type="checkbox"/> Magic	<input type="checkbox"/>	
<input type="checkbox"/> Sunlight	<input type="checkbox"/>	
<input type="checkbox"/> Mundane	<input type="checkbox"/>	
<input type="checkbox"/> Silver	<input type="checkbox"/>	
<input type="checkbox"/> Radiation	<input type="checkbox"/>	
<input type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input type="checkbox"/> Regens	<input type="checkbox"/> Incorporeal	
<input type="checkbox"/> Creates Undead Spawn		

## Offensive Capabilities

Natural Weapon Attacks: Bite: 2d12.  
 Ramming attack: 3d6 (used against boats to sink them)  
 Crushing Hold: If the Shark's jaws catch the victim, they take 2d12 damage per round.

## Defensive Capabilities

Resistances: Cold = 50%  
 Immunities: Sleep effects and most diseases

## Special Abilities:

Tracking: Can sense electrical activity from 300-feet and can smell even a single drop of blood from five miles. Has Tracking at 90% when hunting prey.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Silicon Fist

Construct

Combat Values:

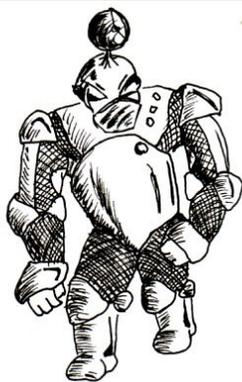
Spirit Points:	0
Hit Points:	6 Structural Points
Alignment:	Ordered
Attacks:	2/1
Parries:	1/1
BAtCh:	15
Base AC:	2
<input type="checkbox"/> Offworld	

Silicon Fists were invented prior to the coming of Saelthrom and were employed for security work in dangerous areas where mistakes and weaknesses would prove to be fatal. These beings are entirely self-sufficient, needing only sunlight and distilled water to power their onboard microfusion generators. Unfortunately, most Silicon Fists remain at their post, guarding ruins and forgotten buildings - they are often completely unaware of the destruction of their ancient masters. They assume nearly everyone who enters their territory is a foe and must be disposed of accordingly. Sometimes this involves questioning or imprisonment, but usually death is the sentence for entering the high-security areas the Silicon Fists guard.

Silicon Fists appear as bulky, armored humanoid with a small, long-range sensor dish mounted atop their head. They make a distinctive, machine-like noise as they walk, and they will always announce the arrival of intruders and then ask for obscure passwords from them. This usually means that the invaders will be sentenced to die, but the Silicon Fists will usually attack Mathematics last.

## Saving Throws

Death Magic:	-
Magical Weapon:	10
Area Effect:	14
Poison:	-
System Shock:	10
Spiritual Powers:	14
Sleep/Charm:	-



## Primary Attributes

Strength:	4d6
Intelligence:	2d6
Wisdom:	2d4
Faith:	0
Dexterity:	4d6
Constitution:	4d6
Charisma:	1d4
Corneliness:	1d4

## Movement/Sensory

Move - Run:	15/ /
Move - Fly:	-
Move - Swim:	-
Move - Burrow:	1/ /
Empathic Rating:	0%
Empathic Resist:	100%
Lowlight Vision:	-
Infravision:	-
Detect Motion:	9/ /
Sense Presence:	-

## Defenses

Resists	Weakness
<input checked="" type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input checked="" type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

<input type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Incorporeal	
<input type="checkbox"/> Creates Undead Spawn		

Number per Encounter:	1d2
Frequency:	Uncommon
Size Class:	5

## Offensive Capabilities

Natural Weapon Attacks: Punch: 1d6 / Punch: 1d6. Also has a pair of wrist-mounted laser cannons that each deal 3d6 damage with a range of 300-feet

## Defensive Capabilities

Energy Shield: This energy shield absorbs the first 2 Structural Points worth of damage and regenerates every turn.

Resistances: Cold = 50% Fire = 50%

Weaknesses: Double damage from Electrical attacks and Harmonic attacks.

## Special Abilities:

No special abilities

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Slicon Grappler

Construct

**Combat Values:**

Spirit Points:	0
Hit Points:	3 Structural Points
Alignment:	Ordered
Attacks:	3/2
Parries:	1/1
BAtCh:	18
Base AC:	4
<input type="checkbox"/> Offworld	

These beings were created at the same time as the Slicon Fists and use the same power plant and technology, but were used for minor security work and specialized in non-lethal tactics to immobilize targets for later interrogation. Unfortunately, these machines suffer from the same lack of world-awareness as the Slicon Fists - they have remained at their posts over the years, subduing all trespassers.

Slicon Grapplers appear as smaller versions of Slicon Fists and with a slightly different sensor configuration. Their claw-like hands function as short-range grapplers and deliver a powerful electrical shock to the victim in an effort to immobilize them.

## Saving Throws

- Death Magic: -
- Magical Weapon: 12
- Area Effect: 16
- Poison: -
- System Shock: 12
- Spiritual Powers: 16
- Sleep/Charm: -



Number per Encounter:	1d3
Frequency:	Uncommon
Size Class:	4

## Primary Attributes

Strength:	3d5
Intelligence:	2d4
Wisdom:	2d4
Faith:	0
Dexterity:	3d6
Constitution:	3d6
Charisma:	1d4
Corneliness:	1d4

## Movement/Sensory

Move - Run:	9/1
Move - Fly:	-
Move - Swim:	-
Move - Burrow:	-
Empathic Rating:	0%
Empathic Resist:	100%
Lowlight Vision:	-
Infravision:	-
Detect Motion:	6/1
Sense Presence:	-

## Defenses

Resists	Weakness
<input checked="" type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input checked="" type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

## Offensive Capabilities

Natural Weapon Attacks: Punch: 1d6 / Punch: 1d6. Can shoot a Grappler with a range of 30-feet that hits the victim with an electrical charge. This deals 1d4 damage and the victim must make a Save vs. System Shock or be unable to take any actions the next round because of convulsions.

## Defensive Capabilities

Energy Shield: This energy shield absorbs the first Structural Point worth of damage and regenerates every turn.

Resistances: Cold = 50% Fire = 50%

Weaknesses: Double damage from Electrical attacks and Harmonic attacks.

## Special Abilities:

No special abilities

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Saving Throws**

Death Magic: -  
 Magical Weapon: 16  
 Area Effect: 16  
 Poison: -  
 System Shock: 16  
 Spiritual Powers: 16  
 Sleep/Charm: -

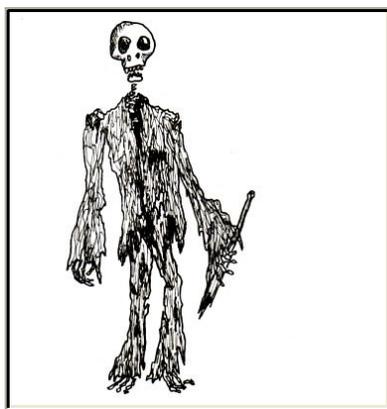
**Skeleton**

Undead

**Combat Values:**

Spirit Points: 2d4+1 [6]  
 Hit Points: 2d6 [7]  
 Alignment: Any Evil  
 Attacks: 1/1  
 Parries: 0/1  
 BAAtCh: 18  
 Base AC: 6  
 Offworld

The most basic of all Undead, Skeletons are simple and effective tools of all Necromancers and dark Priests. They are simple, durable, and easy to create from almost any dead body that is still mostly intact. Skeletons serve as foot soldiers in Undead armies along with Zombies.



Number per Encounter: 1d10  
 Frequency: Common  
 Size Class: 5

**Primary Attributes**

Strength: 3d6  
 Intelligence: 1d4  
 Wisdom: 1d4  
 Faith: 2d4  
 Dexterity: 3d6  
 Constitution: 2d6  
 Charisma: 1d4  
 Comeliness: 1

**Movement/Sensory**

Move - Run: 8/  
 Move - Fly: -  
 Move - Swim: -  
 Move - Burrow: -  
 Empathic Rating: 0%  
 Empathic Resist: 0%  
 Lowlight Vision: -  
 Infravision: -  
 Detect Motion: -  
 Sense Presence: -

**Defenses**

Resists Weakness

<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input checked="" type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead  
 Dark  Fear  Holy  
 Regens  Incorporeal  
 Creates Undead Spawn

**Offensive Capabilities**

Natural Weapon Attacks: Punch: 1d4 / Punch: 1d4. Generally armed with an assortment of melee and missile weapons. May also wear armour - AC bonus is not factored in base Armour Class.

**Defensive Capabilities**

Resistances: Piercing weapons = 50%  
 Cold = 50%  
 Weaknesses: Takes double damage from Bludgeoning weapons.

**Special Abilities:**

No special abilities

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Saving Throws**

- Death Magic: **NA**
- Magical Weapon: **16**
- Area Effect: **16**
- Poison: **NA**
- System Shock: **16**
- Spiritual Powers: **16**
- Sleep/Charm: **NA**

**Skeleton, Anchor**

Anchorites

Undead

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

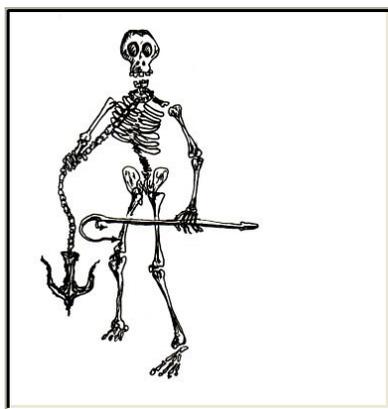
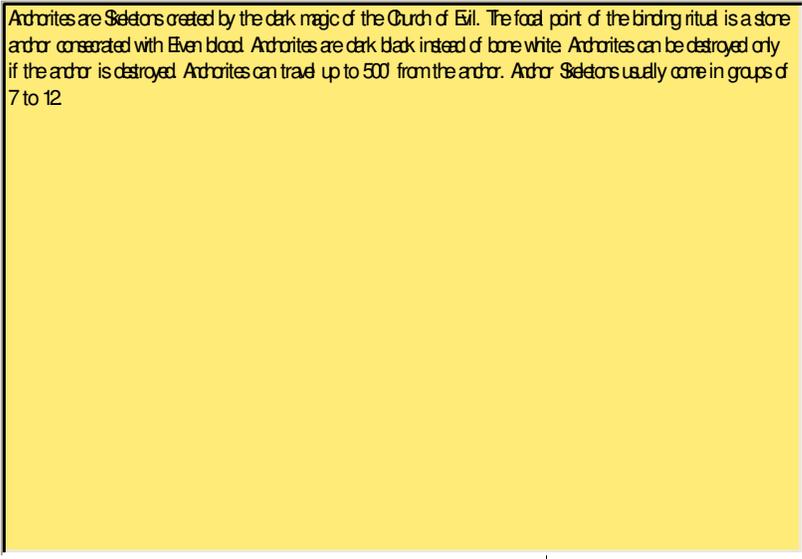
Parries:

BAtCh:

Base AC:

Offworld

Anchorites are Skeletons created by the dark magic of the Church of Evil. The focal point of the binding ritual is a stone anchor consecrated with Evil blood. Anchorites are dark black instead of bone white. Anchorites can be destroyed only if the anchor is destroyed. Anchorites can travel up to 500' from the anchor. Anchor Skeletons usually come in groups of 7 to 12.



Number per Encounter:

Frequency:

Size Class:

**Primary Attributes**

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

**Movement/Sensory**

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

**Offensive Capabilities**

None

**Defensive Capabilities**

**Special Abilities:**

Always regenerates within 24 hours if the anchor is not destroyed.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Saving Throws**

Death Magic: -  
 Magical Weapon: 16  
 Area Effect: 16  
 Poison: -  
 System Shock: 16  
 Spiritual Powers: 16  
 Sleep/Charm: 4

**Skeleton, Crystal**

Construct

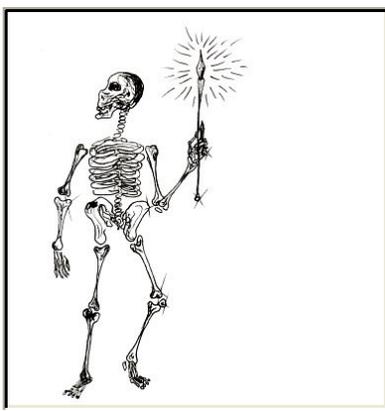
**Combat Values:**

Spirit Points: 1  
 Hit Points: 1 Structural Point  
 Alignment: Unaligned  
 Attacks: 1/1  
 Parries: 1/1  
 BAAtCh: 19  
 Base AC: 6  
 Offworld

Crystal Skeletons are completely artificial and thus do not interact with the environment. They are crafted by Crystallin Priests. A Priestess must have the Glass Blowing(4) and Advanced Medical(1), with the latter required for the knowledge of a humanoid skeletal system.

Crystal Skeletons look like a humanoid skeleton fashioned from glass. They have a memory for about 10 sentences worth of commands which they follow literally. Most often, they are implemented for the purpose of terrorizing the enemies of the Crystallin faith.

Notes: For every 6 Crystal Skeletons, there will be one "alpha leader" that has 3d10 hit points and BAAtCh(17) and attacks 3/2. Alpha Leaders are about 6' taller than normal Crystal Skeletons.



Number per Encounter: 3d4  
 Frequency: Common  
 Size Class: 5

**Primary Attributes**

Strength: 3d6  
 Intelligence: 1  
 Wisdom: 1  
 Faith: 1  
 Dexterity: 3d6  
 Constitution: 1d6  
 Charisma: 1  
 Comeliness: 1

**Movement/Sensory**

Move - Run: 9/1  
 Move - Fly: -  
 Move - Swim: -  
 Move - Burrow: 1/1  
 Empathic Rating: 0%  
 Empathic Resist: 100%  
 Lowlight Vision: -  
 Infravision: -  
 Detect Motion: 12/1  
 Sense Presence: -

**Defenses**

Resists Weakness

<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input checked="" type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead  
 Dark  Fear  Holy  
 Regens  Incorporeal  
 Creates Undead Spawn

**Offensive Capabilities**

Natural Weapon Attacks: Crystal fist (1d6+1). This bare handed attack does extra damage because a Crystal Skeleton's hand is both hard and sharp.

Other Weapon Options: They are occasionally equipped with crystal clubs that inflict 1d8+2 damage

**Defensive Capabilities**

Resistances: Half damage from missile or impaling attacks

Weaknesses: Double damage from bludgeoning attacks

Immune to sunlight-based attacks

**Special Abilities:**

Tracking (35%). Boxing(2), Club (2).

Regenerates: 1 SP/Day. Unlink normal Constructs, a Crystal Skeleton can only be truly destroyed by melting the creature down into a shapeless glass blob.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Snake, Constrictor

Animal

**Combat Values:**

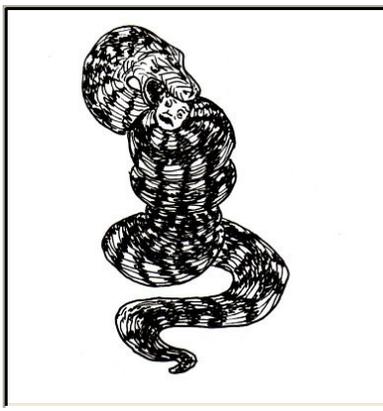
Spirit Points:	2d4+5 [ 10 ]
Hit Points:	6d8 [ 27 ]
Alignment:	Animal or Satanic
Attacks:	3/ 2
Parries:	3/ 2
BAtCh:	15
Base A.C:	6
<input type="checkbox"/> Offworld	

The general attributes shown above apply to large constricting snakes, such as boa constrictors. These snakes can grow to huge sizes - large enough to catch, strangle, and eat deer, sheep, and even people. When smaller, they will avoid humans and other large animals, but once they are large enough to catch a man and eat him, they will not hesitate to do so - all things are food or potential food once they grow large.

Note that most constrictors live in wet jungles and can thus swim and breathe underwater. They may attempt to drag prey into the water to drown it as well as crushing it to death.

