



# **Monsters of Thunder:**

## **A Primer**

by

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Thunder Classic Role Playing™

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## MONSTERS OF THUNDER: A PRIMER

Welcome to the Thunder Classic Role Playing Public Beta! This primer is meant to introduce some of the monsters available, though it is by no means a full list. In the coming weeks we will continue to release Monsters of Thunder, for free. Indeed, when complete this entire book will be available as a free download.

## USING THIS BOOK

Monsters of Thunder is a list of creatures, beings, and yes, monsters that characters may encounter during their adventure. Be cautious however, all the monsters found within these pages are capable of taking out some or all of your players. Combat should never be entered into lightly and the unwary might learn this the hard way.

## WHAT'S NOT HERE

The entire sections detailing Creature Type, Creature Classes, and Creature Size have been omitted for this release. They are not necessary for play and were designed so that GMs could create their own creatures and monsters and modify existing ones (pretty cool, eh! You'll see all of this soon.).

## A NOTE ON CREATURE CLASSES

Thunder Classic Role Playing doesn't use Hit Dice as an overall measure of creature and monster power. Instead, creatures and monsters use classes for this function. Even animals have classes, though they are often much less powerful. Creatures and monsters without a class are labeled as 'Base Creature' and they can be encountered as well as classless monsters.

With regard to mechanics, the primary function of the base creature is so that classes may be added to it. This gives us a myriad of combinations for each creature. As of this writing, there are seventeen creature classes, though not all of them are open to all creatures. As well, it is possible for many creatures to have character classes.

The Monster Primer has many creature builds already included. If you find them too powerful for your characters, simply use the Base Creature instead. If that's too powerful try another creature.

## MONSTER BUILD

A Monster Build is the combination of its Type, Class, and Base Creature. When the three are combined, a complete monster is the outcome.

**Type:** A broader racial group, classification, belief system, planer natives and more.

**Creature Class:** Life experience, education, expression of abilities.

**Base Creature:** The combination of Type and the unique aspects of the creature. Creature class is added to the base creature to round out and create a more powerful creature or monster.

## LEGEND

**Name:** The name of the creature will be listed here, followed by ethos and nature on the same line.

**Ethos:** As described in the core rulebook, this is the monster's belief system, moral code, and desired "ideal" behavior.

**Nature:** The monster's core philosophy, disposition, who they really are. When under duress, fear, pain, or stress the real monster comes out, or the real angle.

**Class/Levels:** Monster class and number of levels in that class.

**Size:** How large and big the Monster is. Side determine base hit points, base hit die, strength bonus or penalty, dexterity bonus or penalty, armor class bonus or penalty,

**Type:** The monster type describes a category of monster that attribute abilities, desires, and appearance. They are: Abomination, Angelic, Animal, Demonic, Dwarf, Elf, Fairy, Gelatinous, Giant Kind, Goblinoid, Horror, Humanoid, Monster, Monstrosity, Shadowed, and Undead.

**Initiative:** Bonus to initiative roll.

**Armor Class:** Creatures armor class; natural, size, armor, and magical bonuses.

**Racial Hit Die:** When the monster acquires a class, hit dice are granted at certain levels. This hit die is a racial trait.

**Hit Points:** Total number of hit points the creature has. This number is arrived at by adding the creature's base hit points, plus strength + toughness/2, plus level hit dice.

**Recovery Points:** This number is equal to the creature's toughness score.

**Movement:** The speed of, or how fast the creature can physically move. There are several types of movement; land base, fly, and swim.

**Base Attack:** Base attack is equal, determined by the creature's class if it has one. Otherwise it is 0.

**Attack:** The total attack bonus of the creature with listed weapon. Add base attack, plus relevant attribute modifier, plus relevant martial proficiencies, plus magic if any.

**Extra Attack:** This is the attack bonus used when a creature takes an extra attack. If a creature has natural attacks and there is more than one listed then each all the attacks may be made using these adjusted numbers.

**Weapons:** List of weapons and their damage used by the creature.

**Reach:** Some creatures, especially larger ones have a longer reach than normal. The larger the creature, the longer the possible reach can be. There is no hard and fast rule for reach—refer to the individual creature for length of reach.

**Special Attacks:** Some creatures have special attacks, such as breathe-weapons, gaze, poison, etc.

**Special Qualities:** Qualities like: insubstantial, gaseous form, damage reduction, and such will be listed here.

**Magic Resistance:** Creatures with resistance to magic will have it listed here.

**Divine Resistance:** Creatures with resistance to miracles will have it listed here.

**Attributes:** As above, with bonuses listed.

**Secondary Attributes:** Are Brawn, Agility, Endurance, Willpower, Reason, and Personality. Each are listed with total bonuses.

**Spell Points:** If the creature uses magic, its spell points are listed here. There are three types: spell pool, reserve points, and creation points.

**Bonus Martial Proficiencies:** Weapons and armor the monster is proficient with.

**No Weapon Skill Penalty:** If a creature picks up a weapon they are not proficient with, they suffer the penalty listed here.

**Bonus Skills:** Skills that are known by the monster.

**Weapons Allowed:** The weapons the creature is proficient with.

**Armor Allowed:** The armor types the creature is proficient with.

**Skills:** A list of skills the creature knows.

**Languages:** Known languages of the monster/creature.

**Social Structure:** How many of the creature are typically found together.

**Class Opportunities:** Classes available to the creature.

**Resistances:** Bonus to saves: acid, divine, electricity, fire, magic poison.

**Advantages & Traits:** A list of racial abilities native to the monster/race.

**Vision:** The type of vision the monster has (some monsters have more than one): normal vision, night vision, thermal vision, and deep vision.

**Notes:** A description of the monster's life, habitat, and environment.

**Class Abilities:** List of the creature's class abilities. Base creatures will never have class abilities.

## ANIMALS

### **APE** (Ethos: None), (Nature: Neutral)

**CLASS/LEVELS:** -/0

**Size/Type:** Large (14)/Animal

**Initiative:** +1

**Armor Class:** 12 (-1 size), (+1 dex), (+2 natural)

**Racial Hit Die:** 1d12

**Hit Points:** 47

**Recovery Points:** 18

**Movement:** 30

**Base Attack:** +0

**Attack:** +3

**Extra Attack:** -1

**Weapons:** Bite 1d10+3, punch 1d8+3

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 13+1d6+2 STR (18), 12+1d6-2 DEX (14), 13+1d6+2 TOU (18), 2 INTU (2), 2 INT (2), 2 PER (2).

**Secondary Attributes:** Brawn (+3), Agility (+1), Endurance (+3), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A

**Skills:** Perception

**Languages:** N/A

**Social Structure:** Solitary, pair, or company (3-6)

**Class Opportunities:** Animal Predator, Animal Wild, and Animal War (if trained)

**Resistances:** N/A

**Racial/Type Advantages & Traits:**

Animal Mind: +3 saves to WIL, REA, PSY

**Vision:** Improved Night Vision

**Class Abilities:**

### **APE**

**CLASS/LEVELS:** Animal Wild/4

**Size/Type:** Large (14)/Animal

**Initiative:** +5

**Armor Class:** 12 (-1 size), (+1 dex), (+2 natural)

**Racial Hit Die:** 1d12

**Hit Points:** 73  
**Recovery Points:** 18

**Movement:** 30  
**Base Attack:** +2  
**Attack:** +5  
**Extra Attack:** +1  
**Weapons:** Bite 1d10+3, punch 1d8+3  
**Reach:** Normal  
**Special Attacks:** N/A  
**Special Qualities:** N/A  
**Magic Resistance:** N/A  
**Divine Resistance:** N/A

**Attributes:** 13+1d6+2 STR (18), 12+1d6-2 DEX (14), 13+1d6+2 TOU (18), 2 INTU (2), 2 INT (2), 2 PER (2).  
**Secondary Attributes:** Brawn (+7), Agility (+5), Endurance (+8), Willpower (+2), Reason (+2), Psyche (+3)  
**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A  
**Skills:** Athletics, Grapple, Intimidate, Perception, and Sneak  
**Languages:** N/A

**Social Structure:** Solitary, pair, or company (3-6)  
**Class Opportunities:** Animal Predator, Animal Wild, and Animal War (if trained)

**Resistances:** N/A

**Racial/Type Advantages & Traits:**  
Animal Mind: +3 saves to WIL, REA, PSY

**Vision:** Improved Night Vision

**Class Abilities:**  
Evasive: +2 AC while in combat, the animal must be aware of its attacker.  
Cornered: When the animal realizes there is no escape or no choice to fight it gains a +1 bonus on all attacks and damage rolls.  
Burst or Speed: When running it can now move at x4 Speed.  
Enraged: The animal becomes enraged when attacked and receives a +3 to both attack and damage rolls.

## **BADGER** (Ethos: Neutral), (Nature: Chaotic)

**CLASS/LEVELS:** -/0

**Size/Type:** Small (6)/Animal

**Initiative:** +1

**Armor Class:** 16 (+1 size), (+1 dex), (+4 natural)

**Racial Hit Die:** 1d6

**Hit Points:** 19

**Recovery Points:** 13

**Movement:** 20

**Attack:** +0

**Weapons:** claw 1d4/claw 1d4/bite 1d6

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 6+1d6 STR (9), 10+1d6 DEX (13), 10+1d6 TOU (13), 1d3 INTU (2), 1 INT (1), 1d3 PER (2).

**Secondary Attributes:** Brawn (+0), Agility (+1), Endurance (+1), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A

**Skills:** Perception, Swim

**Languages:** N/A

**Social Structure:**

**Class Opportunities:** Animal Predator, Animal Wild, Bestial Predator

**Resistances:** N/A

**Racial/Type Advantages & Traits:**

**Animal Mind:** +3 saves to WIL, REA, PSY

**Tough Hide:** +4 Natural AC

**Vision:** Normal, Superior Night Vision 120'

**Class Abilities:**

## **BADGER** (Ethos: Neutral), (Nature: Chaotic)

**CLASS/LEVELS:** Bestial/3

**Size/Type:** Small (6)/Animal

**Initiative:** +2

**Armor Class:** 16 (+1size), (+1dex), (+4Natural)

**Racial Hit Die:** 1d6

**Hit Points:** 25

**Recovery Points:** 13

**Movement:** 20

**Base Attack:** +3

**Attack:** +4

**Weapons:** Claw 1d4+1, Claw 1d4+1, Bite 1d6+1



**Reach:** Normal  
**Special Attacks:** See below  
**Special Qualities:** N/A  
**Magic Resistance:** N/A  
**Divine Resistance:** N/A

**Attributes:** STR 9 (+0), DEX 13 (+1), TOU 13 (+1), INS 2 (-3), INT 1 (-3), PER 2 (-3)  
**Secondary Attributes:** Brawn (+4), Agility (+2), Endurance (+4), Willpower (+2), Reason (+2), Psyche (+2)  
**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A  
**Skills:** Perception, Swim  
**Languages:** N/A

**Social Structure:**  
**Class Opportunities:** Animal Predator, Animal Wild, Bestial Predator

**Resistances:** N/A

**Racial/Type Advantages & Traits:**  
Animal Mind: +3 saves to WIL, REA, & PSY

Tough Hide: +4 Natural AC

**Vision:** Normal, Superior Night Vision 120'

**Class Abilities:**

Bestial Rage: Give +6 to Strength, and +3 Reason and Willpower saves. Recovery points are added to hit points. This Rage last for 5 rounds plus 1 round for each level.

Savage Attack: In a single attack, once every 3 rounds may take hit total bonus to hit, base attack and STR bonus, double the number and add it to damage.

Supernatural Toughness: Damage reduction 2, to all physical attacks.

**Skills:** Athletics, Grapple, Intimidate, Perception, Swim.

**Social Structure:** 1,2, or 4

## **BAT** (Ethos: None), (Nature: Neutral)

### **Base Creature**

**CLASS/LEVELS:** -/0

**Size/Type:** Little (4)/Animal

**Initiative:** +1

**Armor Class:** 17 (+4 size), (+1 Dex)

**Racial Hit Die:** d2

**Hit Points:** 7

**Recovery Points:** 8

**Movement:** 25

**Attack:** +0

**Weapons:** Bite 1d4-3

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 1 STR (1), 8+1d2+6 DEX (15), 7+1d2 TOU (8), 3 INTU (3), 1 INT (1), 2 PER (2).

**Secondary Attributes:** Brawn (-3), Agility (+1), Endurance (+0), Willpower (+0), Reason (+0), Psyche (+1)

**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A

**Skills:** Perception

**Languages:** N/A

**Social Structure:**

**Class Opportunities:** Animal, Wild

**Resistances:**

+4 save vs disease

**Racial/Type Advantages & Traits:** N/A

**Animal Mind:** +3 saves to WIL, REA, & PSY

**Vision:** Normal (Poor), Echo Location 120'

## **Bat**

**CLASS/LEVELS:** Animal, Wild/1

**Size/Type:** Little (4)/Animal

**Initiative:** +3

**Armor Class:** 18 (+4 size), (+1 Dex), (+3 evasive)

**Hit Points:** 12

**Racial Hit Die:** d2

**Recovery Points:** 8

**Movement:** 25

**Base Attack:** +0

**Attack:** +0

**Weapons:** Bite 1d4-3

**Reach:** Normal

**Special Attacks:** N/A  
**Special Qualities:** N/A  
**Magic Resistance:** N/A  
**Divine Resistance:** N/A

**Attributes:** STR 1 (-3), DEX 16 (+0), TOU 8 (+0), INS 3 (-3), INT 2 (-3), PER 1 (-3)  
**Secondary Attributes:** Brawn (-1), Agility (+3), Endurance (+3), Willpower (+0), Reason (+0), Psyche (+1)  
**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A  
**Skills:** Perception  
**Languages:** N/A

**Social Structure:**  
**Class Opportunities:**

**Resistances:**  
+4 save vs disease

**Racial/Type Advantages & Traits:** N/A  
Animal Mind: +3 saves to WIL, REA, & PSY

**Vision:** Poor, Echo Location 120'

**Class Abilities:**  
Evasive: +2 AC while in combat, the animal must be aware of its attacker.

## **BEAR, BLACK** (Ethos: None), (Nature: Neutral)

**CLASS/LEVELS:** -/0

**Size/Type:** Large (14)/Animal

**Initiative:** +0

**Armor Class:** 14 (-1 size, +2 natural +3 hide)

**Racial Hit Die:** 1d10

**Hit Points:** 48

**Recovery Points:** 19

**Movement:** 30

**Base Attack:** +0

**Attack:** +4

**Weapons:** Claw 1d8+4/Claw 1d8+4/Bite 1D10+4

**Reach:** 10'

**Special Attacks:** Hug

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 16+1d4+2 STR (20), 9+1d6-2 DEX (10), 16+1d4 TOU (19), 1d3 INTU (2), 1 INT (1), 1d2 PER (1).

**Secondary Attributes:** Brawn (+4), Agility (0), Endurance (+4), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A

**Skills:** Perception, Swim

**Languages:** N/A

**Social Structure:**

**Class Opportunities:** Animal Predator, Animal Wild, Bestial Predator, and Animal War (if trained)

**Resistances:**

+2 Save vs poison

**Racial/Type Advantages & Traits:**

Scent: Can track targets by scent

Track: To track a target by scent, the bear needs to make a perception check DC 12 +1 for every hour that has passed since the target was in the area. If the target is close, the bear can keep trying every round.

Hug: If the bear hits with a natural attack, a grapple check is automatically made.

Animal Mind: +3 saves to WIL, REA, PSY

Tough Hide: +3 ac

Vision: Normal

## **BEAR, BLACK**

**CLASS/LEVELS:** Animal Predator/1

**Size/Type:** Large (14)/Animal

**Initiative:** +2

**Armor Class:** 14 (-1 size, +2 natural +3 hide)

**Hit Points:** 57

**Recovery Points:** 19

**Movement:** 35

**Base Attack:** +1

**Attack:** +5

**Weapons:** Claw 1d8+4/Claw 1d8+4/Bite 1D10+4

**Reach:** 10'

**Special Attacks:** Hug

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** STR 20 (+4), DEX 10 (+0), TOU 19 (+4), INS 2 (-3), INT 1 (-3), PER 2 (-3)

**Secondary Attributes:** Brawn (+6), Agility (+2), Endurance (+6), Willpower (+0), Reason (+0), Psyche (+0)

**Bonus Martial Proficiencies:** N/A

**Skills:** Athletics, Grapple, Perception, Swim

**Languages:** N/A

**Social Structure:**

**Class Opportunities:** Animal Predator, Animal Wild, Bestial Predator, and Animal War (if trained)

**Resistances:**

+2 Save vs poison

**Racial/Type Advantages & Traits:**

Scent: Can track targets by scent

Track: To track a target by scent, the bear needs to make a perception check DC 12 +1 for every hour that has passed since the target was in the area. If the target is close, the bear can keep trying every round.

Hug: If the bear hits with a natural attack, a grapple check is automatically made.

Animal Mind: +3 saves to WIL, REA, PSY

Tough Hide: +3 ac

Vision: Normal

**Class Abilities:**

**Track:** Can track a target with scent. This is a perception roll.

## **BEAR, BROWN** (Ethos: None), (Nature: Neutral)

**CLASS/LEVELS:** -/0

**Size/Type:** Large (15)/Animal

**Initiative:** +0

**Armor Class:** 16 (-1 size, +3 natural +4 tough hide)

**Racial Hit Die:** 1d12/+6

**Hit Points:** 60

**Recovery Points:** 23

**Movement:** 35

**Base Attack:** +0

**Attack:** +5

**Weapons:** Claw 1d10+5/ Claw 1d10+5/ Bite 1d12+5

**Reach:** 10'

**Special Attacks:** Hug

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 17+1d4+3 STR (22), 8+1d6-2 DEX (9), 17+1d4+3 TOU (23), 1d3 INTU (2), 1d2 INT (1), 1d2 PER (1).

**Secondary Attributes:** Brawn (+5), Agility (+0), Endurance (+6), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A

**Skills:** Perception, Swim

**Languages:** N/A

**Social Structure:**

**Class Opportunities:** Animal Predator, Animal Wild, Bestial Predator, and Animal War (if trained)

**Racial/Type Advantages & Traits:**

**Scent:** Can track targets by scent

**Track:** To track a target by scent, the bear needs to make a perception check DC 12 +1 for every hour that has passed since the target was in the area. If the target is close, the bear can keep trying every round.

**Hug:** If the bear hits with a natural attack, a grapple check is automatically made.

**Animal Mind:** +3 saves to WIL, REA, & PSY

**Tough Hide:** +4 AC

**Vision:** Normal, Night Vision 60'

## **BEAR BROWN**

**CLASS/LEVELS:** Animal Predator/3

**Size/Type:** Large (15)/Animal

**Initiative:** +3

**Armor Class:** 16 (-1 size, +3 natural +4 tough hide)

**Hit Points:** 96

**Recovery Points:** 23

**Movement:** 35

**Base Attack:** +3

**Attack:** +8

**Weapons:** Claw 1d10+5/ Claw 1d10+5/ Bite 1d12+5

**Reach:** 10'

**Special Attacks:** Hug

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** STR (22), DEX (9), TOU (23), INS (2), INT (1), PER (1)

**Secondary Attributes:** Brawn (+8), Agility (+3), Endurance (+9), Willpower (+2), Reason (+1), Psyche (+2)

**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A

**Skills:** Athletics, Grapple, Perception, Swim,

**Languages:** N/A

**Social Structure:**

**Class Opportunities:** Animal Predator, Animal Wild, Bestial Predator, and Animal War (if trained)

**Racial/Type Advantages & Traits:**

Scent: Can track targets by scent

Track: To track a target by scent, the bear needs to make a perception check DC 12 +1 for every hour that has passed since the target was in the area. If the target is close, the bear can keep trying every round.

Hug: If the bear hits with a natural attack, a grapple check is automatically made.

Animal Mind: +3 saves to WIL, REA, and PSY

Tough Hide: +4 AC

Vision: Normal, Night Vision 60'

**Class Abilities**

Track: Can track a target with scent or sight (depending on the animal). This is a perception roll.

Fast Move: Animal's Base movement is increased by 5.

Maul: If the Animal has two claw attacks and hits with both of them, its bite attack automatically hits.

## **BEAR, POLAR** (Ethos: None), (Nature: Neutral)

**CLASS/LEVELS:** -/0

**Size/Type:** Large (15)/Animal

**Initiative:** +0

**Armor Class:** 17 (-1 size, +3 natural +5 tough hide)

**Racial Hit Die:** 1d12/+6

**Hit Points:** 60

**Recovery Points:** 23

**Movement:** 35

**Base Attack:** +0

**Attack:** +5

**Weapons:** Claw 1d10+5/ Claw 1d10+5/ Bite 1d12+5

**Reach:** 10'

**Special Attacks:** Hug

**Special Qualities:** DR 5 Cold

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 17+1d4+3 STR (22), 8+1d6-2 DEX (9), 17+1d4+3 TOU (23), 1d3 INTU (2), 1d2 INT (1), 1d2 PER (1).

**Secondary Attributes:** Brawn (+5), Agility (+0), Endurance (+6), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A

**Skills:** Perception, Swim

**Languages:** N/A

**Social Structure:**

**Class Opportunities:** Animal Predator, Animal Wild, Bestial Predator, and Animal War (if trained)

**Racial/Type Advantages & Traits:**

**Scent:** Can track targets by scent

**Track:** To track a target by scent, the bear needs to make a perception check DC 12 +1 for every hour that has passed since the target was in the area. If the target is close, the bear can keep trying every round.

**Hug:** If the bear hits with a natural attack, a grapple check is automatically made.

**Animal Mind:** +3 saves to WIL, REA, & PSY

**Tough Hide:** +5 AC

**Vision:** Normal, Night Vision 60'

## **BEAR POLAR**

**CLASS/LEVELS:** Animal Predator/3

**Size/Type:** Large (15)/Animal

**Initiative:** +3

**Armor Class:** 17 (-1 size, +3 natural +5 tough hide)

**Hit Points:** 96

**Recovery Points:** 23

**Movement:** 35



**Base Attack:** +3

**Attack:** +8

**Weapons:** Claw 1d10+5/ Claw 1d10+5/ Bite 1d12+5

**Reach:** 10'

**Special Attacks:** Hug

**Special Qualities:** DR 5 Cold

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** STR (22), DEX (9), TOU (23), INS (2), INT (1), PER (1)

**Secondary Attributes:** Brawn (+8), Agility (+3), Endurance (+9), Willpower (+2), Reason (+1), Psyche (+2)

**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A

**Skills:** Athletics, Grapple, Perception, Swim,

**Languages:** N/A

**Social Structure:**

**Class Opportunities:** Animal Predator, Animal Wild, Bestial Predator, and Animal War (if trained)

**Racial/Type Advantages & Traits:**

Scent: Can track targets by scent

Track: To track a target by scent, the bear needs to make a perception check DC 12 +1 for every hour that has passed since the target was in the area. If the target is close, the bear can keep trying every round.

Hug: If the bear hits with a natural attack, a grapple check is automatically made.

Animal Mind: +3 saves to WIL, REA, and PSY

Tough Hide: +5 AC

Vision: Normal, Night Vision 60'

**Class Abilities**

Track: Can track a target with scent or sight (depending on the animal). This is a perception roll.

Fast Move: Animal's Base movement is increased by 5.

Maul: If the Animal has two claw attacks and hits with both of them, its bite attack automatically hits.

## **BOAR** (Ethos: None), (Nature: Neutral)

**CLASS/LEVELS:** -/0

**Size/Type:** Medium (12) / Animal

**Initiative:**

**Armor Class:** 13 (10 +3 tough hide)

**Racial Hit Die:** D8

**Hit Points:** 33

**Recovery Points:** 17

**Movement:** 40

**Base Attack:** +0

**Attack:** +2

**Extra Attack:** -2

**Weapons:** Gore 1d10+2

**Reach:** N/A

**Special Attacks:** N/A

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 14+1d6 STR (17), 3d6 DEX (9), 14+1d6 TOU (17), 1 INTU (00), 2 INT (00), 1 PER (00).

**Secondary Attributes:** Brawn (+2), Agility (+0), Endurance (+2), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A

**Skills:** Perception, Swim

**Languages:** N/A

**Social Structure:**

**Class Opportunities:** Animal Predator, Animal Wild, and Animal War (if trained)

**Racial/Type Advantages & Traits:**

Animal Mind: +3 saves to WIL, REA, PSY

Tough Hide: +3 AC

**Vision:** Superior Night Vison

**Class Abilities:**

## **BOAR, LARGE**

**CLASS/LEVELS:** Animal, Wild/3

**Size/Type:** Large (13) / Animal

**Initiative:** +2

**Armor Class:** 14 (10 -1 size, +1 Natural, +4 tough hide)

**Racial Hit Die:** D10

**Hit Points:** 57

**Recovery Points:** 18

**Movement:** 45  
**Base Attack:** +2  
**Attack:** +5  
**Extra Attack:** +1  
**Weapons:** Gore 1d12+3  
**Reach:** N/A  
**Special Attacks:** N/A  
**Special Qualities:** N/A  
**Magic Resistance:** N/A  
**Divine Resistance:** N/A

**Attributes:** 14+1d6+1 STR (18), 3d6-2 DEX (7), 14+1d6+1 TOU (18), 1 INTU (00), 2 INT (00), 1 PER (00).  
**Secondary Attributes:** Brawn (+6), Agility (+2), Endurance (+7), Willpower (+1), Reason (+1), Psyche (+2)  
**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A  
**Skills:** Perception, Swim  
**Languages:** N/A

**Social Structure:**  
**Class Opportunities:** Animal Predator, Animal Wild, and Animal War (if trained)

**Racial/Type Advantages & Traits:**  
Animal Mind: +3 saves to WIL, REA, PSY  
Tough Hide: +4 AC

**Vision:** Superior Night Vision

**Class Abilities:**  
Evasive: +2 AC while in combat, the animal must be aware of its attacker.  
Cornered: When the animal realizes there is no escape or no choice to fight, it gains a +1 bonus on all attacks and damage rolls.  
Burst or Speed: When running, the bore can move at x4 Speed.

