

CREATURE NOTES

NAME (# appearing in an encounter and any notes)

TACTICS specific tactics or maneuvers commonly used by the creature

SPECIAL specific special abilities, magik and similar items

Flyby Attack – creature can make an attack at any point in its movement

Stoop – creature can make an aerial charge

Echolocation – creature “sees” or tracks via passive or active sound

Sound Identification – creature can identify a person, creature or thing by the sounds it makes and “remember” them

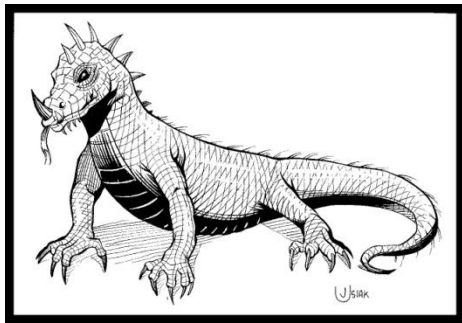
Devour – creature makes an attack that “eats” or “removes” its victim’s flesh & bone, inflicting permanent BODY damage

Swallow Whole – creature can consume any victim the listed BODY size

Web Walk – can walk freely in spider webs like normal movement or as specified

Tree Stride – can move using trees, tree branches, vines, etc. like normal movement or as specified

Drain – one attack drains an attribute or characteristic, inflicting the drain as a permanent attribute or characteristic loss unless a TD 250 Shock check is made against the attack (when the point or points lost are healed).



BASILISK (1, mated pair or d12)

TACTICS – ambush tactics to petrify or scurry & flee

ATK +54 ER S – M CF 20

DEF 137 (DR 11) HP 77 Bite d3+2 (C100, F

MD 112 (MR 17) PER +144 Dodge +10

PD Immune APT 12

BODY 42 ESS 4 Move 10

COORD 21 MA 11 F +77, D +100, S +102, P/V Immune

Quick Base Skill Rank: 10

SECRETS – Burrow

SPECIAL – Gaze attack has range of 35 ft, d100+100 versus victim’s MD to petrify 3d10+10 BODY. Petrified BODY is treated as BODY damage & adds 1:1 to MASS (reducing movement). If half BODY or more is petrified the person will slowly die, losing d6 BODY per hour until death. Exudes toxic, sticky yellowish slime on back that is toxic to any living creature (d100+75 versus p/v or 2d20+20 HP damage). Immune to petrification, fire, paralysis and all psychic or mental power; acid inflicts one-quarter normal damage.



BLACK FISHERMAN (1)

TACTICS – attacks sleeping victim from ambush; flees if confronted; never leaves its webbed home.

ATK +99 ER * CF 37

DEF 199 (DR 1) HP (BODY + 20) Sting d3+2 (C100, F [no body damage added])

MD 143 (MR 1) PER +211 Dodge +75

PD 118 (PR 0) APT 32

BODY 20 – 80 ESS 7 Move 5*

COORD 60 MA 14 F +37, D Immune, S +57, P/V Immune

Quick Base Skill Rank: 25

SECRETS – Web Walk (M 180), Tree Stride (M 120)

SPECIAL – It can sting but typically attacks by dangling a thread of silk above a sleeping victim's lips and then drips venom until victim is paralyzed or dead. It then reels them up. Venom is potency d100+120: paralyzes double the Black Fisherman's BODY while inflicting the spider's BODY +10 in HP damage (primary effect).