## Saving Throws

Death Magic:	14
Magical Weapon:	14
Area Effect:	12
Poison:	14
System Shock:	12
Spiritual Powers:	16
Sleep/Charm:	16



## Primary Attributes

Strength:	3d6
Intelligence:	1d4
Wisdom:	1d4
Faith:	2d4
Dexterity:	3d6
Constitution:	3d6
Charisma:	1
Corneliness:	1

## Movement/ Sensory

Move - Run:	5/ 1
Move - Fly:	-
Move - Swim:	2/ 1
Move - Burrow:	2/ 1
Empathic Rating:	0%
Empathic Resist:	0%
Lowlight Vision:	-
Infravision:	15/ 1
Detect Motion:	-
Sense Presence:	-

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporeal

Number per Encounter:	1d3
Frequency:	Common
Size Class:	6

## Offensive Capabilities

Natural Weapon Attack: Bite: 1d8.

Grappling Attack: The snake can grab hold of a victim and wrap around them, thus crushing the life out of them. Victims of this attack take 2d8 damage per round.

## Defensive Capabilities

Initiative bonus: +4 for the first attack if the creature was preparing an ambush.

Concealment Bonus: Before attacking, Perception Checks to find Snakes are made with a -4 penalty if the creature is preparing an ambush and there is suitable cover for it nearby.

## Special Abilities:

No special abilities

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Snake, Poisonous

Animal

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

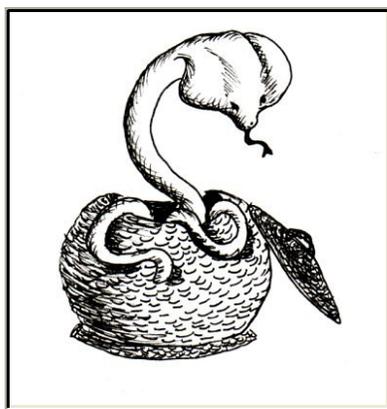
Base A.C.:

Offworld

The general attributes shown above apply to most poisonous snakes, such as rattlesnakes, cobras, mambas, and other vipers. These creatures all hunt small rodents and lizards by ambushing them and killing them with their venom. Most vipers will not bother humans or other large creatures unless attacked, though once disturbed, these snakes can be very aggressive. Note that the intensity of the poison may vary with species.

## Saving Throws

- Death Magic: **16**
- Magical Weapon: **16**
- Area Effect: **14**
- Poison: **14**
- System Shock: **14**
- Spiritual Powers: **18**
- Sleep/Charm: **18**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

Natural Weapon Attack: Bite: 1d4. Victim must make a Save vs. Poison or suffer Intensity: 3 poison.

## Defensive Capabilities

Initiative bonus: +4 for the first attack if the creature was preparing an ambush.

Concealment Bonus: Before attacking, Perception Checks to find Snakes are made with a -4 penalty if the creature is preparing an ambush and there is suitable cover for it nearby.

## Special Abilities:

No special abilities

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Show Witch

Demon [NPC]

**Combat Values:**

Spirit Points:	17d6 [60]
Hit Points:	14d12 [91]
Alignment:	Any Evil
Attacks:	2/1
Parries:	2/1
BAtCh:	10
Base AC:	1
<input type="checkbox"/> Offworld	

Show Witches are the spies, seducers, and recruiters of the Darkness. These demons appear as beautiful women of any race, though they are slightly pale and odd to the touch. Show Witches insinuate themselves into power structures, pulling the strings of others and gaining whatever information they can. They are particularly fond of seducing arrogant men and then hunting them with Death Magic damage, and hunting down evil beings that would consider selling their souls to demons in exchange for power.

## Saving Throws

Death Magic:	8
Magical Weapon:	8
Area Effect:	8
Poison:	-
System Shock:	8
Spiritual Powers:	8
Sleep/Charm:	10



Number per Encounter:	1d2
Frequency:	Rare
Size Class:	5

## Primary Attributes

Strength:	4d6
Intelligence:	4d6
Wisdom:	4d6
Faith:	4d6
Dexterity:	4d6
Constitution:	4d6
Charisma:	4d6
Corneliness:	4d6

## Movement/Sensory

Move - Run:	18//
Move - Fly:	40// Class B
Move - Swim:	10//
Move - Burrow:	4//
Empathic Rating:	55%
Empathic Resist:	100%
Lowlight Vision:	20//
Infraision:	-
Detect Motion:	-
Sense Presence:	Unlimited

## Defenses

Resists	Weakness
<input checked="" type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input checked="" type="checkbox"/> Electricity	<input type="checkbox"/>
<input checked="" type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input checked="" type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input checked="" type="checkbox"/> Dark	<input type="checkbox"/> Fear <input type="checkbox"/> Holy
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Incorporeal
<input type="checkbox"/> Creates Undead Spawn	

## Offensive Capabilities

Has no Natural Weapon Attack.

Other Weapon Attack: Armed with a Bow of the Grave: the arrows fired from this weapon deal 1d6 + 3 points of damage to Non-Evil creatures and 1d6 + 1 damage to Evil creatures. This bow creates arrows when the string is pulled back. If a Show Witch is defeated, it cannot manifest again until 2d4 months have passed, and all of its equipment returns to its native Plane in 1 hour or remains behind to corrupt those who wield it.

## Defensive Capabilities

Dark Aura: 1  
 Immunities: Cold  
 Resistances: Fire = 50%, Caustics = 50%, Electricity = 25%  
 Damage Reduction: 2  
 Regeneration: 1 point per round (Electricity deals normal damage)  
 Magic Resistance: 5%

## Special Abilities:

Death Touch: Deals 2d8 points of Death Magic Damage to victims.

Channel Spirit: Can serve as a conduit for thought and information between any 2 beings.

Character Class Options: They have all the abilities of a Level 5 Saxathrom Priest and a Level 10 Thief.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Solace in Shade

Plant, Spirit Entity

**Combat Values:**

Spirit Points:	12d6 [ 42]
Hit Points:	8d12 [ 52]
Alignment:	Benevolent
Attacks:	0 / 1
Parries:	0 / 1
BAtCh:	-
Base AC:	6
<input type="checkbox"/> Offworld	

The Solace in Shade is a rare being that functions as an emissary for Angels to the mortal realm though some believe that they are the spirits of particularly noble Tree folk. They usually appear in Skillpoints but will show up to aid great heroes and those who are worthy of the attention of the Angels above. Still, they are rare and it is best not to hope for divine intervention since it may not come until all hope seems lost.

The Solace in Shade appears as a tall, proud tree - usually a maple, oak, or elm - with deep green leaves and a sea of wild berries, herbs, and mushrooms beneath its spread branches. A single handful of this food makes a full meal and will not spoil.

## Saving Throws

- Death Magic: 12
- Magical Weapon: 14
- Area Effect: 14
- Poison: -
- System Shock: 10
- Spiritual Powers: 12
- Sleep/Charm: -



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:	1d6
Intelligence:	2d6
Wisdom:	2d6
Faith:	4d6
Dexterity:	0
Constitution:	4d6
Charisma:	3d6
Corneliness:	1d6

## Movement/ Sensory

Move - Run:	-
Move - Fly:	-
Move - Swim:	-
Move - Burrow:	-
Empathic Rating:	35%
Empathic Resist:	35%
Lowlight Vision:	-
Infravision:	-
Detect Motion:	-
Sense Presence:	10 / /

## Defenses

Resists	Weakness	
<input type="checkbox"/> Fire/ Heat	<input checked="" type="checkbox"/>	
<input type="checkbox"/> Electricity	<input type="checkbox"/>	
<input type="checkbox"/> Caustic	<input type="checkbox"/>	
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>	
<input type="checkbox"/> Magic	<input type="checkbox"/>	
<input type="checkbox"/> Sunlight	<input type="checkbox"/>	
<input type="checkbox"/> Mundane	<input type="checkbox"/>	
<input type="checkbox"/> Silver	<input type="checkbox"/>	
<input type="checkbox"/> Radiation	<input type="checkbox"/>	
<input type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Incorporal	
<input type="checkbox"/> Creates Undead Spawn		

## Offensive Capabilities

No natural attack capability.

## Defensive Capabilities

Immunities: Poisons and diseases

Weakness: Take double damage from Fire attacks

Regeneration: 10 points per round. Fire deals normal damage.

## Special Abilities:

**Sleep Spell:** Will not attack creatures unless provoked or harmed. Able to put up to 2d4 victims to sleep per round - the victim must make a Save vs. Sleep/ Charm or fall asleep for 2d6 rounds. If confronted by foes that are immune to this power, the Solace in Shade will attempt to complete its mission as quickly as possible before departing.

**Healing Power:** Can heal 1d4 targets per round of all wounds, poisons, insanities, and Death Magic and Ability Drain effects.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Soldiers of Chaos

Mutant

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

Offworld

Soldiers of Chaos inhabit old Nuclear Reactors, Radated Waste sites, and any place which has been struck by a nuclear attack or suffered massive Dark Matter radiation. Many can be found skulking about the outskirts of Tom. They live off the radiation found in these areas and apparently do not eat or excrete. Originally the five major Regiments came through a Sillpoint on North point but since then have spread throughout the world. Other smaller Regiments have come through other Sillpoints suggesting that in the Realm of Chaos things are not created equal.

## Saving Throws

- Death Magic: **14**
- Magical Weapon: **16**
- Area Effect: **14**
- Poison: **16**
- System Shock: **14**
- Spiritual Powers: **14**
- Sleep/Charm: **16**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infraision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input checked="" type="checkbox"/> Radiation	<input type="checkbox"/>

---

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

Natural Weapon Attacks: Fist: 1d4/ 1d4

Weapon Options:

- Dart Gun (poisoned): 1d4 + int(2) poison.
- Citizen Gun: 1d8.
- Broad Sword: 1d10.
- Laser Sdearm: 1d12.

## Defensive Capabilities

Technological Equipment: This creature always has Shock Armour.

Immunities: Radiation

## Special Abilities:

No special abilities

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Soul Sphon

Undead

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

Offworld

These beings are a more powerful version of the Mist Walker. They have been either enhanced through dark magic or have drained enough life energy to gain strength. Worse still, Soul Sphons often have a cruel intelligence that Mist Walkers lack, and enjoy laying ambushes for potential prey. They look much like normal Mist Walkers, though they are often more aggressive and their dawns are a deeper pit of blackness.

## Saving Throws

Death Magic: -

Magical Weapon: 14

Area Effect: 14

Poison: -

System Shock: 14

Spiritual Powers: 14

Sleep/Charm: -



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/ Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

Empathic Rating:

Empathic Resist:

Lowlight Vision:

Infraision:

Detect Motion:

Sense Presence:

## Defenses

Resists Weakness

- Fire/ Heat
- Electricity
- Caustic
- Cold/ Ice
- Poison
- Magic
- Sunlight
- Mundane
- Silver
- Radiation

- Turns as Undead
- Dark
- Fear
- Holy
- Regens
- Incorporal
- Creates Undead Spawn

## Offensive Capabilities

Natural Weapon Attack: Cold Touch: 1d6 Cold damage. This attack also temporarily drains the victim of 2d4 Spiritual Points and deals 1 point of Death Magic damage. By spending 5 Spiritual Points, the Death Magic Damage for one attack can be raised to 1d6.

## Defensive Capabilities

Incorporeal

Immunities: Cannot be harmed by any metal other than Silver

Weakness: Take double damage from light-based attacks.

## Special Abilities:

Create Spawn: Anyone who is slain by an Soul Sphon and whose hit points have been reduced to a maximum of 0 because of Death Magic damage will rise as an Soul Sphon in 6 days at midnight on the last day. This can only be prevented by: consecrating the body with General Ceremony, Last Rites, or Holy Water, burning it, or raising the victim from the dead.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Soul Sayer

Demon [NPC]

**Combat Values:**

Spirit Points:	6d6+23d12 [ 171]
Hit Points:	25d12 [ 163]
Alignment:	Any Evil
Attacks:	5/ 1
Parries:	5/ 1
BAtCh:	3
Base AC:	- 8
<input type="checkbox"/> Offworld	

Soul Sayers are huge, winged demons with black skin and gaurt features. Their skeletal head has two backward horns and black pits for eyes. An aura of deadly green fire surrounds these horrid beings. Mightiest of the demons of the Lower Planes, Soul Sayers only appear to combat powerful Angels or crush dangerous mortals.

## Saving Throws

Death Magic:	4
Magical Weapon:	4
Area Effect:	4
Poison:	-
System Shock:	4
Spiritual Powers:	4
Sleep/Charm:	8



Number per Encounter:	1
Frequency:	Very Rare
Size Class:	7

## Primary Attributes

Strength:	6d6
Intelligence:	6d6
Wisdom:	6d6
Faith:	6d6
Dexterity:	6d6
Constitution:	6d6
Charisma:	5d6
Corneliness:	2d6

## Movement/ Sensory

Move - Run:	48/ /
Move - Fly:	128/ / Class B
Move - Swim:	24/ /
Move - Burrow:	12/ /
Empathic Rating:	95%
Empathic Resist:	95%
Lowlight Vision:	30/ /
Infraision:	-
Detect Motion:	-
Sense Presence:	24/ /

## Defenses

Resists	Weakness
<input checked="" type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input checked="" type="checkbox"/> Electricity	<input type="checkbox"/>
<input checked="" type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input checked="" type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input checked="" type="checkbox"/> Dark	<input type="checkbox"/> Fear <input type="checkbox"/> Holy
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Incorporeal
<input type="checkbox"/> Creates Undead Spawn	

## Offensive Capabilities

Usually attacks with weapons as follows: Armed with a Sword, Mace, Axe, or Trident of Despair. These weapons deal 1d12 + 10 damage to all Non-Evil creatures and 1d12 + 5 damage to Evil creatures. If a Soul Sayer is defeated, it cannot manifest again until 2d4 months have passed, and its equipment may remain and begin to corrupt anyone wielding it or return to the demon's native plane in 1 hour.

## Defensive Capabilities

Dark Aura: 2  
 Immunities: Fire, Caustics, Mundane Weapons  
 Resistances: Electricity = 75%, Cold = 75%  
 Damage Reduction: 4  
 Regeneration: 2 points per round (Electricity deals normal damage)  
 Magic Resistance: 30%

## Special Abilities:

**Hellfire:** A Soul Sayer may launch one fireball per attack. These have a range of 200-feet and explode into a 30-foot diameter sphere that deals 4d6 points of damage to all within it. Victims get a Save vs. Area effect for half damage. Note that these orbs can deal either Fire or Acid damage upon the demon's choosing when launched.

**Flame Aura:** Anyone within melee range (5-feet) of a Soul Sayer takes 1d6 Fire and 1d6 Acid damage each round. The Sayer may suppress or activate this ability at will.

**Character Class Options:** Has all the abilities of a Level 10 Necromancer and a Level 10 Saxathrom Priest.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Spider, Giant

Animal

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

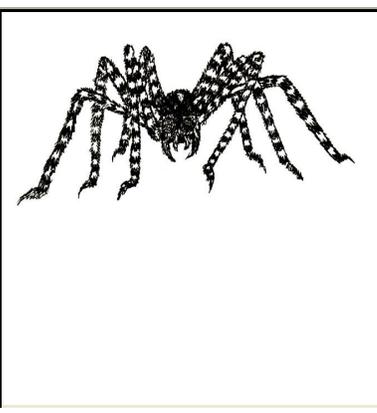
Base A.C:

Offworld

Giant Spiders are nasty, man-sized nightmares that lurk in the dark corners of the world, feeding upon whatever they can catch. Their hunting tactics include both laying webs to catch prey and active hunting down food when particularly hungry, and they seem to enjoy the suffering of their meals as they wrap them in webs, paralyze them, and then slowly eat them over the course of several weeks.

## Saving Throws

- Death Magic: **16**
- Magical Weapon: **16**
- Area Effect: **14**
- Poison: **14**
- System Shock: **14**
- Spiritual Powers: **18**
- Sleep/Charm: **18**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/ Sensory

Move- Run:

Move- Fly:

Move- Swim:

Move- Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

Natural Weapon Attack: Bite: 1d6. Victim must make a Save vs. Poison or suffer Intensity: 1 poison.

## Defensive Capabilities

No special defences.

## Special Abilities:

**Web Shot:** A Spider may fire a glob of sticky web strands at a victim up to 20 feet away. If the strands hit, the victim's movement rate and attack and parry routines are cut in half and the victim suffers a -2 penalty to hit and to A.C. Escape requires a successful Strength Check. Note that hitting a victim a second time with a Web has no effect. A spider may use this ability up to 5 times a day before it runs dry.