## **CAT** (Ethos: None), (Nature: Neutral)

**CLASS/LEVELS:** -/0

**Size/Type:** Little (4)/Animal

**Initiative:** +1

**Armor Class:** +4 (size)

**Racial Hit Die:** 1d2

**Hit Points:** 5

**Recovery Points:** 2

**Movement:** 25

**Base Attack:** +0

**Attack:** +1

**Extra Attack:** -3

**Weapons:** Bite 1d2+1, Claw 1+1

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 1d2 STR (1), 6+1d6+6 DEX (13), 1d3 TOU (2), 2 INTU (2), 2 INT (2), 2 PER (2).

**Secondary Attributes:** Brawn (-3), Agility (+1), Endurance (-3), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A

**Skills:** Perception

**Languages:** N/A

**Social Structure:** Domesticated or solitary

**Class Opportunities:** Animal Predator, Animal Wild, and Animal War (if trained)

**Resistances:** N/A

**Racial/Type Advantages & Traits:**

Animal Mind: +3 saves to WIL, REA, PSY

**Vision:** Superior Night Vision 60'

**Class Abilities:**

## **CAT**

**CLASS/LEVELS:** -/0

**Size/Type:** Little (4)/Animal

**Initiative:** +4

**Armor Class:** +4 (size)

**Racial Hit Die:** 1d2

**Hit Points:** 7 (+1size), (+2 S+T/2), (+2 animal), (+2 level)

**Recovery Points:** 2

**Movement:** 25

**Base Attack:** +2

**Attack:** +3

**Extra Attack:** -1

**Weapons:** Bite 1d2+1, Claw 1+1

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 1d2 STR (1), 6+1d6+6 DEX (13), 1d3 TOU (2), 2 INTU (2), 2 INT (2), 2 PER (2).

**Secondary Attributes:** Brawn (+0), Agility (+4), Endurance (+0), Willpower (+2), Reason (+1), Psyche (+2)

**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A

**Skills:** Grapple, Intimidate, Perception, and Sneak

**Languages:** N/A

**Social Structure:** Domesticated or solitary

**Class Opportunities:** Animal Predator, Animal Wild, and Animal War (if trained)

**Resistances:** N/A

**Racial/Type Advantages & Traits:**

Animal Mind: +3 saves to WIL, REA, PSY

**Vision:** Superior Night Vision 60'

**Class Abilities:**

Track: Can track a target with scent or sight (depending on the animal). This is a perception roll.

Fast Move: Animals Base movement is increased by 5.

## **CHEETAH** (Ethos: None), (Nature: Neutral)

**CLASS/LEVELS:** -/0

**Size/Type:** Medium (11)/Animal

**Initiative:** +3

**Armor Class:** 13 (+3 dex)

**Racial Hit Die:** 1d8

**Hit Points:** 26

**Recovery Points:** 15

**Movement:** 45

**Base Attack:** +0

**Attack:** +3

**Extra Attack:** -1

**Weapons:** Bite 1d10+1, Claws 1d8+3

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 12+1d6 STR (15), 15+1d6 DEX (18), 12+1d6 TOU (15), 2 INTU (2), 2 INT (2), 2 PER (2).

**Secondary Attributes:** Brawn (+1), Agility (+3), Endurance (+1), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A

**Skills:** Perception

**Languages:** N/A

**Social Structure:** Solitary, pair, or family (3-5)

**Class Opportunities:** Animal Predator, Animal Wild, and Animal War (if trained)

**Resistances:** N/A

**Racial/Type Advantages & Traits:**

Animal Mind: +3 saves to WIL, REA, PSY

**Vision:** Normal, Superior Night Vision 60'

**Class Abilities:**

## **CHEETAH**

**CLASS/LEVELS:** Animal Predator/3

**Size/Type:** Medium (11)/Animal

**Initiative:** +3

**Armor Class:** 13 (+3 dex)

**Racial Hit Die:** 1d8

**Hit Points:** 37 (+9 size), (+15 S+T/2), (+2 animal), (+11 level)

**Recovery Points:** 15

**Movement:** 45

**Base Attack:** +3

**Attack:** +6

**Extra Attack:** +2

**Weapons:** Bite 1d10+1, Claws 1d8+3

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 12+1d6 STR (15), 15+1d6 DEX (18), 12+1d6 TOU (15), 2 INTU (2), 2 INT (2), 2 PER (2).

**Secondary Attributes:** Brawn (+4), Agility (+6), Endurance (+4), Willpower (+2), Reason (+1), Psyche (+2)

**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A

**Skills:** Athletics, Grapple, Perception, and Sneak

**Languages:** N/A

**Social Structure:** Solitary, pair, or family (3-5)

**Class Opportunities:** Animal Predator, Animal Wild, and Animal War (if trained)

**Resistances:** N/A

**Racial/Type Advantages & Traits:**

Animal Mind: +3 saves to WIL, REA, PSY

**Vision:** Normal, Superior Night Vision 60'

**Class Abilities:**

Track: Can track a target with scent or sight (depending on the animal). This is a perception roll.

Fast Move: Animals Base movement is increased by 5.

Maul: If the Animal has two claw attacks and hits with both of them, its bite attack automatically hits.

## **CROCODILE** (Ethos: None), (Nature: Neutral)

**CLASS/LEVELS:** -/0

**Size/Type:** Large (14)/Animal

**Initiative:** +0

**Armor Class:** 15 (-1 size), (+2 natural), (+4 thick hide)

**Racial Hit Die:** D10

**Hit Points:** 56

**Recovery Points:** 15

**Movement:** 15, swim 25

**Base Attack:** +0

**Attack:** +3

**Extra Attack:** -1

**Weapons:** Bite 1d12+3, Tail Slap 1d10+3

**Reach:** Normal

**Special Attacks:** Grapple - Quick

**Special Qualities:** Hold Breath

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 13+1d6+2 STR (18), 10+1d6-2 DEX (11), 12+1d6 TOU (15), 3d6 INTU (1), 3d6 INT (1), 3d6 PER (1).

**Secondary Attributes:** Brawn (+3), Agility (+0), Endurance (+1), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A

**Skills:** Grapple, Perception, and Swim

**Languages:** N/A

**Social Structure:**

**Class Opportunities:**

**Resistances:**

**Racial/Type Advantages & Traits:**

Animal Mind: +3 saves to WIL, REA, PSY

Grapple Quick: If a crocodile successfully hits a target, it is granted an automatic grapple check, receiving a +2 for size.

Hold Breath: A crocodile can hold its breath for 10 minutes before it risks dying.

Thick Hide: +4 Natural armor class

**Vision:** Normal, Superior Night Vision 60'

**Class Abilities:**

## **CROCODILE**

**CLASS/LEVELS:** Animal Predator/ 2

**Size/Type:** Large (14)/Animal

**Initiative:** +3

**Armor Class:** 15 (-1 size), (+2 natural), (+4 thick hide)

**Racial Hit Die:** D10

**Hit Points:** 65 (+27 size), (+17 S+T/2), (+2 animal), (+9 level)

**Recovery Points:** 15



**Movement:** 15, swim 25

**Base Attack:** +2

**Attack:** +5

**Extra Attack:** +1

**Weapons:** Bite 1d12+3, Tail Slap 1d10+3

**Reach:** Normal

**Special Attacks:** Grapple - Quick

**Special Qualities:** Hold Breath

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 13+1d6+2 STR (18), 10+1d6-2 DEX (11), 12+1d6 TOU (15), 3d6 INTU (1), 3d6 INT (1), 3d6 PER (1).

**Secondary Attributes:** Brawn (+6), Agility (+3), Endurance (+4), Willpower (+2), Reason (+1), Psyche (+2)

**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A

**Skills:** Athletics, Grapple, Perception, Sneak and Swim

**Languages:** N/A

**Social Structure:**

**Class Opportunities:**

**Resistances:**

**Racial/Type Advantages & Traits:**

Animal Mind: +3 saves to WIL, REA, PSY

Grapple Quick: If a crocodile successfully hits a target, it is granted an automatic grapple check receiving a +2 for size.

Hold Breath: A crocodile can hold its breath for 10 minutes before it risks dying.

**Vision:** Normal, Superior Night Vision 60'

**Class Abilities:**

Track: Can track a target with scent or sight (depending on the animal). This is a perception roll.

Fast Move: Animals Base movement is increased by 5.

## **DOG** (Ethos: N/A), (Nature: Neutral)

**CLASS/LEVELS:** -/0

**Size/Type:** Small (8)/ Animal

**Initiative:** +1

**Armor Class:** 12 (+1 Size +1 Dex)

**Racial Hit Die:** D6/+1

**Hit Points:** 19

**Recovery Points:** 13

**Movement:** 30

**Base Attack:** +0

**Attack:** +1

**Weapons:** Bite 1D6+1

**Reach:** normal

**Special Attacks:** N/A

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 12+1d6-2 STR (13), 9+1d6+2 DEX (15), 10+1d6 TOU (13), 1d3 INTU (2), 1d3 INT (2), 1d3 PER (2).

**Secondary Attributes:** Brawn (+1), Agility (+1), Endurance (+1), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:**

**Bonus Martial Proficiencies:** Weapon Focus: Bite

**Skills:** Perception

**Languages:** N/A

**Social Structure:**

**Class Opportunities:** Animal Predator, Animal Wild, and Animal War (if trained)

**Racial/Type Advantages & Traits:**

Scent: Can track targets by scent

Track: To track a target by scent, the dog need to make a perception check DC 12 +1 for every hour that has passed since the target was in the area. If the target is close, the dog can keep trying every round.

Animal Mind: +3 saves to WIL, REA, PSY

Vision: Normal

## **DOG**

**CLASS/LEVELS:** Animal, Trained/ 2

**Size/Type:** Small (8)/ Animal

**Initiative:** +3

**Armor Class:** 12 (+1 Size +1 Dex)

**Hit Points:** 25

**Recovery Points:** 13

**Movement:** 30

**Base Attack:** +1

**Attack:** +2

**Weapons:** Bite 1d6+1

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** N/A  
**Magic Resistance:** N/A  
**Divine Resistance:** N/A

**Attributes:** STR (13), DEX (15), TOU (13), INS (2), INT (2), PER (2)  
**Secondary Attributes:** Brawn (+4), Agility (+3), Endurance (+4), Willpower (+2), Reason (+2), Psyche (+1)  
**Spell Points:** N/A

**Bonus Martial Proficiencies:** Weapon Focus: Bite  
**Skills:** Athletics, Perception, Sneak, Swim.  
**Languages:** N/A

**Social Structure:**  
**Class Opportunities:** Animal Predator, Animal Wild, and Animal War (if trained)

**Racial/Type Advantages & Traits:**

**Scent:** Can track targets by scent.

**Track:** To track a target by scent, the dog needs to make a perception check DC 12 +1 for every hour that has passed since the target was in the area. If the target is close, the dog can keep trying every round.

**+3 saves:** to WIL, REA, PSY.

**Vision:** Normal

**Class Abilities:**

**Empathy:** The animal can emotionally relate to its trainer and its trainer's racial type. The animal understands when someone is happy, sad, upset, afraid, hurt or being threatened. They will protect trainers that are kind to their animals.

**Tricks 1:** The animal can learn more tricks than other animals, six instead of four: Sit, Stay, Fetch, Speak, Find/Track, and Guard. Each trick can take about a week to learn.

**Skill Bonus 1:** The animal can learn another skill or gain a +2 to one skill already known. Perception +2

## **DONKEY** (Ethos: None), (Nature: Neutral)

**CLASS/LEVELS:** -/0

**Size/Type:** Large (7)/Animal

**Initiative:** +1

**Armor Class:** 10 (-1 size, +1 Natural)

**Racial Hit Die:** 1d10 +4

**Hit Points:** 37

**Recovery Points:** 18

**Movement:** 30

**Base Attack:** +0

**Attack:** +1

**Extra Attack:** -3

**Weapons:** Kick 1d8+1

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** STR (15), DEX (9), TOU (18), INS (2), INT (2), PER (2)

**Secondary Attributes:** Brawn (+3), Agility (+1), Endurance (+5), Willpower (+1), Reason (+1), Psyche (+0)

**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A

**Skills:** Perception

**Languages:** N/A

**Social Structure:**

**Class Opportunities:** Animal Trained, Animal War.

**Racial/Type Advantages & Traits:**

Four-Legged: As a result of being four-legged, mules can carry three times the load of a two-legged creature.

Animal Mind: +3 saves to WIL, REA, PSY

Vision: Normal, Superior Night Vision 90'

### **CREATURE BUILDS**

## **DONKEY**

**CLASS/LEVELS:** Animal Trained/ 1

**Size/Type:** Large (7)/Animal

**Initiative:** +1

**Armor Class:** 10 (-1 size, +1 Natural)

**Racial Hit Die:** 1d10 +4

**Hit Points:** 46

**Recovery Points:** 17

**Movement:** 30

**Base Attack:** +1

**Attack:** +2

**Extra Attack:** -2

**Weapons:** Kick 1d8+1

**Reach:** Normal  
**Special Attacks:** N/A  
**Special Qualities:** N/A  
**Magic Resistance:** N/A  
**Divine Resistance:** N/A

**Attributes:** STR (15), DEX (9), TOU (18), INS (2), INT (2), PER (2)  
**Secondary Attributes:** Brawn (+3), Agility (+1), Endurance (+5), Willpower (+1), Reason (+1), Psyche (+0)  
**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A  
**Skills:** Athletics, Perception, Swim  
**Languages:** N/A

**Social Structure:**  
**Class Opportunities:** Animal Trained, Animal War.

**Racial/Type Advantages & Traits:**

Four-Legged: As a result of being four-legged, donkeys can carry three times the load of a two-legged creature.

Animal Mind: +3 saves to WIL, REA, PSY

Vision: Normal, Superior Night Vision 90'

**Class Abilities**

Empathy: The animal can emotionally relate to their trainer and their trainer's racial type. The animal understands when someone is happy, sad, upset, afraid, hurt or being threatened. They will protect trainers who are kind to their animals.

Tricks 1: The animal can learn more tricks than other animals, six instead of four: Stay, Feed, Giddy-up, Whoa, and Come. Each trick can take about a week to learn.

## **EAGLE** (Ethos: None), (Nature: Neutral)

**CLASS/LEVELS:** -/0

**Size/Type:** Small (7)/animal

**Initiative:** +2

**Armor Class:** (+1 size), (+2 dex)

**Racial Hit Die:** D4

**Hit Points:** 13

**Recovery Points:** 10

**Movement:** 5', Fly 70'

**Base Attack:** +0

**Attack:** +2

**Extra Attack:** -2

**Weapons:** Bite 1d6, Claw 1d3+2

**Reach:** Normal

**Special Attacks:** Dive

**Special Qualities:** Superior Vision

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 6+1d6 STR (9), 10+1d6+3 DEX (16), 7+1d6 TOU (10), 1 INTU (00), 1 INT (00), 1 PER (00).

**Secondary Attributes:** Brawn (+0), Agility (+2), Endurance (+0), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A

**Skills:** Perception and Grapple

**Languages:** N/A

**Social Structure:** Solitary or pair

**Class Opportunities:** Animal Predator, Animal Wild, and Animal War (if trained)

**Resistances:** N/A

**Racial/Type Advantages & Traits:**

Animal Mind: +3 saves to WIL, REA, PSY

Dive: +4 to hit when diving to attack.

Superior Vision: An eagle's vision is far better than that of mammals. Eagles see 4 times better than those with normal vision. As well, their vision is telescopic, allowing them to see small insects easily from a hundred feet away.

**Vision:** Superior Vision, Poor Night Vision

**Class Abilities:**

### **CREATURE BUILDS**

## **EAGLE**

**CLASS/LEVELS:** Animal, Predator/3

**Size/Type:** Small (7)/animal

**Initiative:** +5

**Armor Class:** (+1 size), (+2 dex)

**Racial Hit Die:** D4

**Hit Points:** 18 (+2 size), (+9 S+T/2), (+2 animal), (+5 level)

**Recovery Points:** 10

**Movement:** 5', Fly 70'

**Base Attack:** +3

**Attack:** +5

**Extra Attack:** +1

**Weapons:** Bite 1d6, Claw 1d3+2

**Reach:** Normal

**Special Attacks:** Dive

**Special Qualities:** Superior Vision

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 6+1d6 STR (9), 10+1d6+3 DEX (16), 7+1d6 TOU (10), 1 INTU (00), 1 INT (00), 1 PER (00).

**Secondary Attributes:** Brawn (+3), Agility (+5), Endurance (+3), Willpower (+2), Reason (+1), Psyche (+2)

**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A

**Skills:** Grapple, Perception, and Sneak

**Languages:** N/A

**Social Structure:** Solitary or pair

**Class Opportunities:** Animal Predator, Animal Wild, and Animal War (if trained)

**Resistances:** N/A

**Racial/Type Advantages & Traits:**

Animal Mind: +3 saves to WIL, REA, PSY

Dive: +4 to hit when diving to attack.

Superior Vision: An eagle's vision is far better than that of mammals. Eagles see 4 times better than those with normal vision. As well, their vision is telescopic, allowing them to see small insects easily from a hundred feet away.

**Vision:** Superior Vision, Poor Night Vision

**Class Abilities:**

Track: Can track a target with scent or sight (depending on the animal). This is a perception roll.

Fast Move: Animals Base movement is increased by 5.

Maul: If the Animal has two claw attacks and hits with both of them, its bite attack automatically hits.

**ELK** (Ethos: None), (Nature: Neutral)**CLASS/LEVELS:** -/0**Size/Type:** Large (15)/Animal**Initiative:** +0**Armor Class:** 14 (-1 size), (+3 natural), (+2 tough hide)**Racial Hit Die:** 1d12 +4**Hit Points:** 58**Recovery Points:** 19**Movement:** 40**Base Attack:** +0**Attack:** +5**Extra Attack:** +1**Weapons:** Kick 1d12+5, Gore 2d6+5**Reach:** Normal**Special Attacks:** Trample, Charge**Special Qualities:** N/A**Magic Resistance:** N/A**Divine Resistance:** N/A**Attributes:** STR (21), DEX (09), TOU (19), INS (2), INT (2), PER (2)**Secondary Attributes:** Brawn (+5), Agility (+0), Endurance (+4), Willpower (+0), Reason (+0), Psyche (+0)**Spell Points:** N/A**Martial Proficiencies:** N/A**Skills:** Perception**Languages:** N/A**Social Structure:****Class Opportunities:** Animal Trained, Animal War**Racial/Type Advantages & Traits:****Four-Legged:** As a result of being four-legged, elk can carry three times the load of a two-legged creature.**Saves:** +3 saves to WIL, REA, PSY**Trample:** Elk can trample their targets but provoke a free attack when doing so. The free attack does not end the trample. Damage is 3d12. The trample must have a 15' starts. Targets may forgo a free attack to dive out of the way, AGILITY save DC 15, however target is prone on a successful save. Only targets that are medium or smaller can be trampled.**Charge:** Elk charge and attack with their horns. Dealing double damage.**Vision:** Normal, Night Vision 30**Tough Hide:** +2 armor class.**CREATURE BUILDS****ELK****CLASS/LEVELS:** Animal Wild/3**Size/Type:** Large (9)/Animal**Initiative:** +3**Armor Class:** 14**Racial Hit Die:** 1d12 +4**Hit Points:** 87 [36 + (20 S+T/2) + 2 animal type] + (29 level)**Recovery Points:** 19



**Movement:** 40

**Base Attack:** +2

**Attack:** +7

**Extra Attack:** +3

**Weapons:** Kick 1d12+5, Gore 2d6+5

**Reach:** Normal

**Special Attacks:** Trample, Charge

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** STR (21), DEX (09), TOU (19), INS (2), INT (2), PER (2)

**Secondary Attributes:** Brawn (+8), Agility (+3), Endurance (+8), Willpower (+1), Reason (+1), Psyche (+2)

**Spell Points:** N/A

**Martial Proficiencies:** N/A

**Skills:** Athletics, Intimidate, Perception, Swim

**Languages:** N/A

**Social Structure:**

**Class Opportunities:** Animal Trained, Animal War

**Racial/Type Advantages & Traits:**

Four-Legged: As a result of being four-legged, elk can carry three times the load of a two-legged creature.

Saves: +3 saves to WIL, REA, PSY

Trample: Elk can trample their targets but provoke a free attack when doing so. The free attack does not end the trample. Damage is 3d12. The trample must have a 15' starts. Targets may forgo a free attack to dive out of the way, AGILITY save DC 15, however target is prone on a successful save. Only targets that are medium or smaller can be trampled.

Charge: Elk charge and attack with their horns. Dealing double damage, 4d6+10.

Vision: Normal, Night Vision 30

Tough Hide: +2 armor class.

**Class Abilities:**

Evasive: +2 AC while in combat, the animal must be aware of its attacker.

Cornered: When the animal realizes there is no escape or no choice to fight, it gains a +1 bonus on all attacks and damage rolls.

Burst or Speed: When running, it can now move at x4 Speed.

**ELEPHANT** (Ethos: None), (Nature: Neutral)**CLASS/LEVELS:** -/0**Size/Type:** Giant (18)/Animal**Initiative:** -2**Armor Class:** 15 (-3 size), (+6 natural), (+2 tough hide)**Racial Hit Die:** 2d8**Hit Points:** 139**Recovery Points:** 28**Movement:** 35**Base Attack:** +0**Attack:** +10**Extra Attack:** +6**Weapons:** Stomp 3d6+10, Tusk Gore, 2d8+10**Reach:** Normal**Special Attacks:** Trample, Charge**Special Qualities:** Scent,**Magic Resistance:** N/A**Divine Resistance:** N/A**Attributes:** 22+1d6+5 STR (30), 3d6-4 DEX (5), 25+1d6 TOU (28), 2 INTU (2), 2 INT (2), 2 PER (2).**Secondary Attributes:** Brawn (+10), Agility (-2), Endurance (+9), Willpower (+0), Reason (+0), Psyche (+0)**Spell Points:** N/A**Bonus Martial Proficiencies:** N/A**Skills:** Perception, Swim**Languages:** N/A**Social Structure:** Solitary or herd (5-35)**Class Opportunities:** Animal Trained, Animal War, Animal Wild.**Racial/Type Advantages & Traits:**Charge: Elephants charge and attack with their horns. Dealing double damage, 4d8+20.Four-Legged: As a result of being four-legged elephants can carry three times the load of a two-legged creature.Saves: +3 saves to WIL, REA, PSYScent: The elephant can track targets and recognize individuals by scent.Tough Hide: +2 armor class.Trample: Elephants can trample their targets but provoke a free attack when doing so. The free attack does not end the trample. Damage is 3d12+10. The trample must have a 15' start. Targets may forgo a free attack to dive out of the way, AGILITY save DC 15, however target is prone on a successful check. Only targets that are large, medium or smaller can be trampled.Vision: Normal, Superior Night Vision 30**ELEPHANT****CLASS/LEVELS:** Animal Wild/3**Size/Type:** Giant (18)/Animal**Initiative:** +1**Armor Class:** 15 (-3 size), (+6 natural), (+2 tough hide)**Racial Hit Die:** 2d8**Hit Points:** 182 [108 base (+29 S+T/2), (+2 animal), (+43 level)]**Recovery Points:** 28**Movement:** 35

**Base Attack:** +2

**Attack:** +12

**Extra Attack:** +8

**Weapons:** Stomp 3d6+10, Tusk Gore, 2d8+10

**Reach:** Normal

**Special Attacks:** Trample, Charge

**Special Qualities:** Scent,

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 22+1d6+5 STR (30), 3d6-4 DEX (5), 25+1d6 TOU (28), 2 INTU (2), 2 INT (2), 2 PER (2).

**Secondary Attributes:** Brawn (+13), Agility (+1), Endurance (+13), Willpower (+1), Reason (+1), Psyche (+2)

**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A

**Skills:** Athletics, Grapple, Intimidate, Perception, and Swim

**Languages:** N/A

**Social Structure:** Solitary or herd (5-35)

**Class Opportunities:** Animal Trained, Animal War, Animal Wild.

**Racial/Type Advantages & Traits:**

Charge: Elephants charge and attack with their horns. Dealing double damage, 4d8+20.

Four-Legged: As a result of being four-legged, elephants can carry three times the load of a two-legged creature.

Saves: +3 saves to WIL, REA, PSY

Scent: The elephant can track targets and recognize individuals by scent.

Tough Hide: +2 armor class.

Trample: Elephants can trample their targets but provoke a free attack when doing so. The free attack does not end the trample. Damage is 3d12+10. The trample must have a 15' start. Targets may forgo a free attack to dive out of the way, AGILITY save DC 15, however target is prone on a successful check. Only targets that are large, medium or smaller can be trampled.

Vision: Normal, Superior Night Vision 30

**Class Abilities:**

Evasive: +2 AC while in combat, the animal must be aware of its attacker.

Cornered: When the animal realizes there is no escape or no choice to fight, it gains a +1 bonus on all attacks and damage rolls.

Burst or Speed: When running it can now move at x4 Speed.