BLACK LION (d12)

TACTICS – ambush tactics; typically charges or pounces from concealment

ATK +141 ER C – M CF 36

DEF 199 (DR 5) HP 86 Bite 2d8+10 (C93, F 1) +B 2d6+2, (x2) Claw 2d6+6 (C88, F 1) +B 2d6+2

MD 83 (MR 3) PER +155 Dodge +72

PD 48 (PR 5) APT 37

BODY 67 ESS 12 Move 100*

COORD 70 MA 10 F +99, D +27, S +139, P/V +57

Quick Base Skill Rank: 50

SECRETS – Aerial Moves, Second Dodge, Dodging Strike, Guile, Mask, Pursue, Gash, Shock Attack, Retort Dodge, Spread Attack

SPECIAL – Can make a special claw/claw/bite attack sequence in one CF Action Count. If they connect with both claws, their hind claws tear into the victim with a double rake (roll damage for two claws). If they connect with a bite attack (or two claws) during the charge maneuver they can opt to throw their victim as part of the attack as well. Black Lions are immune to any form of petrification. Double their quick base skill rank for Athletics, Acrobatics or Clandestine checks.



BLACK SCORPION (1)

TACTICS – ambush tactics to outright bruiser tactics

ATK +281 ER M – XL+2 CF 31

DEF 153 (DR45) HP 382 Sting 2d10+10 (C71, F 5) +B 5d6+60, (x2) Claw 3d20+30 (C84, F 7) +B 5d6+60

MD 111 (MR 21) PER +288 Dodge 0

PD 17 (PR 0) APT 29

BODY 222 ESS 20 Move 200*

COORD 30 MA 8 F Immune, D Immune, S +333, P/V Immune

Quick Base Skill Rank: 45 (Combat 150)

SECRETS – Spread Attack, Devour (requires two successive claw attacks; next attacks all inflict BODY dme)

SPECIAL – Electricity ricochets off its chitin, immune to acid, uses EM senses and internal heat sensors. Breathes through its tail and can submerge in water to hide. The stinger inflicts a 5d10+200 TD venom that will inflict 5d10 BODY damage.

CHOKER WEED (d10 patches)

TACTICS – none

ATK * ER * CF *

DEF * HP * Pollen (see below)

MD * PER * Dodge 0

PD * APT 2 Gait *

BODY * ESS 1 Move *

COORD * MA * F Immune, D Immune, S Immune, P/V Immune

Quick Base Skill Rank: *

SECRETS – None

SPECIAL – Each patch is 3 to 6 ft tall and covers a rough 10 ft area. If disturbed in any way the weeds eject clouds of pollen, causing all living beings who inhale it to choke for d3 action counts. Every 5 CF Counts a victim must make a TD 200 P/V save or choke to death. If you save, 1 HP is taken instead. While choking you are Staggered. No effect on Urukks or Orcs. Hobbits make a single save and then only suffer d4 HP damage thereafter if they survive. Burning the weeds double the effectiveness. A pollen cloud will cover an 11 – 20 ft area and last d4 minutes.

DOOMGUARD (d100, 1, 3, 7, or 13 most common) (picture saved for Bestiary)

TACTICS – as programmed

ATK =BODY + 100 ER C – XL CF =highest opponent

DEF 150 (DR 45) HP =BODY + 100 As Weapon + BODY DME

MD 288 (MR 40) PER +300 Dodge =highest opponent

PD Immune APT 88

BODY 50 – 300 ESS 0 Move 60

COORD =highest opponent MA 0 F Immune, D Immune, S Immune, P/V Immune

Quick Base Skill Rank: 100

SECRETS – Mirror Move, Third Attack, Spin Attack, Retort Dodge, Secret Attack

SPECIAL – Can teleport once per CF Count 1 to 1000 ft away, usually to engage opponents. Typically engages one opponent until death. Reduce all critical hits it takes by –75 on charts. A Doomguard is a form of golem and immune to things normally

affecting living beings.