**Webs:** Spiders often dwell in lairs that are full of their webs. Getting caught in a web has the same effect as being hit with a Web Shot and Perception Checks to find webs are made with a -2 penalty. The Spider will generally come looking for food if anyone gets caught in its web.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Spikupines

Giant Porcupines

Animal

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

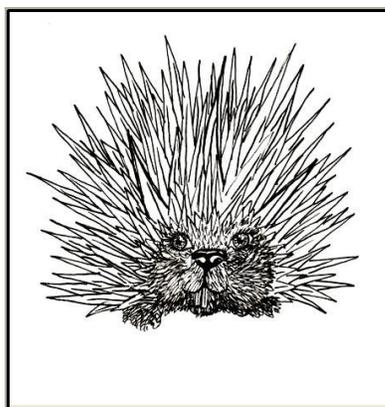
Offworld

Spikupines are basically porcupines with large. These large herbivores love to chew on things - logs, trees, twigs, etc. They are typically found in woodland and meadow areas where soft vegetation is plentiful. They are generally tame and nonviolent unless they are first attacked or their young are in danger.

Spikupines can be domesticated and make for excellent Animal Companions. While not generally aggressive, a young specimen can be trained for combat by a dedicated and competent animal trainer.

## Saving Throws

- Death Magic: **14**
- Magical Weapon: **14**
- Area Effect: **12**
- Poison: **16**
- System Shock: **12**
- Spiritual Powers: **14**
- Sleep/Charm: **16**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

---

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

**Launch Quills:** A Spikupine quill is the size of a small spear and inflicts 1d8 damage.

## Defensive Capabilities

**Resist bludgeoning [25%]:** Weapons such as clubs and staves tend to get impaled on Spikupine quills.

## Special Abilities:

**Regeneration:** A Spikupine can launch up to 20 quills per day. These quills grow back over a 24 hour period. They also regenerate one hit point per hour.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Staff-Snake

Animal [mutant]

Combat Values:

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

Offworld

Staff-Snakes were created by a cadre of Vajrans minions who sought to turn lower reptiles into toads. A Staff-Snake is not a very active creature. 90% of its existence is spent looking like a wooden staff that happens to look like a carved snake. When hungry, or called upon for combat, it will revert to its more natural form - a six-foot constrictor. Despite being created by evil people, the creatures themselves are not evil. They are still just animals.

## Saving Throws

- Death Magic: **16**
- Magical Weapon: **16**
- Area Effect: **14**
- Poison: **12**
- System Shock: **16**
- Spiritual Powers: **16**
- Sleep/Charm: **18**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/ Sensory

Move- Run:

Move- Fly:

Move- Swim:

Move- Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infra-vision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

---

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

Strangle (saps 1d4 Endurance per round).

Bite (1d4)

## Defensive Capabilities

Saves as a wooden item when in staff form

## Special Abilities:

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Steel Cockroach

Animal

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

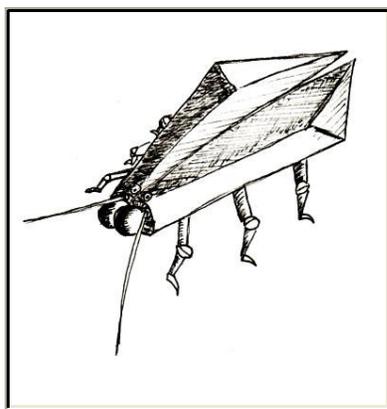
Base A.C:

Offworld

The Steel Roach is an odd form of insect that consumes metal, industrial waste, and minerals. This unusual diet has given it the toughness of steel. They will attack living prey to extract the iron in blood, though they do prefer to snack on weapons and armor if given the time. These insects are metallic roaches that range in length from 3 to 6 inches. They have a dull-colored outer shell, needle-like antennae, and six wirelike legs.

## Saving Throws

- Death Magic: **16**
- Magical Weapon: **16**
- Area Effect: **14**
- Poison: **-**
- System Shock: **14**
- Spiritual Powers: **18**
- Sleep/Charm: **18**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input checked="" type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

**Natural Weapon Attack:** Bite: 1. After dealing a total of 4d4 points of damage, the Steel Roach will have gotten a good meal and will generally retreat.

**Devour Metal:** For each turn in contact with a metal item, such a weapon or piece of armour, the Steel Roach can reduce its effectiveness by 1. So, a normal sword would become a -1 sword that functions at -1 to hit and -1 to damage. This does not work on magical items.

## Defensive Capabilities

**Immunities:** Poisons and diseases

**Weakness:** Take double damage from Electrical attacks

**Damage Reduction:** 1

## Special Abilities:

No special abilities

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Stench Reven

Undead

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

Offworld

Stench Ravens are the results of recently animated corpses that were created without enough magical power to become more powerful Undead. They often feed upon the brains of the living in a futile effort to gain more strength and power.

Stench Ravens appear as shuffling, rotten corpses with worms wriggling in the eye sockets and blood oozing from mouldering skin. While attacking they mutter about how they need brains and how they hunger. They leave a sickly cloud of greenish haze behind them as they walk.

## Saving Throws

- Death Magic: -
- Magical Weapon: 16
- Area Effect: 16
- Poison: -
- System Shock: 16
- Spiritual Powers: 16
- Sleep/Charm: -



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infraision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input checked="" type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

Natural Weapon Attacks: Punch: 1d4 / Punch: 1d4.

Breath Weapon: Cone that is 30-foot long. Victims within must make a Save vs. Area Effect or be rendered nauseous for 1d4 rounds. Nauseous victims get a -2 penalty to all rolls.

## Defensive Capabilities

Weakness: Take double damage from Fire attacks.

## Special Abilities:

Create Spawn: Any creature slain by a Stench Raven runs the risk of rising as one. Once all opposition has been defeated, the Stench Ravens will breath their toxic fumes into the mouths of their dead victims. Once this occurs, the dead will rise as a Stench Reven in 3d6 days. The only way to prevent this is to not leave the dead behind when fighting Stench Ravens or by consecrating the body with General Ceremony, Last Rites, or Holy Water, burning it, or raising the victim from the dead.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

Saving Throws

Death Magic: -  
 Magical Weapon: 16  
 Area Effect: 14  
 Poison: -  
 System Shock: 14  
 Spiritual Powers: 16  
 Sleep/Charm: 2

Stone Boss

Construct

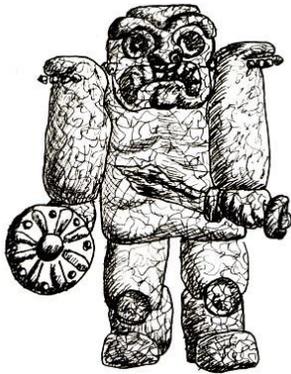
Combat Values:

Spirit Points: 0  
 Hit Points: 3 Structural Points  
 Alignment: Unaligned  
 Attacks: 2/1  
 Parries: 1/1  
 BAAtCh: 16  
 Base AC: 3  
 Offworld

Stone Bosses are Constructs, and thus do not directly interact with the ecology. They are usually found as tunnel and temple guardians.

A Stone Boss is a 7' tall, slow, lumbering humanoid crudely crafted from indigenous stone. They are usually equipped with a Stone Sword and a Stone Mallet. They make grinding noises when they move, and will often taunt its foes in slow, rumbling speech.

They are frequently found guarding ancient temples, forgotten catacombs, and burial grounds.



Number per Encounter: 1d3  
 Frequency: Common  
 Size Class: 6

Primary Attributes

Strength: 3d6+3  
 Intelligence: 2d4  
 Wisdom: 2d4  
 Faith: 1d6  
 Dexterity: 3d4+2  
 Constitution: 1d6+15  
 Charisma: 1d6  
 Comeliness: 1d4

Movement/Sensory

Move - Run: 8/1  
 Move - Fly: -  
 Move - Swim: -  
 Move - Burrow: 1/1  
 Empathic Rating: 0%  
 Empathic Resist: 100%  
 Lowlight Vision: -  
 Infravision: -  
 Detect Motion: 12/1  
 Sense Presence: -

Defenses

Resists Weakness

<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead  
 Dark  Fear  Holy  
 Regens  Incorporeal  
 Creates Undead Spawn

Offensive Capabilities

Natural Weapon Attacks: Fist: 1d12  
 Weapon Options: Stone Sword: 1d10+4.

Defensive Capabilities

Immunities: Cold, radiation, sunlight.

Special Abilities:

Boxing (1)  
 Hear Noise (45%)  
 Regenerates: 1 SP/Day

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Suanema**

Strangler Trees

Undead, Plant

**Combat Values:**

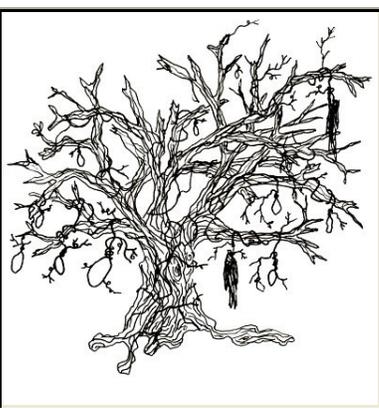
Spirit Points:	2d4+8 [ 13]
Hit Points:	8d12 [ 52]
Alignment:	Malevolent
Attacks:	6/ 1 [ 1 per vine]
Parries:	0 / 1
BAtCh:	14
Base AC:	2
<input type="checkbox"/> Offworld	

These bizarre, undead trees were created by evil Sarran of South Point to act as guardians for graveyards and a method of execution for those who defy the Sarran's authority. The Suanema has a taste for the flesh of sentient beings and must be offered blood sacrifices from time to time or it will turn against its master. This happens more often than most Sarrans would like to admit.

A Suanema appears as a large, decrepit tree that is loaded with many vines. Their leaves, bark, and vines all appear somewhat dried out and are the colour of ash or smoke. Unfortunately, Suanemas usually stalk their prey among other burnt-out or ruined trees, so they can be hard to spot.

**Saving Throws**

Death Magic:	-
Magical Weapon:	14
Area Effect:	14
Poison:	-
System Shock:	10
Spiritual Powers:	12
Sleep/Charm:	-



Number per Encounter:	1d3
Frequency:	Uncommon
Size Class:	7

**Primary Attributes**

Strength:	4d6
Intelligence:	1d4
Wisdom:	2d4
Faith:	2d4
Dexterity:	2d6
Constitution:	4d6
Charisma:	1d3
Corneliness:	1

**Movement/ Sensory**

Move - Run:	1/ /
Move - Fly:	-
Move - Swim:	-
Move - Burrow:	-
Empathic Rating:	0%
Empathic Resist:	0%
Lowlight Vision:	-
Infravision:	-
Detect Motion:	-
Sense Presence:	10/ /

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input checked="" type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input checked="" type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

**Offensive Capabilities**

Natural Weapon Attack: Vine Lash: 1d8

Grapple Attack: If the victim is caught, they take 1d6 damage per round as the Tree pins them.

Crushing Hold: If the victim is caught, they take 2d6 damage per round as the Tree crushes the life out of them.

**Defensive Capabilities**

Immunities: Wooden Weapons and Cold

Weakness: Take double damage from Fire attacks

Initiative bonus: +4 for the first attack if the creature was preparing an ambush.

Concealment Bonus: Before attacking, Perception Checks to find Suanemas are made with a -4 penalty if the creature is preparing an ambush and there are other, similar-looking trees nearby.

**Special Abilities:**

No special abilities

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Suffocator

Dark Matter

**Combat Values:**

Spirit Points:	2d4+9 [ 14]
Hit Points:	7d6 [ 25]
Alignment:	Satanic
Attacks:	1/ 1
Parries:	1/ 1
BAtCh:	16
Base AC:	4
<input type="checkbox"/> Offworld	

**Description:** These Dark Matter creatures are the more powerful cousins of the Paralyzers. They also have an unusual cruel streak - while Paralyzers attack the living only to feed, Suffocators will enjoy the slaughter. Like their lesser brethren, they also emit dangerous radiation that can kill in a slow and painful way. These creature hurt by night and feed upon whatever they find. They appear as a dirty glowing sphere. Some believe that these creatures are the origin of legends regarding Will-o-the-Wisps.

## Saving Throws

- Death Magic: 10
- Magical Weapon: 12
- Area Effect: 12
- Poison: -
- System Shock: 12
- Spiritual Powers: 14
- Sleep/Charm: 12



Number per Encounter: 1d3

Frequency: Uncommon

Size Class: 4

## Primary Attributes

Strength:	2d4
Intelligence:	2d4
Wisdom:	2d4
Faith:	2d4
Dexterity:	3d6
Constitution:	2d6
Charisma:	1
Corneliness:	1

## Movement/ Sensory

Move - Run:	-
Move - Fly:	12/ / Class A
Move - Swim:	-
Move - Burrow:	-
Empathic Rating:	0%
Empathic Resist:	20%
Lowlight Vision:	-
Infraision:	-
Detect Motion:	30/ /
Sense Presence:	24/ /

## Defenses

Resists	Weakness	
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>	
<input type="checkbox"/> Electricity	<input type="checkbox"/>	
<input type="checkbox"/> Caustic	<input type="checkbox"/>	
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>	
<input type="checkbox"/> Poison	<input type="checkbox"/>	
<input type="checkbox"/> Magic	<input type="checkbox"/>	
<input type="checkbox"/> Sunlight	<input type="checkbox"/>	
<input type="checkbox"/> Mundane	<input type="checkbox"/>	
<input type="checkbox"/> Silver	<input type="checkbox"/>	
<input type="checkbox"/> Radiation	<input type="checkbox"/>	
<input type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input type="checkbox"/> Regens	<input checked="" type="checkbox"/> Incorporeal	
<input type="checkbox"/> Creates Undead Spawn		

## Offensive Capabilities

Natural Weapon Attack: Touch: 1d8 points of damage.

Radiation blast: 1d8 REM and 1 point of damage. Range of 30 - feet.

## Defensive Capabilities

Incorporeal

## Special Abilities:

**Paralyze Target:** If it hits a target successfully in melee, the victim must immediately make a Save vs. System Shock or immediately take 2d6 damage and collapse into unconsciousness for 2d4 turns. This attack cannot be used against victims that are already affected by it.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Suited Assassins

Men in Black

Undead Construct

Combat Values:

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

Offworld

Suited assassins get their name from the fact that they always appear wearing impeccably tailored business suits. They appear as pale humans who wear sunglasses. While their voices are not robotic, they seem to lack inflection and emotion when they speak – particularly during the day.

## Saving Throws

- Death Magic: **6**
- Magical Weapon: **10**
- Area Effect: **8**
- Poison: **0**
- System Shock: **8**
- Spiritual Powers: **10**
- Sleep/Charm: **8**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/ Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infraision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input checked="" type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input checked="" type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

During daylight hours:

This creature functions as a Construct with the following abilities:

- Detective Special [3]
- Way of Protective Hand [3]
- Way of Iron Fist [3]
- Crouched Bone Breaker [3]

Note: While sunlight does not harm these creatures, if they lose their sunglasses, they suffer -3 combat penalties.

Night time hours:

- Spellcasting, as per L5 evil Shaman.
- Empathy
- Fear Gaze, 1x/ day
- Dagger [6]
- Way of Protective Hand [3]
- Way of Crouched Bone Breaker [3]

## Defensive Capabilities

During Daylight hours:

- Hit point pool is measured in Structural Points.
- Regenerates 1 SP per hour
- Immune to cold, poison, charm
- Double Damage from electrical

During Night time Hours:

- Hit Point pool = 120 hit points.
- Regenerates 1 HP/ round
- Can drain blood of others for hit points (1HP stolen = 1HP healed)
- Double damage from silver
- Can be turned as Undead (12HD)

Day or Night:

- Fully sentient. They have no problems retreating from a losing fight. They are cunning and can certainly learn from mistakes.

## Special Abilities:

Because these creatures are half- vampire, half- Construct, they must follow the traditional rules of vampirism. This means that they must be invited into a residence, they cast no shadow or reflection (at night only), cannot cross large bodies of water (night only).

