

SHADOW SWORD & SPELL



THREATS

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SPELL

THREATS

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CHICAGO

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INTRODUCTION

Threats. For any roleplaying game, let alone a fantasy one, threats are the primary component of great adventures. Threats take many forms. A threat might be band of thieves plaguing the streets of a city. It might be a loathsome terror whose fangs drip black poison. A threat can also be something as mundane as a plant or as fear-inducing as a band of cutthroats terrorizing a farming community.

In **SHADOW, SWORD & SPELL: THREATS** you will find a collection of threats running the gamut from monsters of myth to the more mundane ones. These threats are ready to run as is. They are fully statted, have hooks, and in some cases come with adventure seeds ready for you to take shape into adventures of your own.

CHAPTER

1

NEW CREATURE TRAITS

SHADOW, **SWORD & SPELL: EXPERT** contains the rules for creature design. Those rules include a number of traits a gamemasters can choose from when making their own creatures. This chapter presents new traits can easily be inserted into those rules. These traits present more powers and cool features you can use to make your own creations more deadly or interesting.

ACIDIC EXCRETION

The creature's sweat glands ooze acid. Every time an attacker strikes the creature this acid splashes the attacker, causing 10 Damage. In addition, any metal weapon that strikes the creature begins breaking down and dissolves in a number of hours equal to the creature's Toughness.

Cost: 8

ADDITIONAL EYE

The creature has an extra eye in the middle of its forehead, giving it +3 to all Observe Tests. The eye can also be located at the back of the head, which gives the creature +6 to all Observe Tests.

Cost: 1 (eye in the forehead), 5 (eye in the back of head)

ALBINO

The creature suffers from albinism, and, as a result its skin, fur, or hair is white, and its eyes are red. Albinism lowers the creature's Toughness by 4 points, and gives it Fear -2.

Cost: 3



ATROPHY

One of the creature's body parts has withered, shriveled from atrophy, and is no longer usable. Atrophy can affect either a head, arm, or leg.

- *Head:* Suffering from this the creature must make a Wits test every time they want to do something (fighting, running, etc.) Failing the test the creature does nothing. Atrophy costs the creature 2 Wits.
- *Arm:* The arm is useless and the creature cannot use it to hold a weapon or to fight with unarmed. Atrophy of the arm also costs the creature 1 Quickness.
- *Leg:* The creature's movement is reduced by half and Quickness by 1.

Bonus Points Provided: 2 per atrophied body part.

BLOOD SUBSTITUTION

The creature's blood is composed of some other substance. This substance can be one, and only one, of the following:

- *Acid:* The creature's blood is acid, and whenever it is injured it splashes the attacker, causing 10 Damage in the first round and 5 Damage for the next 6 Rounds.
- *Magma:* The creature's blood is magma, and as a result the creature has permanent 10-foot diameter of heat centered around them. The heat causes no damage, but it is warm enough to be noticed. Any damage the creature takes causes it to spray magma on the attacker who takes 15 Damage, and continues to burn for 10 rounds thereafter, suffering 7 Damage each additional Round.
- *Maggots:* The creature's body courses with maggots, and, whenever it takes damage, these maggots pour from its body. Attackers must make a Will test at this shocking sight. Anyone who fails loses a Sanity Point, grows sick from the sight, and suffer -1 to all tests while they remaining in combat with the creature.
- *Molten Metal:* The creature's blood is comprised of molten metal, and as a result there is a permanent 10-foot diameter of heat centered around the creature. This heat causes no damage, but it is warm enough to be noticed. Any damage the creature takes causes it to spray molten metal in a 5-foot radius. Anyone who is within range takes 15 points of Damage and continue to burn for 10 rounds thereafter, suffering 7 Damage each Round.

Cost: 10

BODY OF METAL

The creature's flesh is metal—gold, silver, copper, iron, brass, and so on—that behaves as if it was flesh. The creature's Toughness conversely raised by +4 and it gains immunity to both heat and cold. Electricity and water causes it to take double damage.

Cost: 5

COSMETIC

These simple traits may be merely cosmetic, but they can add a considerable amount of flavor to a creature even if they have no effect on the game in mechanical terms.

Cost: 1 Point each cosmetic change

CRYSTALLINE

The creature's entire body is composed of living crystal. Though the crystal is tough, it is fragile, so the creature's Toughness is increased by 5, but its Vitality is reduced by half.

Cost: 6

EXTREMITY WEAPONS

The creature's hand, paw, tentacle, even tail, is replaced with either a blade (treat as a shortsword) or mace. As a result, the creature's Quickness is reduced by 1, but it gains an additional Attack each round.

Cost: 6

CLOUD OF FLIES

The creature is surrounded by a swirling, constantly humming mass of flies. No matter what happens in the game, the flies continue to circle the creature and buzz. Anyone in combat with the creature or otherwise entering within the cloud of flies suffers a -1 TN to all tests due to the maddening, buzzing, biting swarm.

Cost: 3

MANIKIN

The creature's face has withered and disappeared; its only distinguishable feature is the mouth. Sprouting from the forehead is a miniature body, complete with arms, head, and face. This miniature body does all the talking for the creature and performs all its emotional expressions. Creatures with a manikin gain Fear -2.

Cost: 3

TABLE 1.1: COSMETIC TRAITS

Animal Legs	Featureless Face	One Eye
Beak	Flesh Crown ¹	Pinhead
Bestial Face	Furry	Pointed Head
Big Ears	Headless ²	Rearranged Face
Bird's Feet	Hunchback	Scaly Skin
Brightly Patterned Skin	Limb Loss	Short Legs
Bulging Eyes	Limb Transference	Skull Face
Cloven Hooves	Long Legs	Warty Skin
Crest	Long Neck	Vividly colored Skin
Eye Talks	Long Nose	
Feather Hide	Mane of Hair	

¹ A crown of fingers, tongues, snakes, etc

² Head is located in the body

MULTIPLE HEADS

The creature possesses one or more extra heads, gaining +1 to both Observe and Initiative per each additional head.

Cost: 8 per head

ROTTING FLESH

The creature's flesh is rotten and hangs in tatters from its body. The creature smells so strongly of decay that anyone within 10-feet suffers a -1 to all tests due to nausea. In addition, the terrifying appearance of the creature's rotting flesh causes Fear -1.

Cost: 3

STINGER

The creature has a stinger either attached to its body, or at the tip of its tail. Stingers cause d12+Brawn Damage. In addition they can be linked to a Poison or Acid attack.

Cost: 5

SUCKERS

The creature's limbs, or body, are covered with suckers similar to those found on squid or octopi. These suckers can attach to opponents with successful Brawl tests, giving the creature a +1 TN to all Melee attacks versus the opponent they have attached to, and giving that same opponent -1 TN to melee attacks. If the creature takes any damage, its suckers immediately let go.

Cost: 4 (body), 6 (limbs)

PREHENSILE TRUNK

A trunk is an elongated fusion of the nose and upper lip, and the creature can use it to grab objects. The creature can also breathe through the trunk, which can be used as a snorkel.

Cost: 3

TUSKS

Two long teeth jut from the creature's jaw. Tusks are slashing weapons and causes d12+Brawn in damage.

Cost: 5

WALKING HEAD

The creature has no body, only an enlarged head, with arms and legs attached to it. Creatures with this trait gain Fear -2.

Cost: 3



CHAPTER

2

CREATURES

APES OF THE DARK

Brawn 4, Quickness 12, Toughness 7[†], Wits 4, Will 9, Vitality 25

[†]*Adjusted for albinism*

Skills: Athletics [+10], Brawl [+9], Defend [+9], Dodge [+12]

Traits:

Albinism: Apes of the Dark suffers from albinism, and as a result their fur is white, and eyes are red. Albinism gains Fear -2.

Bite (d12+4 damage)

Leaper: Apes of the Dark are able to leap incredible distances, and gain +5 bonus on all Athletics Tests or any other Tests on which the GM rules this Trait has bearing. They are also able to leap 8 feet every round as an action.