DROON (6d8) (picture saved for Beastiary)

TACTICS – Bruiser Tactics

ATK +71 ER S – M CF 25

DEF 87 (DR 5) HP 79 by Weapon

MD 22 (MR 1) PER +59 Dodge +55

PD 0 (PR 0) APT 18

BODY 55 ESS 8 Move 32

COORD 33 MA 17 F +22, D +120, S +142, P/V +146

Quick Base Skill Rank: 10

SECRETS – Guile, Canny

FREEZE BEES (10d10) (picture saved for Beastiary)

TACTICS – Attack in a swarm; hove or dive

ATK =x2 Swarm ER C – XL CF = 40 – (Swarm /10)

DEF =x2 Swarm (DR 5) HP =x3 Swarm Swarm Attack d10 x Swarm (C 100, F 1)

MD =Swarm (MR 10) PER 50 Dodge +50 (as swarm)

PD =Swarm (PR 3) APT =Swarm

BODY =x3 Swarm ESS =Swarm Move 600 (fly)

COORD =highest opponent MA 20 F Immune, D Immune, S Immune, P/V Immune

Quick Base Skill Rank: =Swarm

SECRETS – Additional Dodge, Spread Attack

SPECIAL – Anyone killed by the Freeze Bees is frozen solid. Immune to cold & paralysis. Fire inflicts double damage. As the swarm takes damage its numbers reduce (1:3 damage to swarm count). The Swarm can engulf its BODY in other creatures and make a swarm attack against them.



GREY HORROR (1 to 24)

TACTICS – Bruiser; forages across a broad area

ATK +188 ER M – XL +1 CF 29

DEF 159 (DR 3 HP 229 (x2) Claws 3d6+20 (C 85, F 3) +B 5d6+30, Bite d10+15 (C 55, F 7) +B 5d6+30

MD 149 (MR19) PER 77 Dodge 42

PD 37 (PR 3) APT 30

BODY 151 ESS 20 Move 99

COORD 38 MA 24 F +289, D +89, S +333, P/V Immune

Quick Base Skill Rank: 75

SECRETS – Devour (Bite only)

SPECIAL – Half damage from fire, cold or acid sources.

GREY SKIMMER (1 to 20)

TACTICS – Predator tactics

ATK +127 ER M CF 28

DEF 101 (DR8) HP 82 (x2) Claws d6+5 (C 98, F 3) +B 2d4+1, Bite d10+15 (C 97, F 7) +B 2d4+1

MD 59 (MR1) PER 123 Dodge +42

PD 44 (PR 1) APT 10

BODY 56 ESS 5 Move 99

COORD 31 MA 9 F +63, D +71, S +88, P/V Immune

Quick Base Skill Rank: 25

SECRETS – Drain CON (requires a successful bite)

SPECIAL – Automatically grapples & restrains on a successful bite attack. Each subsequent action count it inflicts full bite damage (no +B added) and drains 1 CON.

LUMBER BUGS (2d8)

They are camouflaging boring beetles that prefer arboreal substances but are not above the occasional fleshy treat like humans!

They resemble giant cockroaches with a mouth that opens up in a triangular shape almost double its width, 4 barbed digging appendages and two very strong pusher legs.

Tactics: Brawler

ATK +57 ER M CF 26

DEF 51 (DR 13) HP 40 see below

MD 4 (MR 1) PER 79 Dodge +74

PD 19 (PR 1) APT 21

BODY 25 ESS 14 Move 19

COORD 38 MA 5 F +23, D 135, S +98, P/V Immune

Quick Base Skill Rank: 10

SECRETS – Drain CON (requires a successful bite)

SPECIAL – They can bore through 1 DR of metal, 3 DR of other material, & 7 DR of flesh per CF Count. It grapples @ 125 Athletics. Each CF Count it grapples, it uses its boring attack. Once through any DR, it bores through d4+2 BODY per CF Count. When it bores enough BODY damage to equal its own 25 BODY, its considered to be “inside” the victim, unless the victim is smaller than 25 BODY. Once “inside” a victim only extreme heat will drive it out. Takes x2 damage from heat/fire but is immune to p/v.