During the day, the vampiric restrictions are lifted, and the creature functions like a Construct. The creature loses access to all of his vampiric powers during the day as well.

These formidable fighters are all constructed identically, hence the lack of variables in the stats. They all look exactly alike. Typically, they rove in groups of 4, 5, or 6, and are usually sent to murder a person or group of people targeted by their controller.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

Saving Throws

- Death Magic: -
- Magical Weapon: 16
- Area Effect: 16
- Poison: -
- System Shock: 16
- Spiritual Powers: 16
- Sleep/Charm: -

Taximort

Undead

Combat Values:

Spirit Points:

Hit Points:

Alignment:

Attacks:

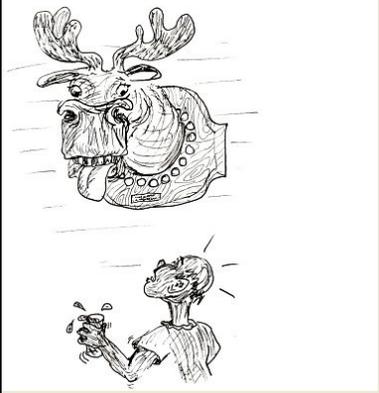
Parries:

BAtCh:

Base AC:

Offworld

Taximorts are the result of a Seachrom Priest who had too much free time and a weird sense of humor. Years ago, this Priest discovered a way to combine his love of animating the dead with his interest in taxidermy. The bizarre result was a horde of Undead stuffed animals leaping, crawling, and shambling collections of moose heads, stuffed squirrels and bears, fish, and so on. Fortunately, these creatures are quite stupid since the magic animating them is very weak, and can only do simple sentences. However, they are perhaps the easiest form of Undead to create and it is rumored that one can convert other stuffed animals into Taximorts through long-term exposure to the magic that animates these strange things.



Number per Encounter:

Frequency:

Size Class:

Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

Movement/ Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

Empathic Rating:

Empathic Resist:

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input checked="" type="checkbox"/>
<input type="checkbox"/> Electricity	<input checked="" type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

Offensive Capabilities

Natural Weapon Attack: Bite: 1d4.

Defensive Capabilities

Immunities: Cold

Weakness: Take double damage from Fire and Electricity attacks

Concealment Bonus: Before attacking, Perception Checks to find Taximorts are made with a -4 penalty if the creature is preparing an ambush and there are other stuffed animals nearby.

Special Abilities:

No special abilities

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Ten Thousand Eyes

Mutant

**Combat Values:**

Spirit Points:	1d4+16 [ 19]
Hit Points:	18d10 [ 99]
Alignment:	Satanic
Attacks:	4/ 1
Parries:	1/ 1
BAtCh:	6
Base A.C:	- 4
<input type="checkbox"/> Offworld	

A Ten Thousand Eyes is a hive minded creature composed of at least five thousand cockroaches that swarm in a vaguely man-shaped form. These horrible beings inhabit the same territories as Thousand Eyes but are much more rare. They hate the Man Mads and will always attack them first, given a choice.

## Saving Throws

Death Magic:	8
Magical Weapon:	8
Area Effect:	6
Poison:	8
System Shock:	6
Spiritual Powers:	10
Sleep/Charm:	10



Number per Encounter:	1
Frequency:	Rare
Size Class:	6

## Primary Attributes

Strength:	3d6
Intelligence:	2d6
Wisdom:	2d6
Faith:	1d4
Dexterity:	3d6
Constitution:	4d6
Charisma:	1
Corneliness:	1

## Movement/ Sensory

Move - Run:	11/ /
Move - Fly:	-
Move - Swim:	-
Move - Burrow:	1/ /
Empathic Rating:	0%
Empathic Resist:	50%
Lowlight Vision:	-
Infravision:	15/ /
Detect Motion:	-
Sense Presence:	-

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input checked="" type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input checked="" type="checkbox"/> Fear
<input type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

## Offensive Capabilities

Natural Weapon Attack: Punch: 5d6.

Radiation Blast: 4d6 damage, range of 200-feet, does an additional 20 REM's of radiation damage.

Envelope Victim: The swarm can surround a victim and begin to devour them. The victim gets a Save vs. Area Effect to negate this attack. If they fail, they take 6d6 damage per round and 20 REM's of radiation per round. Once Enveloped, the victim can attempt to escape each round by making a successful Save vs. Area Effect with a -2 penalty.

## Defensive Capabilities

Frightful Presence: 2

Initiative Bonus: Gains a +4 bonus to initiative rolls because of its 360-degree vision.

Immunities: Most diseases. Has 360-degree vision and thus cannot be surprised or backstabbed.

Resistances: 75% to Caustics

Weaknesses: Takes 2d4 damage per round if exposed to sunlight or light of that intensity and functions at -2 to all rolls when in those conditions. Takes double damage from insecticides.

## Special Abilities:

Alter form: Can alter its form to pass through any area small enough to allow a cockroach.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Tergali**

Spiny Boars

Animal

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

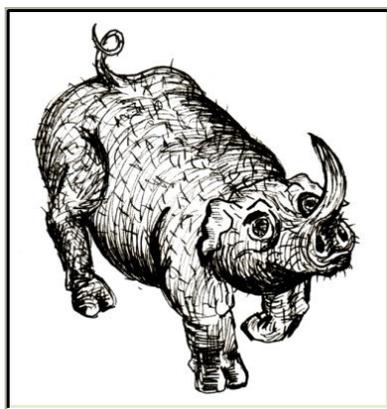
Base A.C:

Offworld

The Tergali is a boar-like omnivore that lives in jungles and wooded regions and uses its snout horn to hurt for roots, tubers, and insects when not fending off intruders. While these creatures can be very nasty and territorial when protecting their young or if threatened, patient people, especially Rangers or Shaman, can befriend a Tergali. They make decent animal companions because of their tenaciousness in combat and keen sense of smell. A Tergali looks like a large boar that stands about 3-feet tall and 6-feet long. They are covered in grey or black hair and have a rather sharp horn on their snout.

**Saving Throws**

- Death Magic: **14**
- Magical Weapon: **14**
- Area Effect: **12**
- Poison: **14**
- System Shock: **12**
- Spiritual Powers: **16**
- Sleep/Charm: **16**



Number per Encounter:

Frequency:

Size Class:

**Primary Attributes**

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

**Movement/ Sensory**

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

Empathic Rating:

Empathic Resist:

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

**Defenses**

Resists Weakness

- Fire/ Heat
- Electricity
- Caustic
- Cold/ Ice
- Poison
- Magic
- Sunlight
- Mundane
- Silver
- Radiation

- Turns as Undead
- Dark  Fear  Holy
- Regens  Incorporeal
- Creates Undead Spawn

**Offensive Capabilities**

Natural Weapon Attacks: Bite: 1d6/ Horn: 1d8. Can ram a target for 2d6 damage.

**Defensive Capabilities**

No special defences.

**Special Abilities:**

Tracking: Has the Tracking skill (like a Ranger) at 35% when hunting for food. Can be trained to track other living targets, such as humanoids.

Scent: Can use the Tracking ability totally based upon scent. This has a range of 2 miles.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Thousand Eyes

Mutant

**Combat Values:**

Spirit Points:	1d4+10 [ 13]
Hit Points:	12d10 [ 66]
Alignment:	Satanic
Attacks:	3/ 1
Parries:	1/ 1
BAtCh:	9
Base AC:	0
<input type="checkbox"/> Offworld	

A Thousand Eyes is a hiveminded creature composed of at least five hundred cockroaches that swarm in a vaguely man-shaped form. This horrid being stalks dark passages and alleys, feeding upon both living flesh and carrion. None know what powers created these things, but they could only have come from horrid magic and a very sick mind. They hate the Men Mobs and will always attack them first, given a choice.

## Saving Throws

Death Magic:	10
Magical Weapon:	10
Area Effect:	8
Poison:	10
System Shock:	8
Spiritual Powers:	12
Sleep/Charm:	12



Number per Encounter:	1d2
Frequency:	Uncommon
Size Class:	5

## Primary Attributes

Strength:	3d6
Intelligence:	1d6
Wisdom:	1d6
Faith:	1d4
Dexterity:	3d6
Constitution:	4d6
Charisma:	1
Corneliness:	1

## Movement/ Sensory

Move - Run:	11/ /
Move - Fly:	-
Move - Swim:	-
Move - Burrow:	1/ /
Empathic Rating:	0%
Empathic Resist:	50%
Lowlight Vision:	-
Infraision:	9/ /
Detect Motion:	-
Sense Presence:	-

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input checked="" type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input checked="" type="checkbox"/> Fear
<input type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

## Offensive Capabilities

Natural Weapon Attack: Punch: 4d6.

Radiation Blast: 3d6 damage, range of 200-feet, does an additional 10 REM's of radiation damage.

Envelope Victim: The swarm can surround a victim and begin to devour them. The victim gets a Save vs. Area Effect to negate this attack. If they fail, they take 4d6 damage per round and 10 REM's of radiation per round. Once Enveloped, the victim can attempt to escape each round by making a successful Save vs. Area Effect with a -2 penalty.

## Defensive Capabilities

Frightful Presence: 1

Initiative Bonus: Gains a +4 bonus to initiative rolls because of its 360-degree vision.

Immunities: Most diseases. Has 360-degree vision and thus cannot be surprised or backstabbed.

Resistances: 50% to Caustics

Weaknesses: Takes 2d4 damage per round if exposed to sunlight or light of that intensity and functions at -2 to all rolls when in those conditions. Takes double damage from insecticides.

## Special Abilities:

Alter form: Can alter its form to pass through any area small enough to allow a cockroach.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Thrall**

Humanoid [NPC]

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

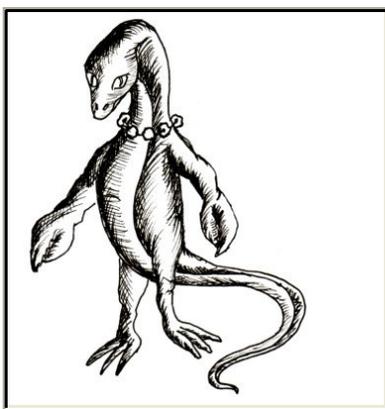
Base AC:

Offworld

These homey, dimwitted fiends look like bipedal lizards with lobster claws for hands. They have a tough hide that can change colour to blend in with surroundings. They are sentient, but somewhat stupid. They are cowardly, and thus frequently attack in packs that outnumber their prey at least 2:1. While they are mostly hunter/gatherers in the wild, they do craft crude tools and make simple jewellery and headdresses. They also attack travellers and adventurers who wander into their domains. They typically worship Evil, and may have one evil Shaman of 1d4 levels.

**Saving Throws**

- Death Magic: **18**
- Magical Weapon: **16**
- Area Effect: **18**
- Poison: **14**
- System Shock: **14**
- Spiritual Powers: **18**
- Sleep/Charm: **18**



Number per Encounter:

Frequency:

Size Class:

**Primary Attributes**

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

**Movement/ Sensory**

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

---

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

**Offensive Capabilities**

Poison bite (anaesthetic - negates victim's DEX bonuses only)

Claw/ claw/ bite ( 1d4/ 1d4/ 1d6)

**Defensive Capabilities**

Camouflage, int(3), usable at will.

**Special Abilities:**

Advancement: About 1 in 10 exceptional individuals could possibly advance as a Shaman or a Warrior.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Thugger

Animal

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

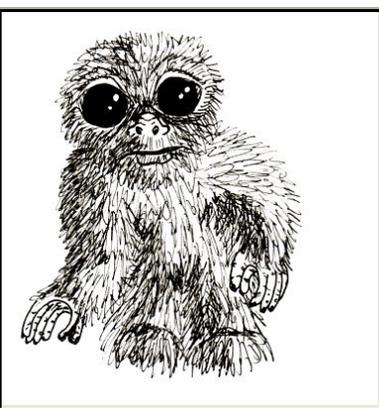
Base AC:

Offworld

Thuggers are the descendants of primates that were once enslaved by the people of South Point to perform menial tasks. After the Cataclysm they escaped and have since begun to form their own primitive society. They have a simple language consisting of around 500 words and can construct crude weapons and shelters. They are mostly herbivores, but will attack humans and most humanoid on sight since, as a race, they remember their enslavement. They often swarm their foes and will not cease their attack until one side or the other is dead. It is estimated that they will eventually master the use of fire within the next century and will probably use this as another weapon in their savage war against their former oppressors. Thuggers appear deceptively harmless - they are about 4-feet tall and have large, dark eyes, a small red snout, and six-fingered hands (two opposable digits instead of one). They have a dark coat of fur that blends in well in the shady forests in which they live.

## Saving Throws

- Death Magic: **16**
- Magical Weapon: **16**
- Area Effect: **14**
- Poison: **16**
- System Shock: **14**
- Spiritual Powers: **18**
- Sleep/Charm: **18**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

## Offensive Capabilities

Natural Weapon Attacks: Punch: 1d4 / Punch: 1d4 / Bite: 1d6.

Other Weapon Attacks: Will occasionally have simple melee and projectile weapons that function at -1 in all ways.

## Defensive Capabilities

No special defences

## Special Abilities:

No special abilities

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Tiger**

Animal

**Combat Values:**

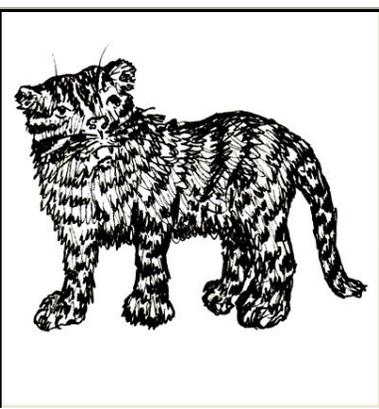
Spirit Points:	2d6+4 [ 11]
Hit Points:	6d10 [ 33]
Alignment:	Animal
Attacks:	3/ 2
Parries:	1/ 1
BAtCh:	15
Base A.C.:	6
<input type="checkbox"/> Offworld	

**Description:** Tigers are large predatory cats that hunt by night, ambushing their prey with uncanny speed and skill. They are powerful creatures and are best avoided by most adventurers, though some who are bold may succeed in gaining a Tiger as an animal companion.

The information listed above can apply to: Tigers, Lions, Mountain Lions, Panthers, Leopards, and Jaguars.

**Saving Throws**

Death Magic:	14
Magical Weapon:	14
Area Effect:	12
Poison:	14
System Shock:	12
Spiritual Powers:	16
Sleep/Charm:	16



Number per Encounter:	1d2
Frequency:	Common
Size Class:	6

**Primary Attributes**

Strength:	4d6
Intelligence:	2d6
Wisdom:	3d4
Faith:	2d6
Dexterity:	3d6
Constitution:	4d6
Charisma:	1d6
Corneliness:	2d6

**Movement/ Sensory**

Move - Run:	20//
Move - Fly:	-
Move - Swim:	2//
Move - Burrow:	-
Empathic Rating:	10%
Empathic Resist:	10%
Lowlight Vision:	20//
Infravision:	-
Detect Motion:	-
Sense Presence:	-

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear <input type="checkbox"/> Holy
<input type="checkbox"/> Regens	<input type="checkbox"/> Incorporeal
<input type="checkbox"/> Creates Undead Spawn	

**Offensive Capabilities**

Natural Weapon Attacks: Claw: 1d6 / Claw: 1d6 / Bite: 1d8.

Pounce: A Tiger can leap upon an opponent and tear it apart with its claws. The victim takes 2d6 points of damage each round from this attack.

**Defensive Capabilities**

Initiative bonus: +4 for the first attack if the creature was preparing an ambush.

Concealment Bonus: Before attacking, Perception Checks to find Tigers are made with a -4 penalty if the creature is preparing an ambush and there is suitable cover for it nearby.

**Special Abilities:**

No special abilities

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Torgs**

Swamp People

Humanoid [mutant]

**Combat Values:**

Spirit Points:	3d4
Hit Points:	4d6
Alignment:	Malevolent
Attacks:	1/ 1
Parries:	1/ 1
BAtCh:	19
Base A.C.:	8
<input checked="" type="checkbox"/> Offworld	Papilian

These irred, mutant, slowly cretins are knuckledragging, dmejed humanoids that live in ramshackle shacks in the swamps. While the Elves think all Humans are like Swamp People, Torgs stand 5'2" on average and dress in second-hand filthy rags. They set crude traps to catch game. They have no problem eating humanoids, however. They will make weapons and leather armor from humanoid skin.