Light Sensitivity: Their eyes are unable to adjust to bright light, and abrupt exposure to bright light (such as sunlight) blinds them for 10 Rounds, and they suffers a -1 TN on attacks, Investigation Tests, and Observe Tests as long as they remain in the brightly lit area.

Night Vision: Apes of the Dark are able to see in the dark as easily as they would in full daylight, and ignores all penalties while fighting in the dark.

Size (-2)

Measuring just 3 feet in height and are covered with a thick white greasy fur coat, Apes of the Dark were actually a strain of humans that, through endless years of inbreeding in darkness, have devolved into their present form. These apes are unique in that they live underground and only venture forth at night to hunt and feed. Though they look like miniature gorillas, they are fact human.

DWELLERS OF THE CAVES

Brawn 7, Quickness 9, Toughness 7, Wits 5, Will 10, Vitality 35

Skills: Brawl [+11], Defend [+9], Dodge [+12], Observe [+11]

Traits:

Claws (d12+9 damage)

Fierce: Dwellers of the Caves are naturally aggressive; once they take damage they must make a Will Test. On failure the creature becomes enraged, and as a result, its Brawn and Toughness are temporarily raised by 2 points each, and its Vitality is temporarily increased by 15 Points. In addition, both its Will and Wits are temporarily lowered by 2 points each. Fierce lasts for 1d12 Rounds, and while in this state, the creature is immune to all Fear and ignores any modifiers associated with lost Vitality. As soon as the Fierce state passes, the creature's Abilities return to normal, and the boosted Vitality disappears.

Horrific Visage: Dwellers have a terrifying appearance, and those looking upon them are struck with fear that shakes their resolve. This ability is always “on,” meaning that whenever the Heroes comes into contact with the creature, they are affected by the creature's appearance.

The effect of this Horrific Visage is such that the opponent must make a Will Test. On a failed test, opponents lose 1 Sanity (4 Sanity on a Dramatic Failure).

Hypersensitivity: Dwellers are particularly sensitive to their surroundings, and gain a +2 bonus on Investigation and Observe Tests. In addition, by using both their voice and acute hearing, Dwellers are able to “see” using a form of sonar.

Dwellers are a race of humans who fled the surface to the Underworld. Centuries of living in the Underworld have taken their toll, leaving these humans forever changed. Their bodies have become hunched and apelike, and their hands and fingers have changed into long, sharp talons. Even more disturbing are their eyes, which have withered away, leaving only empty sockets within their face. Though blind, they have developed a way to traverse the Underworld via the use of sound. So adept is their hearing, that they not only are able to hear the softest of sounds, but can use them to track prey, which they do remorselessly.



COLOR OUT OF SPACE

Brawn 2, Quickness 2, Toughness 12, Wits 1, Will 13, Vitality 35

Traits:

Drain: Colors initially drain all life from an area within a 100 foot radius. The radius then expands, growing each week at a rate of 10 feet in all directions. Anything within this radius slowly loses its vitality. Initially, vegetation grows riotously, growing larger than normal with more vibrant colors. After a number of days equal to the Color's Vitality, all vegetation begins to wither and dry. Anyone within this range must make a Toughness test; failure causes them to lose 1 point of Wits and Toughness in addition to 5 Sanity (double for a Dramatic Failure). Unless the Color leaves the area, or killed, anything within the radius must make a Toughness test each day. Once gone from the area, the creature regains lost Wits and Toughness at a rate equal to 1 point a month.

Insubstantial: Colors are gaseous creatures. Physical attacks pass through them harmlessly, causing no damage.

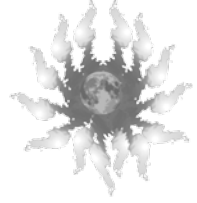
Spawn: Colors spawn once their radius of life draining reaches 500 feet, emitting from the ground a 30 foot globules of a purplish mist which shoots off into space. Once in space it incubates for 30 years and latches onto an interstellar body, such as a meteor, allowing it to once again return to the Earth.

Unfathomable – Radioactivity: Colors are very radioactive and as a result once they leave an area, the ground is dead, and nothing is able to grow there for 50 years. The radius of this dead earth is equal to the radius the Color was able to touch while in the ground.

Weakness (Electricity): Electricity is the only thing is known to hurt, and potentially kill, a Color from Out of Space.

No one knows where they come from. They crash to the earth trapped within meteorites and once upon terra firma seep into the earth and begin to feed and grow. The best account of this creature is from the works of the great scholar E'ch-Pi-El. He writes:

Then a cloud of darker depth passed over the moon, and the silhouette of clutching branches faded out momentarily. At this there was a general cry; muffled with awe, but husky and almost identical from every throat. For the terror had not faded with the silhouette, and in a fearsome instant of deeper darkness the watchers saw wriggling at that tree top height a thousand tiny points of faint and unhallowed radiance, tipping each bough...It was a monstrous constellation of unnatural light, like a glutted swarm of corpse-fed fireflies dancing hellish sarabands over an accursed marsh...[a] shaft of phosphorescence from the well was getting brighter and brighter, bringing to the minds of the huddled men, a sense of doom and abnormality which far outraced any image their conscious minds could form. It was no longer shining out; it was pouring out; and as the shapeless stream of unplaceable colour left the well it seemed to flow directly into the sky.



DRAGON

Brawn 14, Quickness 15, Toughness 14, Wits 15, Will 15, Vitality 70

Skills: Brawl [+12], Defend [+12], Intimidate [+12], Language – Two at +12 each, Observe [+12], Sense [+12], Resist [+12]

Traits:

Bite (d12+14 damage)

Breath: Dragons are able to breathe flames [DV 6(75), R 25/50/75, RoF 1/1].

Claws (d12+15 damage)

Fear –3: Dragons are able to cause Fear in their targets, and the Fear modifier is applied to a target's Will when making a Fear Test.

Flight: Dragons have wings, enabling them to fly at the rate of 100 feet per round.

Gore: Horns do 16 Damage.

Natural Armor: The dragon's thick hide offers them a great deal of protection, giving them AV 15.

Scent: Dragons possess an acute sense of smell, allowing them to track prey with ease. They are able to smell an opponent within a range of 200 feet. If their prey upwind, this range is 400 feet, and if downwind, the range is 100 feet.

Size (4): The typical dragon measures 16 feet from tip of their nose to the tip of their tail.

Stomp: Dragons are able to stomp creatures smaller than themselves, causing 70 Damage due to their immense size.

Rare, mythical beasts, dragons are found in remote regions throughout The World. Their favored habitat tends to be mountains, but some are found in isolated locations such as deserts, and caves carved out of large icebergs. Some favor volcanic regions, especially caves left behind due to volcanic activity. Dragons have no standard coloring or body shape. Their coloring ranges from red to dark green though there have been some cases of dragons being grey, white and black in color. Some rumors even speak of dragons appearing metallic or gem colored. All dragons are intelligent, and all are able to speak at least one language.

Cunning and furious, dragons are extremely territorial, and will fight ruthlessly to defend their chosen area. Territories typically cover a 15-mile radius centered on the dragon's lair, though older dragons are known for territories measuring 50 to 100 miles. Some dragons show no signs of wanting to do nothing more than collect treasure, eat, and sleep. Some, however, have greater desires and use their longevity, intellect and vast wealth to influence events.

All dragons, regardless of their outlook or disposition, have one great love—wealth. They strive to collect as much as they can, growing their horde year after year. Due to their long life spans—rumors hold that some dragons can live for close to 250 years—their wealth .