## **HAWK** (Ethos: None), (Nature: Neutral)

**CLASS/LEVELS:** -/0

**Size/Type:** Little (5)/Animal

**Initiative:** +1

**Armor Class:** 14 (+3 size), (+1 dex)

**Racial Hit Die:** 1d3

**Hit Points:** 9

**Recovery Points:** 5

**Movement:** 10', fly 50'

**Base Attack:** +0

**Attack:** +1

**Extra Attack:** -3

**Weapons:** Claws 1d3+1, Bite 1d4+1

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** Superior vision

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 3d6-6 STR (3), 3d6 DEX+4 (13), 3+1d6 TOU (6), 1 INTU (1), 1 INT (1), 1 PER (1).

**Secondary Attributes:** Brawn (-3), Agility (+1), Endurance (-1), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A

**Skills:** Perception, and Grapple

**Languages:** N/A

**Social Structure:** Solitary or pair

**Class Opportunities:** Animal Wild, and Animal War (if trained)

**Resistances:** N/A

**Racial/Type Advantages & Traits:**

Animal Mind: +3 saves to WIL, REA, PSY

Dive: +4 to hit when diving to attack.

Superior Vision: A hawk's vision is far better than that of mammals. Hawks see 4 times better than those with normal vision. As well, their vision is telescopic, allowing them to see small insects easily from a hundred feet away.

**Vision:** Superior Vision, Poor Night Vision

## **HAWK**

**CLASS/LEVELS:** Animal Predator/3

**Size/Type:** Little (5)/Animal

**Initiative:** +4

**Armor Class:** 14 (+3 size), (+1 dex)

**Racial Hit Die:** 1d3

**Hit Points:** 12 [+2 size (+5 S+T/2) +2 animal + 3 level]

**Recovery Points:** 5

**Movement:** 10', fly 50'

**Base Attack:** +3

**Attack:** +4

**Extra Attack:** +0

**Weapons:** Claws 1d3+1, Bite 1d4+1

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** Superior vision

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 3d6-6 STR (3), 3d6 DEX+4 (13), 3+1d6 TOU (6), 1 INTU (1), 1 INT (1), 1 PER (1).

**Secondary Attributes:** Brawn (+0), Agility (+4), Endurance (+2), Willpower (+2), Reason (+1), Psyche (+2)

**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A

**Skills:** Perception, Grapple, and Sneak

**Languages:** N/A

**Social Structure:** Solitary or pair

**Class Opportunities:** Animal Wild, and Animal War (if trained)

**Resistances:** N/A

**Racial/Type Advantages & Traits:**

Animal Mind: +3 saves to WIL, REA, PSY

Dive: +4 to hit when diving to attack.

Superior Vision: A hawk's vision is far better than that of mammals. Hawks see 4 times better than those with normal vision. As well, their vision is telescopic, allowing them to see small insects easily from a hundred feet away.

**Vision:** Superior Vision, Poor Night Vision

**Class Abilities:**

Track: Can track a target with scent or sight (depending on the animal). This is a perception roll.

Fast Move: Animal's Base movement is increased by 5.

Maul: If the Animal has two claw attacks and hits with both of them, its bite attack automatically hits.

## HORSE

### RIDING HORSE (Ethos: N/A), (Nature: Neutral)

**CLASS/LEVELS:** -/0

**Size/Type:** Large (13)/Animal

**Initiative:** +1

**Armor Class:** 11 (-1 size, +1 Natural, +1 DEX)

**Racial Hit Die:** 1d10 +2

**Hit Points:** 35

**Recovery Points:** 16

**Movement:** 45

**Base Attack:** +0

**Attack:** +1

**Weapons:** Kick 1d8+1

**Reach:** Normal

**Special Attacks:** Trample

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** STR (15), DEX (13), TOU (16), INS (2), INT (2), PER (2)

**Secondary Attributes:** Brawn (+1), Agility (+1), Endurance (+2), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A

**Skills:** Perception

**Languages:** N/A

**Social Structure:**

**Class Opportunities:** Animal Trained, Animal War.

**Racial/Type Advantages & Traits:**

**Four-Legged:** As a result of being four-legged, horses can carry three times the load of a two-legged creature.

**Saves:** +3 saves to WIL, REA, PSY

**Trample:** Horses can trample their targets but provoke a free attack when doing so. The free attack does not end the trample. Damage is 3d8. The trample must have a 15' start. Targets may forgo a free attack to dive out of the way, AGILITY save DC 15, however target is prone on a successful save. Only targets that are medium or smaller can be trampled.

**Vison:** Superior Night Vision 90'

## HORSE RIDING

**CLASS/LEVELS:** Animal Trained/ 1

**Size/Type:** Large (13)/Animal

**Initiative:** +2

**Armor Class:** 11 (-1 size, +1 Natural, +1 DEX)

**Racial Hit Die:** 1d10 +2

**Hit Points:** 42

**Recovery Points:** 16

**Movement:** 45  
**Base Attack:** +1  
**Attack:** +3  
**Extra Attack:** -1  
**Weapons:** Kick 1d8+1  
**Reach:** Normal  
**Special Attacks:** Trample  
**Special Qualities:** N/A  
**Magic Resistance:** N/A  
**Divine Resistance:** N/A

**Attributes:** STR (15), DEX (13), TOU (16), INS (2), INT (2), PER (2)  
**Secondary Attributes:** Brawn (+3), Agility (+2), Endurance (+4), Willpower (+1), Reason (+1), Psyche (+0)  
**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A  
**Skills:** Athletics, Perception, Swim  
**Languages:** N/A

**Social Structure:**  
**Class Opportunities:** Animal Trained, Animal War.

**Racial/Type Advantages & Traits:**  
**Four-Legged:** As a result of being four-legged, horses can carry three times the load of a two-legged creature.  
**Saves:** +3 saves to WIL, REA, PSY

**Trample:** Horses can trample their targets but provoke a free attack when doing so. The free attack does not end the trample. Damage is 3d8. The trample must have a 15' start. Targets may forgo a free attack to dive out of the way, AGILITY save DC 15, however target is prone on a successful save. Only targets that are medium or smaller can be trampled

**Vison:** Superior Night Vision 90'

### **Class Abilities**

**Empathy:** The animal can emotionally relate to their trainer and their trainer's racial type. The animal understands when someone is happy, sad, upset, afraid, hurt or being threatened. They will protect trainers who are kind to their animals.

**Tricks 1:** The animal can learn more tricks than other animals, six instead of four: Stay, Feed, Giddy-up, Whoa, Come. Each trick can take about a week to learn.

## Light War Horse (Ethos: N/A), (Nature: Neutral)

**CLASS/LEVELS:** -/0

**Size/Type:** Large (13)/Animal

**Initiative:** +1

**Armor Class:** 11

**Racial Hit Die and Bonus:** 1d10 +2

**Hit Points:** 36

**Recovery Points:** 17

**Movement:** 40

**Base Attack:** +0

**Attack:** +2

**Extra Attack:** -2

**Weapons:** Kick 1d8+2

**Reach:** Normal

**Special Attacks:** Trample

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** STR (16), DEX (13), TOU (17), INS (2), INT (2), PER (2)

**Secondary Attributes:** Brawn (+2), Agility (+1), Endurance (+2), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** N/A

**Martial Proficiencies:** N/A

**Skills:** Perception,

**Languages:** N/A

**Social Structure:**

**Class Opportunities:** Animal Trained, Animal War.

**Racial/Type Advantages & Traits:**

**Four-Legged:** As a result of being four-legged, horses can carry three times the load of a two-legged creature.

**Saves:** +3 saves to WIL, REA, PSY

**Trample:** Horses can trample their targets but provoke a free attack when doing so. The free attack does not end the trample. Damage is 3d8. The trample must have a 15' start. Targets may forgo a free attack to dive out of the way, AGILITY save DC 15, however target is prone on a successful save. Only targets that are medium or smaller can be trampled.

**Vision:** Superior Night Vision 90'

## LIGHT WAR HORSE

**CLASS/LEVELS:** Animal War/ 1

**Size/Type:** Large (13)/Animal

**Initiative:** +2

**Armor Class:** 15 (-1 size, +1 Natural, +1 DEX +4 Chain Barding)

**Racial Hit Die and Bonus:** 1d10 +2

**Hit Points:** 43

**Recovery Points:** 17

**Movement:** 40



**Base Attack:** +1

**Attack:** +4

**Extra Attack:** +0

**Weapons:** Kick 1d8+3

**Reach:** Normal

**Special Attacks:** Trample

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** STR (16), DEX (13), TOU (17), INS (2), INT (2), PER (2)

**Secondary Attributes:** Brawn (+4), Agility (+2), Endurance (+4), Willpower (+1), Reason (+1), Psyche (+0)

**Spell Points:** N/A

**Martial Proficiencies:** Armor; light & Medium. Natural Weapon Specialization,

**Skills:** Athletics, Intimidate, Perception, Swim

**Languages:** N/A

**Social Structure:**

**Class Opportunities:** Animal Trained, Animal War.

**Racial/Type Advantages & Traits:**

Four-Legged: As a result of being four-legged, horses can carry three times the load of a two-legged creature.

Saves: +3 saves to WIL, REA, PSY

Trample: Horses can trample their targets but provoke a free attack when doing so. The free attack does not end the trample. Damage is 3d8. The trample must have a 15' start. Targets may forgo a free attack to dive out of the way, AGILITY save DC 15, however target is prone on a successful save. Only targets that are medium or smaller can be trampled

Vision: Superior Night Vision 90'

### Class Abilities

Natural Weapon Specialization: As per weapon specialization.

## Medium War Horse (Ethos: N/A), (Nature: Neutral)

**CLASS/LEVELS:** -/0

**Size/Type:** Large (14)/Animal

**Initiative:** +0

**Armor Class:** 11

**Racial Hit Die:** 1d10 +3

**Hit Points:** 47

**Recovery Points:** 18

**Movement:** 45

**Base Attack:** +0

**Attack:** +3

**Extra attack:** -1

**Weapons:** Kick 1d10+3

**Reach:** Normal

**Special Attacks:** Trample

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** STR (18), DEX (12), TOU (18), INS (2), INT (2), PER (2)

**Secondary Attributes:** Brawn (+3), Agility (+0), Endurance (+3), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** N/A

**Martial Proficiencies:** N/A

**Skills:** Perception

**Languages:** N/A

**Social Structure:**

**Class Opportunities:** Animal Trained, Animal War.

**Racial/Type Advantages & Traits:**

**Four-Legged:** As a result of being four-legged, horses can carry three times the load of a two-legged creature.

**Saves:** +3 saves to WIL, REA, PSY

**Trample:** Horses can trample their targets but provoke a free attack when doing so. The free attack does not end the trample. Damage is 3d10. The trample must have a 15' start. Targets may forgo a free attack to dive out of the way, AGILITY save DC 15, however target is prone on a successful save. Only targets that are medium or smaller can be trampled

**Vision:** Superior Night Vision 90'

## MEDIUM WAR HORSE

**CLASS/LEVELS:** Animal, War/ 1

**Size/Type:** Large (14)/Animal

**Initiative:** +1

**Armor Class:** 14 (-1 size, +1 Natural, +4 Chain Barding)

**Racial Hit Die:** 1d10 +3

**Hit Points:** 55

**Recovery Points:** 18

**Movement:** 45

**Base Attack:** +1

**Attack:** +5

**Extra attack:** +1

**Weapons:** Kick 1d10+4

**Reach:** Normal

**Special Attacks:** Trample

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** STR (18), DEX (12), TOU (18), INS (2), INT (2), PER (2)

**Secondary Attributes:** Brawn (+5), Agility (+1), Endurance (+5), Willpower (+1), Reason (+1), Psyche (+0)

**Spell Points:** N/A

**Martial Proficiencies:** Armor; light & Medium. Natural Weapon Specialization,

**Skills:** Athletics, Intimidate, Perception, Swim

**Languages:** N/A

**Social Structure:**

**Class Opportunities:** Animal Trained, Animal War.

**Racial/Type Advantages & Traits:**

Four-Legged: As a result of being four-legged, horses can carry three times the load of a two-legged creature.

Saves: +3 saves to WIL, REA, PSY

Trample: Horses can trample their targets but provoke a free attack when doing so. The free attack does not end the trample. Damage is 3d10. The trample must have a 15' start. Targets may forgo a free attack to dive out of the way, AGILITY save DC 15, however target is prone on a successful save. Only targets that are medium or smaller can be trampled

Vision: Superior Night Vision 90'

**Class Abilities**

Natural Weapon Specialization: As per weapon specialization

## Heavy War Horse (Ethos: N/A), (Nature: Neutral)

**CLASS/LEVELS:** -/0

**Size/Type:** Large (15)/Animal

**Initiative:** +0

**Armor Class:** 10

**Racial Hit Die:** 1d12 +4

**Hit Points:** 56

**Recovery Points:** 18

**Movement:** 40

**Base Attack:** +0

**Attack:** +4

**Extra Attack:** +0

**Weapons:** Kick 1d12+4

**Reach:** Normal

**Special Attacks:** Trample

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** STR (19), DEX (11), TOU (18), INS (2), INT (2), PER (2)

**Secondary Attributes:** Brawn (+4), Agility (+0), Endurance (+3), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** N/A

**Martial Proficiencies:** N/A

**Skills:** Perception

**Languages:** N/A

**Social Structure:**

**Class Opportunities:** Animal Trained, Animal War

**Racial/Type Advantages & Traits:**

**Four-Legged:** As a result of being four-legged, horses can carry three times the load of a two-legged creature.

**Saves:** +3 saves to WIL, REA, PSY

**Trample:** Horses can trample their targets but provoke a free attack when doing so. The free attack does not end the trample. Damage is 3d12. The trample must have a 15' start. Targets may forgo a free attack to dive out of the way, AGILITY save DC 15, however target is prone on a successful save. Only targets that are medium or smaller can be trampled.

**Vision:** Superior Night Vision 90'

## HEAVY WAR HORSE

**CLASS/LEVELS:** Animal War/1

**Size/Type:** Large (15)/Animal

**Initiative:** +1

**Armor Class:** 14 (-1 size, +1 Natural, +4 Chain Barding)

**Racial Hit Die:** 1d12 +4

**Hit Points:** 66

**Recovery Points:** 18

**Movement:** 40

**Base Attack:** +1

**Attack:** +6

**Extra Attack:** +2

**Weapons:** Kick 1d12+5

**Reach:** Normal

**Special Attacks:** Trample

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** STR (19), DEX (11), TOU (18), INS (2), INT (2), PER (2)

**Secondary Attributes:** Brawn (+6), Agility (+1), Endurance (+5), Willpower (+1), Reason (+1), Psyche (+0)

**Spell Points:** N/A

**Martial Proficiencies:** Armor (light & Medium), Natural Weapon Specialization

**Skills:** Athletics, Intimidation, Perception, Swim

**Languages:** N/A

**Social Structure:**

**Class Opportunities:** Animal Trained, Animal War

**Racial/Type Advantages & Traits:**

Four-Legged: As a result of being four-legged, horses can carry three times the load of a two-legged creature.

Saves: +3 saves to WIL, REA, PSY

Trample: Horses can trample their targets but provoke a free attack when doing so. The free attack does not end the trample. Damage is 3d12. The trample must have a 15' start. Targets may forgo a free attack to dive out of the way, AGILITY save DC 15, however target is prone on a successful save. Only targets that are medium or smaller can be trampled.

Vision: Superior Night Vision 90'

**Class Abilities:**

Natural Weapon Specialization: As per weapon specialization

## **PONY (Ethos: N/A), (Nature: Neutral)**

**CLASS/LEVELS:** -/0

**Size/Type:** Large (13)/Animal

**Initiative:** +0

**Armor Class:** 10 (-1 size, +1 Natural,)

**Racial Hit Die:** 1d10 +3

**Hit Points:** 36

**Recovery Points:** 17

**Movement:** 35

**Base Attack:** +0

**Attack:** +2

**Extra Attack:** -2

**Weapons:** Kick 1d8+2

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** STR (16), DEX (9), TOU (17), INS (2), INT (2), PER (2)

**Secondary Attributes:** Brawn (+2), Agility (+0), Endurance (+2), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A

**Skills:** Athletics, Perception, Swim

**Languages:** N/A

**Social Structure:**

**Class Opportunities:** Animal Trained, Animal War.

**Racial/Type Advantages & Traits:**

**Four-Legged:** As a result of being four-legged, ponies can carry three times the load of a two-legged creature.

**Saves:** +3 saves to WIL, REA, PSY

**Vision:** Superior Night Vision 90'

**Notes:**

### **CREATURE BUILDS**

## **PONY**

**CLASS/LEVELS:** Animal Trained/ 1

**Size/Type:** Large (13)/Animal

**Initiative:** +1

**Armor Class:** 10 (-1 size, +1 Natural,)

**Racial Hit Die:** 1d10 +3

**Hit Points:** 44

**Recovery Points:** 17

**Movement:** 35

**Base Attack:** +1  
**Attack:** +3  
**Extra Attack:** -1  
**Weapons:** Kick 1d8+2  
**Reach:** Normal  
**Special Attacks:** N/A  
**Special Qualities:** N/A  
**Magic Resistance:** N/A  
**Divine Resistance:** N/A

**Attributes:** STR (16), DEX (9), TOU (17), INS (2), INT (2), PER (2)  
**Secondary Attributes:** Brawn (+4), Agility (+1), Endurance (+4), Willpower (+1), Reason (+1), Psyche (+0)  
**Spell Points:** N/A

**Bonus Martial Proficiencies:** N/A  
**Skills:** Athletics, Perception, Swim  
**Languages:** N/A

**Social Structure:**  
**Class Opportunities:** Animal Trained, Animal War.

**Racial/Type Advantages & Traits:**

Four-Legged: As a result of being four-legged, ponies can carry three times the load of a two-legged creature.

Saves: +3 saves to WIL, REA, PSY

Vision: Superior Night Vision 90'

**Class Abilities**

Empathy: The animal can emotionally relate to their trainer and their trainer's racial type. The animal understands when someone is happy, sad, upset, afraid, hurt or being threatened. They will protect trainers who are kind to their animals.

Tricks 1: The animal can learn more tricks than other animals, six instead of four: Stay, Feed, Giddy-Up, Whoa, Come. Each trick can take about a week to learn.

## MONSTERS

### **BASILISK** (Ethos: Chaos), (Nature: Evil)

#### Base Creature

**CLASS/LEVELS:** -/0

**Size/Type:** Giant (17), height 5', length 25'/ Draconic

**Initiative:** +0

**Armor Class:** 22 (-3 size), (+5 natural), (+10 stone like skin)

**Racial Hit Die:** 2d8

**Hit Points:** 102

**Recovery Points:** 19

**Movement:** 40

**Base Attack:** +0

**Attack:** +6

**Extra Attack:** +2

**Weapons:** Claw (1-10+6), Claw (1-10+6), and Bite (2d8+6)

**Reach:** 10'

**Special Attacks:** Petrification Gaze

**Special Qualities:** Immune to petrification, +4 save vs fire, +4 save vs earth magic's, -4 save vs water magic's, stone like skin +10 AC.

**Magic Resistance:** 15

**Divine Resistance:** N/A

**Attributes:** 12+2d6+4+2 STR (24), 8+1d6-4+2 DEX (9), 14+1d6+2 TOU (19), 3d6+2 INTU (11), 3d6+2 INT (12), 3d6+2 PER (12).

**Secondary Attributes:** Brawn (+6), Agility (+0), Endurance (+4), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** 50

**Bonus Martial Proficiencies:** N/A

**Skills:** Survival

**Languages:** N/A

**Social Structure:** Solitary or mated pair

**Class Opportunities:**

#### **Resistances:**

+4 save vs fire

+4 save vs earth magic's

-4 save vs water magic's

Magic resistance 15+1 per level

#### **Racial/Type Advantages & Traits:**

Stone Like Skin: +10 armor bonus, this replaces tough hide from draconic type.

Spell Points: 20 +10 per level

Magic Discipline: Earth

Immunities: Immune to petrification

Petrification Gaze: This attack always emanates from its eyes. The creature can choose a cone or a line attack. Otherwise, it works just like a spell. DC 10 + ENDURANCE of the Basilisk, WILLPOWER save negates.

Spell Build: Earth + Petrification + Time + Range + Duration + Damage.

#### **Petrification Gaze (Cone)**



Total	Prime Modifier	Modifier	Saves	Casting Time	Range	Area	Duration	Damage
	Earth	Petrification	1/5 rds	instant	0	cone	1 minute	2d6
10	1	1	2	1	0	2	1	2

This attack will affect all creatures in a cone 15' long and 15' wide at the end. A failed WILLPOWER save means the character is turned to stone for 1 minute with a second save allowed after 5 rounds. The targets also take 2d6 damage. If this damage causes the character to fall below 0 HP the effect is permanent, and they are stone forever. If the effect is reversed through magic, the target will be in the dying state. If they do not receive treatment immediately they will likely die.

#### Petrification Gaze (Line)

Total	Prime Modifier	Modifier	Saves	Casting Time	Range	Area	Duration	Damage
	Earth	Petrification	1/5 rds	instant	50'	line	1 minute	5d6
15	1	1	2	1	1	2	2	5

This attack will affect all targets in a line 5' wide and 20' long. A failed WILLPOWER save means the character is turned to stone for 1 minute with a second save in five rounds. The targets also take 5d6 damage. If this damage causes the character to fall below 0 HP the effect is permanent, and they are stone forever. If the effect is reversed through magic, the target will be in the dying state. If they do not receive treatment immediately they will likely die

Other Petrification modifications: The spell build may be modified by the GM as he sees fit. Consult the Universal spell chart for changes in Range, Duration, Area, Saves, and Damage, as well as spell point cost.

**Languages:** Draconic

**Vision:** Normal, Night Vision 120, Infra-Vision 60'

#### Notes:

Basilisks are fierce and hungry; they will almost always open up with an area gaze attack to hit as many targets as possible. If confronted with a superior foe, the Basilisk will attempt to turn them to stone first, then grapple if necessary. Knowing that its gaze is not permanent, it will attack targets turned to stone (eating them) to remove them from battle. The AC of a target turned to stone is 15. The Basilisk has no trouble eating stone. Petrifying people first is part of its digestion process.

#### Creature Builds

**CLASS/LEVELS:** Bestial Predator/3rd

**Size/Type:** Giant (17), height 5', length 25'/ Draconic

**Initiative:** +1

**Armor Class:** 22 (-3 size), (+5 natural), (+10 stone like skin)

**Racial Hit Die:** 2d8

**Hit Points:** 135 [81 size (+21 S+T/1) (+10 draconic) (+ )]

**Recovery Points:** 19

**Movement:** 40

**Base Attack:** +3

**Attack:** Claw +9, Bite +10

**Extra Attack:** +5, bit +6

**Weapons:** Claw (1-10+6), Claw (1-10+6), and Bite (2d8+7)

**Reach:** 10'

**Special Attacks:** Petrification Gaze

**Special Qualities:** Immune to petrification, +4 save vs fire, +4 save vs earth magic's, -4 save vs water magic's, stone like skin +10 AC.

Super Natural Toughness: damage reduction 2, to all physical attacks.

**Magic Resistance:** 15

**Divine Resistance:** N/A

**Attributes:** 12+2d6+4+2 STR (24), 8+1d6-4+2 DEX (9), 14+1d6+2 TOU (19), 3d6+2 INTU (11), 3d6+2 INT (12), 3d6+2 PER (12).

**Secondary Attributes:** Brawn (+10), Agility (+1), Endurance (+7), Willpower (+2), Reason (+2), Psyche (+2)  
**Spell Points:** 50

**Bonus Martial Proficiencies:** Weapon focus – bite, Weapon Expert – bite.  
**Skills:** Athletics, Grapple, Intimidate, Perception, and Survival (subterranean).  
**Languages:** N/A

**Social Structure:** Solitary or mated pair  
**Class Opportunities:**

**Resistances:**  
+4 save vs fire  
+4 save vs earth magic's  
-4 save vs water magic's  
Magic resistance 15+1 per level

**Racial/Type Advantages & Traits:**

**Stone Like Skin:** +10 armor bonus, this replaces tough hide from draconic type.

**Spell Points:** 20 +10 per level

**Magic Discipline:** Earth

**Immunities:** Immune to petrification

**Petrification Gaze:** This attack always emanates from its eyes. The creature can choose a cone or a line attack. Otherwise it works just like a spell. DC 10 + ENDURANCE of the Basilisk, WILPOWER save negates.

Spell Build: Earth + Petrification + Time + Range + Duration + Damage.

**Petrification Gaze (Cone)**

Total	Prime Modifier	Modifier	Saves	Casting Time	Range	Area	Duration	Damage
	Earth	Petrification	1/5 rds	instant	0	cone	1 minute	2d6
10	1	1	2	1	0	2	1	2

This attack will affect all creatures in a cone 15' long and 15' wide at the end. A failed WILLPOWER save means the character is turned to stone for 1 minute with a second save allowed after 5 rounds. The targets also take 2d6 damage. If this damage causes the character to fall below 0 HP, the effect is permanent, and they are stone forever. If the effect is reversed through magic, the target will be in the dying state. If they do not receive treatment immediately they will likely die.

**Petrification Gaze (Line)**

Total	Prime Modifier	Modifier	Saves	Casting Time	Range	Area	Duration	Damage
	Earth	Petrification	1/5 rds	instant	50'	line	1 minute	5d6
15	1	1	2	1	1	2	2	5

This attack will affect all targets in a line 5' wide and 20' long. A failed WILLPOWER save means the character is turned to stone for 1 minute with a second save in five rounds. The targets also take 5d6 damage. If this damage causes the character to fall below 0 HP the effect is permanent, and they are stone forever. If the effect is reversed through magic, the target will be in the dying state. If they do not receive treatment immediately they will likely die.