**Saving Throws**

Death Magic:	16
Magical Weapon:	18
Area Effect:	16
Poison:	14
System Shock:	16
Spiritual Powers:	16
Sleep/Charm:	18



Number per Encounter:	2d6
Frequency:	Uncommon
Size Class:	5

**Primary Attributes**

Strength:	3d6+1
Intelligence:	2d6+2
Wisdom:	2d6
Faith:	3d6- 1
Dexterity:	3d6
Constitution:	3d6+1
Charisma:	2d6
Corneliness:	2d6

**Movement/ Sensory**

Move- Run:	10/ /
Move- Fly:	
Move- Swim:	
Move- Burrow:	
Empathic Rating:	
Empathic Resist:	
Lowlight Vision:	8/ /
Infraision:	
Detect Motion:	
Sense Presence:	

**Defenses**

Resists Weakness

- Fire/ Heat
- Electricity
- Caustic
- Cold/ Ice
- Poison
- Magic
- Sunlight
- Mundane
- Silver
- Radiation

- Turns as Undead
- Dark  Fear  Holy
- Regens  Incorporeal
- Creates Undead Spawn

**Offensive Capabilities**

Clubs or crude swords

**Defensive Capabilities**

Standard

**Special Abilities:**

None.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Tower of Power

Construct

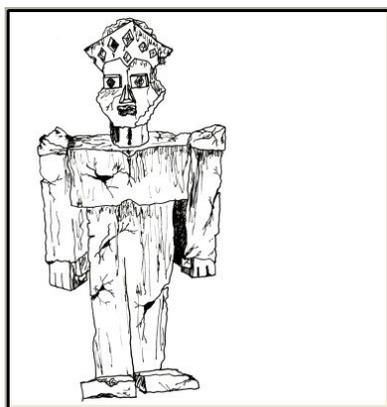
**Combat Values:**

Spirit Points:	0
Hit Points:	13 Structural Points
Alignment:	Unaligned
Attacks:	2/1
Parries:	1/1
BAtCh:	8
Base AC:	-3
<input type="checkbox"/> Offworld	

Towers of Power are huge lumbering humanoid Constructs made of solid stone. Each possesses a ring of eight gems in a crown about its head and two more in its eyes, though most Towers of Power are ancient and thus are missing some of these gems. These Constructs are shaped in the form of a man or woman, but are usually badly eroded - many have not been activated in centuries. Towers of Power are usually found in old tombs and fortresses. They do not speak and will fight to the death to carry out their security functions.

## Saving Throws

Death Magic:	-
Magical Weapon:	10
Area Effect:	14
Poison:	-
System Shock:	10
Spiritual Powers:	14
Sleep/Charm:	-



Number per Encounter:	1d3
Frequency:	Uncommon
Size Class:	7

## Primary Attributes

Strength:	18+1d6
Intelligence:	1
Wisdom:	1
Faith:	0
Dexterity:	1d6
Constitution:	18+1d6
Charisma:	1
Corneliness:	2d4

## Movement/Sensory

Move - Run:	5/1
Move - Fly:	-
Move - Swim:	-
Move - Burrow:	-
Empathic Rating:	0%
Empathic Resist:	100%
Lowlight Vision:	12/1
Infravision:	12/1
Detect Motion:	24/1
Sense Presence:	-

## Defenses

Resists	Weakness	
<input checked="" type="checkbox"/> Fire/Heat	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Electricity	<input type="checkbox"/>	
<input type="checkbox"/> Caustic	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Cold/Ice	<input type="checkbox"/>	
<input type="checkbox"/> Poison	<input type="checkbox"/>	
<input type="checkbox"/> Magic	<input type="checkbox"/>	
<input type="checkbox"/> Sunlight	<input type="checkbox"/>	
<input type="checkbox"/> Mundane	<input type="checkbox"/>	
<input type="checkbox"/> Silver	<input type="checkbox"/>	
<input type="checkbox"/> Radiation	<input type="checkbox"/>	
<input type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Incorporeal	
<input type="checkbox"/> Creates Undead Spawn		

## Offensive Capabilities

Natural Weapon Attacks: Punch: 1d20 / Punch: 1d20. Always attacks last in each round.

## Defensive Capabilities

Resistances: Cold = 50% Fire = 25% Electricity = 75%

Slow Speed: Suffers a -4 penalty to initiative because of its size and bulk.

## Special Abilities:

**Earthquake:** As one attack, a Tower of Power can stamp one of its huge feet on the ground to create a shockwave with a radius of 100-feet. All foes within the area of effect that are on the ground must make a Save vs. Area Effect or take 3d6 damage, fall down, and lose their next action.

**Gem Lasers:** The Tower of Power can use all its attacks for the round to fire an energy bolt from each remaining gem it has. Treat these as projectile energy attacks with a range of 300-feet. Each bolt does 3d6 points of damage. A typical ancient Tower of Power has 1d6 + 4 gems (all of the same type) with a maximum of 10 gems.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Tree folk**

Plant [Free Willed]

**Combat Values:**

Spirit Points:	3d6+9d4 [33]
Hit Points:	9d10 [50]
Alignment:	Benevolent
Attacks:	4/1 [1 per limb]
Parries:	1/1
BAtCh:	15
Base AC:	4
<input type="checkbox"/> Offworld	

Tree folk are sentient trees that are the results of strange genetic experiments between man and plant. Tree folk take a long term view of the world, which is not surprising since they are nearly immortal. Fortunately, nearly all Tree folk are kind beings that will offer aid to the wounded and lost who have entered their forests, and they will never attack unless their lives or woods are threatened. While Tree folk have no natural enemies, they hate Serena, their Undead cousins, and anyone who intentionally misuses fire to burn the lands. Tree folk appear almost exactly like their base stock - a maple. Tree folk looks like a large maple tree - and are often only identified when they are communicating with other Tree folk through use of a faint, harmonic humming language.

**Saving Throws**

Death Magic:	12
Magical Weapon:	14
Area Effect:	14
Poison:	-
System Shock:	10
Spiritual Powers:	12
Sleep/Charm:	12



Number per Encounter:	1d3
Frequency:	Uncommon
Size Class:	7

**Primary Attributes**

Strength:	4d6
Intelligence:	3d6
Wisdom:	3d6
Faith:	3d6
Dexterity:	1d6
Constitution:	4d6
Charisma:	3d6
Corneliness:	1d4

**Movement/Sensory**

Move - Run:	1/ /
Move - Fly:	-
Move - Swim:	-
Move - Burrow:	-
Empathic Rating:	50%
Empathic Resist:	50%
Lowlight Vision:	-
Infraision:	-
Detect Motion:	-
Sense Presence:	10/ /

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input checked="" type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

**Offensive Capabilities**

Natural Weapon Attacks: Branch Punch: 1d6.

Grapple Attack: If the victim is caught, they take 1d6 damage per round as the Tree pins them.

Crushing Hold: If the victim is caught, they take 2d6 damage per round as the Tree crushes the life out of them.

**Defensive Capabilities**

Resistances: Wood weapons = 50% Cold = 25% Electricity = 25%

Weakness: Take double damage from Fire attacks

Regeneration: 2 points per round if exposed to sunlight or a light-based attack

Initiative bonus: +4 for the first attack if the creature was preparing an ambush.

Concealment Bonus: Before attacking, Perception Checks to find Tree folk are made with a -4 penalty if the creature is preparing an ambush and there are other, similar-looking trees nearby.

**Special Abilities:**

Character Class Options: Functions as a Level 1 Shaman.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Tumeroid

Undead

**Combat Values:**

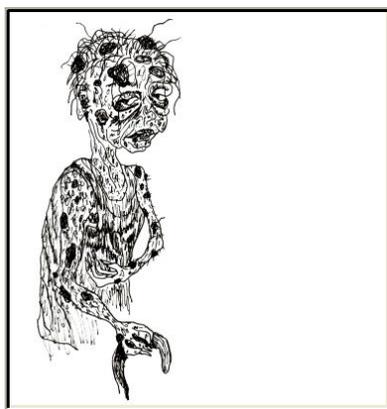
Spirit Points:	2d4+7 [ 12]
Hit Points:	8d10 [ 44]
Alignment:	Satanic
Attacks:	3/ 1
Parries:	0/ 1
BAtCh:	14
Base AC:	4
<input type="checkbox"/> Offworld	

Tumeroids are spontaneously created Undead that have been formed from the magic of the Well of Dead Life. These horrors shamble about the woods exchanging illness for health. Some dark Priests have attempted to use them as weapons, but this idea failed, though it did unfortunately spread Tumeroids all across Gaiara.

Tumeroids appear as terribly ill humans that are doped in filthy rags. Their skin is covered with pox marks, and their teeth are always falling out, yet somehow growing back. They mean pitifully, yet woe to the fool who tries to offer any aid to these horrors.

## Saving Throws

Death Magic:	-
Magical Weapon:	12
Area Effect:	12
Poison:	-
System Shock:	12
Spiritual Powers:	12
Sleep/Charm:	-



Number per Encounter:	1d4
Frequency:	Common
Size Class:	5

## Primary Attributes

Strength:	3d6
Intelligence:	2d4
Wisdom:	2d4
Faith:	2d4
Dexterity:	3d6
Constitution:	2d6
Charisma:	2d6
Corneliness:	1d4

## Movement/ Sensory

Move - Run:	8/ /
Move - Fly:	-
Move - Swim:	-
Move - Burrow:	-
Empathic Rating:	0%
Empathic Resist:	0%
Lowlight Vision:	-
Infravision:	-
Detect Motion:	-
Sense Presence:	10/ /

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input checked="" type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input checked="" type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input checked="" type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input checked="" type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

## Offensive Capabilities

**Natural Weapon Attack: Disease Touch:** 1d8. The victim must make a Save vs. System Shock or contract a Localized Infection. On a Critical Success, the Victim must also make a Save vs. System Shock or contract Undead Spiral. Note that the Tumeroid regains hit points equal to the amount of damage dealt by this attack - not surprisingly, they seek out victims with plenty of hit points to feed their hunger.

## Defensive Capabilities

**Weakness:** Take double damage from Fire attacks and Silver. Takes 1d6 points of damage per round exposed to sunlight or light of a similar intensity.

## Special Abilities:

**Plague Cloud:** Upon destruction, a Tumeroid collapses and begins to break apart. A cloud of horrid filth erupts from the body. Everyone within melee range of the Tumeroid must make a Save vs. System Shock or suffer 3d6 points of damage from the choking fumes.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Urchin**

Demon

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

Offworld

These creatures typically inhabit the mean streets of West Port's run down inner cities. They dress in beggar's rags and howl for spare change.

At first glance, these creatures look like pitiful street beggars, dressed in soiled and dirty rags, holding a battered tin cup and pleading for coins. If a wealthy person gives them money, and if that donor is alone or vulnerable, the Urchins will reveal themselves for what they really are - weak, outcast demons that are taken by a homicidal rage. In "demon" form they have all the trappings of demonhood - red skin, horns, forked tongue, prehensile tail. The only difference is that they attack with daggers instead of a pitch fork.

If the Urchins are destroyed, they cannot appear in the material realm for 1d4 months.

**Saving Throws**

- Death Magic: **14**
- Magical Weapon: **16**
- Area Effect: **16**
- Poison: **14**
- System Shock: **16**
- Spiritual Powers: **16**
- Sleep/Charm: **14**



Number per Encounter:

Frequency:

Size Class:

**Primary Attributes**

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

**Movement/ Sensory**

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

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Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

---

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

**Offensive Capabilities**

Natural Weapon Attacks: Poison spittle: int(2).

Weapon options: Dagger: 1d4. Usually licked with poison spittle.

**Defensive Capabilities**

Disguise: They usually look like street beggars until ready to attack.

**Special Abilities:**

No special abilities

**Encounter Level**

Level 1-3  
 Level 4-6  
 Level 7-9  
 Level 10-15  
 Level 16-20  
 Level 21+

# Vampire (Count)

Undead [ Free Willed | NPC ]

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base A.C:

Offworld

Vampire Counts are medium rank Vampires who often rule small estates and serve as lords for numerous Minor Vampires. They appear as dashing young men or women with a distinct aura of power about them.

## Saving Throws

Death Magic: -

Magical Weapon: 10

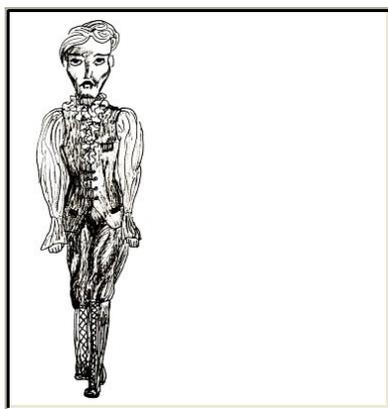
Area Effect: 10

Poison: -

System Shock: 10

Spiritual Powers: 10

Sleep/Charm: 2



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/ Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

Empathic Rating:

Empathic Resist:

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input checked="" type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead  
 Dark  Fear  Holy  
 Regens  Incorporeal  
 Creates Undead Spawn

## Offensive Capabilities

**Natural Weapon Attack:** Punch: 1d12 [ death magic damage]

**Grapple Hold and Bite Attack:** Once the victim is grappled, the Vampire will drain away their life force with its deadly fangs. This deals 3d8 points of Death Magic damage each round. The Vampire regains hit points equal to the amount of damage done to the victim.

## Defensive Capabilities

**Empathic Manipulation:** Vampires regularly use their Empathic abilities to control minds.

**Immunities:** Cold and Mundane weapons

**Weaknesses:** Takes triple damage from wooden impaling weapons and double damage from Holy Water. Takes 1d4 damage per round if exposed to sunlight or light of a similar power. Must feed upon 3d10 hit-points per week or lose 1 point of Constitution: 0 Constitution results in death.

## Special Abilities:

**Shapechange:** Can assume the form of a nasty Wolf, a large black Bat, or any victim that it has killed within the last year. Changing form takes 1 round and costs the Vampire 1 Spiritual Point per hour that it is in effect.

**Master of the Night:** Can have up to 12 hit dice worth of Animal Companions, but may only chose from any form of Wolf, Rat, or Bat.

**Create Undead:** Can create Undead as a 12-level Scaxathrom Priest.

**Create Vampire:** Those slain by a Vampire rise up as a Minor Vampire after 2d4 days.

**Advancement:** Can advance as a Cavalier, Warrior, or evil Priest.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Vampire [ Lord]**

Undead [ Free Willed | NPC]

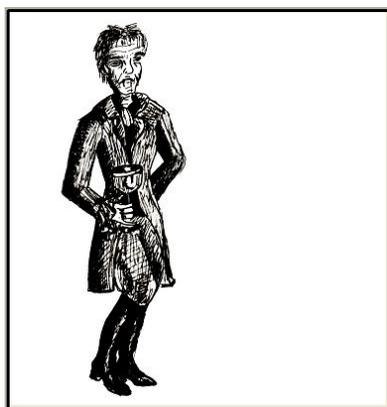
**Combat Values:**

Spirit Points:   
 Hit Points:   
 Alignment:   
 Attacks:   
 Parries:   
 BAAtCh:   
 Base A.C:   
 Offworld

Vampire Lords are the mightiest of Vampires, said to be direct descendants from the first Vampire, known as the Impaler. Vampire Lords appear as charming middle-aged men and women and are always found ruling over other vampires and in positions of great power.

**Saving Throws**

Death Magic: -  
 Magical Weapon: 8  
 Area Effect: 8  
 Poison: -  
 System Shock: 8  
 Spiritual Powers: 8  
 Sleep/Charm: 2



Number per Encounter:   
 Frequency:   
 Size Class:

**Primary Attributes**

Strength:   
 Intelligence:   
 Wisdom:   
 Faith:   
 Dexterity:   
 Constitution:   
 Charisma:   
 Comeliness:

**Movement/ Sensory**

Move - Run:   
 Move - Fly:   
 Move - Swim:   
 Move - Burrow:   
 Empathic Rating:   
 Empathic Resist:   
 Lowlight Vision:   
 Infravision:   
 Detect Motion:   
 Sense Presence:

**Defenses**

Resists Weakness

<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input checked="" type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead  
 Dark  Fear  Holy  
 Regens  Incorporeal  
 Creates Undead Spawn

**Offensive Capabilities**

Natural Weapon Attack: Punch: 3d6 Death Magic damage.