GRIFFIN

Brawn 10, Quickness 9, Toughness 10, Wits 5, Will 8, Vitality 50

Skills: Brawl [+9], Dodge [+10], Observe [+13]

Traits:

Bite (d12+10 damage)

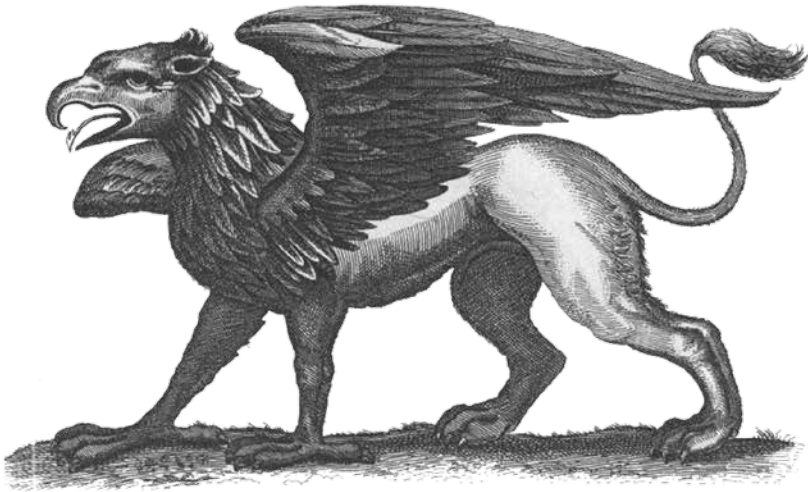
Claws (d12+9 damage)

Flight: Griffins possess wings, enabling them to fly 60 feet per round.

Scent: Griffins possess an acute sense of smell, allowing them to track prey with ease. They are able to smell opponents within an 80-foot range. If their prey is upwind, the distance is 160 feet, and if downwind, the distance is 40 feet.

Size (2): Griffins average 10 feet in length.

Native to the mountains of The League of Cantons, griffins have also been found in The Demon's Horns located in The Hegemony. The griffin's bizarre combination of the body of a lion and the wings and head of an eagle has led many scholars to speculate that griffins are alchemical creations. However, given the vast number of griffins found in the wild, other feel that this theory does not stand up to scholarly scrutiny. These majestic creatures' coloring ranges from light to blackish brown. Griffins are solitary creatures who prefer higher elevations and avoid contact with humanity. Their favorite food is horse, however, and they eat any type of meat, even the occasional human. Many alpine farmers live in a constant state of anxiety when griffins are spotted circling their pastures.



HARPY

Brawn 8, Quickness 10, Toughness 8, Wits 5, Will 8, Vitality 30

Skills: Brawl [+9], Dodge [+10], Observe [+13], Track [+11]

Traits:

Bite (d12+8 in damage)

Brittle Bones: The bones of Harpies are weak and cannot withstand hard or sudden impacts (falling, being struck by blunt weapons and the like). Blunt weapons cause them double damage, and they take an additional 1d12 points of damage from any fall greater than 10 feet (see **BASIC**, page 71).

Claws (d12+10 in damage)

Fear -2: Harpies are able to cause Fear in their targets, and the Fear modifier is applied to a target's Will when making a Fear Test.

Fierce: Harpies are naturally aggressive, and once they take damage, they must make a Will Test. On failure harpies become enraged, and as a result, their Brawn and Toughness are temporarily raised by 2 points each, and their Vitality is temporarily increased by 15 Points. In addition, both their Will and Wits are temporarily lowered by 2 points each. Fierce lasts for 1d12 Rounds, and while in this state, harpies are immune to all Fear and ignore any modifiers associated with lost Vitality. As soon as the Fierce state passes, the harpies' abilities return to normal, and the boosted Vitality disappears.

Flight: Harpies have wings allowing them to fly 70 feet per round.

Natural Armor: The thick leathery hide of a harpy grants them AV 5.

Night Vision: Harpies are able to see in darkness as easily as they see in full daylight. As a result they ignore all penalties while fighting in the dark.

Scent: Harpies possesses an acute sense of smell, allowing them to track prey with ease. As a result they are able to smell an opponent within 60 feet. If the prey upwind, the distance is 120 feet, and if downwind, the distance is 30 feet.

Native to not only the Jungles of Moran, but also Cathar, Harpies are viewed by some as an ancient race which fell into animalistic ways. Naturally aggressive, harpies tend to fight anyone entering their territory. When not mating, harpies tend to be solitary creatures, preferring to live in areas with tall trees and a more tropical climate. Though native to these areas, some generals from the City-States of Döârn have begun importing harpies into their region in order for them to serve as guards and exotic pets.

Though there are many accounts of harpies the best account is written by Reh of the Picts in his lesser work Dissertation on the Eld, he writes:

Inhumanly tall and thin. The head is long, narrow and hairless. Their ears are small, close set, and pointed. Their eyes are narrow, oblique. Nose is thin and hooked, the beak of a bird of prey, the mouth is a wide gash with thick lips and teeth are wolf fangs. Arms are long and muscular, and their fingers end in talons. The beast's breastbone juts like a keel of a ship, and the ribs curve back from it. Their legs are long and windy, and their feet are prehensile, with toes ending in claws. Their wings measure some 18 feet in width, while like their skin it is leather.



HOUND OF TINDALOS

Brawn 11, Quickness 11, Toughness 11, Wits 8, Will 8, Vitality 55

Skills: Athletics [+11], Brawl [+11], Dodge [+10], Observe [+10], Sense [+8]
Stealth [+12], Track [+10]

Traits:

Bite (d12+11 damage)

Claws (d12+11 damage)

Natural Armor: The leathery hide of a hound grants them AV 10.

Scent: Hounds possess an acute sense of smell, allowing them to track prey with ease. They are able to smell opponents within an 80-foot range. If the prey is upwind, the distance is 160 feet, and if downwind, the distance is 40 feet.

Size (1)

Thermal Vision: Hounds are able to hunt in the dark due to being able to see heat sources.

Hounds in name only, these creatures have large snouts filled with rows of sharp teeth. Long, hairless creatures, they have leathery hides, and long, reptile-like, tails. Found in packs of 6 to 10, they take great joy in hunting and causing pain. Hounds are native to The Waste of Mictlan, but packs have been found as far south as Gravina. Some bandit leaders have been known to try to tame these creatures and employ them as guard dogs. This quickly proves not to be a good idea, when the hounds turn on their masters and eat them.



LAMIAS

Brawn 8, Quickness 10, Toughness 8, Wits 5, Will 8, Vitality 40

Skills: Brawl [+9], Observe [+10], Track [+10]

Traits:

Bite (d12+8 damage)

Breath: Lamia's Fiery Kiss – Flames [DV 5(45), R 25/35/45 RoF 1/1]

Claws (d12+10 damage)

Cold Susceptibility: Lamias' bodies do not react well to particularly cold temperatures. They take double damage from prolonged exposure to extreme cold, as well as weapons, spells, and other attack forms enchanted to cause cold damage.

Fear -2: Lamias are able to cause Fear in their targets, and the Fear modifier is applied to a target's Will when making Fear Tests.

Horrific Visage: Lamias have a terrifying appearance, and those looking upon them are struck with fear that shakes their resolve. This ability is always "on," meaning that whenever anyone comes into contact with a lamia, they are affected by the creature's appearance. The effect of this visage is such that the opponent must make a Will Test, with Failure causing them to lose 1 Sanity (4 Sanity on a Dramatic Failure).

Immunity: Lamias are immune to flames and heat.

Unfathomable (Dragon Headed Feet): The feet of the Lamia resemble small miniature dragon heads.

Found not only throughout The Shimmering Sands, but also in Cal'Atha, Lamias are strange creatures, and are viewed by most to be hunters of men. They are seen as the daughters of Lamia, and they always appear as naked women with dragon heads for feet.

Numerous myths surround these creatures, and one centers on The Shimmering Sands. The kingdom that once stood there was ruled by a powerful queen, known as Lamia. It was Lamia who

attempted to summon Azathoth, so she could mate with the god. The summoning caused the destruction of the kingdom and creating the Shimmering Sands. For her act, the other gods banished Lamia to the Nether Realms, where she assumed the mantle of demon-hood. Pregnant with Azathoth's spawn, she gave birth to the first Lamia, which she released into the world to punish all men because of her fall from grace.



MEDUSA

Brawn 5, Quickness 9, Toughness 9, Wits 11, Will 15, Vitality 35

Skills: Brawl [+9], Diplomacy [+12], Empathy [+11], Intimidation [+12], Observe [+11], Spell – Arcane (Geas +12)

Traits:

Drain: Those who are caught in the hair of a medusa lose 5 Vitality each round they are trapped.