RED CROWN BAT (10d10, 75% from an ambush)

Large Bats with a blood colored ears and crown

TACTICS – Attack in a swarm; hove or dive w/1 bat per 5 BODY of a victim will swarm, Gash and bleed out a victim

ATK +58 ER C – S CF 33

DEF 103 (DR1) HP 27 Bite d4+4 (C 94, F 1)

MD 19 (MR0) PER 180 Dodge +87

PD 8 (PR0) APT 24

BODY 14 ESS 5 Move 88 (fly)

COORD 44 MA 12 F 44, D Immune, S 25, P/V 88

Quick Base Skill Rank: 10

SECRETS – Additional Dodge, Gash, Flyby Attack

SPECIAL – Echolocation, Sound Identification

SKELETON (varies)

TACTICS – If commanded; otherwise none

ATK +48 ER By Wpn CF 14

DEF 37 (DR 7) HP 35 By Wpn (+2 Crit)

MD 19 (MR 3) PER 20 Dodge +27

PD Immune (PR Immune) APT 0

BODY 45 ESS 0 Move 15

COORD 24 MA 0 F Immune, D Immune, S Immune, P/V Immune

Quick Base Skill Rank: 15

SECRETS – Hard Hit (+5 DME), Armor Piercing (+5 DME w/wpn)

SPECIAL – If wearing armor, add appropriate DR. If using a shield, add to DEF & allow a Block maneuver. Immune to all Piercing Damage, Half from Slashing but Bash damage inflicts normal effects. Immune to mental or magik powers that affect living creatures

TEASE VINE (d100)

A vine common to waterways and wet areas, the tease vine exudes globules of shiny sap to draw in avians and other creatures. The lure sits in their “mouth”, which typically is two to three feet wide. They snap closed around prey like a venusian fly trap.

Tactics: Lure – generally something shiny or precious.

ATK +75 ER Close CF 20

DEF 10 (DR 5) HP 33 Bite d12+1

MD 37 (MR 4) PER 43 Dodge +27

PD 8 (PR 1) APT 0

BODY 23 ESS 0 Move 15

COORD 24 MA 0 F Immune, D Immune, S +55, P/V +71

Quick Base Skill Rank: 12

SECRETS – Swallow Whole (10 BODY), Guile (Crime)

SPECIAL – Usually catches a hand/foot of a curious being. Usually a lure is kept in its “mouth” to draw creatures or sentient people.

WOLF (d20)

TACTICS – Assist Other, Charge, Knock Down, and will maneuver to set up an opponent for other wolves

ATK +52 ER C – M CF 26

DEF 94 (DR1) HP 62 Bite 2d6+11 (C 92, F 2)

MD 55 (MR1) PER +78 Dodge +51

PD 88 (PR3) APT 30

BODY 22 ESS 8 Move 40

COORD 34 MA 17 F +54 D +58, S +42, P/V +20

Quick Base Skill Rank: 10

SECRETS – Retort Dodge, Dodging Strike, Hamstring, Disarm, Cornered Rat (Street Style), Scent Identification

ITEMS:

-- Fetish --

Gift of the Kuleean – made from knotted horse hair, this charm hearkens from the Kuleean tribe of Centaur that roam the Great Grass Plains of Khaora. Each knot holds a small bone carved with representations of the Black Lion, Thorg, Wobra, Thangrel, Tinidion and Khazulhounds. The charm bears minor spiritual alignment to each of these animals and provides a +10 Dodge bonus to whosoever wears it at a cost of 1 APT daily.

-- Magik --

Spike of Falohyr Falls – A short spear made legend for its use against the Droon of the Withered Lands and for its defense of the falls against the Marm when they came from the sky in a black rain during the Twin World War. ATK 30, CF -1, DEF 15, DME 2d4+10, CRIT 81A, F 6, [P], S-M/50, BODY 10-128. In Falohyr its recongized on sight and confers the social motifs of

Acknowledged Heroic and Renowned.

Dawnstar Longbow – a relic of ancient times this longbow was crafted during the times that preceded the Rise of the One and saw use in many of the great conflicts of the Nexus Wars. Ebony in color with purple veins twining with silver ones. This bow needs no string and can shoot normal arrows or magik ones. The arcane arrows it fires require 1-mana and inflict 2d6+16 HP dme. The bow has stats like a normal longbow but only -3 CF and it will act like a Power Bow for up to 45 BODY.