**Other Petrification modifications:** The spell build may be modified by the GM as he sees fit. Consult the Universal spell chart for changes in Range, Duration, Area, Saves, and Damage, as well as spell point cost.

**Languages:** Draconic

**Vision:** Normal, Night Vision 120, Infra-Vision 60'

**Class Abilities:**

**Bestial Rage:** Give +4 to Strength, +6 at 3<sup>rd</sup>, +8 at 5<sup>th</sup>. +2 Reason and Willpower saves, +2 at 3<sup>rd</sup>, +3 at 5<sup>th</sup>. Recovery points are added to hit points. This Rage last for 5 rounds plus 1 round for each level.

Savage Attack: In a single attack, once every 3 rounds may take hit total bonus to hit, base attack and STR bonus, double the number and add it to damage.

Super Natural Toughness: Damage reduction 2, to all physical attacks.

## **BUGBEAR** (Ethos: Law), (Nature: Evil)

### **Base Creature**

**CLASS/LEVELS:** -/0

**Size/Type:** Large (13) / Humanoid

**Initiative:** +0

**Armor Class:** 15 -1(size), +2 (tough hid), +2 (leather), +2 (shield)

**Racial Hit Die:** D10

**Hit Points:** 33

**Recovery Points:** 15

**Movement:** 30'

**Base Attack:** +0

**Attack:** +1

**Extra Attack:** -4

**Weapons:** Spear (+1) 1d8+1

**Reach:** Normal

**Special Attacks:** None

**Special Qualities:** +4 sneak, +2 save vs poison

**Magic Resistance:** None

**Divine Resistance:** None

**Attributes:** 12+1d6+1 STR (15), 3d6-2 DEX (8), 12+1d6 TOU (15), 3d6 INTU (10), 3d6INT (10), 3d6 PER (10).

**Secondary Attributes:** Brawn (+1), Agility (+0), Endurance (+1), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Spear

**No Weapon Skill Penalty:** -4

**Weapons Allowed:** Spear

**Armor allowed:** Light, Shield

**Skills:** Survival (Wilderness), Sneak

**Languages:** Bugbear, goblin

**Social Structure:** Tribal

**Class Opportunities:** Savage Warrior, Cleric, Fighter, Mage, RapsCALLION

**Resistances:**

+2 save vs. poisons

**Racial/Type Advantages & Traits:**

-1 AC (Size)

Tough Hide: +2 AC

Sneaky: +4 to sneak checks

**Vision:** Night Vison 90'

### **Notes:**

Bugbears are the quiet stalkers of the woods. At night, they sneak into the homes of unsuspecting people and steal their children.

## **CREATURE BUILD**

### **Bugbear**

**CLASS/LEVELS:** Tribal Warrior / 1st

**Size/Type:** Large (13) / Humanoid

**Initiative:** +0

**Armor Class:** 15 -1(size), +2 (tough hid), +2 (leather), +2 (shield)

**Racial Hit Die:** D10

**Hit Points:** 40

**Recovery Points:** 15

**Movement:** 30'

**Base Attack:** +1

**Attack:** +2

**Extra Attack:** -4

**Weapons:** Broad Sword (+3) 1d10+2, Spear (+2) 1d8+1

**Reach:** Normal

**Special Attacks:** None

**Special Qualities:** +4 sneak, +2 save vs poison

**Magic Resistance:** None

**Divine Resistance:** None

**Attributes:** 12+1d6+1 STR (15), 3d6-2 DEX (8), 12+1d6 TOU (15), 3d6 INTU (10), 3d6INT (10), 3d6 PER (10).

**Secondary Attributes:** Brawn (+4), Agility (+0), Endurance (+4), Willpower (+2), Reason (+0), Psyche (+1)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Spear

**No Weapon Skill Penalty:** -4

**Weapons Allowed:** Spear, Morning Star, Long Bow, Broad Sword,

**Armor allowed:** Light & Medium, Shield

**Skills:** Athletics, Grapple, Intimidate, Survival (wilderness), Sneak (+4),

**Languages:** Bugbear, goblin

**Social Structure:** Tribal

**Class Opportunities:** Savage Warrior, Cleric, Fighter, Mage, RapsCALLION

**Resistances:**

+2 save vs. poisons

**Racial/Type Advantages & Traits:**

-1 AC (Size)

Tough Hide: +2 AC

Sneaky: +4 to sneak checks

**Vision:** Superior Night Vision 90'

**Class Abilities:**

Weapon Focus: +1 with selected weapon

## **CENTAUR;** (Ethos: Neutral), (Nature: Chaotic)

### **Base Creature**

**CLASS/LEVELS:** -/0

**Size/Type:** Large (14)/ Animal, Magical

**Initiative:** -1

**Armor Class:** 14 (-1 size, +2 natural, +3 hide)

**Racial Hit Die:** D10+2

**Hit Points:** 50

**Recovery Points:** 18

**Movement:** 40

**Base Attack:** +0

**Attack:** Spear +3, Hoof +3

**Extra Attack:** Spear -2, Hoof -1

**Weapons:** Spear (large) 2d8+3, Trample 4d10, Hoof 1d10+3

**Reach:** 10'

**Special Attacks:** Trample, Kick

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 10+2d6+2 STR (18), 3d6 -2 DEX (7), 12+2d6 TOU (18), 3d6+1 INTU (10), 3d6+1 INT (10), 3d6+1 PER (10).

**Secondary Attributes:** Brawn (+3), Agility (-1), Endurance (+3), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Spear

**No Weapon Skill Penalty:** -2

**Weapons Allowed:** Spear

**Armor allowed:** None

**Skills:** Perception

**Languages:** Centaur, Common, Elvish

**Social Structure:** Tribal

**Class Opportunities:** Tribal warrior, any of the character classes

### **Resistances:**

+2 save vs. poison

+2 save vs necromantic magic's

### **Racial/Type Advantages & Traits:**

**Trample:** Centaurs can trample their targets but provoke a free attack when doing so. The free attack does not end the trample. Damage is 4d10. The trample must have a 15' start. Targets may forgo a free attack to dive out of the way, AGILITY save DC 15, however target is prone on a successful save. Only targets of medium or smaller can be trampled.

**Kick:** The Centaur can kick with its two front legs or buck with the two rear.

**Vision:** Normal, Superior Night Vision 90'

### **Notes:**

## **Centaur**

**CLASS/LEVELS:** Tribal Warrior/2

**Size/Type:** Large (14)/ Animal, Magical  
**Initiative:** +0

**Armor Class:** 16 (-1 size, +2 natural, +3 hide, +2 shield)  
**Racial Hit Die:** D10  
**Hit Points:** 61  
**Recovery Points:** 18

**Movement:** 40  
**Base Attack:** +2  
**Attack:** Spear +5, Hoof +5  
**Extra Attack:** Spear +0, Hoof +1  
**Weapons:** Spear (large) 2d8+3, Trample 4d10, Hoof 1d10+3  
**Reach:** 10'  
**Special Attacks:** Trample, Kick  
**Special Qualities:** N/A  
**Magic Resistance:** N/A  
**Divine Resistance:** N/A

**Attributes:** 10+2d6+2 STR (18), 3d6 -2 DEX (7), 12+2d6 TOU (18), 3d6+1 INTU (10), 3d6+1 INT (10), 3d6+1 PER (10).  
**Secondary Attributes:** (+7), Agility (+0), Endurance (+6), Willpower (+3), Reason (+1), Psyche (+2)  
**Spell Points:** 1

**Bonus Martial Proficiencies:** Spear  
**No Weapon Skill Penalty:** -2  
**Weapons Allowed:** Long bow, Long Sword, Spear (Large), Weapons Focus – Spear, Weapon of Choice – Spear.  
**Armor allowed:** Light, medium, & shield

**Skills:** Athletics, Grapple, History Local, & Perception.  
**Languages:** Centaur, Common, Elvish

**Social Structure:** Tribal  
**Class Opportunities:** Tribal warrior, any of the character classes

**Resistances:**  
+2 save vs. poison  
+2 save vs necromantic magic's

**Racial/Type Advantages & Traits:**

Trample: Centaurs can trample their targets but provoke a free attack when doing so. The free attack does not end the trample. Damage is 4d10. The trample must have a 15' start. Targets may forgo a free attack to dive out of the way, AGILITY save DC 15, however target is prone on a successful save. Only targets of medium or smaller can be trampled.

Kick: The Centaur can kick with its two front legs or buck with the two rear.

**Vision:** Normal, Superior Night Vision 90'

**Class Abilities:**

Weapon Focus: +1 with selected weapon  
Weapon of Choice: reduce extra attack penalty by 4

## **DOPPELGANGER;** (Ethos: Law), (Nature: Evil)

### **Base Creature**

**CLASS/LEVELS:** -/0

**Size/Type:** Medium (12)/Humanoid

**Initiative:** +1

**Armor Class:** 15 (+1 DEX, +4 thick hide)

**Racial Hit Die:** 1D8

**Hit Points:** 30

**Recovery Points:** 18

**Movement:** 30

**Base Attack:** +0

**Attack:** +3 Club, +3 Punch

**Extra Attack:** -3 Club, +1 Punch

**Weapons:** Club 1D8+3, Punch 1d6+3

**Reach:** Normal

**Special Attacks:** Mimic

**Special Qualities:** Empathy, Regeneration 1hp/round, Thermal Vision 30', Night Vision 30'

**Magic Resistance:** 15 +1 per 2 levels

**Divine Resistance:** 15 +1 per 2 levels

**Attributes:** 15+1d6 STR (18), 3d6+6 DEX (15), 15+1d6 TOU (18), 9+1d6 INTU (13), 15+1d6 INT (18), 12+1d6 PER (15).

**Secondary Attributes:** Brawn (+3), Agility (+1), Endurance (+3), Willpower (+1), Reason (+3), Psyche (+1)

**Spell Points:** Reserve (3), Spell Points (3)

**Bonus Martial Proficiencies:** Punch, Club

**No Weapon Skill Penalty:** -5

**Weapons Allowed:** Natural, Club

**Armor allowed:** N/A

**Skills:** Deceive, Perception, Sneak.

**Languages:** Common, Elvish

**Social Structure:** Solitary or small family unit.

**Class Opportunities:** Any character class, Monster Magical, Brute, Savage Warrior.

### **Resistances:**

Mentalism +2 saves

Divination +2 saves

### **Racial/Type Advantages & Traits:**

Empathy: The Doppelganger can detect the emotional state of a target. This works like a spell build with Mentalism as the base discipline.

Build – Mentalist + Empathy + Save + Cast Time + Range + Area + Duration.

Regeneration: Regenerate 1 hit point per round. Unless unconscious hit points will always regenerate first then Recovery points. If unconscious, Recovery points will regenerate first then hit points.

Spell Points: Doppelgangers start with a Base of (3) Reserve Points, and (3) Spell Points.

Life Burn: When shifting (only), Doppelgangers can burn hit points as spell points to attain the form they are copying. This constitutes hit point damage and they can fall unconscious if their hit points drop to 0 and they go into Recovery points. They could accidentally kill themselves during this process.

Emulate Other: The Doppelganger detects (when using magic or miracles) as the same ethos, nature, and creature type as that it is mimicking.

Hit Points: +5 from Type.

Martial Proficiency: +1 from Type.



**Mimic:** When the Doppelganger wishes, they may take the form of a desired target. This is a painful and deadly process for the target. The Doppelganger must be in contact with the target. If the target is unconscious, they receive no save. However, if the target is conscious the Doppelganger must successfully grapple the target. The target then receives an ENDURANCE save DC 10 + the Doppelganger Reason score. Failure means the Victim has been mimicked and killed, their body becoming a desiccated husk. The whole process takes one round. The Doppelganger gains all the memories of the victim but not class levels or skills. Use the spell build as shown below. Doppelganger may burn hit points in place of spell points for this process. Doppelgangers can only mimic one size category up or down, which limits most of them to sizes small, medium or large.

**Build** –Transmogrify + Mimic + Humanoid + Save + Cast Time + Size (Cost one point for each size Sub-Category difference, up or down) + Duration (Duration is permanent and costs 10 spell points).

**Thick Hide:** +4 armor class.

**Vision:** Normal, Infra Vision 30', Night Vision 30' (from Type)

### **Notes:**

Doppelgangers can be found almost anywhere but prefer stealing the lives of the rich and powerful so they may live in luxury. They avoid conflict and carefully plan their lives and actions so as not to be detected. When they mimic the form of another, they are physically indistinguishable in every way, taking on the base hit point of size. Though they have the memories of their victims, they are loath to behave goodly or perform acts of charity. Thus it is possible through careful observation to observe their presence, masquerading as another.

## **Doppelganger**

**CLASS/LEVELS:** Rapscaillon (skill disposition)/3

**Size/Type:** Medium (12)/Humanoid

**Initiative:** +5

**Armor Class:** 17 (+1 DEX, +4 thick hide, +2 defense bonus)

**Racial Hit Die:** 1D8

**Hit Points:** 48

**Recovery Points:** 18

**Movement:** 30

**Base Attack:** +1

**Attack:** +4 Club, +4 Punch

**Extra Attack:** -2 Club, +2 Punch, +0 Short Sword, +2 Dagger

**Weapons:** Club 1D8+3, Punch 1d6+3, Short Sword (1d8+3), Dagger (1d6+3)

**Reach:** Normal

**Special Attacks:** Mimic

**Special Qualities:** Empathy, Regeneration 1hp/round, Thermal Vision 30', Night Vision 30'

**Magic Resistance:** 16 +1 per 2 levels

**Divine Resistance:** 16 +1 per 2 levels

**Attributes:** 15+1d6 STR (18), 3d6+6 DEX (15), 15+1d6 TOU (18), 9+1d6 INTU (13), 15+1d6 INT (18), 12+1d6 PER (15).

**Secondary Attributes:** Brawn (+4), Agility (+5), Endurance (+7), Willpower (+2), Reason (+7), Psyche (+3)

**Spell Points:** Reserve (3), Spell Points (3)

**Bonus Martial Proficiencies:** Punch, Club

**No Weapon Skill Penalty:** -5

**Weapons Allowed:** Natural, Club

**Armor allowed:** N/A

**Skills:** Deceive, Perception, Sneak.

**Languages:** Common, Elvish

**Social Structure:** Solitary or small family unit.

**Class Opportunities:** Any character class, Monster Magical, Brute, Savage Warrior.

**Resistances:**

Mentalism +2 saves

Divination +2 saves

**Racial/Type Advantages & Traits:**

Empathy: The Doppelganger can detect the emotional state of a target. This works like a spell build with Mentalism as the base discipline.

Build – Mentalist + Empathy + Save + Cast Time + Range + Area + Duration.

Regeneration: Regenerate 1 hit point per round. Unless unconscious, hit points will always regenerate first then Recovery points. If unconscious, Recovery points will regenerate first then hit points.

Spell Points: Doppelgangers start with a Base of (3) Reserve Points, and (3) Spell Points.

Life Burn: When shifting (only), Doppelgangers can burn hit points as spell points to attain the form they are copying. This constitutes hit point damage and they can fall unconscious if their hit points drop to 0 and they go into Recovery points. They could accidentally kill themselves during this process.

Emulate Other: The Doppelganger detects (when using magic or miracles) as the same ethos, nature, and creature type as that it is mimicking.

Hit Points: +5 from Type.

Martial Proficiency: +1 from Type.

Mimic: When the Doppelganger wishes, they may take the form of a desired target. This is a painful and deadly process for the target. The Doppelganger must be in contact with the target. If the target is unconscious, they receive no save. However, if the target is conscious the Doppelganger must successfully grapple the target. The target then receives an ENDURANCE save DC 10 + the Doppelganger Reason score. Failure means the Victim has been mimicked and killed, their body becoming a desiccated husk. The whole process takes one round. The Doppelganger gains all the memories of the victim but not class levels or skills. Use the spell build as shown below, Doppelganger may burn hit points in place of spell points for this process. Doppelgangers can only mimic one size category up or down, which limits most of them to sizes small, medium or large.

Build – Transmography + Mimic + Humanoid + Save + Cast Time + Size (Cost one point for each size Sub-Category difference, up or down) + Duration (Duration is permanent and costs 10 spell points).

Thick Hide: +4 armor class.

**Vision**: Normal, Infra Vision 30', Night Vision 30' (from Type)

**Class Abilities:**

Skill Bonuses: rapsCALLION gains a bonus of +1 to all rogues skills: Acrobatics, Athletics, Decipher Script, Disable Device, Escape Artist, Open Locks, Sleight of Hand, and Sneak.

Secret Language: All rapsCALLIONS, regardless of affiliation, have their own secret language, the "thieves' cant". This language is known in addition to others, which may be learned because of race and/or intellect. While rapsCALLIONS can always understand the thieves' cant from their own area, it is not always the same in other areas. In fact, in most areas (villages, towns, and cities) the secret language is often entirely different. The rapsCALLION must put points into secret language if he wishes to understand secret languages from other areas.

Somersault: Any character can attempt to tuck and roll to avoid an attack, but rapsCALLIONS are better at it. RapsCALLIONS receive a +2 bonus to all tuck and roll checks.

Agile: RapsCALLIONS take no damage on a successful agility save.

## **GARGOYLE;** (Ethos: Law), (Nature: Evil)

### **Base Creature**

**CLASS/LEVELS:** -/0

**Size/Type:** Large (13)/Earth

**Initiative:** +0

**Armor Class:** 15 (-1 size, +1 natural, +5 skin of stone)

**Racial Hit Die:** D10

**Hit Points:** 31

**Recovery Points:** 14

**Movement:** 25, fly 30

**Base Attack:** +0

**Attack:** +2 Claw, +2 Bite

**Extra Attack:** -2 Claw, -2 Bite

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

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** Sense Tremor, Skin of Stone, Damage Reduction 2

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 10+1d6 (+1+2) STR (16), 3d6 +1 (-2) DEX (8), 6+2d6 (+2) TOU (14), 3d6 INTU (9), 3d6 INT (9), 3d6 PER (9).

**Secondary Attributes:** Brawn (+2), Agility (+0), Endurance (+1), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** 1

**Bonus Martial Proficiencies:** N/A

**No Weapon Skill Penalty:** -4

**Weapons Allowed:** Claw & Bite

**Armor allowed:** None

**Skills:** Fly (Agility)

**Languages:** Gargoyle

**Social Structure:** Tribal 10 - 200

**Class Opportunities:** Savage Warrior

### **Resistances:**

Resistance: Earth magic 10, poison 10.

Magic: Immune to magical effects that cause petrification or turn to stone.

### **Racial/Type Advantages & Traits:**

Sense Tremor: Earth types can sense vibrations that pass through the earth and stone, range 60'. Larger tremors such as earthquakes can be felt at great distances even miles away.

Skin of Stone: +5 Armor class

Damage Reduction: 2

**Vision:** Normal, Infravision 60'

### **Notes:**

### **CREATURE BUILD**

## **Gargoyle**

**CLASS/LEVELS:** Savage Warrior/ 1

**Size/Type:** Large (13)/Earth

**Initiative:** +3

**Armor Class:** 15 (-1 size, +1 natural, +5 skin of stone)

**Racial Hit Die:** D10

**Hit Points:** 31

**Recovery Points:** 14

**Movement:** 25, fly 30

**Base Attack:** +1

**Attack:** +3 Claw, +3 Bite

**Extra Attack:** -2 Claw, - 2 Bite

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

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** Sense Tremor, Skin of Stone, Damage Reduction 2

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 10+1d6 (+1+2) STR (16), 3d6 +1 (-2) DEX (8), 6+2d6 (+2) TOU (14), 3d6 INTU (9), 3d6 INT (9), 3d6 PER (9).

**Secondary Attributes:** Brawn (+4), Agility (+3), Endurance (+3), Willpower (+0), Reason (+0), Psyche (+1)

**Spell Points:** 1

**Bonus Martial Proficiencies:** N/A

**No Weapon Skill Penalty:** -4

**Weapons Allowed:** Claw & Bite

**Armor allowed:** None

**Skills:** Fly (Agility)

**Languages:** Gargoyle

**Social Structure:** Tribal 10 - 200

**Class Opportunities:** Savage Warrior

Tribal 10 - 200

**Resistances:**

Resistance: Earth magic 10, poison 10,

Magic: Immune to magical effects that cause petrification or turn to stone.

**Racial/Type Advantages & Traits:**

Sense Tremor: Earth types can sense vibrations that pass through the earth and stone range 60'. Larger tremors such as earthquakes can be felt at great distances, even miles away.

Skin of Stone: +5 Armor class

Damage Reduction: 2

**Vision:** Normal, Infravision 60

**Class Abilities:**

Stealth: +2 on hide checks.

Tracking: Can use perception skill to track targets.

## GIANTS, LESSER

The Lesser Giants are the descendents of the true giants who fled the upper realms during Ragnarok. They are smaller than their forebears but just as aggressive. They are Ember Giants, Ice Giants, Rock Giants, and Tempest Giants. Then there are Mound Giants, a class above Ogres.

### Base Creature

#### **EMBER GIANT** (Ethos: Chaos), (Nature: Evil)

**CLASS/LEVELS:** -/0

**Size/Type:** Giant (17)/ Jotun

**Initiative:** +0

**Armor Class:** 12 (-3 size, +5 natural)

**Racial Hit Die:** 2D8

**Hit Points:** 112

**Recovery Points:** 21

**Movement:** 40

**Base Attack:** +0

**Attack:** +5 Fist Slam, +5 Long Sword (giant)

**Extra Attack:** +1 Fist Slam, -2 Long Sword (giant)

**Weapons:** Fist Slam 2d8+5, Long Sword (giant) 3D10+5

**Reach:** 10'

**Special Attacks:** N/A

**Special Qualities:** Immune to Natural Fire

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 15+1d6+4 STR (22), 9+1d6-4 DEX (8), 15+2d6+ TOU (21), 3d6 INTU (9), 3d6 INT (9), 3d6 PER (9).

**Secondary Attributes:** Brawn (+5), Agility (+0), Endurance (+5), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Long Sword

**No Weapon Skill Penalty:** -2

**Weapons Allowed:** Long Sword

**Armor allowed:** N/A

**Skills:** Survival Wilderness

**Languages:** Fire Giant, Giant Kind, Common, Dwarfish

**Social Structure:** Solitary 1, Family Units 2- 7, Clan 20-50

**Class Opportunities:** All Character Classes, Brute, Savage Warrior, Tribal Warrior.

#### **Resistances:**

Immunity to natural fire

Fire Resistance 15

#### **Racial/Type Advantages & Traits:**

Fast Heal: 1 points per hour

**Vision:** Normal, Night Vision 90'

#### Notes:

## **EMBER GIANT**

**CLASS/LEVELS:** Fighter/2

**Size/Type:** Giant (17)/ Jotun

**Initiative:** +2

**Armor Class:** 16 (-3 size, +5 natural, +4 chain mail)

**Racial Hit Die:** 2D8

**Hit Points:** 130

**Recovery Points:** 21

**Movement:** 40

**Base Attack:** +2

**Attack:** +7 Fist Slam, +8 Long Sword (giant)

**Extra Attack:** +3 Fist Slam, +1 Long Sword (giant)

**Weapons:** Fist Slam 2d8+6, Long Sword (giant) 3D10+7

**Reach:** 10'

**Special Attacks:** N/A

**Special Qualities:** Immune to Natural Fire

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 15+1d6+4 STR (22), 9+1d6-4 DEX (8), 15+2d6+ TOU (21), 3d6 INTU (9), 3d6 INT (9), 3d6 PER (9).

**Secondary Attributes:** Brawn (+9), Agility (+2), Endurance (+9), Willpower (+2), Reason (+1), Psyche (+1)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Long Sword

**No Weapon Skill Penalty:** -2

**Weapons Allowed:** Battle AX, Long Sword, Short Sword, War Hammer, Military Pick.

**Armor allowed:** Light, Medium, Heavy, and Shield

**Skills:** Survival Wilderness

**Languages:** Fire Giant, Giant Kind, Common, Dwarfish

**Social Structure:** Solitary 1, Family Units 2- 7, Clan 20-50

**Class Opportunities:** All Character Classes, Brute, Savage Warrior, Tribal Warrior.

### **Resistances:**

Immunity to Natural Fire

Fire Resistance 15

### **Racial/Type Advantages & Traits:**

Fast Heal: 1 points per hour

**Vision:** Normal, Night Vision 90'

### **Class Abilities:**

**Melee Specialization (1<sup>st</sup>):** At first level, the fighter may choose one melee weapon to specialize in by spending an additional weapon proficiency slot. See weapon specialization under weapons. Bows receive a different set of bonuses and rules.

**Bonus Damage (1<sup>st</sup>):** Any time a fighter strikes with a weapon he is proficient with, he deals extra damage equal to half his level rounded down.

**Relentless (2<sup>nd</sup>):** Each time a fighter misses an attack, he receives a +1 bonus on his next attack. This bonus is cumulative with each miss to a maximum bonus of +10. Once a successful hit is scored, the bonus resets to 0. This bonus represents a fighter's attack routine. The bonus returns to 0 if he changes targets or weapon, or if his attack is otherwise interrupted by spells or conditions, such as stun or unconsciousness.