Spellcaster

Squeeze: The hair of a medusa is able to grab and squeeze opponents. In order to use this ability, the medusa must make a successful Brawl Test to grab its opponent. Those trapped can try to break out by making a successful Brawn Test. For every round trapped by the medusa, the opponent suffers a cumulative -1 to the Test. For example, if the opponent has been squeezed for 3 Rounds he would suffer a -3 to the Test. The damage from this ability is equal to the creature's Brawn + Toughness.

Medusas (or gorgons if male) are creatures who appear human, but in fact are not. They are always pale, and have long black hair which reaches the knees. This hair is a living thing which acts on behalf of the medusa as well as on its own. The hair lives on if the medusa is killed, and it pulls itself away from the medusa to attack her killers. The hair is able to live for a number of weeks equal to the medusa's Will, and it slithers like a snake while it seeks its revenge.



MINOTAUR

Brawn 11, Quickness 7, Toughness 11, Wits 6, Will 10, Resolve Vitality 55

Skills: Brawl [+12], Defend [+12], Intimidate [+12], Melee [+11], Observe [+9], Track [+11]

Traits:

Appearance – Beast Legs: A Minotaur's legs resemble a bull's.

Fear -4: Minotaurs cause Fear in their targets, and the Fear modifier is applied to a target's Will when making a Fear Test.

Fierce: Minotaurs are naturally aggressive, and once they take damage they must make a Will Test. On a Failure, the minotaur becomes enraged, and, as a result, its Brawn and Toughness are temporarily raised by 2 points each, and its Vitality is temporarily increased by 15 Points. In addition, both its Will and Wits are

temporarily lowered by 2 points each. The fierce state lasts for 1d12 Rounds, and while in this state, the creature is immune to all Fear and ignores any modifiers associated with lost Vitality. As soon as the Fierce state passes, the creature's Abilities return to normal, and the boosted Vitality disappears.

Horns (12 damage)

Horrorific Visage: Minotaurs have a terrifying appearance, and those looking upon them are struck with fear that shakes their resolve. This ability is always "on," meaning that whenever anyone who comes into contact with these creature is affected by their appearance. The effect of a Minotaur's visage is such that its opponent must make a Will Test, with Failure causing a loss of 1 Sanity (4 Sanity on a Dramatic Failure).

Kick (13 Damage)

Night Vision: Minotaurs possess keen eyes that enabling them to see in the dark as easily as they see in full daylight; they ignore all penalties for fighting in the dark.

Scent: Minotaurs possesses an acute sense of smell, allowing them to track prey with ease. They are able to smell an opponent within a 100-foot range, 200 feet for in if their prey are upwind, and 50 feet if downwind.

Size (2)

Possessing the upper torso of a man and the head and hindquarters of a bull, Minotaurs are thought to be a byproduct of an alchemical experiment gone wrong. Some speculate Minotaurs are giants who have been transformed due to the time spent in the Wastes of Mictlan.

Rumors abound, however, that a colony or small kingdom of Minotaurs live in isolation within Karella. Regardless of their origins, Minotaurs possess an unique culture centered around combat, strength, and war. Naturally aggressive, bands of Minotaurs have been found fighting in Nipur, as well as in Noricum. Reports say that a large mercenary band led by an exceptionally intelligent Minotaur has entered into service in the City States of Döärn.

Standing 12 feet tall, Minotaurs' coloring ranges from a pale brown to a reddish black. Minotaurs take pride in their horns, which they polish them until they gleam. Most Minotaurs pierce their noses, they practice tattooing as well.



NIGHT BEAST

Brawn 9, Quickness 11, Toughness 12, Wits 5, Will 11, Vitality 50

Skills: Brawl [+10], Dodge [+11], Observe [+9], Stealth [+11]

Traits:

Bite (d12+9 damage)

Flight: Night Beasts possess wings, enabling them to fly at a rate of 50 feet per round.

Horrific Visage: Night Beasts have a terrifying appearance, and those looking upon them are struck with fear that shakes their resolve. This ability is always “on,” meaning that anyone coming into contact with a Night Beast is affected by the creature’s appearance. The effect of this visage is such that the opponent must make a Will Test, with Failure causing them to lose 1 Sanity (4 Sanity on a Dramatic Failure).

Night Vision: Night Beasts possess keen eyes, enabling them to see in the dark as easily as they see in full daylight, ignoring all penalties for fighting in the dark.

Size (1)

The rare night beast prefers living in swamps or dense woods. Many feel these are not natural creatures, but examples of alchemical or magical experimentation gone

wrong. Measuring 8 feet in length, night beasts are horrific creatures. Their heads are bat-like with a long curving cruel beak. Their bodies resemble a furry ant, and their rear legs are insect like as well, but end in webbed feet. Their forelimbs are human-like and they possess batlike wings.



NIGHT GAUNT

Brawn 8, Quickness 8, Toughness 9, Wits 7, Will 9, Vitality 50

Skills: Brawl [+10], Melee [+10], Observe [+8], Resist [+10], Sense [+10]

Traits:

Flight: Night Gaunts possess wings, enabling them to fly at a rate of 50 feet per round.

Horns (9 damage)

Horrific Visage: Night Gaunts have a terrifying appearance, and those looking upon them are struck with fear that shakes their resolve. This ability is always “on,” meaning that whenever anyone comes into contact with the creature, they are affected by the creature’s appearance. The effect of this visage is such that the opponent must make a Will Test, with Failure causing them to lose 1 Sanity (4 Sanity on a Dramatic Failure).

Size (1)

Stinger: Night Gaunts have a stinger attached to the tip of their tail. The stingers cause d12+8 damage.

Tail: Night Gaunts have a tail that improves their balance providing, a +2 TN to all Acrobatics Tests.

No one knows where these creatures come from, but some speculate that they might originate from another dimension. A few argue, however, that Night Gaunts are examples of a creature which was created via magical experimentation.

Standing at 7 feet in height, night gaunts have bat-like wings and their skin is black and greasy. Their hands resemble a pair of dog paws, but they have opposable thumbs which allow them to grip objects, and often weapons. More unsettling is their faces, or lack thereof. The only features are two inward-curving horns in their featureless face. No eyes, nose, or mouth grace that visage, merely a flat plane. They feed on humans, but no one knows how they eat.



Roc

Brawn 11, Quickness 8, Toughness 8, Wits 5, Will 8, Vitality 40

Skills: Brawl [+12], Dodge [+12], Observe [+12]

Traits:

Bite (d12+11 damage)

Claws (d12+8 damage)

Fear -3: Rocs are able to cause Fear in their targets, and the Fear modifier is applied to a target's Will when making a Fear Test.

Fierce: Rocs are naturally aggressive, and once they take damage they must make a Will Test. On a Failure they become enraged, and, as a result, their Brawn and Toughness are temporarily raised by 2 points each, and their Vitality is temporarily increased by 15 Points. In addition, both their Will and Wits are temporarily lowered by 2 points each. Fierce lasts for 1d12 Rounds, and while in this state, a roc is immune to all Fear and ignores any modifiers associated with lost Vitality. As soon as the Fierce state passes, the creature's Abilities return to normal, and the boosted Vitality disappears.



Flight: Rocs possess wings, enabling them to fly at a rate of 100 feet per round.
Size (8): Rocs are huge birds, and typically measure 32 feet in length, with a wingspan of some 60 feet.

These large birds resemble falcons, and the scholar, Antonius Scholasticus is said to have studied these birds and documented his discoveries in the tome *Origins of Creatures*. He writes:

...like an eagle, but one indeed of enormous size; so big in fact that its quills were twelve paces long and thick in proportion. It is so strong that it seizes an elephant in its talons and carries him high into the air and drops him so that he is smashed to pieces; having so killed him, the bird swoops down on him and eats him at leisure.

Native to the coasts of Cal'Athar, these large birds are rare but can sometimes be spotted flying far above. They feast on small whales and sharks, and are one of the few creatures who brave The Great Ocean in search of their prey. Rocs are also enemies to dragons, and the two creatures have an animosity dating back to the dawn of time.

SLIME

Brawn 7, Quickness 11, Toughness 7, Wits 3, Will 3, Vitality 35

Skills: Brawl [+10], Dodge [+10]

Traits:

Damage Reduction: Edge weapons, blunt weapons, cold, water and electricity cause slime only 1 point of damage.