Grapple Hold and Bite Attack: Once the victim is grappled, the Vampire will drain away their life force with its deadly fangs. This deals 3d10 points of Death Magic damage each round. The Vampire regains hit points equal to the amount of damage done to the victim.

**Defensive Capabilities**

Empathic Manipulation: Vampires regularly use their Empathic abilities to control minds.

Immunities: Cold and Mundane weapons

Weaknesses: Takes double damage from wooden impaling weapons. Takes 1 point of damage per round if exposed to sunlight or light of a similar power. Must feed upon 4d10 hit-points per week or lose 1 point of Constitution: 0 Constitution results in death.

**Special Abilities:**

Shapechange (Greater): Can assume the form of a nasty Wolf, a large black Bat, a cloud of greyish mist, or any victim that it has killed within the last year. Changing form takes 1 round and costs the Vampire 1 Spiritual Point per hour that it is in effect.

Master of the Night: Can have up to 16 hit dice worth of Animal Companions, but may only chose from any form of Wolf, Rat, or Bat.

Shroud of Night: Can vanquish all light in a 60-foot radius at will. Can see in this darkness.

Create Undead: Can create Undead as a 16-level Scythrom or Illuthiel Priest.

Create Vampire: Those slain by a Vampire rise up as a Minor Vampire after 2d4 days.

Advancement: Can advance as a Cavalier, Warrior, or evil Priest.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Vampire [Minor]

Undead [Free Willed | NPC]

Combat Values:

Spirit Points:	3d6 + 9d4 [33]
Hit Points:	9d10 [50]
Alignment:	Malevolent or Desp
Attacks:	2/1
Parries:	1/1
BAtCh:	9
Base A.C:	2
<input type="checkbox"/> Offworld	

Minor Vampires are cruel beings that often have hint of animal rage and madness about them. Like all of their kind, they grow for blood by night and rest in hidden coffins by day. Minor Vampires answer to Vampire Counts and are the most common Vampire since those who die to any Vampire rise as a Minor Vampire - it takes many years to then become a Count.

## Saving Throws

Death Magic:	-
Magical Weapon:	12
Area Effect:	12
Poison:	-
System Shock:	12
Spiritual Powers:	12
Sleep/Charm:	2



Number per Encounter:	1d3
Frequency:	Uncommon
Size Class:	5

## Primary Attributes

Strength:	4d6
Intelligence:	3d6
Wisdom:	3d6
Faith:	3d6
Dexterity:	3d6
Constitution:	4d6
Charisma:	2d6
Corneliness:	2d6

## Movement/Sensory

Move - Run:	12/ /
Move - Fly:	24/ / Class B (as
Move - Swim:	-
Move - Burrow:	-
Empathic Rating:	45%
Empathic Resist:	45%
Lowlight Vision:	12/ /
Infravision:	24/ /
Detect Motion:	18/ /
Sense Presence:	4/ /

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input checked="" type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input checked="" type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input checked="" type="checkbox"/> Creates Undead Spawn	

## Offensive Capabilities

Natural Weapon Attacks: Punch: 1d8, Death Magic Damage.

Grapple Hold and Bite Attack: Once the victim is grappled, the Vampire will drain away their life force with its deadly fangs. This deals 3d6 points of Death Magic damage each round. The Vampire regains hit points equal to the amount of damage done to the victim.

## Defensive Capabilities

Empathic Manipulation: Vampires regularly use their Empathic abilities to control minds.

Immunities: Cold and Mundane weapons

Weaknesses: Takes quadruple damage from wooden impaling weapons and double damage from Holy Water. Takes 1d10 damage per round if exposed to sunlight or light of a similar power. Must feed upon 2d10 hit-points per week or lose 1 point of Constitution: 0 Constitution results in death.

## Special Abilities:

Shapechange (Minor): Can assume the form of a nasty Wolf, a large black Bat. Changing form takes 1 round and costs the Vampire 1 Spiritual Point per hour that it is in effect.

Master of the Night: Can have up to 8 hit dice worth of Animal Companions, but may only choose from any form of Wolf, Rat, or Bat.

Create Undead: Can create Undead as an 8-level Scythrom Priest.

Create Vampire: Those slain by a Vampire rise up as a Minor Vampire (25%) or a zombie (75%) after 2d4 days.

Advancement: This creature could become a Vampire Count if it survives 4d20 +20 years.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Vampire Cyborg

Undead Construct [Freewilled] [NPC]

**Combat Values:**

Spirit Points:	20d6 [80]
Hit Points:	20d10 [130]
Alignment:	Any Evil
Attacks:	4/1
Parries:	2/1
BAtCh:	5
Base AC:	-4
<input type="checkbox"/> Offworld	

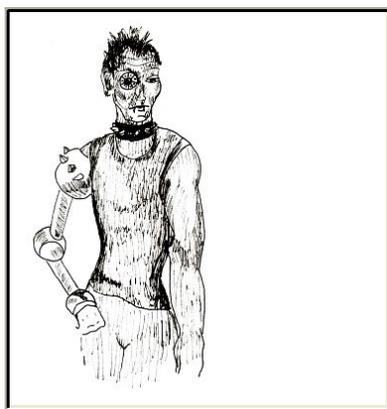
Frankly, only one of these creatures is known to exist. However, one is certainly enough. An evil Immortal known as the Smith was once the handman of a vile Vampire Lord known as Vrani Blackstone. Dissatisfied with the limitations of vampirism, he conspired with the Smith to have his body altered into something more powerful, and that also had none of the limitations of standard vampires. The result is a Vampire Lord that is part Construct. Vrani Blackstone has all of the strengths of both types of creatures and none of the weaknesses.

While Vrani Blackstone is the only known Vampire Cyborg, that doesn't mean he is the only one in existence.

Vampire Cyborgs look like standard Vampire Lords, except for the presence of 1d4 visible Construct prosthetics (such as a robot eye, or an antenna, or a cyborg hand, etc).

## Saving Throws

Death Magic:	6
Magical Weapon:	6
Area Effect:	6
Poison:	0
System Shock:	6
Spiritual Powers:	6
Sleep/Charm:	0



Number per Encounter:	1
Frequency:	Extremely Rare
Size Class:	3

## Primary Attributes

Strength:	18+1d6
Intelligence:	3d6+1
Wisdom:	3d6+1
Faith:	3d6
Dexterity:	3d6
Constitution:	3d6+1
Charisma:	2d6
Corneliness:	2d6

## Movement/Sensory

Move - Run:	12/ /
Move - Fly:	
Move - Swim:	
Move - Burrow:	
Empathic Rating:	40%
Empathic Resist:	40%
Lowlight Vision:	
Infravision:	6/ /
Detect Motion:	12/ /
Sense Presence:	

## Defenses

Resists	Weakness	
<input type="checkbox"/>	Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/>	Electricity	<input type="checkbox"/>
<input type="checkbox"/>	Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Cold/Ice	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Poison	<input type="checkbox"/>
<input type="checkbox"/>	Magic	<input type="checkbox"/>
<input type="checkbox"/>	Sunlight	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Mundane	<input type="checkbox"/>
<input type="checkbox"/>	Silver	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Radiation	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Turns as Undead	
<input checked="" type="checkbox"/>	Dark	<input type="checkbox"/> Fear <input type="checkbox"/> Holy
<input checked="" type="checkbox"/>	Regens	<input type="checkbox"/> Incorporeal
<input checked="" type="checkbox"/>	Creates Undead Spawn	

## Offensive Capabilities

**Spells:** As per 10th level Saxathrom, Illuthiel, or Shaman.

**Weapons:** Same combat prowess as 20th level Warrior.

**Blood Drain:** Can siphon 1d12 points of blood via successful bite attack. Stolen blood also heals the Vampire Cyborg.

**Commanding Gaze:** This RTT allows the Vampire Cyborg to cloud the mind of its victim, making it willingly submit to being bitten (save vs. sleep/charm at -4 negates.)

## Defensive Capabilities

Regenerates 1d6 hit points per round.  
Immune to poison and charm.

Dark Aura: 2

Turns as 25 HD creature, despite possessing only 20 HD.

Immune to mundane weapons.

Regenerates 1HP per 1 REM of radiation.

## Special Abilities:

As per Vampire Lord, but without sunlight vulnerability.  
As per Construct, but without Theoretical Engine limitations.  
This creature can advance in level (typically Cavalier or evil clergy.)

Like other Vampires, the Vampire Cyborg can choose to reanimate its victims as lesser Vampires.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Vengeance Manifest

Undead [ Free Willed]

**Combat Values:**

Spirit Points:	3d6+8d4 [ 31]
Hit Points:	8d10
Alignment:	Same as victim in lif
Attacks:	3/ 2
Parries:	1/ 1
BAtCh:	9
Base AC:	2
<input type="checkbox"/> Offworld	

These beings are the manifestation of once powerful beings (had at least 8 Class Levels) that were cut down by treachery, cowardice, or betrayal. In most cases, these beings are the returned spirits of Barbarians or Warriors who worshiped De Tannon, the God of Vlt. However, it is not unheard of for Manifest of any character class and of any god to appear if the crime they are avenging is serious enough. Whatever the case, only a person with a strong sense of will or who was the victim of a truly terrible betrayal can hope to rise as a Manifest. A Manifest is given one month per Class Level that it possessed in life to complete its mission. Once its target is slain, its body falls to ashes and its spirit enters the afterlife. A Manifest appears as a pale version of itself in life, and has no scent or presence.

## Saving Throws

Death Magic:	-
Magical Weapon:	12
Area Effect:	12
Poison:	-
System Shock:	12
Spiritual Powers:	12
Sleep/Charm:	2



Number per Encounter:	1
Frequency:	Uncommon
Size Class:	5

## Primary Attributes

Strength:	4d6
Intelligence:	3d6
Wisdom:	3d6
Faith:	3d6
Dexterity:	3d6
Constitution:	3d6
Charisma:	2d6
Corneliness:	2d6

## Movement/ Sensory

Move - Run:	14/ /
Move - Fly:	-
Move - Swim:	6/ /
Move - Burrow:	1/ /
Empathic Rating:	0%
Empathic Resist:	100%
Lowlight Vision:	12/ /
Infravision:	-
Detect Motion:	-
Sense Presence:	10/ /

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input checked="" type="checkbox"/> Turns as Undead	
<input checked="" type="checkbox"/> Dark	<input type="checkbox"/> Fear <input type="checkbox"/> Holy
<input type="checkbox"/> Regens	<input type="checkbox"/> Incorporeal
<input type="checkbox"/> Creates Undead Spawn	

## Offensive Capabilities

**Attack Modes:** Whatever weapons it had in life, though all weapons a Manifest carries will have at least a +1 magical bonus to them upon returning from the grave.

**Returning Weapons:** If a Manifest's weapons or equipment is taken from it, damaged, or destroyed, the weapon will return unharmed to the Manifest at the beginning of the next round.

## Defensive Capabilities

**Dark Aura:** 2 (Note that this Dark Aura only works on the target of the Manifest and anyone who is allied with him.)

**Resistances:** Mundane Weapons = 50%  
Cannot be Rebuked, but can be Turned

## Special Abilities:

**Sense of Prey:** A Vengeance Manifest always knows the distance and direction to its target.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Saving Throws**

- Death Magic: -
- Magical Weapon: 12
- Area Effect: 12
- Poison: -
- System Shock: 12
- Spiritual Powers: 12
- Sleep/Charm: -

**Wandering Spirit**

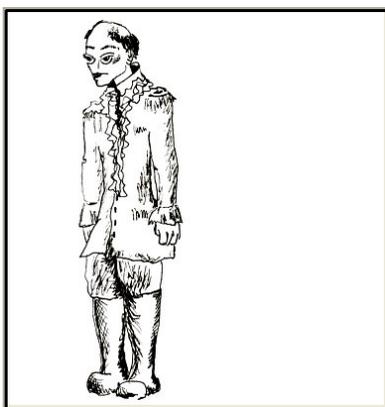
Undead [Free Willed]

**Combat Values:**

Spirit Points:	3d6+9d4 [33]
Hit Points:	8d10 [44]
Alignment:	Same as victim in life
Attacks:	3/2
Parries:	1/1
BAtCh:	12
Base AC:	5
<input type="checkbox"/> Offworld	

Wandering Spirits are in some ways similar to a Vengeance Manifest, but they are the result of those who died upon the road never to reach their destination or complete their mission. Most Wandering Spirits seek to find some way to complete their final task in life and will try to recruit adventurers or mercenaries to aid them. Others, however, seek revenge upon the world and even upon those who sent them on their last mission, especially if their doom was almost certain from the start. Wandering Spirits can be of any race, class, or alignment and any character of greater than 6th Level has a chance of becoming one if the conditions are met.

Wandering Spirits appear worn and tired, but otherwise unchanged from the way they appeared in life. They have an air of wisdom about them, and some have walked the lands for many years.



Number per Encounter:	1
Frequency:	Uncommon
Size Class:	5

**Primary Attributes**

Strength:	3d6
Intelligence:	3d6
Wisdom:	4d6
Faith:	3d6
Dexterity:	4d6
Constitution:	3d6
Charisma:	3d6
Corneliness:	2d6

**Movement/Sensory**

Move - Run:	12/1
Move - Fly:	-
Move - Swim:	5/1
Move - Burrow:	-
Empathic Rating:	25%
Empathic Resist:	75%
Lowlight Vision:	10/1
Infravision:	-
Detect Motion:	-
Sense Presence:	15/1

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input checked="" type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

**Offensive Capabilities**

**Attack Modes:** Whatever weapons it had in life, though all weapons a Spirit carries will have at least a +1 magical bonus to them upon returning from the grave.

**Returning Weapons:** If a Spirit's weapons or equipment is taken from it, damaged, or destroyed, the weapon will return unharmed to the Spirit at the beginning of the next round.

**Defensive Capabilities**

**Resistances:** Mundane Weapons = 50%  
Cannot be Rebuked, but can be Turned

**Special Abilities:**

**Traveller's Guise:** The Spirit can choose not to register as an Undead if it so wishes.

**Teleport:** A Wandering Spirit can teleport once a day to a place it has seen within a range of 10.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# War Master

Construct [NPC]

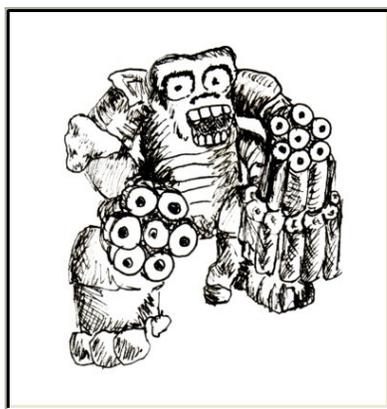
**Combat Values:**

Spirit Points:   
 Hit Points:   
 Alignment:   
 Attacks:   
 Parries:   
 BAAtCh:   
 Base AC:   
 Offworld

These Ultimate Constructs were created years ago to lead vast armies. As such, they are wise and cunning and have centuries of experience to draw upon. Unfortunately, they are also usually evil since war is their life. They appear as towering humanoid robots with astounding weapons and armour. They spend their nearly endless lives finding ways to wage and looking for the equipment need to build more of their kind.

## Saving Throws

Death Magic: -  
 Magical Weapon: 6  
 Area Effect: 10  
 Poison: -  
 System Shock: 6  
 Spiritual Powers: 10  
 Sleep/Charm: 2



Number per Encounter:   
 Frequency:   
 Size Class:

## Primary Attributes

Strength:   
 Intelligence:   
 Wisdom:   
 Faith:   
 Dexterity:   
 Constitution:   
 Charisma:   
 Comeliness:

## Movement/Sensory

Move - Run:   
 Move - Fly:   
 Move - Swim:   
 Move - Burrow:   
 Empathic Rating:   
 Empathic Resist:   
 Lowlight Vision:   
 Infravision:   
 Detect Motion:   
 Sense Presence:

## Defenses

Resists Weakness

<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead  
 Dark  Fear  Holy  
 Regens  Incorporeal  
 Creates Undead Spawn

## Offensive Capabilities

**Energy Blade:** 2d6 / Energy Blade: 2d6. On a Critical Success, victim must make a Save vs. Magical Weapon or lose a limb. If this happens, the victim takes 5d6 damage per round as he bleeds to death and must make a Save vs. System Shock to stay conscious.