**ICE GIANT** (Ethos: Neutral), (Nature: Evil)

**CLASS/LEVELS:** -/0

**Size/Type:** Giant (17)/ Jotun

**Initiative:** +2

**Armor Class:** 14 (-3 size, +2 DEX, +5 natural)

**Racial Hit Die:** 2D6

**Hit Points:** 111

**Recovery Points:** 20

**Movement:** 40

**Base Attack:** +0

**Attack:** +5 Fist Slam, +5 Battle Ax

**Extra Attack:** +1 Fist Slam, -3 Battle Ax

**Weapons:** Fist Slam 2d8+5, Battle Ax 3d8+11

**Reach:** 10'

**Special Attacks:** N/A

**Special Qualities:** Immunity to Natural Cold, Cold Resistance 15

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 14+1d6+4 STR (21), 14+2d6-4 DEX (16), 14+2d6+ TOU (20), 3d6 INTU (9), 3d6 INT (9), 3d6 PER (9).

**Secondary Attributes:** Brawn (+5), Agility (+2), Endurance (+4), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Battle Ax

**No Weapon Skill Penalty:** -2

**Weapons Allowed:** Battle Ax

**Armor allowed:** None

**Skills:** Survival Wilderness

**Languages:** Frost Giant, Giant Kind, Common, Dwarfish

**Social Structure:** Solitary 1, Family Units 2- 7, Clan 20-50

**Class Opportunities:** All Character Classes, Brute, Savage Warrior, Tribal Warrior.

**Resistances:**

Immunity to natural Cold

Cold Resistance 15

**Racial/Type Advantages & Traits:**

Fast Heal: 1 HP per hour

**Vision:** Normal, Night vision 90'

**Notes:**

**ICE GIANT****CLASS/LEVELS:** Ranger/2**Size/Type:** Giant (17)/ Jotun**Initiative:** +5**Armor Class:** 18 (-3 size, +2 DEX, +5 natural +3 Hide, +1 Class)**Racial Hit Die:** 2D6**Hit Points:** 125**Recovery Points:** 20**Movement:** 40**Base Attack:** +2**Attack:** +7 Fist Slam, +7 Short Sword, +4 Long Bow,**Extra Attack:** +3 Fist Slam, +6 Short Sword, +3 or -1 Long Bow**Weapons:** Fist Slam 2d8+5, Battle Ax 3d8+11**Reach:** 10'**Special Attacks:** N/A**Special Qualities:** Immunity to Natural Cold, Cold Resistance 15**Magic Resistance:** N/A**Divine Resistance:** N/A**Attributes:** 14+1d6+4 STR (21), 14+2d6-4 DEX (16), 14+2d6+ TOU (20), 3d6 INTU (9), 3d6 INT (9), 3d6 PER (9).**Secondary Attributes:** Brawn (+8), Agility (+5), Endurance (+7), Willpower (+2), Reason (+2), Psyche (+1)**Spell Points:** 1**Bonus Martial Proficiencies:** Battle Ax**No Weapon Skill Penalty:** -2**Weapons Allowed:** Ax Hand, Long Bow, Long Sword, Short Sword, Short Bow, Spear, Weapon Focus — Long Bow.**Armor allowed:** Light & Medium**Skills:** Acrobatics, Athletics, Grapple, Handle Animal, Sneak, Survival.**Languages:** Frost Giant, Giant Kind, Common, Dwarfish**Social Structure:** Solitary 1, Family Units 2- 7, Clan 20-50**Class Opportunities:** All Character Classes, Brute, Savage Warrior, Tribal Warrior.**Resistances:**

Immunity to Natural Cold

Cold Resistance 15

**Racial/Type Advantages & Traits:**

Fast Heal: 1 HP per hour

**Vision:** Normal, Night vision 90'**Class Abilities:****Bonus AC (1<sup>st</sup>):** While in light armor, the ranger gains a +1 bonus to AC at 1<sup>st</sup>, 4<sup>th</sup> and every four levels thereafter.**Bonus Skills (1<sup>st</sup>):** The ranger gains Athletics, Sneak, and Survival as bonus skills at first level.**Adversary Focus DWARF (1<sup>st</sup>):** Rangers receive a +1 to Hit, checks, and saves when dealing with Dwarfs. The bonuses for this class ability increase by one for every five levels. +1 at 1<sup>st</sup>. +2 at 5<sup>th</sup>, +3 at 10<sup>th</sup>, Etc.**Tracking (1<sup>st</sup>):** A Survival check is used to determine if the ranger is successful at tracking. The ranger receives a +2 bonus to their tracking ability.**Two-Weapon Fighting (1<sup>st</sup>):** As long as the ranger is wearing light armor, he gets the benefit of two-weapon fighting. The penalty for fighting with a weapon in each hand is reduced by 3.



## **ROCK GIANT** (Ethos: Evil), (Nature: Chaos)

**CLASS/LEVELS:** -/0

**Size/Type:** Giant (17)/ Jotun

**Initiative:** -1

**Armor Class:** 13 (-3 size, -1 Dex, +5 natural, +2 thick hide)

**Racial Hit Die:** 2D8

**Hit Points:** 113

**Recovery Points:** 22

**Movement:** 40

**Base Attack:** +0

**Attack:** +6 Fist Slam, +6 War Mattock

**Extra Attack:** +2 Fist Slam, -7 War Mattock

**Weapons:** Fist Slam 2d8+6, War Mattock 3d12+3d6+6

**Reach:** 10'

**Special Attacks:** N/A

**Special Qualities:** Immunity to natural Acid, Acid Resistance 15

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 16+1d6+4 STR (23), 8+1d6-4 DEX (7), 16+2d6 TOU (22), 3d6 INTU (9), 3d6 INT (9), 3d6 PER (9)

**Secondary Attributes:** Brawn (+6), Agility (-1), Endurance (+5), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** 1

**Bonus Martial Proficiencies:** War Mattock

**No Weapon Skill Penalty:** -2

**Weapons Allowed:** War Mattock

**Armor allowed:** None

**Skills:** Survival Wilderness

**Languages:** Earth Giant, Giant Kind, Common, Dwarfish

**Social Structure:** Solitary 1, Family Units 2- 7, Clan 20-50

**Class Opportunities:** All Character Classes, Brute, Savage Warrior, Tribal Warrior.

### **Resistances:**

Immunity to Natural Acid

Acid Resistance 15

### **Racial/Type Advantages & Traits:**

Fats Heal: 1 points per hour

Thick Hide +2 armor class

**Vision:** Normal, Night vision 90'

### **Notes:**

## **ROCK GIANT**

**CLASS/LEVELS:** Berserker/2

**Size/Type:** Giant (17)/ Jotun

**Initiative:** +1

**Armor Class:** 17 (-3 size, -1 Dex+5 natural, +2 thick hide, +6 plate mail)

**Racial Hit Die:** 2D8

**Hit Points:** 131 (158 while raging)

**Recovery Points:** 22

**Movement:** 45 (50 while raging)

**Base Attack:** +2

**Attack:** +8 Fist Slam, +8 War Mattock (with rage; +9 with War Mattock)

**Extra Attack:** +4 Fist Slam, -5 War Mattock (+0 with War Mattock While Raging)

**Weapons:** Fist Slam 2d8+6, War Mattock 3d12+3d6+6

**Reach:** 10'

**Special Attacks:** N/A

**Special Qualities:** Immunity to Natural Acid, Acid Resistance 15

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 16+1d6+4 STR (23), 8+1d6-4 DEX (7), 16+2d6 TOU (22), 3d6 INTU (9), 3d6 INT (9), 3d6 PER (9)

**Secondary Attributes:** Brawn (+10), Agility (+1), Endurance (+9), Willpower (+2), Reason (+1), Psyche (+1)

**Spell Points:** 1

**Bonus Martial Proficiencies:** War Mattock

**No Weapon Skill Penalty:** -2

**Weapons Allowed:** Long Sword, Two-Handed-Sword, Great Ax, War Mattock. Weapon Focus — War Mattock.

**Armor allowed:** Any

**Skills:** Athletics, Grapple, Survival Wilderness,

**Languages:** Earth Giant, Giant Kind, Common, Dwarfish

**Social Structure:** Solitary 1, Family Units 2- 7, Clan 20-50

**Class Opportunities:** All Character Classes, Brute, Savage Warrior, Tribal Warrior.

**Resistances:**

Immunity to Natural Acid

Acid Resistance 15

**Racial/Type Advantages & Traits:**

Fats Heal: 1 points per hour

Thick Hide +2 armor class

**Vision:** Normal, Night vision 90'

**Class Abilities:**

**Resistances:**

Immunity to natural Acid

Acid Resistance 15

**Racial/Type Advantages & Traits:**

Fats Heal: 1 points per hour

**Languages:** Earth Giant, Giant Kind, Common, Dwarfish

**Vision:** Normal, Night vision 90'

**Class Abilities**

**Rage:** Berserkers rage. It's what they do. It's what they live for. Battle is an intoxicating and euphoric experience for them, one that consumes their mind, body, and soul. Dangerous allies, berserkers have volatile personalities and are prone to frequent and explosive bursts of violence. A berserker's alignment nature is always chaotic.

- **Hard to Kill** – While raging, berserkers add their Recovery points to their normal hit point pool. These points will act as hit points until the rage ends. Then any remaining points will return to the Recovery point pool. If the berserker is left with no hit points, one point is removed from the Recovery pool so that the Berserker has at least one hit point. When raging, if the berserker runs out of hit points (this includes Recovery points as well) they fall unconscious and start to die.

- Bonus Saves – At 1<sup>st</sup>, 3<sup>rd</sup> and every three levels after 3<sup>rd</sup> level, the berserker gains a bonus save against mind-affecting spells and spell-like effects. The berserker's mind is too clouded to be manipulated easily. The exception to this are spells that provoke the berserker, like Taunt. See Rage Drawbacks for more details.
- Extra Attacks – While raging, the berserker will always take extra attacks. The penalties for taking extra attacks are reduced by 3 for one-handed weapons and reduced by 5 for two-handed weapons.
- Bonus Strength – While raging, the berserker's Strength increases by 4 points at 1<sup>st</sup>, and by 2 more points each at 5<sup>th</sup>, 10<sup>th</sup>, 15<sup>th</sup>, and 20<sup>th</sup> levels.
- Using Rage – A berserker can rage for 5 rounds. This increases by 1 round every four levels. It takes two rounds to go into a rage. The rage starts on the beginning of the third round. After a rage, the berserker becomes fatigued.

Rage Drawbacks – Berserkers are unstable, always on the verge of exploding into a violent rage and attacking.

- Easily Provoked – the berserkers are never quite in control of themselves. If taunted, the berserker must make a Willpower save of difficulty 20 or fly into a rage. (It still takes two rounds, but the berserker will attack immediately.) If attacked, the difficulty is 30. If an ally is attacked, the difficulty is 25. If an ally is killed, the difficulty is 35.
- Continuous Attack – The berserker will keep attacking anyone in sight until the rage ends. They will attack if a truce is called or even if all enemies are dead. In this case, they turn on their allies.
- Careless Attack – Berserkers receive no dexterity bonus to AC while raging and make no use of shields even if one is equipped. They are more likely to use it as an offhand weapon or simply cast the shield off.
- No Missile Weapons - While raging, the use of missile weapons is not possible. However, thrown and hurled weapons are possible, but without Dexterity bonuses. Strength bonuses still apply.
- No Martial Proficiency Use – While the berserker is free to choose and use any martial proficiency available to the warrior classes, no advanced may be used while raging. Rage is a thing of wild and animal instinct. No conscious thought goes into the berserker's attacks. The berserker will be subject to non-proficiency penalties if wielding a martial weapon while raging.
- Illusions and Provocation Magic – Berserkers receive no bonus to saves against visual illusions, because illusions are images outside the mind. Also, mind-affecting spells that taunt or cause loss of control through anger will still affect the berserker normally. Such spells always draw the attention of the berserker to the caster and they will become the berserker's primary target.
- Fatigue – After a rage ends, the berserker is exhausted. The fatigue lasts for 2 rounds for each round that the rage lasted. During this time the berserker's Strength drops a number of points equal to the bonus received during the rage, and movement drops to 1/2 normal speed. If the berserker is unable to rest (due to continued combat or some other unavoidable activity), then there is a chance the berserker may fall unconscious. To remain conscious, the berserker must succeed on a Willpower save of difficulty 20 + 2 for each round of continued exertion. This save must be made every round until the berserker can rest. True rest from the fatigue does not start until all physical exertion has ended. Each round of continued activity extends the amount of rest required by 2 more rounds. Thus a 5<sup>th</sup> level Berserker who raged for 5 rounds and is still in combat for 3 rounds after would require 16 rounds of rest to Recovery from the rage.
- Berserkers cannot rage more than once every ten minutes.

Bonus Recovery Points – The berserker gains 4 bonus Recovery points plus 1 for each level of berserker. This bonus is permanent and in effect, whether raging or not.

Fast Move – The berserker can move 5' faster, and 10' faster while raging.

## **TEMPEST GIANT** (Ethos: Neutral), (Nature: Chaos)

**CLASS/LEVELS:** 0/-

**Size/Type:** Giant (17)/ Jotun

**Initiative:** +1

**Armor Class:** 13 (-3 size, +1 Dex, +5 natural)

**Racial Hit Die:** 2D6

**Hit Points:** 110

**Recovery Points:** 20

**Movement:** 40

**Base Attack:** +0

**Attack:** +5 fist Slam, +5 Pike

**Extra Attack:** +1 Fist Slam, -3 Pike

**Weapons:** Fist Slam 2d8+5, Pike 4d6+5 (reach 15')

**Reach:** 10'

**Special Attacks:** N/A

**Special Qualities:** Immunity to Natural Lightning, Lightning Resistance 15

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 13+1d6+4 STR (20), 14+1d6-4 DEX (13), 15+2d6 TOU (20), 13+2d6 INTU (19), 12+1d6+INT (15), 3d6+3 PER (11).

**Secondary Attributes:** Brawn (+4), Agility (+1), Endurance (+4), Willpower (+5), Reason (+1), Psyche (+0)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Pike

**No Weapon Skill Penalty:** -3

**Weapons Allowed:** Fist Slam, Pike

**Armor allowed:** none

**Skills:** Survival Wilderness

**Languages:** Storm Giant, Giant Kind, Common, Dwarfish

**Social Structure:** Solitary 1, Family Units 2- 7, Clan 20-50

**Class Opportunities:** All Character Classes, Brute, Savage Warrior, Tribal Warrior.

### **Resistances:**

Immunity to Natural Lightning

Lightning Resistance 15

### **Racial/Type Advantages & Traits:**

Fast Heal: 1 points per hour

**Vision:** Normal, Night vision 90'

### **Notes:**

## **TEMPEST GIANT**

**CLASS/LEVELS:** 0/-

**Size/Type:** Cleric/3

**Initiative:** +2

**Armor Class:** 17 (-3 size, +1 Dex, +5 natural, +4 Chain)

**Racial Hit Die:** 2D6

**Hit Points:** 131

**Recovery Points:** 20

**Movement:** 40

**Base Attack:** +1

**Attack:** +6 fist Slam, +6 Pike

**Extra Attack:** +2 Fist Slam, -2 Pike

**Weapons:** Fist Slam 2d8+4, Pike 4d6+5 (reach 15')

**Reach:** 10'

**Special Attacks:** N/A

**Special Qualities:** Immunity to Natural Lightning, Lightning Resistance 15

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 13+1d6+4 STR (20), 14+1d6-4 DEX (13), 15+2d6 TOU (20), 13+2d6 INTU (19), 12+1d6+INT (15), 3d6+3 PER (11).

**Secondary Attributes:** Brawn (+6), Agility (+2), Endurance (+7), Willpower (+9), Reason (+3), Psyche (+3)

**Spell Points:** 1

**Divine Points:** 5

**Bonus Martial Proficiencies:** Pike

**No Weapon Skill Penalty:** -3

**Weapons Allowed:** Broad Sword, Pike, War Hammer,

**Armor allowed:** Light, medium, & shield

**Skills:** Survival Wilderness

**Languages:** Storm Giant, Giant Kind, Common, Dwarfish

**Social Structure:** Solitary 1, Family Units 2- 7, Clan 20-50

**Class Opportunities:** All Character Classes, Brute, Savage Warrior, Tribal Warrior.

**Resistances:**

Immunity to Natural Lightning

Lightning Resistance 15

**Racial/Type Advantages & Traits:**

Fast Heal: 1 points per hour

**Vision:** Normal, Night vision 90'

**Class Abilities:**

**Resistances:**

Immunity to natural Lightning

Lightning Resistance 15

**Racial/Type Advantages & Traits:**

Fats Heal: 1 points per hour

**Languages:** Fire Giant, Giant Kind, Common, Dwarfish

**Vision:** Normal, Night vision 90'

**Class Abilities**

**Blessing:** Clerics can use the Blessing divine ability once a turn (10 rounds) without expending divine power points. A blessing can be used in one of two ways. First it can be used to grant all allies in a 15' radius a +1 to saves, a +1 to attacks, or +1 to skill checks, cleric's choice. Second it may be used to imbue a single weapon with a +1 bonus to attack and damage rolls. These effects last for 5 rounds. They last for 10 rounds after the cleric has reached 6<sup>th</sup> level. Only one blessing can be active at any one time. The most recent blessing effect stands. All others are suppressed while the most recent one is in effect. If an older blessing is still active when the latest one expires, it will take effect for the remainder of its duration.

**A God's Gift** – Two times a Day.

- Revisit – The cleric may activate Revisit on an ally within 30' who has failed a save on a persistent effect, such as entangle, stone to flesh, paralysis, etc. The target receives a second saving throw as long as it has been less than one full round since the failed save. This effect can be cast before a failed save as a preventative measure. If the target fails a save they can try again. The effect will last for one minute if used this way. Regardless of the outcome of the second roll, the miracle ends at after the second roll.
- Aural Surge – The cleric may use and Aural Surge to heal all allies within 15' radius of them 1d6+their level in damage

### Miracles

#### **Level 1 (Cost 1 Point): 4**

Divine Weapon – The weapon so touched by the cleric receives a +1 divine bonus to hit and damage. This effect lasts for one minute.

Illuminate – A soft white light is created, illuminating a 10' radius in enough light to read by and creating a dimly lit area of shadow another 10' beyond. This effect lasts for ten minutes.

Sense Evil/Good – The cleric is given the ability to sense good or evil in a creature. The cleric looks at a target within 10' and concentrates for a full round. If the Target is good, a light blue aura is revealed, whereas evil is dark red. This effect lasts for one minute.

Sense Law/Chaos - The cleric is given the ability to sense lawful or chaotic in a creature. The cleric looks at a target within 10' and concentrates for a full round. If the target is lawful, a light green aura is revealed, whereas evil is dark orange. This effect lasts for one minute.

#### **Level 2 (Cost 2 Points): 1**

Strike – The cleric can imbue a weapon with a +3 bonus to hit. The effect is immediate and if placed on an ally's weapon, may be used the round it is cast, provided the person with the weapon still has an attack available. The effect lasts for one minute or two successful strikes, whichever happens first. Does not work on missile weapons.

#### **Level 3 (Cost 3 Points): 2**

Heal Wounds - This miracle works like heal minor accept that it heals 2d6 points of damage. These dice may explode but the miracle never heals more than 24 points of damage. Against undead, this miracle deals 2d8 damage and may explode.

Shield of the Valkyries – A shield appears on the arm of the cleric, temporarily replacing any existing shields, granting a +2 AC shield bonus and +2 bonus to Agility. This miracle lasts for 5 rounds.

Deity's Weapon of Choice: At 2nd level, a cleric can use his deity's weapon as a Weapon of Choice with all the benefits that come with it. The Weapon of Choice reduces the penalty for taking an extra attack by 4. Normally, an extra attack is penalized using weapons speed as the penalty. An extra attack must be declared before the character acts.

## **MOUND GIANT** (Ethos: Evil), (Nature: Neutral)

**CLASS/LEVELS:** -/0

**Size/Type:** Giant (17)/ Jotun

**Initiative:** -1

**Armor Class:** 11 (-3 size, -1 Dex, +5 natural)

**Racial Hit Die:** 2D6

**Hit Points:** 112

**Recovery Points:** 22

**Movement:** 40

**Base Attack:** +0

**Attack:** Great Club +4, Fist Slam +4

**Extra Attack:** Great Club -6, Fist Slam +0

**Weapons:** Fist Slam 3d6, Great Club 4d8+4

**Reach:** 10'

**Special Attacks:** N/A

**Special Qualities:** Immunity to Natural Poison, Poison Resistance 15, Fast Heal: 1 points per hour

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 13+1d6+4 STR (20), 8+1d6-4 DEX (7), 16+2d6 TOU (22), 3d6 INTU (9), 3d6-2 INT (7), 3d6 PER (9)

**Secondary Attributes:** Brawn (+4), Agility (-1), Endurance (+5), Willpower (+0), Reason (-1), Psyche (+0)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Great Club

**No Weapon Skill Penalty:** -3

**Weapons Allowed:** Great Club, Fist Slam

**Armor allowed:** Hide

**Skills:** Survival

**Languages:** Hill Giant, Giant Kind, Common, Dwarfish

**Social Structure:** Solitary 1, Family Units 2- 8, Clan 25-55

**Class Opportunities:** All Character Classes, Brute, Savage Warrior, Tribal Warrior.

### **Resistances:**

Immunity to Natural Poison

Poison Resistance 15

### **Racial/Type Advantages & Traits:**

Fast Heal: 1 points per hour

**Vision:** Normal, Night vision 90'

### **Notes:**

## **MOUND GIANT**

**CLASS/LEVELS:** Brute/5

**Size/Type:** Giant (17)/ Jotun

**Initiative:**

**Armor Class:** 14 (-3 size, -1 Dex, +5 natural, +3 hide)

**Racial Hit Die:** 2D6

**Hit Points:** 155

**Recovery Points:** 22

**Movement:** 40

**Base Attack:** +5

**Attack:** Great Club +9, Fist Slam +9

**Extra Attack:** Great Club -1, Fist Slam +5

**Weapons:** Fist Slam 3d6, Great Club 4d8+6

**Reach:** 10'

**Special Attacks:** N/A

**Special Qualities:** Immunity to Natural Poison, Poison Resistance 15, Fast Heal: 1 points per hour

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 13+1d6+4 STR (20), 8+1d6-4 DEX (7), 16+2d6 TOU (22), 3d6 INTU (9), 3d6-2 INT (7), 3d6 PER (9)

**Secondary Attributes:** Brawn (+9), Agility (+1), Endurance (+10), Willpower (+5), Reason (+3), Psyche (+5)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Great Club

**No Weapon Skill Penalty:** -3

**Weapons Allowed:** Fist Slam, Long Sword, War Hammer, Battle Ax, Weapon of Choice — Great Club, Weapon Focus — Great Club,

**Armor allowed:** Light, Medium, & Shields.

**Skills:** Athletics, Grapple, Intimidate, Survival, and Swim.

**Languages:** Hill Giant, Giant Kind, Common, Dwarfish

**Social Structure:** Solitary 1, Family Units 2-8, Clan 25-55

**Class Opportunities:** All Character Classes, Brute, Savage Warrior, Tribal Warrior.

**Resistances:**

Immunity to Natural Poison

Poison Resistance 15

**Racial/Type Advantages & Traits:**

Fast Heal: 1 points per hour

**Vision:** Normal, Night vision 90'

**Notes:**

**Class Abilities**

**Weapon Focus:** +1 to hit with Great Club

**Laugh it off:** Once a day can shake off up to 15 points of damage as if it never happened. Increase to 20 at third, and 25 at 5<sup>th</sup>.

**Mighty Blow:** When choosing to attack, only once in a round can use their base attack as a damage bonus (+5). This bonus is doubled for two-handed weapons (+10).

**\*Thick Headed:** +2 bonus on saved with Willpower, Reason, and Psyche

**Unstoppable:** For two rounds, the Humanoid Brute does not feel the effects of damage. The damage is still accounted for but is not added until after two full rounds. This allows the brute to fight even when he would otherwise be dead. This effect can be used once a day, is free and immediate, and can be executed even when it is not the brute's turn.



**GHOST;** (Ethos: Neutral), (Nature: Evil)**Base Creature****CLASS/LEVELS:** -/0**Size/Type:** Medium (11)/ Undead, Intelligent**Initiative:** +2**Armor Class:** 12 (+2 Dex)**Racial Hit Die:** 1D8**Hit Points:** 26**Recovery Points:** N/A**Movement:** 30'**Base Attack:** +0**Attack:** +2 Touch of Life Corruption**Extra Attack:** -2 Touch of Life Corruption**Weapons:** Touch of Life Corruption 2d6+2 plus Cold Fatigue**Reach:** Normal**Special Attacks:** Touch of Life Corruption 2d6+2 plus cold Fatigue**Special Qualities:** Insubstantial, Immune to Poison, Immune to Endurance Based Saves**Magic Resistance:** N/A**Divine Resistance:** N/A**Attributes:** 3d6+2 STR (11), 11+1d6+2 DEX (16), N/A TOU (0), 3d6 INTU (9), 3d6+1 INT (10), 12+1d6 PER (15).**Secondary Attributes:** Brawn (+0), Agility (+2), Endurance (-), Willpower (+0), Reason (+0), Psyche (+1)**Spell Points:** 1**Bonus Martial Proficiencies:** Perception**No Weapon Skill Penalty** -4**Weapons Allowed:** Touch**Armor allowed:** N/A**Skills:** Perception**Languages:** Common, those known in life.**Social Structure:** Solitary, Pair, or Crowd (3-30)**Class Opportunities:** Undead Spirit**Resistances:**

Immune to Charm spells.