Drain: Every Round a slime engulfs a creature causes it to lose 5 Vitality and 1 Toughness. This continues until the creature is freed or dead.

Elasticity: Slime is able to bend and twist its body in unnatural ways, allowing it to squeeze into and through very tight spaces. Consequently, slime squeezes through an opening or passage one-fifth as wide and tall as its height, in inches, although it does so very slowly compared to its normal movement rate.

Hug: Slime is able to damage an opponent by engulfing it and contracting its form to cause damage. In order to use this ability, the slime must make a successful Brawl Test to grab its opponent. Those trapped can try to break out by making a successful Brawn Test. For every round trapped in the slime, the opponent suffers a cumulative -1 to the Test. For example, if the opponent has been in the hug for 3 Rounds he would suffer a -3 to the Test. The damage from this ability is equal to the creature's Brawn + Toughness.

Poison: The slime's touch is poisonous, and those touched, suffer 2 Damage every round for 10 Rounds, and a -1 to all Tests.

Spawn: A creature who has all its Vitality and Toughness drained by a slime becomes, in turn, a new Slime.

Stench: Slime has a terrible odor, and it is so powerful that it makes contact with the creature troublesome. Any within hand-to-hand range of the creature suffer a -1 to all Tests.

Weakness-Fire: Slimes are susceptible to fire, and fire causes double damage to them.

Strange creatures, slimes are a living mold that has gained some form of sentience and having but one drive in life: to feed. Ranging in color from white to a deep black, slimes are found in all regions of The World and range in size and shape.



TROLL

Brawn 12, Quickness 5, Toughness 11, Wits 4, Will 7, Vitality 55

Skills: Brawl [+12], Defend [+12], Track [+6]

Traits:

Bite (d12+12 damage)

Claws (d12+5 damage)

Fear -2: Trolls cause Fear in their targets, and the Fear modifier is applied to a target's Will when making a Fear Test.

Horrific Visage: Trolls have a terrifying appearance, and those looking upon them are struck with fear that shakes their resolve. This ability is always “on,” meaning that anyone who comes into contact with a troll is affected its appearance. The effect of this visage is such that the opponent must make a Will Test, with Failure causing them to lose 1 Sanity (4 Sanity on a Dramatic Failure).

Night Vision: Trolls are able to see in darkness as easily as in full daylight, and they ignore all penalties for fighting in the dark.

Rejuvenation: Trolls are able to heal any and all damage they suffer, as well as regrow lost limbs. Every round, as an action they can regain d12 Vitality. To regrow a missing limb takes d12 days.

Second Wind: Trolls shrug off minor wounds with ease. Once per day they can heal themselves of a number of points of Vitality damage equal to their Toughness score.

Size (1)

Trolls are found not only in The Wastes, but also in the wild areas of The Cantons and Doarn, yet some think them a myth. Once they're encountered, however, disbelievers soon learn that they are wrong—to their great misfortune. Typically standing 8 feet in height, some trolls have been known to measure as much as 14 feet. Their skin is thick, hairless, and they are often mistaken for moss-covered trees when standing still. Their mouth is filled with sharp teeth, and typically they have tusks jutting out from their lower jaw.



WHITE APE

Brawn 8, Quickness 8, Toughness 8, Wits 9, Will 9, Vitality 40

Skills: Athletics [+10], Brawl [+9], Melee [+9], Observe [+10], Tactics [+10], Track [+9]

Traits:

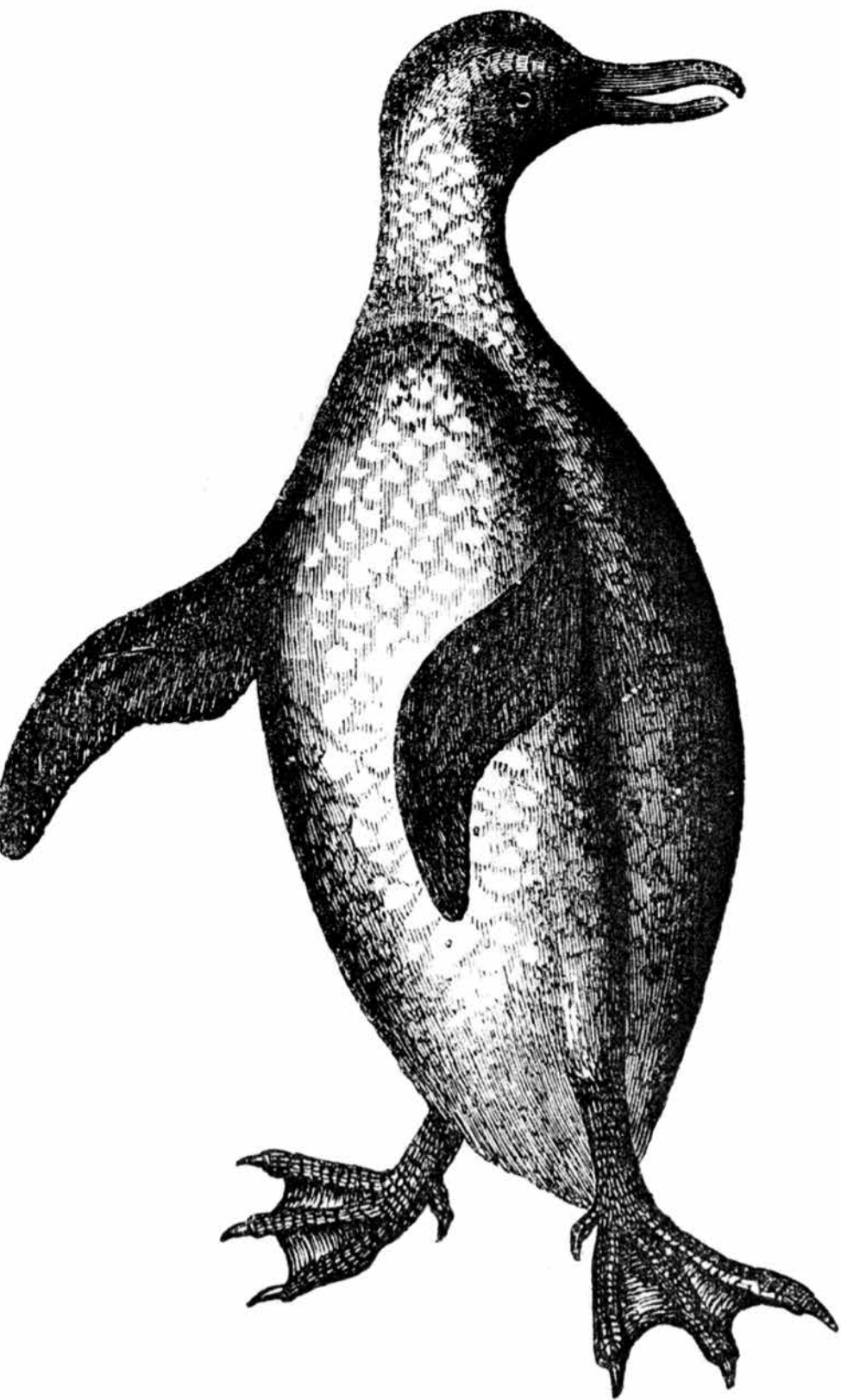
Albinism: White Apes suffers from albinism, and as a result their fur is white, and their eyes are red. Albinism gives white apes Fear -2.

Fierce: White Apes are naturally aggressive, and once they take damage they must make a Will Test. On failure, they become enraged, and as a result, their Brawn and Toughness are temporarily raised by 2 points each, and their Vitality is temporarily increased by 15 Points. In addition, both their Will and Wits are temporarily lowered by 2 points each. Fierce lasts for 1d12 Rounds, and while in this state, white apes are immune to all Fear and ignores any modifiers associated with lost Vitality. As soon as the Fierce state passes, the creature's Abilities return to normal, and the boosted Vitality disappears.

Leaper: White Apes are able to leap incredible distances, and gain +5 bonus on all Athletics (Jump) Tests or any other Tests on which the GM rules that this Trait has bearing. They are also able to leap 16 feet every round as an action.