Argent Ring of Power -- ring crafted of silver with a bright blue core of crystal. The ring allows you to channel +30 more mana than normal per melee round and is 180 mana source.

Bracers of Aalna'Chuoul – Adds +10 to Dodge and +30 to DEF.

Minor Religious Receptacle – Dedicated to a single religion and takes a form acceptable to the religion. It acts like a 50 Mana source. Some store Faith instead and can hold up to 10 Faith in place of mana.

Kudlin's Lockpicks – +20 bonus to rolls to deactivate traps or pick locks.

Boots of Silent Fall - Move with 100% silence, reducing PER & recon checks to notice by -75.

Shinyril Kukri – +20 ATK, reduces CF penalty to (0) otherwise like normal. It can stun any living being it inflicts at least 1 HP damage (no BODY limit) if they fail a TD 75+DME inflicted Shock save.

Lugen Kail Half-Plate. Padded, Fitted, Race (Dwarf). The half-plate makes little noise and it's both fitted to the dwarven race body structure and adjusted to work symbiotically with dwarven racial characteristics too. DR 23A, Charge bonus +8, BODY 84, CF -2, Dodge -4, Move -1, Maneuver -8. Not magikal but highly crafted from quality materials and engineered for functionality.

-- Potion --

Potion of Healing - Heals 25% HP immediately but TD 75 Shock or stunned for d4 melee rounds.

-- Elixer --

Detoxification Elixir – detoxifies 100% any creature 200 BODY or less.

Life Elixirs – return any creature with positive ESS back to life with 25% HP.

-- Scroll --

Healing Scroll – Drains 3 APT from user to perform the Heal Self Ritual at 75 Ceremony skill ranks.

-- Alchemical --

Flare Twigs. When snapped, they release a flare visible through all but 100% concealment, up to 30 miles away.

Obscuring Mist. Mist filled glass oval that fills a 30 ft cubed area in dense, 100% concealment mist. Lasts d6+6 minutes. Uses Light Throwing Arms Weapon Group.

-- Techno --

Charged Glove – a thick, heavily padded, leather, elbow to fingertip length glove with platinum and steel wires running from circular metal bands near the elbow to the metal fingertips. The glove builds a powerful static charge naturally through normal or vigorous movement and contact with its wearer's skin. It takes 2 CF Action Counts of vigorous movement (normal action) or a minute of normal movement to build up a charge. The glove can only contain 1 charge. It will discharge the pent up electricity into anything touched with 2 or more fingertips, inflicting 7 – 12 HP of damage. To touch an opponent, make a normal attack with the glove against your opponent's DEF. If you succeed, they gain a Shock save against the effect. If they succeed, they take half damage; otherwise, they take full. Attacks of this manner ignore the DR, MR, and PR of an opponent.

-- Psychic --

Mind Stinger – looks like a braided coil of plastic filled with icy blue liquid. Rolls into a 9 inch ball when not in use. The flattened end of the coil fits over one finger while the rest wraps the wrist and forearm. To use the Mind Stinger, you point to a target within 30 ft and power it with 3 PSI. The item pulses a psychic attack at the target, seeking to overwhelm its nervous system and paralyze. The attack is at d100+55 and if succeeds, paralyzes any living creature of 50 BODY or less for d4 melee rounds.

-- Herbalist --

Black Frogs – Like they sound, these are pickled black frogs with orange mouths and tiny white teeth. The real name of these little critters is so hard to pronounce that travelers and adventurers that procured them to go into the hell wurm fens took to just calling them "black" frogs. These pickled creations are an herbalist creation that uses the natural powers of the frog's saliva and poisons to detoxify poison or venom, reversing up to 40 HP of either over a 1 minute period; also can counter up to 10 points of attribute loss from p/v as well. Must be consumed in one gulp and require a TD 75 Shock save to keep them down or they are vomited up (which destroys the frog).