Immune to Endurance Based Saves

+4 save vs illusions

+4 save vs mind affecting spells

**Racial/Type Advantages & Traits:****Insubstantial:** Ghosts have no physicality or substance, so all weapons and other physical attacks pass helplessly through them. Magic weapons with a +1 to hit or better affect them normally. This also grants them a +4 on sneak checks.**Sense life 90':** Any life within a 90' radius is detected by the ghost.**Immune to Poison:** Poison has no effect on undead.**Hit Points:** Undead have no Toughness score, as such Hit points are determined using STR only. Add the STR score to the Racial hit point to calculate base hit points.**Life Corruption:** The touch of a ghost is deadly, burning away life from its target and dealing 2d6+2 damage.**Cold Fatigue:** Whenever a touch attack is successfully delivered, an EDURANCE save DC 10+the Ghosts PSYCHE score must be made or target suffers Cold Fatigue. Failure means that target is -1 to all attacks, saves, and checks. Further movement is reduced by 5'. Cold Fatigue is cumulative and stacks with previous attacks. Each instance of Cold Fatigue takes 1 hour to dissipate (3 instances would take 3 hours to dissipate.). No amount of normal heat will release this cold. Only magic will do.

**Fear:** Ghosts are terrifying to behold—if they want to be. The ghost can choose to exude fear in a 15' radius. All those in the area must make a WILLPOWER save DC: 10 plus the Ghosts PSYCHE score, or flee in terror for 1 round, dropping all handheld items. Those who make their save still suffer -2 on all attacks.

**Vision:** Normal, Life Vision 60'

**Notes:**

**GHOST**

**CLASS/LEVELS:** Undead, Spirit/2

**Size/Type:** Medium (11)/ Undead, Intelligent

**Initiative:** +3

**Armor Class:** 12 (+2 Dex)

**Racial Hit Die:** 1D8

**Hit Points:** 32

**Recovery Points:** N/A

**Movement:** 30'

**Base Attack:** +2

**Attack:** +4 Touch of Life Corruption

**Extra Attack:** +0 Touch of Life Corruption

**Weapons:** Touch of Life Corruption 2d6+2 plus Cold Fatigue & Fear

**Reach:** Normal

**Special Attacks:** Touch of Life Corruption 2d6+2 plus Cold Fatigue

**Special Qualities:** Insubstantial, Immune to Poison, Immune to Endurance Based Saves

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 3d6+2 STR (11), 11+1d6+2 DEX (16), N/A TOU (0), 3d6 INTU (9), 3d6+1 INT (10), 12+1d6 PER (15).

**Secondary Attributes:** Brawn (+2), Agility (+4), Endurance (-), Willpower (+3), Reason (+1), Psyche (+5)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Perception

**No Weapon Skill Penalty** -4

**Weapons Allowed:** Touch

**Armor allowed:** N/A

**Skills:** Perception

**Languages:** Common, those known in life.

**Social Structure:** Solitary, Pair, or Crowd (3-30)

**Class Opportunities:** Undead Spirit

**Resistances:**

Immune to Charm spells.

Immune to Endurance Based Saves

+4 save vs illusions

+4 save vs mind affecting spells

**Racial/Type Advantages & Traits:**

**Insubstantial:** Ghosts have no physicality or substance, so all weapons and other physical attacks pass helplessly through them. Magic weapons with a +1 to hit or better affect them normally. This also grants them a +4 on sneak checks.

**Sense life 90':** Any life within a 90' radius is detected by the ghost.

**Immune to Poison:** Poison has no effect on undead.

**Hit Points:** Undead have no Toughness score, as such Hit points are determined using STR only. Add the STR score to the Racial hit point to calculate base hit points.

**Life Corruption:** The touch of a ghost is deadly, burning away life from its target and dealing 2d6+2 damage.

**Cold Fatigue:** Whenever a touch attack is successful delivered, an EDURANCE save DC 10+the Ghosts PSYCHE score must be made or target suffers Cold Fatigue. Failure means that target is -1 to all attacks, saves, and checks. Further movement is reduced by 5'. Cold Fatigue is cumulative and stacks with previous attacks. Each instances of Cold Fatigue takes 1 hour to dissipate (3 instances would take 3 hours to dissipate.). No amount of normal heat will release this cold. Only magic will do.

**Fear:** Ghosts are terrifying to behold—if they want to be. The ghost can choose to exude fear in a 15' radius. All those in the area must make a WILLPOWER save DC: 10 plus the Ghosts PSYCHE score, or flee in terror for 1 round, dropping all handheld items. Those who make their save still suffer -2 on all attacks.

**Vision:** Normal, Life Vision 60'

### **Class Abilities**

**Bleed out of Reality:** As a full round action, an undead spirit can bleed out of reality. This takes them to the deep ether where they can Recovery faster from damage. Their Recovery points replenish twice every 24 hours.

**Reconstitute:** Normally, when a spirit loses all of their hit points and Recovery points, they are destroyed. Reconstitution changes this. When all hit points and Recovery points are lost, a spirit can reconstitute in about one week's time (4 + 1d3 days) with 1 hit point. At this point, they may retreat to the deep ether to Recovery faster. To prevent reconstitution, the area where the spirit was struck down must be consecrated or splashed with a substantial amount of (1 vial for every level of the spirit) holy water.

**Possession:** Spirits can possess a living target on contact—WILLPOWER DC 12 + Spirits Psyche score. When a possession takes hold, the spirit is contained within the body of the possessed if “hedge undead” is used on them they will react as usual to its effects but within the possessed body. Possession can be used on any living creature including animals. A save is granted the first round after possession, however the rounds per save doubles every time a save is failed. Saves on these rounds. 1<sup>st</sup>, 2<sup>nd</sup>, 4<sup>th</sup>, 8<sup>th</sup>, 16<sup>th</sup>, 32<sup>nd</sup>, 64<sup>th</sup>, 2 hours, 4 hours, 8 hours, 16 hours, 36 hours, 3 days, 6 days, 12 days. Etc.

## **GHOUL;** (Ethos: Chaos), (Nature: Evil)

### **Base Creature**

**CLASS/LEVELS:** -/0

**Size/Type:** Medium (5)/Undead, Intelligence

**Initiative:** +1

**Armor Class:** 13; +1 (DEX), +2 (Tough Hide)

**Racial Hit Die:** 1D6

**Hit Points:** 28

**Recovery Points:** N/A

**Movement:** 25

**Base Attack:** +0

**Attack:** Claw +2, Claw +2, Bite +1

**Extra Attack:** +0 Claw, +0 Claw, -1 Bite

**Weapons:** Claw 1d6, Claw 1d6, Bite 1d8

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** Life Sense, Immune to Poison,

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 6+2d6+2 STR (14), 6+2d6+2+1 DEX (15), None TOU (0), 3d6 INTU (10), 3d6 INT (10), 3d6 PER (10).

**Secondary Attributes:** (+1), Agility (+1), Endurance (-), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Weapon Focus — Natural Weapons

**No Weapon Skill Penalty:** -4

**Weapons Allowed:** Claw, Bite

**Armor allowed:** N/A

**Skills:** Perception

**Languages:** Common or those spoken in life.

**Social Structure:** Solitary, Pair, Gang (3-30), Hoard (100-1000)

**Class Opportunities:** All Character Classes, Undead Ravager,

### **Resistances:**

+2 save vs illusions

+2 save vs mind-affecting spells

### **Racial/Type Advantages & Traits:**

Sense life 90'

Immune to Poison

Tough Hide: +2 AC

Hit Points: Undead have no Toughness score, as such Hit points are determined using STR only. Add the STR score to the Racial hit point to calculate base hit points.

**Vision:** Life Vision 60', Night vision 90

### **Notes:**

Ghouls are wicked undead who eat the flesh of the living. They prefer Elves, humans, and Gnomes. They are plagued with the relentless hunger to eat the living and will devour anyone who cannot stop them.

### **CREATURE BUILD**

#### **GHOUL**

**CLASS/LEVELS:** Undead, Ravager / 1st

**Size/Type:** Medium (5)/Undead, Intelligence

**Initiative:** +3

**Armor Class:** 13 (+1 DEX, +2 Tough Hide)

**Racial Hit Die:** 1D6

**Hit Points:** 32

**Recovery Points:** N/A

**Movement:** 30

**Base Attack:** +1

**Attack:** Claw +3, Claw +3, Bite +2

**Extra Attack:** +1 Claw, +1 Claw, +0 Bite

**Weapons:** Claw 1d6, Claw 1d6, Bite 1d8

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** Life Sense, Immune to Poison,

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 6+2d6+2 STR (14), 6+2d6+2+1 DEX (15), None TOU (0), 3d6 INTU (10), 3d6 INT (10), 3d6 PER (10).

**Secondary Attributes:** (+1), Agility (+1), Endurance (-), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Weapon Focus — Natural Weapons

**No Weapon Skill Penalty:** -4

**Weapons Allowed:** Claw, Bite

**Armor allowed:** N/A

**Skills:** Craft, Grapple, Knowledge (Local), Sneak

**Languages:** Common or those spoken in life.

**Social Structure:** Solitary, Pair, Gang (3-30), Hoard (100- 1000)

**Class Opportunities:** All Character Classes, Undead Ravager,

#### **Resistances:**

+2 save vs illusions

+2 save vs mind affecting spells

#### **Racial/Type Advantages & Traits:**

Sense life 90'

Immune to Poison

Tough Hide: +2 AC

Hit Points: Undead have no Toughness score, as such Hit points are determined using STR only. Add the STR score to the Racial hit point to calculate base hit points.

**Vision:** Life Vision 60', Night vision 90

#### **Class Abilities:**

Fast: +5 Movement

Unnatural: Undead are animated by supernatural evil. The essence of the undead becomes semi-tangible, animating the dead creature body. This semi-tangible essence can be damaged by physical and other attacks. This damage cannot be Recovered, and an undead that takes 10 points of damage today will still suffer from that damage a day, week, month, year, or more later. The unnatural class ability allows the undead to heal that damage at a rate of 1 point per minute.

## **GOBLIN;** (Ethos: Chaos), (Nature: Evil)

### **Base Creature**

**CLASS/LEVELS:** -/0

**Size/Type:** Small (9) / Goblinoid

**Initiative:** +1

**Armor Class:** 12 (+1 DEX, +1 Size)

**Racial Hit Die:** 1D6

**Hit Points:** 16

**Recovery Points:** 11

**Movement:** 25

**Base Attack:** +0

**Attack:** +1 Dagger

**Extra Attack:** -1 Dagger

**Weapons:** Dagger 1d6+2

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** Stealth, Tracking

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 3d6-1 STR (8), 3d6+1+1+2 DEX (13), 3d6+1 TOU (11), 3d6 INTU (10), 3d6 INT (10), 3d6 PER (10).

**Secondary Attributes:** Brawn (+0), Agility (+1), Endurance (+0), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Dagger

**No Weapon Skill Penalty:** -4

**Weapons Allowed:** Dagger

**Armor allowed:** N/A

**Skills:** Acrobatics, Survival (Subterranean)

**Languages:** Goblin

**Social Structure:** Tribal (5–100)

**Class Opportunities:** Savage Warrior

**Resistances:**

+4 save vs disease

**Racial/Type Advantages & Traits:**

+3 base hit points

**Vision:** Normal, Superior Night Vision 90'

### **Notes:**

Goblins are nasty buggers. When they cannot find their own food, they raid farms and small villages in large numbers to overwhelm their victims. They are not above taking slaves or eating intelligent beings.

### **CREATURE BUILD**

#### **Goblin**

**CLASS/LEVELS:** Savage Warrior/ 1st

**Size/Type:** Small (9) / Goblinoid

**Initiative:** +1

**Armor Class:** 12 (+1 DEX, +1 size, +1 leather, +1 small shield)

**Racial Hit Die:** 1D6

**Hit Points:** 19

**Recovery Points:** 11

**Movement:** 25

**Base Attack:** +1

**Attack:** +2 Dagger

**Extra Attack:** +0 Dagger

**Weapons:** Dagger 1d6+2

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** Stealth, Tracking

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 3d6-1 STR (8), 3d6+1+1+2 DEX (13), 3d6+1 TOU (11), 3d6 INTU (10), 3d6 INT (10), 3d6 PER (10).

**Secondary Attributes:** Brawn (+0), Agility (+1), Endurance (+0), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Dagger

**No Weapon Skill Penalty:** -2

**Weapons Allowed:** Dagger, Short Sword, Short Bow, Spear

**Armor allowed:** Light, Small Shield

**Skills:** Acrobatics, Perception, Survival (Subterranean), Sneak, Swim

**Languages:** Goblin

**Social Structure:** Tribal (2–200)

**Class Opportunities:** Savage Warrior

**Resistances:**

+4 save vs disease

**Racial/Type Advantages & Traits:**

+3 base hit points

**Vision:** Normal, Superior Night Vision 90'

**Class Abilities:**

Stealth: +2 to sneak

Tracking: as ranger skill.

## **HARPY;** (Ethos: Chaos), (Nature: Evil)

**Base Creature**

**CLASS/LEVELS:** -/0

**Size/Type:** Small/Abomination

**Initiative:** +1

**Armor Class:** 15 +1 DEX, (+4 Hide)

**Racial Hit Die:** 1D6

**Hit Points:** 25



**Recovery Points:** 11

**Movement:** 15, 30 fly

**Base Attack:** +0

**Attack:** +1 Claw, +0 Bite

**Extra Attack:** -1 Claw, -2 Bite

**Weapons:** Claw 1d8+1, Bite 1d10

**Reach:** Normal

**Special Attacks:** Magic

**Special Qualities:** Scent, Superior Healing, Magical, Tough Hide, Harpy Song, Scream

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 3d6+2 STR (11), 7+2d6 DEX (13), 3d6+2 TOU (11), 3d6 INTU (9), 3d6INT (9), 10+2d6 PER (16).

**Secondary Attributes:** Brawn (+0), Agility (+1), Endurance (+0), Willpower (+0), Reason (+0), Psyche (+3)

**Spell Points:** Spell Pool (4), Reserve Points (1), Creation Points (0)

**Bonus Martial Proficiencies:** N/A

**No Weapon Skill Penalty:** -4

**Weapons Allowed:** Claw, Bite

**Armor allowed:** N/A

**Skills:** Fly (Agility)

**Languages:** Common, Avian

**Social Structure:** Solitary, Pair, Clutch (3-5)

**Class Opportunities:** Magic Imbued

**Resistances:**

Immune to Poisons

**Racial/Type Advantages & Traits:**

**Scent:** Can track and identify targets by smell.

**Superior Healing:** 1 point a round

**Magical:** Bonus spell pool +2 spell points.

**Tough Hide:** +4 Armor Class

**Harpy Song:** A powerful charm spell that causes the victims to move toward the harpy at normal speed. While under its effects, the victim cannot defend themselves from attacks, however they do receive a save each round. This ability is just like a spell and can be used to target a single target or an area like a zone.

Sample Build

<u>Spell Name</u>	<u>Pt Cost/ W Focus/ Spec.</u>	<u>Modifier</u>	<u>CAST TIME</u>	<u>DMG</u>	<u>RANGE</u>	<u>AREA</u>	<u>DURATION</u>
<i>Harpy Song</i>		<u>Mentalism + harpy charm</u>	<u>1 action</u>	<u>0</u>	<u>25'</u>	<u>zone</u>	<u>5rounds</u>
<b>Point Cost</b>	<b>6</b>	1+1	1	0	0	1	2

**Harpy Scream:** A powerful scream that stuns targets

Sample Build

<u>Spell Name</u>	<u>Pt Cost/ W Focus/ Spec.</u>	<u>Modifier</u>	<u>CAST TIME</u>	<u>DMG</u>	<u>RANGE</u>	<u>AREA</u>	<u>DURATION</u>
<i>Harpy Scream</i>		<u>Mentalism + harpy stun</u>	<u>1 action</u>	<u>0</u>	<u>25'</u>	<u>zone</u>	<u>5rounds</u>
<b>Point Cost</b>	<b>5</b>	1+1	1	0	0	1	1

**Vision:** Normal, Infra-Vision 60'

**Notes:**

**Harpy**

**CLASS/LEVELS:** Magic Imbued/2

**Size/Type:** Small/Abomination

**Initiative:** +3

**Armor Class:** 15 (+1 DEX, +4 Hide)

**Racial Hit Die:** 1D6

**Hit Points:** 30

**Recovery Points:** 11

**Movement:** 15, 30 fly

**Base Attack:** +1

**Attack:** +2 Claw, +1 Bite

**Extra Attack:** +0 Claw, -1 Bite

**Weapons:** Claw 1d8+1, Bite 1d10

**Reach:** Normal

**Special Attacks:** Magic

**Special Qualities:** Scent, Superior Healing, Magical, Tough Hide, Harpy Song, Scream

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 3d6+2 STR (11), 7+2d6 DEX (13), 3d6+2 TOU (11), 3d6 INTU (9), 3d6INT (9), 10+2d6 PER (16).

**Secondary Attributes:** Brawn (+1), Agility (+3), Endurance (+1), Willpower (+1), Reason (+1), Psyche (+4)

**Spell Points:** Spell Pool (8), Reserve Points (4), Creation Points (0)

**Bonus Martial Proficiencies:** N/A

**No Weapon Skill Penalty:** -4

**Weapons Allowed:** Claw, Bite

**Armor allowed:** N/A

**Skills:** Perception, Fly, Survival

**Languages:** Common, Avian

**Social Structure:** Solitary, Pair, Clutch (3-5)

**Class Opportunities:** Magic Imbued

**Resistances:**

Immune to Poisons

**Racial/Type Advantages & Traits:**

Scent: Can track and identify targets by smell.

Superior Healing: 1 point a round

Magical: Bonus spell pool +2 spell points.

Tough Hide: +4 Armor Class

Harpy Song: A powerful charm spell that causes the victims to move toward the harpy at normal speed. While under its effects, the victim cannot defend themselves from attacks, however they do receive a save each round. This ability is just like a spell and can be used to target a single target or an area like a zone.

Sample Build

<u>Spell Name</u>	<u>Pt Cost/ W Focus/ Spec.</u>	<u>Modifier</u>	<u>CAST TIME</u>	<u>DMG</u>	<u>RANGE</u>	<u>AREA</u>	<u>DURATION</u>
<i>Harpy Song</i>		<u>Mentalism</u> <u>+ harpy charm</u>	<u>1 action</u>	<u>0</u>	<u>25'</u>	<u>zone</u>	<u>5rounds</u>
<b>Point Cost</b>	<b>6</b>	1+1	1	0	0	1	2

Harpy Scream: A powerful scream that stuns targets

Sample Build

<u>Spell Name</u>	<u>Pt Cost/ W Focus/ Spec.</u>	<u>Modifier</u>	<u>CAST TIME</u>	<u>DMG</u>	<u>RANGE</u>	<u>AREA</u>	<u>DURATION</u>
<i>Harpy Scream</i>		<u>Mentalism</u> <u>+ harpy stun</u>	<u>1 action</u>	<u>0</u>	<u>25'</u>	<u>zone</u>	<u>5rounds</u>
<b>Point Cost</b>	<b>5</b>	1+1	1	0	0	1	1

**Vision:** Normal, Infra-Vision 60'

**Class Abilities:**

Hide Magical Nature: Sense magic does not work on them, and an opposed roll vs their Reason is needed to detect them as magical. However, they can turn this ability off and on at will.

Sense Magic: Creature can sense magic at will but must be in contact with the object. The Mage must concentrate for one round before knowing if an item is magical. The Mage also receives a bonus of +1 per level to detect the type of magic on a given item. A standard Reason Check is required for success DC 15. Difficulty can be modified up or down at the GM's discretion. This last power can only be attempted but once per day per object.

Stealthy: +4 to hide checks in natural environments.

## **HOBGOBLIN;** (Ethos: Chaos), (Nature: Evil)

### **Base Creature**

**Size/Type:** Medium (11)/ Goblinoid

**CLASS/LEVELS:** -/0

**Size/Type:**

**Initiative:** +0

**Armor Class:** 10

**Racial Hit Die:** 1D8

**Hit Points:** 23

**Recovery Points:** 11

**Movement:** 25

**Base Attack:** +0

**Attack:** +0

**Extra Attack:** -7 Long Sword

**Weapons:** Long Sword

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** STR (11), DEX (10), TOU (11), INS (10), INT (10), PER (10)

**Secondary Attributes:** Brawn (+0), Agility (+0), Endurance (+0), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Long Sword

**No Weapon Skill Penalty**

**Weapons Allowed:**

**Armor allowed:** Long Sword

**Skills:** Survival (Wilderness)

**Languages:** Hobgoblin, Goblin

**Social Structure:** Tribal (10- 60)

**Class Opportunities:** All character classes, Savage Warrior, Tribal Warrior

**Resistances:**

+4 save vs disease

**Racial/Type Advantages & Traits:**

Elven Hatred: +1 to hit Elves

**Vision:** Normal, Superior Night Vision 90'

### **Notes:**

Hobgoblins are a more civilized version of the Lesser Goblins, though only slightly. They are smart, organized, and highly motivated. Hobgoblin armies have been a problem for ages and often hire out as mercenaries.

### **CREATURE BUILD**

**Hobgoblin**

**CLASS/LEVELS:** Tribal Warrior / 1st

**Size/Type:** Medium (11)/ Goblinoid

**Initiative:** +0

**Armor Class:** 16 (+4 scale mail, +2 large shield)

**Racial Hit Die:** 1D8

**Hit Points:** 27

**Recovery Points:** 11

**Movement:** 25

**Base Attack:** +1

**Attack:** +2 Long Sword,

**Extra Attack:** -7 Long Sword

**Weapons:** Long Sword

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** STR (11), DEX (10), TOU (11), INS (10), INT (10), PER (10)

**Secondary Attributes:** Brawn (+3), Agility (+0), Endurance (+3), Willpower (+2), Reason (+0), Psyche (+1)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Long Sword

**No Weapon Skill Penalty:** -2

**Weapons Allowed:** Dagger, Long Sword, Long Bow, Spear,

**Armor allowed:** Light, medium, & Shield

**Skills:** Survival (Wilderness)

**Languages:** Hobgoblin, Goblin

**Social Structure:** Tribal (10- 60)

**Class Opportunities:** All character classes, Savage Warrior, Tribal Warrior

**Resistances:**

+4 save vs disease

**Racial/Type Advantages & Traits:**

Elven Hatred: +1 to hit Elves

**Vision:** Normal, Superior Night Vision 90'

**Class Abilities:**

Weapon Focus: +1 to hit with long sword.

## **HYDRA;** (Ethos: Neutral), (Nature: Chaos)

### **Base Creature**

**CLASS/LEVELS:** -/0

**Size/Type:** Giant (18)/ Monster

**Initiative:** -2

**Armor Class:** 16 (-2 DEX, -3 size, +6 Natural, +5 Armored Hide)

**Racial Hit Die:** 2D8

**Hit Points:** 142

**Recovery Points:** 23

**Movement:** 40

**Base Attack:** +0

**Attack:** +7 Bite

**Extra Attack:** +3

**Weapons:** Bite 3d6+7

**Reach:** 10'

**Special Attacks:** Head Flanking

**Special Qualities:** Superior Healing, Head Regeneration

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 18+1d6+4 STR (25), 3d6-4 DEX (5), 18+ 1d6+2 TOU (23), 5+1d6+ INTU (8), 2+INT (2), 3d6 PER (9).

**Secondary Attributes:** Brawn (+7), Agility (-2), Endurance (+5), Willpower (+0), Reason (-3), Psyche (+0)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Weapon Focus — Bite

**No Weapon Skill Penalty:** N/A

**Weapons Allowed:** N/A

**Armor allowed:** N/A

**Skills:** Grapple, Perception

**Languages:** None

**Social Structure:** Solitary, Mated Pair, Family (3-5)

**Class Opportunities:** Bestial Predator

### **Resistances:**

+2 Save vs Miracles

+2 Save vs. Magic

### **Racial/Type Advantages & Traits:**

**Superior Healing:** +2 hp per hour. This is on top of regeneration.

**Head Regeneration:** If a head is severed, two heads grow in its place 1d3+1 rounds later.

**Armored Hide:** +5 AC

**Head Flanking:** Up to three heads can attack a single target. All three act as flankers, gaining and giving flanking bonuses.

**Vision:** Normal, Night vision 120'

### **Notes:**

**HYDRA**

## **Monster Stat Sheet**

**CLASS/LEVELS:** Bestial Predator/ 3

**Size/Type:** Giant (18)/ Monster

**Initiative:** -1

**Armor Class:** 16 (-2 DEX, -3 size, +6 Natural, +5 Armored Hide)

**Racial Hit Die:** 2D8

**Hit Points:** 176

**Recovery Points:** 23

**Movement:** 40

**Base Attack:** +3

**Attack:** +10 Bite

**Extra Attack:** +6 Bite (for each head),

**Weapons:** Bite 3d6+7

**Reach:** 10'

**Special Attacks:** Head Flanking

**Special Qualities:** Superior Healing, Head Regeneration

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 18+1d6+4 STR (25), 3d6-4 DEX (5), 18+ 1d6+2 TOU (23), 5+1d6+ INTU (8), 2+INT (2), 3d6 PER (9).

**Secondary Attributes:** (+11), Agility (-1), Endurance (+9), Willpower (+2), Reason (-1), Psyche (+2)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Weapon Focus — Bite

**No Weapon Skill Penalty:** N/A

**Weapons Allowed:** N/A

**Armor allowed:** N/A

**Skills:** Grapple, Perception

**Languages:** None

**Social Structure:** Solitary, Mated Pair, Family (3-5)

**Class Opportunities:** Bestial Predator

**Resistances:**

+2 Save vs Miracles

+2 Save vs. Magic

**Racial/Type Advantages & Traits:**

Superior Healing: +2 hp per hour. This is on top of regeneration.