Before the time of the Lost Kingdom, even before the Rise of the Lost Empire, the White Apes possess an advanced civilization which rivaled that of the Serpent People. How or why their culture fell, no one knows. Now the White Apes are found scattered throughout The World, but there are persistent reports that hidden among the ruins scattered throughout the Jungles of Moarn is a city populated by the apes. White apes resemble gorillas, but they are bipedal and their hair hints at some connection to humanity in their distant past. What leads some to think there is a connection? The hair is too humanlike, and not the rough fur of a gorilla. Though they are afflicted with albinism the white apes show no real ill effects from it.





CHAPTER

3

ANIMALS

ALBINO PENGUIN

Brawn 8, Quickness 8, Toughness 8[†], Wits 5, Will 5, Vitality 40

[†]*Adjusted for albinism*

Skills: Athletics [+8], Brawl [+10], Observe [+7], Track [+6]

Traits:

Bite (d12+8 damage)

Albinism: These penguins suffer from albinism, and as a result their feathers are white, their eyes are red, and they gain Fear -2.

Scent: Though blind, these penguins have an acute sense of smell, allowing them to track prey with ease. As a result they are able to smell an opponent within a 100-foot range, 200-feet if upwind, and 50-feet if downwind.

Size (1)

Living in the northern and southern polar regions, as well as the Wastes, these penguins are an example of magical experimentation gone wrong. Preferring dark, polar caves, these birds no longer have any eyesight, and instead rely on their acute sense of smell. Standing at 8 feet they are not overly aggressive, but rather docile. They only engage in combat if their eggs, nests, or chicks are threatened.

ALLIGATOR

Brawn 9, Quickness 12, Toughness 8, Wits 8, Will 9, Vitality 40

Skills: Athletics [+11], Brawl [+10], Dodge [+12]

Traits:

Attack Bonus: While in water alligators have a +1 to all combat related tests.

Bite (d12+9 damage)

Fear -2: Alligators are able to cause Fear in their targets, and the Fear modifier is applied to a target's Will when making a Fear Test.



Fierce: Alligators are naturally aggressive, and once they take damage they must make a Will Test. On Failure, they become enraged, and as a result, their Brawn and Toughness are temporarily raised by 2 points each, and their Vitality is temporarily increased by 15 Points. In addition, both their Will and Wits are temporarily lowered by 2 points each. The Fierce state lasts for 1d12 Rounds, and while in this

state, alligators are immune to all Fear and ignore any modifiers associated with lost Vitality. As soon as the Fierce state passes, their Abilities return to normal, and the boosted Vitality disappears.

Natural Armor: Alligators have a thick protective that confers AV 6.

Size (3): Alligators average about 12 feet in length. However there are numerous reports of much larger ones being found.

Native to not only the waterways of Nipur and Beidha, alligators are found within the swamps the Jungles of Moran, as well as Mu.

BOBCAT

Brawn 5, Quickness 10, Toughness 5, Wits 5, Will 7, Vitality 25

Skills: Athletics [+9], Brawl [+8], Dodge [+8], Observe [+8], Stealth [+10]

Traits:

Bite (d12+5 damage)

Claws (d12+10 damage)

Hypersensitivity: Bobcats are particularly sensitive to their surroundings, and gain a +2 bonus on Investigation and Observe Tests.

Night Vision: Bobcats are able to see in the dark as easily as they see in full daylight, and they ignores all penalties while fighting in the dark.

Size (-1): Bobcats range in size from 3 to 4 feet long.

Found throughout The World, bobcats are wild cats favoring mountainous regions, as well as foothills. These cats have sharp hearing and vision and a good sense of smell. Bobcats are excellent climbers, and can swim at need, though they normally they avoid water. Among barbarian tribes, bobcats are seen as being in constant conflict with the coyote. Bobcats and coyotes are associated with the fog and wind, respectively—two opposing forces in barbarian legends.



COYOTE

Brawn 5, Quickness 9, Toughness 5, Wits 8, Will 8, Vitality 25

Skills: Athletics [+9], Brawl [+8], Dodge [+8], Observe [+8], Stealth [+9]

Traits:

Bite (d12+5 damage).

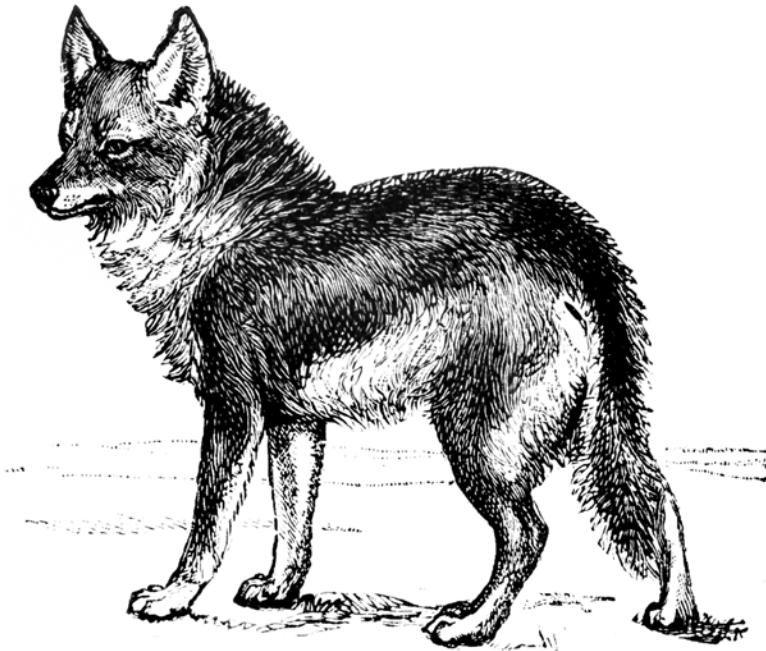
Claws (d12+Quickness +9 damage).

Combat Fear: Coyotes are gripped by an inexplicable fear whenever facing a dangerous or frightening situation. After Initiative is rolled, but before they take their first action in combat, they must make a Will Test. If the creature fails the Test, it is shaken for the rest of the encounter, suffering a -2 penalty on attack and Skill Tests. If the Test succeeds, the coyote overcomes its momentary fear and negates the ill effects.

Sceni: Coyotes possesses an acute sense of smell, allowing it to track prey with ease. Creatures with this ability are able to smell an opponent within an 80 foot range. If the prey is upwind, the distance is 160 feet, and, if downwind, the distance is 40 feet. The range can be increased for each additional point spent.

Size (-1)

Found throughout The World, coyotes are wild dogs, smaller than wolves, but far more cunning. Among barbarian tribes, coyotes are associated with the coyote, with whom they are seen as being in state of combat. Coyotes and bobcats are associated with the wind and fog, respectively—two opposite forces in barbarian folklore.



CROCODILE

Brawn 13, Quickness 10, Toughness 12, Wits 8, Will 10, Vitality 60

Skills: Athletics [+12], Brawl [+12], Dodge [+9]

Traits:

Attack Bonus: While in water crocodiles have a +1 to all combat related tests.

Bite (d12+13 damage)

Fear -3: Crocodiles are able to cause Fear in their targets, and the Fear modifier is applied to a target's Will when making a Fear Test.