**Laser:** Counts as one missile attack. Range = 600 - feet. Damage = 2d8

**Circular Saw:** Counts as one missile attack. Range = 300 - feet. Damage = 1d20

**Machine Gun:** Counts as one missile attack, but roll for 7 separate missiles. Range = 300 - feet. Each missile does 1d4 points of damage

**Nail Gun:** Counts as one missile attack. Range = 450 - feet. Damage = 3d6

**Concussion Cannon:** Counts as a full attack and can be used once per day. Range=300 feet. Deals 10 d6 damage in a 50 - foot

## Defensive Capabilities

**Energy Shield:** This energy shield absorbs the first 4 Structural Points worth of damage and regenerates every turn.

**Regeneration:** Regenerations 1 Structural Point per round.

**Resistances:** Cold = 75% Fire = 50% Electricity = 50%

**Enhanced Senses:** War Masters have all-around vision and redundant sensor arrays.

**Anti-Gravity Boots:** These give the War Master the ability to fly.

## Special Abilities:

Character class options: this creature frequently increases in level as a Warrior.

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Wasp, Giant

Animal

**Combat Values:**

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

Offworld

Giant Wasps are nasty enemies and display an astounding degree of aggression for creatures that are merely large insects. Giant Wasps will attack foes in swarms and defend their territory to the death; they combine the worst aspects of common wasps, hornets, and yellow jackets.

## Saving Throws

- Death Magic: **16**
- Magical Weapon: **16**
- Area Effect: **14**
- Poison: **14**
- System Shock: **14**
- Spiritual Powers: **18**
- Sleep/Charm: **18**



Number per Encounter:

Frequency:

Size Class:

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/ Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

---

Empathic Rating:

Empathic Resist:

---

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists Weakness

- Fire/ Heat
- Electricity
- Caustic
- Cold/ Ice
- Poison
- Magic
- Sunlight
- Mundane
- Silver
- Radiation

- Turns as Undead
- Dark  Fear  Holy
- Regens  Incorporeal
- Creates Undead Spawn

## Offensive Capabilities

Singer: 1d4 damage + Intensity: 2 Poison.  
Save vs. Poison negates the poison part of the attack.

Berserk: Each time a Giant Wasp is wounded and not killed, it gains an additional attack each round. Extra attacks gain from this ability only last 10 rounds after the first extra attack is gained, and the Wasp can never have more than 5 attacks in a given round.

## Defensive Capabilities

## Special Abilities:

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Water Thief

Animal

Combat Values:

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

Offworld

Water Thieves are a small and rather annoying bird that inhabits the desert regions of Gaiara. They hunt small lizards and insects and collect water from the morning dew and some succulent plants. However, they have a habit of attacking desert travellers to get at the water in canteens and water skins. Usually, the birds will swam their victims, puncture the water skins and drink until they are full, and then fly off. While their actions are not intentionally hostile, they can indirectly kill ill-prepared travellers. Carnivorous desert creatures have learned to follow Water Thieves to their victims and wait until they are weak from lack of water before striking.

Water Thieves are small, sand-colored birds about the size of a man's fist. They communicate with a low wailing sound and lay small eggs about the size of thimble.

## Saving Throws

- Death Magic: **16**
- Magical Weapon: **16**
- Area Effect: **14**
- Poison: **16**
- System Shock: **14**
- Spiritual Powers: **18**
- Sleep/Charm: **18**



## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

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Empathic Rating:

Empathic Resist:

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Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

---

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

Number per Encounter:

Frequency:

Size Class:

## Offensive Capabilities

Natural Weapon Attacks: Bite: 1d4 or Claws: 1d3 if airborne.

## Defensive Capabilities

Initiative bonus: +4 for the first attack if the creature was preparing an ambush.

Concealment Bonus: Before attacking, Perception Checks to find Water Thieves are made with a -4 penalty if the creature is preparing an ambush in a sandy area where it can hide.

## Special Abilities:

No special abilities

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

**Whale**

Leviathan

Animal [NPC]

**Combat Values:**

Spirit Points:	3d6+20
Hit Points:	30d10
Alignment:	Ordered
Attacks:	1/ 1
Parries:	1/ 1
BAtCh:	12
Base AC:	3
<input type="checkbox"/> Offworld	

Papilian whales are more intelligent than Gaiaran or Earth whales. These huge aquatic mammals come in several different species. Some eat only plankton, whereas some are carnivorous. Regardless, they all share a dislike and distrust of man. They will always target ocean going vessels in an attempt to destroy the ships and drown the crew. The whale species have a form of spiritual communication that spans worlds, and thus they know that mankind has caused the extinction of their kind on several worlds (Earth being a particular offender). Whales (unjustly) blame mankind for the existence of The Riving, which has now twisted many of their kin.

Note: a Gaiaran whale has an Intelligence of 2d4.

**Saving Throws**

Death Magic:	10
Magical Weapon:	8
Area Effect:	8
Poison:	10
System Shock:	8
Spiritual Powers:	12
Sleep/Charm:	16



**Primary Attributes**

Strength:	21+1d4
Intelligence:	3d4
Wisdom:	3d6
Faith:	3d6
Dexterity:	2d6
Constitution:	2d6+8
Charisma:	2d6
Corneliness:	3d6

**Movement/ Sensory**

Move - Run:	
Move - Fly:	
Move - Swim:	24/ /
Move - Burrow:	
Empathic Rating:	25%
Empathic Resist:	25%
Lowlight Vision:	
Infraision:	
Detect Motion:	360/ /
Sense Presence:	36/ /

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

Number per Encounter:	1d4
Frequency:	Very Rare
Size Class:	9

**Offensive Capabilities**

Ramming (4d6). Can advance in Warrior, Ranger, and Shaman.

Bite (varies between 1d6 and 3d12, depending on species).

**Defensive Capabilities**

Immune to cold. Can submerge for up to an hour.

**Special Abilities:**

Whale song. Can communicate with other whales up to 1,000 miles away.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Wind Ripper

Birds of Prey

Animal

Combat Values:

Spirit Points:	2d4+1 [6]
Hit Points:	3d6 [11]
Alignment:	Animal
Attacks:	3/2
Parries:	1/1
BAtCh:	17
Base AC:	5
<input type="checkbox"/> Offworld	

Wind rippers are omnivorous birds that eat a mix of berries, grains, large insects, small rodents, and fish. They attack much like an earthly falcon by swooping down on their prey and striking with their claws and killing it in one impressive attack. They will generally not attack humans or other large animals unless their nest or young are threatened.

Wind rippers appear as large black birds of prey with amber-colored eyes, undebly, and bands on its wingfeathers.

Note that these stats can be used to describe most birds of prey, such as Hawks, Falcons, Eagles, and even Ravens. All of these birds do exist in Gaiar and make good animal companions.

## Saving Throws

Death Magic:	16
Magical Weapon:	16
Area Effect:	14
Poison:	16
System Shock:	14
Spiritual Powers:	18
Sleep/Charm:	18



Number per Encounter:	1d2
Frequency:	Common
Size Class:	3

## Primary Attributes

Strength:	2d6
Intelligence:	2d6
Wisdom:	2d6
Faith:	2d4
Dexterity:	4d6
Constitution:	3d6
Charisma:	2d4
Corneliness:	2d4

## Movement/Sensory

Move - Run:	2//
Move - Fly:	30// Class C
Move - Swim:	-
Move - Burrow:	-
Empathic Rating:	10%
Empathic Resist:	10%
Lowlight Vision:	10//
Infravision:	-
Detect Motion:	30//
Sense Presence:	-

## Defenses

Resists	Weakness
<input type="checkbox"/>	Fire/Heat <input type="checkbox"/>
<input type="checkbox"/>	Electricity <input type="checkbox"/>
<input type="checkbox"/>	Caustic <input type="checkbox"/>
<input type="checkbox"/>	Cold/Ice <input type="checkbox"/>
<input type="checkbox"/>	Poison <input type="checkbox"/>
<input type="checkbox"/>	Magic <input type="checkbox"/>
<input type="checkbox"/>	Sunlight <input type="checkbox"/>
<input type="checkbox"/>	Mundane <input type="checkbox"/>
<input type="checkbox"/>	Silver <input type="checkbox"/>
<input type="checkbox"/>	Radiation <input type="checkbox"/>
<input type="checkbox"/>	Turns as Undead
<input type="checkbox"/>	Dark <input type="checkbox"/> Fear <input type="checkbox"/> Holy
<input type="checkbox"/>	Regens <input type="checkbox"/> Incorporeal
<input type="checkbox"/>	Creates Undead Spawn

## Offensive Capabilities

Natural Weapon Attacks: Bite: 1d6 / Claws: 1d4

## Defensive Capabilities

Initiative bonus: +4 for the first attack if the creature was preparing an ambush.

Concealment Bonus: Before attacking, Perception Checks to find Wind Rippers are made with a -4 penalty if the creature is preparing an ambush from treetops or cliff sides.

## Special Abilities:

No special abilities

**Encounter Level**

Level 1-3  
 Level 4-6  
 Level 7-9  
 Level 10-15  
 Level 16-20  
 Level 21+

**Wing Serpent**

---

Animal

Wing Serpents are odd creatures that look like serpentine manta rays that slowly lumber through the sky. They are nasty and cruel hunters and are known to strangle their victims in their sleep or poison innocents for the cruel pleasure of watching them suffer. They hunt primarily at night and live in dark tunnels in caves during the day. They live near mountainous regions that have plenty of nearby game or villages to prey upon.

Wing Serpents are about 9 feet long and have crimson or purple scales and blood-red eyes that show no pupils. They hunt aggressively, but will make a rattlesnake-like sound when warning off intruders in their territory if they do not wish to immediately attack them.

**Saving Throws**

Death Magic: **12**  
 Magical Weapon: **12**  
 Area Effect: **10**  
 Poison: **10**  
 System Shock: **10**  
 Spiritual Powers: **14**  
 Sleep/Charm: **14**

**Combat Values:**

Spirit Points: **3d4+7 [15]**  
 Hit Points: **9d8 [41]**  
 Alignment: **Malevolent**  
 Attacks: **3/2**  
 Parries: **3/2**  
 BAAtCh: **13**  
 Base AC: **3**  
 Offworld **Arranoch**



Number per Encounter: **1d3**  
 Frequency: **Common**  
 Size Class: **6**

**Primary Attributes**

Strength: **4d6**  
 Intelligence: **2d6**  
 Wisdom: **2d6**  
 Faith: **3d4**  
 Dexterity: **3d6**  
 Constitution: **3d6**  
 Charisma: **1**  
 Comeliness: **1**

**Movement/Sensory**

Move - Run: **8/1**  
 Move - Fly: **15/1 Class C**  
 Move - Swim: **2/1**  
 Move - Burrow: **1/1**

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Empathic Rating: **0%**  
 Empathic Resist: **0%**

---

Lowlight Vision: **-**  
 Infravision: **10/1**  
 Detect Motion: **-**  
 Sense Presence: **-**

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

---

Turns as Undead  
 Dark  Fear  Holy  
 Regens  Incorporeal  
 Creates Undead Spawn

**Offensive Capabilities**

**Natural Weapon Attacks:** Bite: 1d8. Save vs. Poison or suffer Intensity: 3 Poison.

**Wing Darts:** Can fire poisoned spines from its wings. This attack has a range of 80-feet and hits for 1 point of damage. The victim must then make a Save vs. Poison or suffer Intensity: 2 Poison. The Serpent has 4 Darts- 2 per wing - and these darts grow back in 1 hour.

**Grapple Attack:** If the victim is caught, they take 2d6 damage per round as the Serpent pins them. Bite attacks made against Grappled victims are at +4 to hit.

**Defensive Capabilities**

**Initiative bonus:** +4 for the first attack if the creature was preparing an ambush.

**Concealment Bonus:** Before attacking, Perception Checks to find Wing Serpents are made with a -4 penalty if the creature is preparing an ambush and there is suitable cover for it nearby.

**Special Abilities:** No special abilities

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Wolf

Animal

Combat Values:

Spirit Points:	2d4+5 [ 10 ]
Hit Points:	5d8 [ 23 ]
Alignment:	Animal or Ordered
Attacks:	3/ 2
Parries:	1/ 1
BAtCh:	16
Base A.C.:	6
<input type="checkbox"/> Offworld	

Wolves are lupine predators that hunt in packs, seeking live prey. They appear doglike and have a thick, plush coat of fur that changes color with the season (black in summer, grey in late autumn, and white in winter). Their eyes hold a distinct spark of intelligence and empathy. While Wolves are often misrepresented as evil, they are generally only dangerous to their prey and if they are starving. However, they can be territorial and will protect their mate and their young fiercely. Most Wolves will respond well to kind treatment and make excellent animal companions, unlike their mutant cousins, such as the Hydra and RUI Wolves.

## Saving Throws

Death Magic:	14
Magical Weapon:	14
Area Effect:	12
Poison:	14
System Shock:	12
Spiritual Powers:	16
Sleep/Charm:	16



## Primary Attributes

Strength:	3d6
Intelligence:	2d6
Wisdom:	2d6
Faith:	2d4
Dexterity:	3d6
Constitution:	3d6
Charisma:	2d6
Corneliness:	2d4

## Movement/ Sensory

Move - Run:	20/ /
Move - Fly:	-
Move - Swim:	2/ /
Move - Burrow:	-
Empathic Rating:	15%
Empathic Resist:	15%
Lowlight Vision:	15/ /
Infravision:	-
Detect Motion:	-
Sense Presence:	-

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>
<input type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

Number per Encounter:	1d4+1
Frequency:	Common
Size Class:	3

## Offensive Capabilities

Natural Weapon Attacks: Claw: 1d4 / Claw: 1d4 / Bite: 1d6

## Defensive Capabilities

No special defences.

## Special Abilities:

Tracking: Has the Tracking skill (like a Ranger) at 50% when tracking prey. Can be trained to track other living targets, such as humanoids.

Scent: Can use the Tracking ability totally based upon scent. This has a range of 5 miles.

**Encounter Level**

Level 1-3  
 Level 4-6  
 Level 7-9  
 Level 10-15  
 Level 16-20  
 Level 21+

# Worm Fiend

Animal [Mutant]

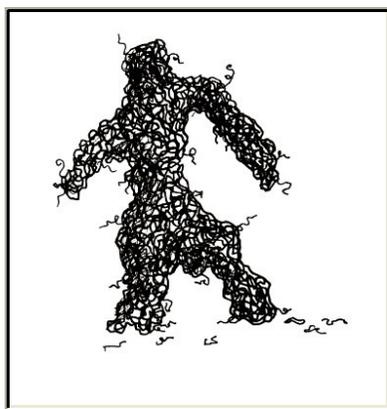
**Combat Values:**

Spirit Points:   
 Hit Points:   
 Alignment:   
 Attacks:   
 Parries:   
 BAAtCh:   
 Base AC:   
 Offworld

A Worm Fiend is actually a malevolent spirit that can take control of a colony of worms or grubs and use this colony to fashion a crude humanoid body. The spirit and the worms have a symbiotic relationship, as the worms drain blood and eat the flesh of its victims, while the controlling spirit drains spiritual points. In many ways, a Worm Fiend is a less powerful Thousand Eye.

## Saving Throws

- Death Magic: **14**  
 Magical Weapon: **16**  
 Area Effect: **12**  
 Poison: **10**  
 System Shock: **14**  
 Spiritual Powers: **14**  
 Sleep/Charm: **16**



Number per Encounter:   
 Frequency:   
 Size Class:

## Primary Attributes

Strength:   
 Intelligence:   
 Wisdom:   
 Faith:   
 Dexterity:   
 Constitution:   
 Charisma:   
 Comeliness:

## Movement/ Sensory

Move- Run:   
 Move- Fly:   
 Move- Swim:   
 Move- Burrow:   
 Empathic Rating:   
 Empathic Resist:   
 Lowlight Vision:   
 Infravision:   
 Detect Motion:   
 Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input checked="" type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead  
 Dark  Fear  Holy  
 Regens  Incorporeal  
 Creates Undead Spawn

## Offensive Capabilities

Drain spiritual energy (RTT), depletes 2d6 SP (not death magic)

## Defensive Capabilities

1/4 damage from impaling weapons  
Double damage from fire.