Head Regeneration: If a head is severed, two heads grow in its place 1d3+1 rounds later.

Armored Hide: +5 AC

Head Flanking: Up to three heads can attack a single target. All three act as flankers gaining and giving flanking bonuses.

**Vision:** Normal, Night vision 120'

**Class Abilities**

Bestial Rage: Give +4 to Strength, +6 at 3<sup>rd</sup>, +8 at 5<sup>th</sup>. +2 Reason and Willpower saves, +2 at 3<sup>rd</sup>, +3 at 5<sup>th</sup>. Recovery points are added to hit points. This Rage lasts for 5 rounds plus 1 round for each level.

Savage Attack: In a single attack, once every 3 rounds may take their total bonus to hit, base attack and STR bonus, double the number and add it to damage.

Super Natural Toughness: Damage reduction 2, to all physical attacks.

## **KOBOLD;** (Ethos: Chaos), (Nature: Evil)

### **Base Creature**

**CLASS/LEVELS:** -/0

**Size/Type:** Small (9)/Abomination

**Initiative:** +1

**Armor Class:** 12 (+1 size, +1 DEX)

**Racial Hit Die:** 1D6

**Hit Points:** 25

**Recovery Points:** 11

**Movement:** 25

**Base Attack:** +0

**Attack:** +1 Short Sword

**Extra Attack:** -3 Short Sword

**Weapons:** Short Sword 1D8+1

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** Scent

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 3d6 -1(size) +2 (Type) STR (10), 9 + 1d6 +1 (Size) DEX (13), 3d6 + 2 (Type) TOU (11), 3d6 INTU (9), 3d6 INT (9), 3d6 PER (9).

**Secondary Attributes:** Brawn (+0), Agility (+0), Endurance (+1), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Short Sword

**No Weapon Skill Penalty:** -4

**Weapons Allowed:** Short Sword

**Armor allowed:** None

**Skills:** Survival (Subterranean)

**Languages:** Kobold

**Social Structure:** Tribal (10-200)

**Class Opportunities:** All character classes, Tribal Warrior, Savage Warrior

### **Resistances:**

**Elemental Water:** +2 Save.

### **Racial/Type Advantages & Traits:**

**Attributes:** +2 Strength and Endurance from Type.

**Hit Points:** +10 hit points from type.

**Scent:** Can track and identify targets by smell. From Type.

**Superior Healing:** No, type grants this but Kobolds are the runts of the Abomination litter and do not receive Superior Healing (though the GM may want to allow a select few to have this ability.).

**Vision:** Normal, Infra-Vision 60'

### **Notes:**

Often thought, inaccurately, to be a perverse offshoot of Dwarves, Kobolds are a perverse cross breed between Gnomes and a believed to be extinct subterranean race of reptilians. They are vile, cunning, and wickedly evil creatures. Hairless and covered in gray-scaled and flaking skin, they seek nothing less than the suffering of all those who are not of the Kobolds. Their society is organized around the ritualistic torture and murder of all other races. Now, this is not to say they will not align themselves with others for a short time for mutual



advantage. However, they will be planning the deaths of their allies on a daily bases while waiting for the day they have no more use for their short-lived fiends.

## **Kobold**

**CLASS/LEVELS:** Savage Warrior/1

**Size/Type:** Small (9)/Abomination

**Initiative:** +4

**Armor Class:** 12 (+1 size, +1 DEX)

**Racial Hit Die:** 1D6

**Hit Points:** 29

**Recovery Points:** 11

**Movement:** 25

**Base Attack:** +1

**Attack:** +2 Short Sword

**Extra Attack:** -2 Short Sword

**Weapons:** Short Sword 1D8+1

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** Scent

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 3d6 -1(size) +2 (Type) STR (10), 9 + 1d6 +1 (Size) DEX (13), 3d6 + 2 (Type) TOU (11), 3d6 INTU (9), 3d6 INT (9), 3d6 PER (9).

**Secondary Attributes:** Brawn (+2), Agility (+4), Endurance (+2), Willpower (+0), Reason (+0), Psyche (+1)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Short Sword

**No Weapon Skill Penalty:** -4

**Weapons Allowed:** Short Sword

**Armor allowed:** None

**Skills:** Acrobatics, Perception, Sneak, Survival (Subterranean)

**Languages:** Kobold

**Social Structure:** Gang (10-40), Tribal (10-200)

**Class Opportunities:** All character classes,

**Resistances:**

Elemental Water: +2 Save.

**Racial/Type Advantages & Traits:**

Attributes: +2 Strength and Endurance from Type.

Hit Points: +10 hit points form type.

Scent: Can track and identify targets by smell. From Type.

Superior Healing: No, type grants this but Kobolds are the runts of the Abomination litter and do not receive Superior Healing (though the GM may want to allow a select few to have this ability.).

**Vision:** Normal, Infra-Vision 60'

**Class Abilities:**

Stealth: +2 on hide checks.

Tracking: Can use perception skill to track targets.

## **MINOTAUR;** (Ethos: Evil), (Nature: Chaos)

### **Base Creature**

**CLASS/LEVELS:** -/0

**Size/Type:** Large (13)/Abomination

**Initiative:** -1

**Armor Class:** 15 (+1 DEX, -1 size, +4 natural, +4 thick hide)

**Racial Hit Die:** 1D10

**Hit Points:** 45

**Recovery Points:** 17

**Movement:** 35

**Base Attack:** +0

**Attack:** +4

**Extra Attack:** Horns (3d6)

**Weapons:** Great Ax (4d6 large)

**Reach:** Normal

**Special Attacks:** Charge (double dice with horns + knock down)

**Special Qualities:** Superior Healing, Scent, Tracking, Ultimate Direction Sense.

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 12+1d6+2+1(size) STR (18), 3d6-2 DEX (7), 12+1d6+2 TOU (17), 3d6 INTU (9), 3d6-1INT (8), 3d6-1 PER (8).

**Secondary Attributes:** Brawn (+3), Agility (-1), Endurance (+2), Willpower (+1), Reason (+0), Psyche (+0)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Great Ax

**No Weapon Skill Penalty:** -3

**Weapons Allowed:** Great Ax, Horns

**Armor allowed:** N/A

**Skills:** Survival (wilderness)

**Languages:** Common, Minotaur

**Social Structure:** Solitary, Mated Pair

**Class Opportunities:**

**Resistances:** Berserker, Fighter; Brute,

Immunity: Poison

### **Racial/Type Advantages & Traits:**

**Attribute Bonus:** +2 Strength, +2 Toughness (from Type)

**Hit Point Bonus:** +10 (from Type)

**Superior Healing:** Heals 1 hit point/ round.

**Scent:** Can track by scent

**Tracking:** As ranger but with scent.

**Ultimate Direction Sense:** Cannot get lost. Always knows true north, always remembers the path followed and can trace back footsteps.

**Thick Hide:** +4 AC

**Vision:** Normal, Infra-Vision 60'

### **Notes:**

Half human and half bull, Minotaurs are angry beasts with a thirst for blood.

## Minotaur

**CLASS/LEVELS:** Brute/1

**Size/Type:** Large (13)/Abomination

**Initiative:** -1

**Armor Class:** 18 (+1 DEX, -1 size, +4 natural, +4 thick hide, +3 ring mail)

**Racial Hit Die:** 1D10

**Hit Points:** 52

**Recovery Points:** 17

**Movement:** 35

**Base Attack:** +1

**Attack:** +5 Horns, +6 Great Ax, +5 Great Spear

**Extra Attack:** +1 Horns, -4 Great Ax, -2 Great Spear

**Weapons:** Great Ax (4d6+3 large), Great Spear (2d10+3), Horns (3d6+3)

**Reach:** Normal

**Special Attacks:** Charge (double dice with horns + knock down)

**Special Qualities:** Superior Healing, Scent, Tracking, Ultimate Direction Sense.

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 12+1d6+2+1(size) STR (18), 3d6-2 DEX (7), 12+1d6+2 TOU (17), 3d6 INTU (9), 3d6-1INT (8), 3d6-1 PER (8).

**Secondary Attributes:** (+6), Agility (-1), Endurance (+5), Willpower (+1), Reason (0), Psyche (+1)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Great Ax

**No Weapon Skill Penalty:** -3

**Weapons Allowed:** Great Ax, Great Spear, Horns,

**Armor allowed:** Light & Medium

**Skills:** Survival (wilderness)

**Languages:** Common, Minotaur

**Social Structure:** Solitary, Mated Pair

**Class Opportunities:** Berserker, Fighter; Brute

**Resistances:**

Immunity: Poison

**Racial/Type Advantages & Traits:**

Attribute Bonus: +2 Strength, +2 Toughness (from Type)

Hit Point Bonus: +10 (from Type)

Superior Healing: Heals 1 hit point/ round.

Scent: Can track by scent

Tracking: As ranger but with scent.

Ultimate Direction Sense: Cannot get lost. Always knows true north, always remembers the path followed and can trace back footsteps.

Thick Hide: +4 AC

**Vision:** Normal, Infra-Vision 60'

**Class Abilities:**

Weapon Focus: +1 to hit with weapon of choice

## **NAGA;** (Ethos: Neutral), (Nature: Evil)

### **Base Creature**

**CLASS/LEVELS:** -/0

**Size/Type:** Giant (16)/Monster

**Initiative:** +0

**Armor Class:** 15 (-3 size, +4 natural, +4 thick hide)

**Racial Hit Die:** 2D6

**Hit Points:** 75

**Recovery Points:** 12

**Movement:** 30, Swim 60

**Base Attack:** +0

**Attack:** +2 Stinger

**Extra Attack:** -8

**Weapons:** Sting 3d6 + poison

**Reach:** 10'

**Special Attacks:** Poison +2d6 damage, slow END save DC 16

**Special Qualities:** +2 Save vs Magic and Miracles, Superior Healing, Thick Hide,

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 6+2d6+3 STR (15), 6+2d6-4 DEX (8), 6+2d6 TOU (12), 12+1d6 INTU (15), 13+1d6 INT (16), 7+2d6+ PER (13)

**Secondary Attributes:** Brawn (+1), Agility (+0), Endurance (+0), Willpower (+1), Reason (+2), Psyche (+1)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Natural Weapon Focus +1 to hit with Stinger

**No Weapon Skill Penalty:** -5

**Weapons Allowed:** N/A

**Armor allowed:** N/A

**Skills:** Perception

**Languages:** Common, Naga

**Social Structure:** Solitary, Mated Pair, Clutch (2-5)

**Class Opportunities:**

**Resistances:**

+2 Save vs Miracles

+2 Save vs. Magic

**Racial/Type Advantages & Traits:**

**Superior Healing:** +2 hp per hour. This is on top of any Recovery points used.

**Thick Hide:** +4 Armor class

**Poison:** If the Naga successfully hits with its stinger and endurance save, DC 16 must be made. Failure means the target takes 2d6 damage and is slowed for 1 hour. Slowed targets can only make one attack a round or move (no double move, charge, run, or withdraw).

**Vision:** Normal, Night Vision 120, Lightless vision 60'

**Notes:**

### **Naga**

**CLASS/LEVELS:** Creature, Magical/7

**Size/Type:** Giant (16)/Monster

**Initiative:** +4

**Armor Class:** 15 (-3 size, +4 natural, +4 thick hide)

**Racial Hit Die:** 2D6

**Hit Points:** 100

**Recovery Points:** 12

**Movement:** 30, Swim 60

**Base Attack:** +4

**Attack:** -2

**Extra Attack:** Sting

**Weapons:** Sting 3d6 + poison

**Reach:** 10'

**Special Attacks:** Poison +2d6 damage, slow END save DC 16

**Special Qualities:** +2 Save vs Magic and Miracles, Superior Healing, Thick Hide,

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 6+2d6+3 STR (15), 6+2d6-4 DEX (8), 6+2d6 TOU (12), 12+1d6 INTU (15), 13+1d6 INT (16), 7+2d6+ PER (13)

**Secondary Attributes:** Brawn (+4), Agility (+4), Endurance (+3), Willpower (+7), Reason (+8), Psyche (+6)

**Spell Points:** Spell Pool (10), Reserve Points (5), Creation Points (4)

**Bonus Martial Proficiencies:** Natural Weapon Focus +1 to hit with Stinger

**No Weapon Skill Penalty:** -5

**Weapons Allowed:** N/A

**Armor allowed:** N/A

**Skills:** Activate Magic Object, Appraise, Concentration, Decipher Script, Perception, Know. Magic, Thaumaturgy.

**Languages:** Common, Naga

**Social Structure:** Solitary, Mated Pair, Clutch (2-5)

**Class Opportunities:** Creature Magical, Cleric, Mage

**Resistances:**

+2 Save vs Miracles

+2 Save vs. Magic

**Racial/Type Advantages & Traits:**

Superior Healing: +2 hp per hour. This is on top of any Recovery points used.

Thick Hide: +4 Armor class

Poison: If the Naga successfully hits with its stinger and endurance save, DC 16 must be made. Failure means the target takes 2d6 damage and is slowed for 1 hour. Slowed targets can only make one attack a round or move (no double move, charge, run, or withdraw).

**Vision:** Normal, Night Vision 120, Lightless vision 60'

**Class Abilities:**

No Focus (1<sup>st</sup>): Magical creatures have no need of a focus and still gain the benefit of reducing the cost of spells cast by 1 spell point.

Magic Discipline (1<sup>st</sup>): At first level the magical creature selects a Discipline from which to cast their spells. Enchantment, Elemental Air, Elemental Fire, Conjunction, Darkness, Divination, Illusion, Mentalism, Primal Magic, or Transmogrification.

Modifiers (1<sup>st</sup>): Available modifiers are found under the selected Discipline. The mage starts with 5 modifiers and may select another modifier as indicated on the Mage table.

Sense Magic (2<sup>nd</sup>): A magical creature can sense magic at will but must be in contact with the object. The mage must concentrate for one round before knowing if an item is magical. The magical creature also receives a bonus of +1 per level to detect the type of magic on a given item. A standard Reason check, difficulty 15, is required for success. The difficulty can be modified up or down at the GM's discretion. This last power can only be attempted once per day per object.

Identify (3<sup>rd</sup>): This power drains the magical creature utterly, 4 hours of rest will be required after its use and no spell casting or other powers may be used until this rest is completed. The power reveals the function of an item of power to the mage. The magical creature must know the item is magical before the process begins. One hour must be spent preparing for this ritual. Making a standard Reason check of difficulty 20 plus 1 for each level required to create the item will reveal its magic. A roll will be required for each function of the item as well as to determine command words and charges if any exist. The mage may make one roll for each level they have.

Bonus Discipline or Specialization (5<sup>th</sup>): The magical creature may select another bonus discipline or specialize in one already known. The effect of specializing reduces the cost of casting for the specialized discipline by 1 point.

Penetrate Resistance (7<sup>th</sup>): Once per day a magical creature can reduce a target's magic resistance, while casting a spell, by 5 points +1 point per level beyond 7<sup>th</sup>. The spell using this ability takes a full round to cast, unless the magical creature spends twice the cost to make it a single action.

## Ogre, Grunt; (Ethos: Chaos), (Nature: Evil)

### Base Creature

**CLASS/LEVELS:** -/0

**Size/Type:** Giant (16)/Joutan

**Initiative:** -2

**Armor Class:** 13 (-2 DEX, -3 size, +4 natural, +4 thick hide)

**Racial Hit Die:** 2D6

**Hit Points:** 82

**Recovery Points:** 18

**Movement:** 35

**Base Attack:** +0

**Attack:** +4

**Extra Attack:** -6 Great Club

**Weapons:** Great Club 3d8+3, +4 STR

**Reach:** 10'

**Special Attacks:** N/A

**Special Qualities:** Strong, Thick Hide, +2 Save vs. Magic

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 9+2d6 (+3) STR (19), 3d6 (-4) DEX (5), 9+2d6 TOU (18), 3d6 INTU (9), 3d6-4 INT (5), 3d6-2 PER (5)

**Secondary Attributes:** Brawn (+4), Agility (-2), Endurance (+3), Willpower (-2), Reason (-2), Psyche (-2)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Fist Slam, Great Club

**No Weapon Skill Penalty:** -4

**Weapons Allowed:** Fist Slam, Great Club

**Armor allowed:** N/A

**Skills:** Survival

**Languages:** Ogre

**Social Structure:** Solitary, Pair, Gang, Small Tribe (3-7)

**Class Opportunities:** Berserker, Brute, Tribal Warrior

### **Resistances:**

Resist Poison 10

### **Racial/Type Advantages & Traits:**

Strong: Healthy adult giants will never have a Strength less than 19 and a Toughness less than 17.

Thick Hide: +4 AC

+2 Save vs magic

**Vision:** Normal, Night Vision 90'

### Notes:

### CREATURE BUILDS

**CLASS/LEVELS:** Brute/1

**Size/Type:** Giant (16)/Joutan

**Initiative:** -2

**Armor Class:** 13 (-2 DEX, -3 size, +4 natural, +4 thick hide)

**Racial Hit Die:** 2D6



**Hit Points:** 91

**Recovery Points:** 18

**Movement:** 35

**Base Attack:** +1

**Attack:** +5 Fist Slam, +6 Great Club

**Extra Attack:** -4 Great Club

**Weapons:** Fist Slam 2D8+4, Great Club 3d8+3, +4 STR

**Reach:** 10'

**Special Attacks:** N/A

**Special Qualities:** Strong, Thick Hide, +2 Save vs. Magic

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 9+2d6 (+3) STR (19), 3d6 (-4) DEX (5), 9+2d6 TOU (18), 3d6 INTU (9), 3d6-4 INT (5), 3d6-2 PER (5)

**Secondary Attributes:** Brawn (+7), Agility (-2), Endurance (+6), Willpower (-1), Reason (-2), Psyche (-1)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Fist Slam, Great Club, Weapon Focus — Club

**No Weapon Skill Penalty:** -4

**Weapons Allowed:** Fist Slam, Great Club

**Armor allowed:** N/A

**Skills:** Survival

**Languages:** Ogre

**Social Structure:** Solitary, Pair, Gang, Small Tribe (3-7)

**Class Opportunities:** Berserker, Brute, Tribal Warrior

**Resistances:**

Resist Poison 10

**Racial/Type Advantages & Traits:**

Strong: Healthy adult giants will never have a Strength less than 19 and a Toughness less than 17.

Thick Hide: +4 AC

+2 Save vs magic

**Vision:** Normal, Night Vision 90'

**Class Abilities:**

Weapon Focus: +1 to hit with weapon of choice

## **ORCK;** (Ethos: Evil), (Nature: Chaos)

### **Base Creature**

**CLASS/LEVELS:** -/0

**Size/Type:** Medium (12)/Alf

**Initiative:** +0

**Armor Class:** 10

**Racial Hit Die:** 1D8

**Hit Points:** 28

**Recovery Points:** 16

**Movement:** 25

**Base Attack:** +0

**Attack:** +2 Bastard Sword

**Extra Attack:** -6 Bastard Sword (-5 two-handed)

**Weapons:** Bastard Sword 1d10+2 (1d12+2 two-handed)

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** Immune to Sleep Spells, +2 save vs. Mentalism.

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 12+1d6+1 STR (16), 3d6 DEX (9), 12+1d6+1 TOU (16), 3d6 INTU (9), 3d6-1INT (8), 3d6-1 PER (8)

**Secondary Attributes:** Brawn (+3), Agility (+0), Endurance (+2), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Bastard Sword

**No Weapon Skill Penalty:** -4

**Weapons Allowed:** Bastard Sword

**Armor allowed:** N/A

**Skills:** Intimidate, Survival

**Languages:** Common, Orck, Elvish, Goblin

**Social Structure:** Tribal (50-500), War Band (10-100)

**Class Opportunities:** Berserker, Brute, Cleric, Fighter, Savage Warrior, Tribal Warrior,

### **Resistances:**

**Immune to Sleep Spells:** Sleep magic does not affect Alfs.

**Resistant to Mentalism spells:** +2 save vs mentalism spells and effects.

### **Racial/Type Advantages & Traits:**

**Environmental Discernment:** When passing by a concealed or secret door they automatically receive a perception check. When actively looking for concealed or secret doors they receive a +2 to their perception check.

**Vision:** Normal Vison, Superior Night Vision 60'

### **Notes:**

## **Orck**

**CLASS/LEVELS:** Berserker/1

**Size/Type:** Medium (12)/Alf

**Initiative:** +1

**Armor Class:** 14 (+4 Chain)

**Racial Hit Die:** 1D8

**Hit Points:** 34 (54 while raging)

**Recovery Points:** 20 (0 while raging)

**Movement:** 25

**Base Attack:** +1

**Attack:** +3/+6 (with rage) Bastard Sword, +3/+6 (with rage) Pike, +3/+6 (with rage) War Mattock

**Extra Attack:** -6/+1 (with rage) Bastard Sword, -5/+1 (with rage) Pike, -10/-2 (with rage) War Mattock

**Weapons:** Bastard Sword 1d10+2(+5rage) [1d12+2(+5rage) two-handed], Pike [2d6+2 (+5rage)], [War Mattock 1d12+1d6+2 (+5 rage)]

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** Immune to Sleep Spells, +2 save vs. Mentalism.

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 12+1d6+1 STR (16), 3d6 DEX (9), 12+1d6+1 TOU (16), 3d6 INTU (9), 3d6-1INT (8), 3d6-1 PER (8)

**Secondary Attributes:** Brawn (+5/+7 Rage), Agility (+1), Endurance (+5), Willpower (+1), Reason (+0), Psyche (+0)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Bastard Sword, Pike, War Mattock

**No Weapon Skill Penalty:** -4

**Weapons Allowed:** Bastard Sword

**Armor allowed:** Light, Medium, & Heavy

**Skills:** Athletics, Grapple, Handle Animal, Intimidate, Ride, Survival

**Languages:** Common, Orck, Elvish, Goblin

**Social Structure:** Tribal (50-500), War Band (10-100)

**Class Opportunities:** Berserker, Brute, Cleric, Fighter, Savage Warrior, Tribal Warrior,

**Resistances:**

Immune to Sleep Spells: Sleep magic does not affect Alfs.

Resistant to Mentalism spells: +2 save vs mentalism spells and effects.

**Racial/Type Advantages & Traits:**

Environmental Discernment: When passing by a concealed or secret door they automatically receive a perception check. When actively looking for concealed or secret doors they receive a +2 to their perception check.

**Vision:** Normal Vison, Superior Night Vision 60'

**Class Abilities:**

Hard to Kill – While raging, berserkers add their Recovery points to their normal hit point pool. These points will act as hit points do until the rage ends. Then any remaining points will return to the Recovery point pool. If the berserker is left with no hit points, one point is removed from the Recovery pool so that the Berserker has at least one hit point. When raging, if the berserker runs out of hit points (this includes Recovery points as well) they fall unconscious and start to die.

Bonus Saves – At 1<sup>st</sup> the berserker gains a bonus +2 save against mind effecting spells and spell-like effects. The berserker's mind is too clouded to be manipulated easily. The exception to this are spells that provoke the berserker, like Taunt. See Rage Drawbacks for more details.

Extra Attacks – While raging, the berserker will always take extra attacks. The penalties for taking extra attacks are reduced by 3 for one-handed weapons and reduced by 5 for two-handed weapons.

Bonus Strength – While raging, the berserker's Strength increases by 4 points at 1<sup>st</sup>,

Using Rage – A berserker can rage for 5 rounds. This increases by 1 round every four levels. It takes two rounds to go into a rage. The rage start on the beginning of the third round. After a rage, the berserker becomes fatigued.

## **SKELETON;** (Ethos: None), (Nature: Evil)

### **Base Creature**

**CLASS/LEVELS:** -/0

**Size/Type:** Medium (11) / Mindless Undead

**Initiative:** +0

**Armor Class:** 16 (+4 bones, +2 large shield)

**Racial Hit Die:** 1D6

**Hit Points:** 18

**Recovery Points:** N/A

**Movement:** 25

**Base Attack:** +0

**Attack:** +0 Long Sword, +0 Long Bow

**Extra Attack:** -7 Long Sword, -1/-5 Long Bow

**Weapons:** Long Sword 1d10, Long Bow 1d8

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** Sense life 120', Immune to Illusions, Immune to Mind-Affecting spells, Weapon Resistant

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 3d6 STR (9), 3d6 DEX (9), None TOU (0), None INTU (0), None INT (0), None PER (0).

**Secondary Attributes:** (+0), Agility (+0), Endurance (+0), Willpower (+0), Reason (+0), Psyche (+0)

**Spell Points:**

**Bonus Martial Proficiencies:** Long Sword, Long Bow

**No Weapon Skill Penalty:** -2

**Weapons Allowed:** Long Sword, Long Bow

**Armor allowed:** Shield

**Skills:** N/A

**Languages:** N/A

**Social Structure:** Cluster or Hoard.

**Class Opportunities:** Undead, Mindless

**Resistances:**

None

**Racial/Type Advantages & Traits:**

Sense life 120'

Immune to Illusions

Immune to Mind-Affecting spells

Hit Points: Undead have no Toughness score, as such Hit points are determined using STR only. Add the STR score to the Racial hit point to calculate base hit points.

Bones of the Dead: +4 armor class

Weapon Resistant: Slashing weapons do half damage. Piercing weapons only do one point. Blunt weapons do normal damage.