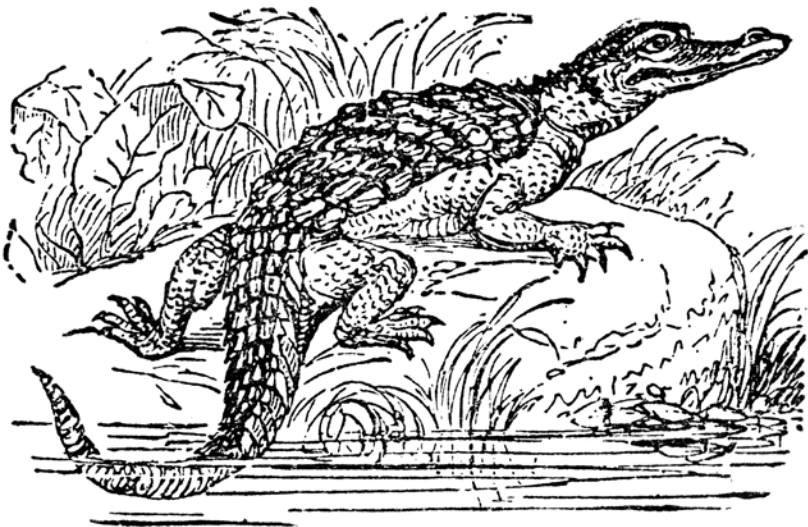
Fierce: Crocodiles are naturally aggressive, and once they take damage they must make a Will Test. On failure they become enraged, and, as a result, their Brawn and Toughness are temporarily raised by 2 points each, and their Vitality is temporarily increased by 15 Points. In addition, both their Will and Wits are temporarily lowered by 2 points each. Fierce lasts for 1d12 Rounds, and while in this state, crocodiles are immune to all Fear and ignores any modifiers associated with lost Vitality. As soon as the Fierce state passes, crocodiles' Abilities return to normal, and their boosted Vitality disappears.

Natural Armor: Crocodiles have a thick protective that confers AV 8.

Second Wind: Crocodiles are able to shrug off minor wounds with ease. Once per day they can heal themselves of a number of points of Vitality damage equal to their Toughness score.

Size (5): These immense creatures average 20 feet long in length.

These large creatures are natives to Nogoton, Beidha, and Ku'Khu. Rumors abound that in Mu, much larger crocodiles are found, but as far as is widely known, they, like that kingdom, are only myth. Crocodiles are large, ferocious creatures who have been known to attack small boats, and they can bring down elephants when hungry.



MAMMOTH

Brawn 12, Quickness 6, Toughness 12, Wits 6, Will 7, Vitality 60

Skills: Brawl [+12], Intimidate [+10], Observe [+10]

Traits:

Fear -3: Mammoths are able to cause Fear in their targets, and the Fear modifier is applied to a target's Will when making a Fear Test.

Fierce: Mammoths are naturally aggressive, and once they take damage they must make a Will Test. Failure they become enraged, and, as a result, their Brawn and Toughness are temporarily raised by 2 points each, and their Vitality is temporarily increased by 15 Points. In addition, both their Will and Wits are temporarily lowered by 2 points each. Fierce lasts for 1d12 Rounds, and while in this state, mammoths are immune to all Fear and ignores any modifiers associated with lost Vitality. As soon as the Fierce state passes, the mammoth's Abilities return to normal, and the boosted Vitality disappears.

Size (3): Mammoths are large creatures measuring 12 feet in height.

Squeeze: Mammoths are able to use their trunk to damage an opponent by squeezing them. In order to use this ability, the mammoth must make a successful Brawl Test to grab its opponent. Those trapped can try to break out by making a successful Brawn Test. For every round trapped, the opponent suffers a cumulative -1 to the Test. For example,

if the opponent has been squeezed for 3 Rounds, he would suffer a -3 to the Test. The damage from this ability is equal to the creature's Brawn + Toughness.

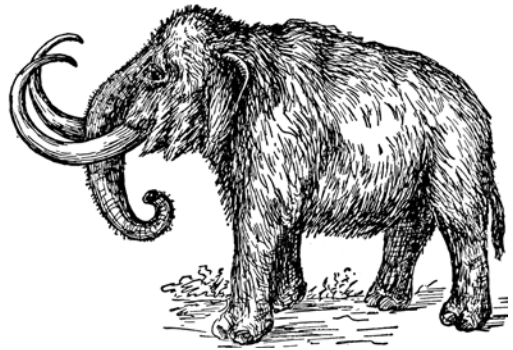
Stomp: Mammoths are able to stomp creatures smaller than themselves, and cause damage equal to their Toughness times 5 due to their immense size.

Thick Fur Coat: Mammoths possess a thick, protective layer of fur over their body. They gain a +4 TN on Tests against extreme cold. In addition, they have AV 5 because of the fur.

Trunk: This is a elongated fusion of the nose and upper lip, and the creature uses it to grab objects as well as breathe through it.

Tusks: Two long teeth jut from the mammoth's upper jaw. Tusks are slashing type of weapons and cause d12+Brawn damage

Native to the north and Karelia, mammoths are cousins of elephants who have adapted to live in colder climates. Mammoths are huge beasts whose coats range in color from almond brown to a tannish brown. Some barbarians have been known to train mammoths to serve as mounts, as well as movable war platforms.



RAVEN

Brawn 1, Quickness 4, Toughness 1, Wits 2, Will 6, Resolve 20, Vitality 5

Skills: Brawl [+4], Dodge [+6], Observe [+7]

Traits:

Bite (d12+1 damage)

Claws (d12+4 damage)

Flight: Ravens have wings that allowing them to fly at 40-feet per Round.

Many equate ravens either with witches or the Fates. Flocks of these birds are seen as a bad omen, and some barbarian tribes think the raven brings trickery and death.



RHINO

Brawn 10, Quickness 10, Toughness 10, Wits 6, Will 8, Vitality 50

Skills: Athletics [+12], Brawl [+11]

Traits:

Fear -4: Rhinos are able to cause Fear in their targets, and the Fear modifier is applied to a target's Will when making a Fear Test.

Fierce: Rhinos are naturally aggressive, and once they take damage they must make a Will Test. Failure they become enraged, and as a result, their Brawn and Toughness are temporarily raised by 2 points each, and their Vitality is temporarily increased by 15 Points. In addition, both their Will and Wits are temporarily lowered by 2 points each. Fierce lasts for 1d12 Rounds, and while in this state, rhinos are immune to all Fear and ignores any modifiers associated with lost Vitality. As soon as the Fierce state passes, the Rhino's Abilities return to normal, and the boosted Vitality disappears.

Horn (11 damage)

Hypersensitivity: Rhinos are sensitive to their surroundings, and gain a +2 bonus on Investigation and Observe Tests.

Natural Armor: The thick hide of a rhino offers is protection from physical attacks in the form of AV 12.

Second Wind: Rhinos shrug off minor wounds with ease. Once per day they can heal themselves of a number of points of Vitality damage equal to their Toughness score.

Size (4)

Standing close to 6-feet tall, and reaching lengths between 12 and 15-feet, rhinos are one of the larger land animals found in The World. Native to not only The Hegemony but the northern portions of Cal'Athar, these creatures are not to be taken lightly.



SABERTOOTH TIGER

Brawn 10, Quickness 10, Toughness 10, Wits 8, Will 8, Vitality 50

Skills: Athletics—Climb [+11/+12], Brawl [+12], Dodge [+12], Observe [+12], Stealth [+12]

Traits:

Bite (d12+10 damage)

Claws (d12+10 damage)

Fear -4: Sabertooth tigers are able to cause Fear in their targets, and the Fear modifier is applied to a target's Will when making a Fear Test.

Fierce: Sabertooth tigers are naturally aggressive and must make a Will Test once anyone comes within 10-feet of them. If the Test is failed, the sabertooth becomes enraged. As a result, its Brawn and Toughness are temporarily raised by 2 points each, and its Vitality is temporarily increased by 15 Points. In addition, both its Will and Wits are temporarily lowered by 2 points each. Fierce lasts for 1d12 Rounds, and while in this state, the sabertooth is immune to all Fear and ignores any modifiers associated with lost Vitality. As soon as the Fierce state passes, the sabertooth's Abilities return to normal, and the boosted Vitality disappears.

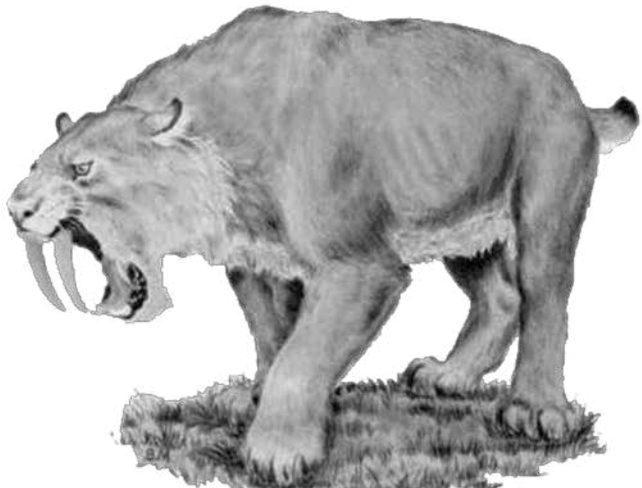
Night Vision: Sabertooths are able to see in the dark as easily as full daylight, and they ignore all penalties for fighting in the dark.