## Special Abilities:

Blood Absorption (on an attack, the worms drain a point of Endurance and 1d6 damage)

**Encounter Level**

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Wyvern

Animal

**Combat Values:**

Spirit Points:	1d4+6 [9]
Hit Points:	6d12 [39]
Alignment:	Any Evil
Attacks:	1/ 1
Parries:	2/ 1
BAtCh:	14
Base AC:	5
<input checked="" type="checkbox"/> Offworld	Arranoch

Wyverns are fearsome predators of the air, swooping in on prey in the blink of an eye. They look like large dragon-like creatures, though they only have their hind legs and lack the intelligence and cunning of true dragons. Their tail is armed with a nasty, poisonous stinger, and their teeth are as sharp as razors. Wyverns inhabit all areas of the world in one form or another; wise adventurers will always keep an eye open in case one of these beasts should strike.

## Saving Throws

Death Magic:	14
Magical Weapon:	14
Area Effect:	12
Poison:	14
System Shock:	12
Spiritual Powers:	16
Sleep/Charm:	16



Number per Encounter:	1d2
Frequency:	Uncommon
Size Class:	6-7

## Primary Attributes

Strength:	4d6
Intelligence:	2d6
Wisdom:	2d6
Faith:	2d6
Dexterity:	3d6
Constitution:	3d6
Charisma:	1d6
Corneliness:	1d6

## Movement/ Sensory

Move - Run:	10//
Move - Fly:	40//
Move - Swim:	5//
Move - Burrow:	
Empathic Rating:	10%
Empathic Resist:	30%
Lowlight Vision:	10//
Infravision:	10//
Detect Motion:	
Sense Presence:	

## Defenses

Resists	Weakness	
<input checked="" type="checkbox"/> Fire/ Heat	<input type="checkbox"/>	
<input type="checkbox"/> Electricity	<input type="checkbox"/>	
<input type="checkbox"/> Caustic	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Cold/ Ice	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>	
<input type="checkbox"/> Magic	<input type="checkbox"/>	
<input type="checkbox"/> Sunlight	<input type="checkbox"/>	
<input type="checkbox"/> Mundane	<input type="checkbox"/>	
<input type="checkbox"/> Silver	<input type="checkbox"/>	
<input type="checkbox"/> Radiation	<input type="checkbox"/>	
<input type="checkbox"/> Turns as Undead		
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear	<input type="checkbox"/> Holy
<input type="checkbox"/> Regens	<input type="checkbox"/> Incorporeal	
<input type="checkbox"/> Creates Undead Spawn		

## Offensive Capabilities

Bite: 2d6 damage / Claw: 1d8 / Claw: 1d8 / Tail Sting: 1d6 + Intensity: 3 poison unless a successful Save vs. Poison is made.

Flyby Attack: This creature likes to make high-speed attacks on its prey. The Wyvern may sacrifice all but one attack in a given round to gain a +4 AC bonus until its action next round. Not that the Wyvern cannot use its Bite attack in a Flyby Attack.

## Defensive Capabilities

Immunities: All natural poisons

Resistances: Varies. Frost Wyverns in colder climates have 50% resistance to cold damage, while Desert Wyverns in warm climates have 50% resistance to fire damage. Normal Wyverns have no special resistances.

Weakness: Varies. Frost Wyverns take 150% damage from fire damage, while Desert Wyverns take 150% damage from cold damage. Normal Wyverns have no special weaknesses.

## Special Abilities:

**Encounter Level**

Level 1-3  
 Level 4-6  
 Level 7-9  
 Level 10-15  
 Level 16-20  
 Level 21+

**Zombie Lord**

---

Undead [ Free Willed]

A Zombie Lord is far more powerful than a mere Zombie. This horrid form of Undead results when a normal Zombie regains part of its former self, creating a free-willed and dangerous opponent. They use their powers to raise armies of the Undead to assault the living, and their own martial skills are frighteningly impressive.

A Zombie Lord appears as a towering humanoid with withered and decayed flesh. These beasts stand over 7-feet tall and are always clad in armor and wielding deadly weapons.

**Saving Throws**

Death Magic: -

Magical Weapon: 10

Area Effect: 10

Poison: -

System Shock: 10

Spiritual Powers: 10

Sleep/Charm: 2

**Combat Values:**

Spirit Points: 3d6+12d4 [ 41]

Hit Points: 14d12 [ 91]

Alignment: Despotic

Attacks: 3/ 1

Parries: 1/ 1

BAtCh: 7

Base A.C: -3

Offworld

Number per Encounter: 1d2

Frequency: Uncommon

Size Class: 6

**Primary Attributes**

Strength: 4d6

Intelligence: 3d6

Wisdom: 3d6

Faith: 3d6

Dexterity: 3d6

Constitution: 4d6

Charisma: 2d4

Corneliness: 1d4

**Movement/ Sensory**

Move - Run: 12/ /

Move - Fly: -

Move - Swim: 3/ /

Move - Burrow: -

Empathic Rating: 0%

Empathic Resist: 50%

Lowlight Vision: 15/ /

Infraision: -

Detect Motion: -

Sense Presence: -

**Defenses**

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Electricity	<input type="checkbox"/>
<input checked="" type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input checked="" type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input checked="" type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input checked="" type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead  
 Dark  Fear  Holy  
 Regens  Incorporeal  
 Creates Undead Spawn

**Offensive Capabilities**

Natural Weapon Attacks: Punch: 1d8 / Punch: 1d8 / Bite: 1d10. On a Critical Success for any attack, the victim must make a Save vs. System Shock or contract Undead Nightmare.

Other weapon options: Zombie Lords are proficient in all weapons and always carry many weapons with at least a +2 enchantment.

**Defensive Capabilities**

Magic Resistance: 15%  
 Resistances: Electricity = 75% Mundane Weapons = 50%  
 Immunities: Cold, Caustics  
 Weaknesses: Takes 150% damage from Fire and Silver weapons.

**Special Abilities:**

**Feast Upon Brains:** Zombies hunger for the brains of the living. If a Zombie kills a victim, it may spend 1 turn feasting upon its brains. At the end of the turn, the Zombie is fully healed.

**Create Undead:** A Zombie Lord can animate corpses and turn them into Undead as a 10th Level Saxathrom Priest. The created Undead will obey their creator unless an outside power supersedes the Zombie Lord. A Zombie Lord can control a number of hit dice worth of Undead equal to its twice its own number of hit dice: a Zombie Lord with 10 hit dice could have 20 hit dice worth of Undead followers, for example.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Zombie, Common

Undead

Combat Values:

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

Offworld

Zombies are shambling corpses that act as servants and slaves to dark Priests, Necromancers, more powerful Undead, or other fiends. However, there are plenty of free-ranging Zombies in the world. Zombies are quite stupid and can only do very simple sentences. Their combat tactics consists of swarming a foe and beating it to death so they can eat the brains. Zombies appear as rotting, rotten corpses that have a horrid stench and are surrounded by flies.

## Saving Throws

- Death Magic: -
- Magical Weapon: 16
- Area Effect: 16
- Poison: -
- System Shock: 16
- Spiritual Powers: 16
- Sleep/Charm: -

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/ Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

Empathic Rating:

Empathic Resist:

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/ Heat	<input checked="" type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input type="checkbox"/> Cold/ Ice	<input type="checkbox"/>
<input type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input type="checkbox"/> Radiation	<input type="checkbox"/>

Turns as Undead

Dark  Fear  Holy

Regens  Incorporeal

Creates Undead Spawn

Number per Encounter:

Frequency:

Size Class:

## Offensive Capabilities

Natural weapon attacks: Punch: 1d4 / Bite: 1d6.

Other weapon options: May rarely be armed with simple melee weapons. Zombies shun ranged weapons.

## Defensive Capabilities

Weaknesses: Takes double damage from Fire and Silver weapons.

## Special Abilities:

**Feast Upon Brains:** Zombies hunger for the brains of the living. If a Zombie kills a victim, it may spend 1 turn feasting upon its brains. At the end of the turn, the Zombie is fully healed.

**Create Spawn:** Any creature slain by a Zombie has a 5% chance of rising as a Zombie in 3d6 days. The only way to prevent this is by consecrating the body with General Ceremony, Last Rites, or Holy Water, burning it, or raising the victim from the dead.

Encounter Level

- Level 1-3
- Level 4-6
- Level 7-9
- Level 10-15
- Level 16-20
- Level 21+

# Zombie, Crystal

Husks

Undead

Combat Values:

Spirit Points:

Hit Points:

Alignment:

Attacks:

Parries:

BAtCh:

Base AC:

Offworld

These creatures are only found in areas with a high Crystallin presence

Crystal Zombies are the animated remnants of children and infants whose souls have been fed to the Generators. They appear dark white, gaunt, and have eyes made from luminous crystals. They usually appear naked or dressed in rags. A Crystal Zombie dies if its eye crystals are destroyed.

## Saving Throws

- Death Magic: -
- Magical Weapon: 16
- Area Effect: 16
- Poison: -
- System Shock: 16
- Spiritual Powers: 16
- Sleep/Charm: 2

## Primary Attributes

Strength:

Intelligence:

Wisdom:

Faith:

Dexterity:

Constitution:

Charisma:

Corneliness:

## Movement/Sensory

Move - Run:

Move - Fly:

Move - Swim:

Move - Burrow:

Empathic Rating:

Empathic Resist:

Lowlight Vision:

Infravision:

Detect Motion:

Sense Presence:

## Defenses

Resists	Weakness
<input type="checkbox"/> Fire/Heat	<input type="checkbox"/>
<input type="checkbox"/> Electricity	<input type="checkbox"/>
<input type="checkbox"/> Caustic	<input type="checkbox"/>
<input checked="" type="checkbox"/> Cold/Ice	<input type="checkbox"/>
<input checked="" type="checkbox"/> Poison	<input type="checkbox"/>
<input type="checkbox"/> Magic	<input type="checkbox"/>
<input type="checkbox"/> Sunlight	<input type="checkbox"/>
<input type="checkbox"/> Mundane	<input type="checkbox"/>
<input type="checkbox"/> Silver	<input type="checkbox"/>
<input checked="" type="checkbox"/> Radiation	<input type="checkbox"/>
<input checked="" type="checkbox"/> Turns as Undead	
<input type="checkbox"/> Dark	<input type="checkbox"/> Fear
<input type="checkbox"/> Regens	<input type="checkbox"/> Holy
<input type="checkbox"/> Creates Undead Spawn	<input type="checkbox"/> Incorporal

Number per Encounter:

Frequency:

Size Class:

## Offensive Capabilities

Punch (1d4), Bite (1d4), special attack: stuns foe on critical success (effect lasts 1d4 rounds).

Surprise: They attack first in the initial combat round.

Knows the unarmed skill Way of the Iron Fist, int(1)

## Defensive Capabilities

Immunities: cold, radiation, poison.

## Special Abilities:

No special abilities

**Encounter Level**

Level 1-3  
 Level 4-6  
 Level 7-9  
 Level 10-15  
 Level 16-20  
 Level 21+

**Zombie, Low**

Night Shamblers

Undead

Low Zombies, also called Night Shamblers, are a common sight on Nightfall, although they could be found on any world that has been corrupted by darkness. Unlike common Zombies, these monsters actually rise out of the ground unbidden and do not require a preexisting corpse. At dawn, these shambling dead sink back into the ground.

Because the ground produces these monsters, they smell more like recently turned earth and do not reek with gae stench. They appear as rotting corpses, however, complete with sunken eyes, open sores, and rotting flesh that continuously drips off the bones. They are clothed in filthy rags, but never carry anything of value.

Low Zombies are slow, stupid, and mean. They are dumb and weak, however, and are often more of a nuisance than a threat. They succeed only by overwhelming their prey by sheer numbers. They do not eat their victims; they simply seek to murder. They are too weak to create spawn. If a Low Zombie is slain in combat, it melts back into the ground.

**Saving Throws**

Death Magic: -  
Magical Weapon: 18  
Area Effect: 18  
Poison: -  
System Shock: -  
Spiritual Powers: 18  
Sleep/Charm: -

**Combat Values:**

Spirit Points: 1  
Hit Points: 1d6  
Alignment: Malevolent  
Attacks: 1/1  
Parries: 0/1  
BAAtCh: 20  
Base AC: 7  
 Offworld: Nightfall

Number per Encounter: 1d8  
Frequency: Common  
Size Class: 5

**Primary Attributes**

Strength: 2d6  
Intelligence: 1  
Wisdom: 1  
Faith: 1  
Dexterity: 2d6  
Constitution: 2d4  
Charisma: 1  
Comeliness: 1d2

**Movement/Sensory**

Move - Run: 8//  
Move - Fly:   
Move - Swim:   
Move - Burrow:   
Empathic Rating:   
Empathic Resist:   
Lowlight Vision:   
Infravision: 24//  
Detect Motion:   
Sense Presence:

**Defenses**

Resists Weakness

Fire/Heat   
 Electricity   
 Caustic   
 Cold/Ice   
 Poison   
 Magic   
 Sunlight   
 Mundane   
 Silver   
 Radiation   
 Turns as Undead  
 Dark  Fear  Holy  
 Regens  Incorporeal  
 Creates Undead Spawn

**Offensive Capabilities**

Fist [1d6+1]  
Bite [1d4]

**Defensive Capabilities**

Immunity: Poison, Death Magic, Radiation  
Weakness: Double damage from Sunlight and Fire.

**Special Abilities:**

None. These are very basic Creatures.

**Encounter Level**

Level 1-3  
 Level 4-6  
 Level 7-9  
 Level 10-15  
 Level 16-20  
 Level 21+

**Zombie, Vine**

Creepers  
 Undead/ Plant

A Vine Zombie results when a particular type of mobile, predatory vine senses the availability of a fresh humanoid corpse. The Creeper portion of the combined being uses the host corpse body as means of transportation for dropping spores. The Vine Zombie appears as a rotted, shambling human corpse with vine thorns sticking out from underneath its skin. It dresses in whatever clothes it was wearing at the time of death (though these clothes will rot). A Vine Zombie lasts for about 6 months, whereupon the animating vine dies (having fully laid down all its spores). The remnant creature continues on as a conventional Zombie.

**Saving Throws**

Death Magic: **NA**  
 Magical Weapon: **16**  
 Area Effect: **16**  
 Poison: **NA**  
 System Shock: **16**  
 Spiritual Powers: **16**  
 Sleep/Charm: **NA**

**Combat Values:**

Spirit Points:   
 Hit Points:   
 Alignment:   
 Attacks:   
 Parries:   
 BAAtCh:   
 Base A.C:   
 Offworld

**Primary Attributes**

Strength:   
 Intelligence:   
 Wisdom:   
 Faith:   
 Dexterity:   
 Constitution:   
 Charisma:   
 Comeliness:

Number per Encounter:   
 Frequency:   
 Size Class:

**Movement/ Sensory**

Move - Run:   
 Move - Fly:   
 Move - Swim:   
 Move - Burrow:   
 Empathic Rating:   
 Empathic Resist:   
 Lowlight Vision:   
 Infravision:   
 Detect Motion:   
 Sense Presence:

**Defenses**

Resists Weakness

Fire/ Heat   
 Electricity   
 Caustic   
 Cold/ Ice   
 Poison   
 Magic   
 Sunlight   
 Mundane   
 Silver   
 Radiation

Turns as Undead  
 Dark  Fear  Holy  
 Regens  Incorporeal  
 Creates Undead Spawn

**Offensive Capabilities**

Can launch vines from its wrists in order to effect a strangulation routine (saps 1d4 Endurance per round)

**Defensive Capabilities**

Turns as an Undead 4 HD higher, due to its living organic components. Takes half damage from impaling weapons. Vulnerable to spells that affect plants.

**Special Abilities:**

Uses whatever weapons the host body had at the time of reanimation.