**Vision:** Life Vision 90'

### **Notes:**

#### **Human Skeleton**

**CLASS/LEVELS:** Undead, Mindless / 1<sup>st</sup>

**Size/Type:** Medium (11) / Mindless Undead

**Initiative:** +0

**Armor Class:** 16 (+4 bones, +2 large shield)

**Racial Hit Die:** 1D6

**Hit Points:** 23

**Recovery Points:** N/A

**Movement:** 25

**Base Attack:** +1

**Attack:** +1 Long Sword, +1 Long Bow

**Extra Attack:** -6 Long Sword, +0/-4 Long Bow

**Weapons:** Long Sword 1d10, Long Bow 1d8

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** Sense life 120', Immune to Illusions, Immune to Mind Affecting spells, Weapon Resistant

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 3d6 STR (9), 3d6 DEX (9), None TOU (0), None INTU (0), None INT (0), None PER (0)

**Secondary Attributes:** Brawn (+3), Agility (+3), Endurance (+0), Willpower (+0), Reason (+0), Psyche (+2)

**Spell Points:**

**Bonus Martial Proficiencies:** Long Sword, Long Bow

**No Weapon Skill Penalty:** -2

**Weapons Allowed:** Long Sword, Long Bow

**Armor allowed:** Shield

**Skills:** N/A

**Languages:** N/A

**Social Structure:** Cluster or Hoard

**Class Opportunities:** Undead, Mindless

**Resistances:**

None

**Racial/Type Advantages & Traits:**

Sense life 120'

Immune to Illusions

Immune to Mind Affecting spells

Hit Points: Undead have no Toughness score, as such Hit points are determined using STR only. Add the STR score to the Racial hit point to calculate base hit points.

Bones of the Dead: +4 armor class

Weapon Resistant: Slashing weapons do half damage. Piercing weapons only do one point. Blunt weapons do normal damage.

**Vision:** Life Vision 90'

**Class Abilities:**

**Unnatural:** Undead are animated by supernatural evil. The essence of the undead becomes semi-tangible animating the dead creature body. This semi-tangible essence can be damaged by physical and other attacks, this damage cannot be Recovered, and an undead that takes 10 points of damage today will still suffer from that damage a day, week, month, year, or more later. The unnatural class ability allows the undead to heal that damage at a rate of 1 point per minute.

**Wight;** (Ethos: Neutral), (Nature: Evil)**Base Creature****CLASS/LEVELS:** -/0**Size/Type:** Medium (12)/Shadowed**Initiative:** +2**Armor Class:** 14 (10+2DEX, +2 translucent, if light is greater than torch light), 12 (10+2DEX, in bright light). Otherwise invisible.**Racial Hit Die:** 1D8**Hit Points:** 17**Recovery Points:** 9**Movement:** 25**Base Attack:** +0**Attack:** +2**Extra Attack:** +0**Weapons:** Claw (1d8+2), + Soul Touch (1d4 Strength loss) + possible Stun (save vs TOUGHNESS).**Reach:** Normal**Special Attacks:** Soul Touch**Special Qualities:** Semi Solid, Invisible, Light Sensitivity**Magic Resistance:** N/A**Divine Resistance:** N/A**Attributes:** 3d6 STR (9), 12+6+ 2(Type) DEX (17), 3d6 TOU (9), 6+2d6 INTU (12), 6+2d6 INT (12), 12+1d6 PER (15)**Secondary Attributes:** Brawn (+0), Agility (+2), Endurance (+0), Willpower (+0), Reason (+0), Personality (+1)**Spell Points:** 1**Bonus Martial Proficiencies:** Claw**No Weapon Skill Penalty:** -5**Weapons Allowed:** Claw**Armor allowed:** N/A**Skills:** Sneak, Knowledge – shadow dimension**Languages:** Wight**Social Structure:** Solitary, pair, family unit, or community.**Class Opportunities:** Mage, Tribal Warrior, Savage Warrior,**Resistances:**

-2 save vs light magic

+2 save vs darkness magic

+4 save vs Shadow magic

**Racial/Type Advantages & Traits:****Semi Solid:** Half damage from non-magical, physical weapons. +4 to sneak checks.**Invisible:** In darkness, Wights are invisible, even to night vision, dark vision and thermal vision. When light visibility is reduced to 40% or lower than normal daylight, Wights turn invisible naturally. Torch light is sufficient for invisibility. In light brighter than torch light, their invisibility turns to translucence +2 to armor class only. Bright light and daylight completely negate these effects.**Light Weakness:** Any light stronger than torch light is painful to a Wight. Sunlight damages them at a rate of one point per round.**Soul Touch:** On a successful attack (or just a touch), in addition to normal damage, the Wight deals 1d4 points of Strength Damage, ENDURANCE save (DC 12 +1 per 2 levels of the Wight) for half. Additionally, the target must make a Willpower save or be stunned for a round (DC 12 +1 per 2 levels of the Wight). This attack is a bone-chilling and penetrating attack.**Light Sensitivity:** When exposed to bright light, Wights lose their invisibility, as well they suffer -2 to their attacks, saves, and checks.**Vision:** Normal 30' Sightless vision 90'**Notes:**

Wights are not undead, but it's safe to assume they are the closest thing to undead other than undead themselves. They are shadow creatures and carry the taint of evil, their existence touching the veil of death itself. It is not known if they were created by some powerful wizard or dark god in the deep recesses of time. It could be they came into existence during the same epoch as elves, dwarves and gnomes. They are evil beings that feed on the life force of others to survive and dwell in deep caves, daring only to venture out at night. Rumors persist of great city of Wights in the vast under deep, though no one has proven its existence.

## **BUILD**

**CLASS/LEVELS:** Dark Mage/2

**Size/Type:** Medium (12)/Shadowed

**Initiative:** +2

**Armor Class:** 14 (10+2DEX, +2 translucent, if light is greater than torch light), 12 (10+2DEX, in bright light). Otherwise invisible.

**Racial Hit Die:** 1D8

**Hit Points:** 19

**Recovery Points:** 9

**Movement:** 25

**Base Attack:** +0

**Attack:** +2

**Extra Attack:** +0

**Weapons:** Claw (1d8+2), + Soul Touch (1d4 Strength loss) + possible Stun (save vs TOUGHNESS).

**Reach:** Normal

**Special Attacks:** Soul Touch

**Special Qualities:** Semi Solid, Invisible, Light Sensitivity

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 3d6 STR (9), 12+6+ 2(Type) DEX (17), 3d6 TOU (9), 6+2d6 INTU (12), 6+2d6 INT (15), 12+1d6 PER (15)

**Secondary Attributes:** Brawn (+1), Agility (+4), Endurance (+1), Willpower (+3), Reason (+5), Personality (+4)

**Spell Points:** Spell Pool (4), Reserve Points (3), Creation Points (2)

**Bonus Martial Proficiencies:** Claw

**No Weapon Skill Penalty:** -5

**Weapons Allowed:** Claw

**Armor allowed:** N/A

**Skills:** Concentration, Perception, Thaumaturgy, Knowledge: (magic, nature, planes, shadow dimension), Sneak

**Languages:** Wight

**Social Structure:** Solitary, pair, family unit, or community.

**Class Opportunities:** Mage, Tribal Warrior, Savage Warrior,

### **Resistances:**

-2 save vs light magic

+2 save vs darkness magic

+4 save vs Shadow magic

### **Racial/Type Advantages & Traits:**

**Semi Solid:** Half damage from none magical physical weapons. +4 to sneak checks.

**Invisible:** In darkness, Wights are invisible, even to night vision, dark vision and thermal vision. When light visibility is reduced to 40% or lower than normal daylight, Wights turn invisible naturally. Torch light is sufficient for invisibility. In light brighter than torch light, their invisibility turns to translucence +2 to armor class only. Bright light and daylight completely negate these effects.

**Light Weakness:** Any light stronger than torch light is painful to a Wight. Sunlight damages them at a rate of one point per round.

**Soul Touch:** On a successful attack (or just a touch), in addition to normal damage, the Wight deals 1d4 points of Strength Damage, ENDURANCE save (DC 12 +1 per 2 levels of the Wight) for half. Additionally, the target must make a Willpower save or be stunned for a round (DC 12 +1 per 2 levels of the Wight). This attack is a bone-chilling and penetrating attack.

**Light Sensitivity:** When exposed to bright light, Wights loss their invisibility, as well they suffer -2 to their attacks, saves, and checks.

**Vision:** Normal 30' Sightless vision 90'

**Class Abilities:**

Focus: Silver ring. The use of a focus lowers the cost of a spell by 1 point.

Magical Discipline: Darkness

Modifiers: Bind, Blind, Jump, Project, Semi-Solid, Vision

Familiar: A familiar is a magical animal companion that has elected to join the mage of his or her own free will. They provide certain powers to the mage and gain intelligence and a prolonged life span. Most Wights don't call upon a familiar, as they live in the shadow deep.

Sense Magic: A mage can sense magic at will but must be in contact with the object. The mage must concentrate for 1 round to determine whether an item is magical. The mage may detect the type of magic on the item with a standard Reason check DC 15. The mage adds their level as a bonus to this check. The difficulty can be modified up or down at the GM's discretion. This power can only be attempted once per day per object.

Scribe Scrolls (Lesser): Mages can utilize Scribe Scrolls by investing creation points. The mage may imbue the scroll with 2 spell points for every creation point they invest. The scroll will last for one week after leaving the mage's possession. See Items of Power for more details. as they are not killed and their mage lives.



**WRAITH;** (Ethos: Chaos), (Nature: Evil)**Base Creature****CLASS/LEVELS:** -/0**Size/Type:** Medium (11)/ Undead, Intelligent**Initiative:** +2**Armor Class:** 12 (+2 DEX)**Racial Hit Die:** 1D8**Hit Points:** 20**Recovery Points:** N/A**Movement:** 30**Base Attack:** +0**Attack:** +3**Extra Attack:** -1 Necrotic Touch**Weapons:** Necrotic Touch 2d6 (touch attack)**Reach:** Normal**Special Attacks:** Death Speak**Special Qualities:** Insubstantial**Magic Resistance:** 15 +1 per 2 levels**Divine Resistance:** 15 +1 per 2 levels**Attributes:** 3d6+2 STR (11), 12+1d6+2 DEX (17), - TOU (-), 3d6 INTU (9), 3d6+1 INT (10), 3d6 PER (9)**Secondary Attributes:** Brawn (+0), Agility (+2), Endurance (-), Willpower (+0), Reason (+0), Psyche (+0)**Spell Points:** 1**Bonus Martial Proficiencies:** Weapon Focus – Necrotic Touch**No Weapon Skill Penalty:** -5**Weapons Allowed:** Natural**Armor allowed:** N/A**Skills:** Perception, Sneak (+4)**Languages:** Common, plus any known in life**Social Structure:** Solitary, cluster**Class Opportunities:** Undead Magical, Undead Spirit**Resistances:**

Immune to Endurance-Based Saves

Immune to Illusions

Immune to Mind-Affecting spells

Immune to Poison

**Racial/Type Advantages & Traits:****Death Speak:** Once a day a Wraith can speak the words of death upon a single target within 30'. The target need not hear the words. ENDURANCE save DC 14, failure means a heart attack. Normal means of resuscitation can revive the target.**Sense life** 90'**Hit Points:** Undead have no Toughness score, as such Hit points are determined using STR only. Add the STR score to the Racial hit point to calculate base hit points.**Insubstantial:** Wraiths have no physicality or substance. All weapons and other physical attacks pass helplessly through them. Magic weapons with a +1 to hit or better affect them normally. This also grants them a +4 on sneak checks.**Necrotic Touch:** The touch of a wraith causes flesh and bone to wither and decay, 2d6 damage.

**Vision:** Life vision 120'

**Notes:**

**WRAITH**

**CLASS/LEVELS:** Undead Spirit/ 3

**Size/Type:** Medium (11)/ Undead, Intelligent

**Initiative:** +5

**Armor Class:** 12 (+2 DEX)

**Racial Hit Die:** 1D8

**Hit Points:** 31

**Recovery Points:** 11

**Movement:** 30

**Base Attack:** +3

**Attack:** +6 Necrotic Touch

**Extra Attack:** +2 Necrotic Touch

**Weapons:** Necrotic Touch 2d6 (touch attack)

**Reach:** Normal

**Special Attacks:** Death Speak

**Special Qualities:** Insubstantial

**Magic Resistance:** 15 +1 per 2 levels

**Divine Resistance:** 15 +1 per 2 levels

**Attributes:** 3d6+2 STR (11), 12+1d6+2 DEX (17), - TOU (-), 3d6 INTU (9), 3d6+1 INT (10), 3d6 PER (9)

**Secondary Attributes:** Brawn (+2), Agility (+5), Endurance (-), Willpower (+3), Reason (+1), Psyche (+4)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Weapon Focus – Necrotic Touch

**No Weapon Skill Penalty:** -5

**Weapons Allowed:** Natural

**Armor allowed:** N/A

**Skills:** Deceive, Intimidate, Perception, Sneak (+4),

**Languages:** Common, plus any known in life

**Social Structure:** Solitary, cluster

**Class Opportunities:** Undead Magical, Undead Spirit

**Resistances:**

Immune to Endurance-Based Saves

Immune to Illusions

Immune to Mind-Affecting spells

Immune to Poison

**Racial/Type Advantages & Traits:**

**Death Speak:** Once a day a Wraith can speak the words of death upon a single target within 30'. The target need not hear the words. ENDURANCE save DC 14, failure means a heart attack. Normal means of resuscitation can revive the target.

**Sense life** 90'

**Hit Points:** Undead have no Toughness score, as such Hit points are determined using STR only, just add the STR score to the Racial hit point to calculate base hit points.

**Insubstantial:** Wraiths have no physicality or substance. All weapons and other physical attacks pass helplessly through them. Magic weapons with a +1 to hit or better affect them normally. This also grants them a +4 on sneak checks.

Necrotic Touch: The touch of a wraith causes flesh and bone to wither and decay, 2d6 damage.

**Vision:** Life vision 120'

**Class Abilities:**

Bleed out of Reality: As a full round action, an undead spirit can bleed out of reality. This takes them to the deep ethereal where they can Recovery faster from damage. Their Recovery points replenish twice every 24 hours.

Reconstitute: Normally, when a spirit loses all their hit points and Recovery points, they are destroyed. Reconstitution changes this. When all hit points and Recovery points are lost, a spirit can reconstitute in about one week's time (4 + 1d3 days) with 1 hit point. At this point, they may retreat to the deep ether to Recovery faster. To prevent reconstitution, the area where the spirit was struck down must be consecrated or splashed with a substantial amount of (1 vial for every level of the spirit) holy water.

Possession: Spirit can possess a living target on contact Will POWER DC 12 + Spirits Psyche score. When a possession takes hold, the spirit is contained within the body of the possessed if "hedge undead" is used on them they will react as usual to its effects but within the possessed body. Possession can be used on any living creature, including animals. A save is granted the first round after possession, however the rounds per save doubles every time a save is failed. Saves on these rounds. 1<sup>st</sup>, 2<sup>nd</sup>, 4<sup>th</sup>, 8<sup>th</sup>, 16<sup>th</sup>, 32<sup>nd</sup>, 64<sup>th</sup>, 2 hours, 4 hours, 8 hours, 16 hours, 36 hours, 3 days, 6 days, 12 days. Etc.

Haunt: Normally Spirits haunt the spot where they died. However, at third level a spirit can choose to haunt another person, place, or thing. They can tether themselves to a location, individual, or object on a successful Psyche check DC 18. The only way to be rid of a haunting spirit is to destroy them or with an exorcism.

**WYVERN;** (Ethos: Neutral), (Nature: Chaotic)**Base Creature****CLASS/LEVELS:** -/0**Size/Type:** Giant (16)/ Draconic**Initiative:** +2**Armor Class:** 15 (-3 size, +4 natural, +4 armored hide)**Racial Hit Die:** 2D6**Hit Points:** 82**Recovery Points:** 17**Movement:** 25, Fly 65**Base Attack:** +0**Attack:** +5 Claw, +5 Bite, +6 Tail Spike**Extra Attack:** +5 Claw, +5 Bite, +6 Tail Spike**Weapons:** Claw 3d6+4, Bite 1d10+4 + Poison, Tail Spike 1d12+4 + Poison**Reach:** 10'**Special Attacks:** Poison Spittle, Poison Tail Spike**Special Qualities:** Thermal-Vision 60'**Magic Resistance:** 15**Divine Resistance:** N/A**Attributes:** 11+1d6+3+2 STR (19), 16+1d6-4+2 + DEX (17), 12+1d6+2 TOU (17), 3d6+ INTU (9), 1d3+2 INT (4), 1d6+2 PER (5)**Secondary Attributes:** Brawn (+5), Agility (+2), Endurance (+2), Willpower (+2), Reason (-2), Psyche (-2)**Spell Points:** 1**Bonus Martial Proficiencies:** Weapon Focus — claws**No Weapon Skill Penalty:** -4**Weapons Allowed:** Claws, Bite, Tail Spike**Armor allowed:** N/A**Skills:** Perception**Languages:** Draconic**Social Structure:** Solitary, Mated Pair, Clutch (3-6)**Class Opportunities:** Monster Flying**Resistances:**

+4 save vs fire

Magic Resistance: 15 +1 per level**Racial/Type Advantages & Traits:**Armored Hide: +4 armor bonusCarrying Capacity: Double strength bonus.Poison Spittle: The bite of a Wyvern is poisonous, POISON E intensity 3 on the poison chart. On a successful hit, the target must save vs. ENDURANCE DC20. Failure means the victim is paralyzed for one minute. The Wyvern can also spit this poison in a target's face with the same effects. Target receives two saves if the poison is spit on them, AGILITY DC 15 to avoid all together, if the agility save is failed a second save is granted as the poison has entered the blood stream Endurance 20. Failure means the victim is paralyzed for one minute.Poison Tail Spike: If a target is struck by the Wyvern's tail spike they must make an ENDURANCE save or be poisoned, Poison intensity 2, save DC 15. Failure means 2d6 damage, a save takes half damage. Ten minutes after the first save a secondary save must be made. ENDURANCE DC 15, Failure means the target is blind for three days.**Vision:** Normal, Night vision 60', Thermal-Vision 60'

**Notes:****WYVERN****CLASS/LEVELS:** Monster Flying/3**Size/Type:** Giant (16)/ Draconic**Initiative:** +2**Armor Class:** 15 (-3 size, +4 natural, +4 armored hide)**Racial Hit Die:** 2D6**Hit Points:** 103**Recovery Points:** 17**Movement:** 25, Fly 65**Base Attack:** +3**Attack:** +8 Claw, +8 Bite, +9 Tail Spike**Extra Attack:** +4 Claw, +4 Bite, +5 Tail Spike**Weapons:** Claw 3d6+4, Bite 1d10+4 + Poison, Tail Spike 1d12+4 + Poison**Reach:** 10'**Special Attacks:** Poison Spittle, Poison Tail Spike**Special Qualities:** Thermal-Vision 60'**Magic Resistance:** 18**Divine Resistance:** N/A**Attributes:** 11+1d6+3+2 STR (19), 16+1d6-4+2 + DEX (17), 12+1d6+2 TOU (17), 3d6+ INTU (9), 1d3+2 INT (4), 1d6+2 PER (5)**Secondary Attributes:** Brawn (+7), Agility (+5), Endurance (+3), Willpower (+2), Reason (+0), Psyche (+0)**Spell Points:** 1**Bonus Martial Proficiencies:** Weapon Focus— Claws**No Weapon Skill Penalty:** -4**Weapons Allowed:** Claws, Bite, Tail Spike**Armor allowed:** N/A**Skills:** Acrobatics, Athletics, Grapple, Perception**Languages:** Draconic**Social Structure:** Solitary, Mated Pair, Clutch (3-6)**Class Opportunities:** Monster Flying**Resistances:**

+4 save vs fire

Magic Resistance: 15 +1 per level**Racial/Type Advantages & Traits:**Armored Hide: +4 armor bonusCarrying Capacity: Double strength bonus.

Poison Spittle: The bite of a Wyvern is poisonous, POISON E intensity 3 on the poison chart, on a successful hit the target must save vs. ENDURANCE DC20. Failure means the victim is paralyzed for one minute. The Wyvern can also spit this poison in a target's face with the same effects. Target receives two saves if the poison is spit on them, AGILITY DC 15 to avoid all together, if the agility save is failed a second save is granted as the poison has entered the blood stream Endurance 20. Failure means the victim is paralyzed for one minute.

Poison Tail Spike: If a target is struck by the Wyvern's tail spike they must make an ENDURANCE save or be poisoned, Poison intensity 2, save DC 15. Failure means 2d6 damage, a save takes half damage. Ten minutes after the first save a secondary save must be made. ENDURANCE DC 15, Failure means the target is blind for three days.

**Vision:** Normal, Night vision 60', Thermal-Vision 60'

**Notes:**

**Swoop Attack:** The flying monster swoops in using the force of its weight and landing against its target. This maneuver grants a free attack, and, if successful it stops the maneuver. When using this attack, no extra attacks can be made. If the flying monster successfully hits, it can attempt to pin its target to the ground with its claws or applicable appendage, opposed grapple checks to avoid.

**Flyby Focus:** The flying monster can attack targets while flying past them without granting a free attack.

**Flying Grapple:** This maneuver allows the flying monster to attempt a flyby grapple. If successful, the target is carried aloft and can be dropped after a time. The flying monster must hit and make a successful grapple check at -4.

## **ZOMBIE, MINDLESS WALKING DEAD;** (Ethos: N/A), (Nature: Evil)

### **Base Creature**

**CLASS/LEVELS:** -/0

**Size/Type:** Medium (11)/Mindless Undead

**Initiative:** -6

**Armor Class:** 9 (-1 DEX)

**Racial Hit Die:** 1D8

**Hit Points:** 26

**Recovery Points:** N/A

**Movement:** 20

**Base Attack:** +0

**Attack:** +0 Bite

**Extra Attack:** -2 Bite

**Weapons:** Bite 2D6

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** N/A

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 6+2d6 STR (12), 3d6-2 DEX (7), 0 TOU (-), 1 INTU (1), 1 INT (1), 1 PER (1)

**Secondary Attributes:** Brawn (+0), Agility (-1), Endurance (-), Willpower (-3), Reason (-3), Psyche (-3)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Bite

**No Weapon Skill Penalty:** -5

**Weapons Allowed:** Natural

**Armor allowed:** N/A

**Skills:** Perception

**Languages:** N/A

**Social Structure:** Solitary, Group, Hoard

**Class Opportunities:** Zombie, Mindless

### **Resistances:**

Immune to Illusions

Immune to Mind-Affecting spells that include Willpower, Reason, and Psyche saves.

### **Racial/Type Advantages & Traits:**

Sense Life: 40'

Hit Points: Undead have no Toughness score, as such Hit points are determined using STR only. Add the STR score to the Racial hit point to calculate base hit points.

### **Disadvantages:**

Slow: This Zombie cannot run, unless a Class ability allows for it. They are slow, suffering a -5 to all initiative rolls.

**Vision:** Life Vision 90'

### **Notes:**

### **CREATURE BUILD**

**Zombie, Mindless Walking Dead**

**CLASS/LEVELS:** Mindless Undead/2

**Size/Type:** Medium (11)/Mindless Undead

**Initiative:** -6

**Armor Class:** 9 (-1 DEX)

**Racial Hit Die:** 1D8

**Hit Points:** 32

**Recovery Points:** N/A

**Movement:** 20

**Base Attack:** +2

**Attack:** +2 Bite

**Extra Attack:** +0 Bite

**Weapons:** Bite 2D6

**Reach:** Normal

**Special Attacks:** N/A

**Special Qualities:** Unnatural, Inexorable

**Magic Resistance:** N/A

**Divine Resistance:** N/A

**Attributes:** 6+2d6 STR (12), 3d6-2 DEX (7), 0 TOW (-), 1 INTU (1), 1 INT (1), 1 PER (1)

**Secondary Attributes:** Brawn (+4), Agility (+3), Endurance (-), Willpower (-2), Reason (-2), Psyche (+0)

**Spell Points:** 1

**Bonus Martial Proficiencies:** Bite

**No Weapon Skill Penalty:** -5

**Weapons Allowed:** Natural

**Armor allowed:** N/A

**Skills:** Perception

**Languages:** N/A

**Social Structure:** Solitary, Group, Hoard

**Class Opportunities:** Zombie, Mindless

**Resistances:**

Immune to Illusions

Immune to Mind-Affecting spells that include Willpower, Reason, and Psyche saves.

**Racial/Type Advantages & Traits:**

Sense Life: 40'

Hit Points: Undead have no Toughness score, as such Hit points are determined using STR only. Add the STR score to the Racial hit point to calculate base hit points.

**Disadvantages:**

Slow: This Zombie cannot run, unless a Class ability allows for it. They are slow, suffering a -5 to all initiative rolls.

**Vision:** Life Vision 90'

**Class Abilities:**

Unnatural: Undead are animated by supernatural evil. The essence of the undead becomes semi-tangible animating the dead creature's body. This semi-tangible essence can be damaged by physical and other attacks, but damage cannot be Recovered, and normally undead that take 10 points of damage today will still suffer from that damage a day, week, month, year, or more later. This unnatural class ability allows the undead to heal that damage at a rate of 1 point per minute.

Inexorable: Mindless undead are relentless. They have no fear and continue to march toward their targets until utterly destroyed. Inexorable makes it even tougher to stop them. They receive damage reduction 2 points vs all physical attacks. Note that the damage healed is not structural but supernatural—if limbs are lost they are not replaced.



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