Scent: Sabertooths possess an acute sense of smell, allowing them to track prey with ease. With this ability are able to smell an opponent within a 90-foot range. If they prey is upwind, the distance is 180 feet, and, if downwind, the distance is 45 feet.

Size (2): The largest of all wild cats these, powerful creatures measure some 8 feet in length.

Tusks (d12+10 damage)

Sabertooth tigers are fierce territorial creatures favoring the colder climates of the north. Ranging in color from a pale brown to almost a blackish brown, these cats are known for the large saber-like canine teeth with jut from their upper jaws. Though many barbarian chieftains in the Hedge and Karelia try to tame them, these cats are fierce and are known for turning on their owners.



WALRUS

Brawn 8, Quickness 5, Toughness 8, Wits 4, Will 7, Vitality 40

Skills: Athletics–Swim [+9/+10], Brawl [+8], Dodge [+9], Intimidate [+6], Observe [+8]

Traits:

Attack Bonus: While in water walruses have a +1 to all combat-related tests.

Damage Reduction (Cold): Walruses take half damage (none for a successful Toughness Test) from cold.

Fear -1: Walruses are able to cause Fear in their targets, and the Fear modifier is applied to the target's Will when making a Fear Test.

Fierce: Walruses are naturally aggressive, and upon taking damage they must make a Will Test. If they fail, they become enraged. As a result, their Brawn and Toughness are temporarily raised by 2 points each, and their Vitality is temporarily increased by 15 Points. In addition, both Will and Wits are temporarily lowered by 2 points each. The Fierce state lasts for 1d12 Rounds, and while in this state walruses are immune to all Fear and ignore any modifiers associated with lost Vitality. As soon as the Fierce state passes, a walrus' Abilities return to normal, and the boosted Vitality disappears.

Lethargy: Walruses have trouble reacting quickly to danger. Consequently, they suffer a -2 TN to all Quickness or Quickness-based Tests.

Size (3): Averaging 12-feet in length, walruses can weigh up to a ton.

Tusks: Two long teeth jut from the walrus' upper jaw. Tusks are slashing type of weapons and cause d12+Brawn.

Native to the ice flows of The Reach, as well as the waters south of Atlantis, walruses are large ocean creatures that migrate north and south. Prized for their tusks and their fat, walruses are hunted by numerous Barbarian and northern native tribes.



CHAPTER

4

INSECTS & PLANTS

ANT, GIANT

Brawn 8, Quickness 5, Toughness 8, Wits 5, Will 5, Vitality 40

Skills: Athletics [+10], Brawl [+10]

Traits:

Bite (d12+8 damage)

Natural Armor: The thick carapace of giant ants offer them protection equal to AV 8.

Size (1): Averaging close to 8 feet in length, giant ants live up to their name.

Found deep within the Jungles of Moarn, as well as in Mu and Ku'Khu giant ants are thankfully a rare sight within the rest of the civilized world. Despite their fearsome size, giant ants are more interested in maintaining their colonies than in seeking out random prey. However, should someone invade their territory, or, worse, their colony, they soon find that giant ants are a deadly threat.



CHOKING VINE

Brawn 7 to 10, Quickness 10, Toughness 7 to 10, Wits 3, Will 2, Vitality 30 to 50

Skills: Brawl [+12]

Traits:

Drain: Each round that the vine chokes a victim it drains 2 Vitality.

Speed: Choking vines, despite being plants, can move extremely quickly. As a result they gain a +1 to their Initiative Test.

Squeeze: Once choking vines capture an opponent they cause damage by squeezing. In order to use this ability, the choking vine must make a successful Brawl Test to grab its opponent. Those trapped can try to break out by making a successful Brawn Test. For every round trapped in the grip of the plants, the opponent suffers a cumulative -1 to the Test. For example, if the opponent has been in the embrace for 3 Rounds he would suffer a -3 to the Test. The damage from this ability is equal to the creature's Brawn + Toughness.

Unfathomable – Vines: Choking vines have a number of vines equal to twice their Toughness. Each vine is 20 feet long, and all vines are attached to a central trunk which is 10 feet high and 3 feet in diameter.

Found throughout the forests of The World, choking vines are carnivorous plants that use their tendrils to ensnare prey and feed off them. When encountered, choking vines blend in with the surrounding foliage. The partially digested carcasses of their prey littering the ground may give their presence away, however.

DEAD MOLD

Brawn 3, Quickness 5, Toughness 5, Wits 1, Will 1, Vitality 20

Skills: None

Traits:

Drain: Every round that the mold is on a victim it drains 5 Vitality.

Immunity: Living mold is immune to physical attacks, cold, water, electricity and ice. The only way to get the mold off a creature is to burn it off. Burning the mold causes both the damage to both the mold and whoever or whatever it is on.

Stench: Living mold has a terrible odor, which is so powerful that it makes contact troublesome. Any within hand-to-hand range of the creature suffer a -1 to all Tests.

Weakness – Fire: Fire causes living mold double damage.

Living mold ranges may be white or blue and is found in all regions of The World. Unlike typical molds, living mold is possessed of some sort of awareness, allowing it to sense nearby living prey. Upon detecting prey, it attaches itself, feeding until the prey is dead.

FLYTRAP, GIANT

Brawn 10, Quickness 10, Toughness 10, Wits 2, Will 2, Vitality 50

Skills: Brawl [+10], Sense [+6]

Traits:

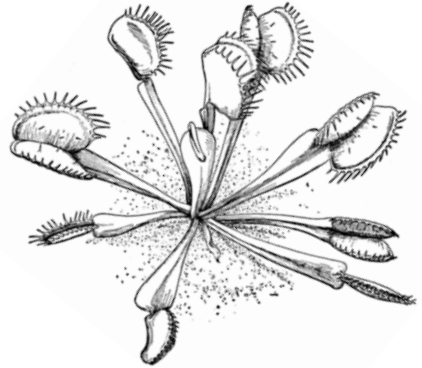
Acidic Saliva: The flytrap secretes an acidic fluid which is used to break down and digest any prey trapped within its leaves. Anyone caught within the leaves of a flytrap suffer 10 points of Damage per Round.

Bite: The Flytrap's leaves are divided into two regions: a flat, heart-shaped leaf and a pair of lobes hinged at the midrib, forming the trap which is the true leaf. The upper surface of these lobes have small hair-like appendages capable of sensing when prey touches the leaf. The leaves then snap shut, capturing the prey and causing d12+10 damage.

Squeeze: Prey caught within the leaves suffer damage from squeezing. In order to use this ability, the flytrap must make a successful Brawl Test to grab its opponent. Those trapped can try to break out by making a successful Brawn Test. For every round trapped in the leaves of the flytrap, the opponent suffers a cumulative -1 to the Test. For example, if the opponent has been in the embrace for 3 Rounds he would suffer a -3 to the Test. The damage from this ability is equal to the creature's Brawn + Toughness.

Size (3): The average height of a flytrap is 12 feet in height, but there have been cases of much larger plants. Each plant has six sets of trap like leaves, allowing it to trap multiple opponents or clamp on larger prey.

Living within the tropical jungles of Nipur, Beidha, Moran, Mu and Ku'Khu, flytraps are the larger cousins of plants bearing the same name. Though the stems and trunk of these plants are always green, the leaves of the plant range in colors from deep red to blue.



SENTIENT TREE

Brawn 5 to 10, Quickness 7, Toughness 5 to 10, Wits 9, Will 11, Vitality 25 to 50

Skills: Brawl [+7 to +11], Tracking [+10], Observe [+9], Resist [+12], Sense [+12]

Traits:

Claws: The branches of Sentient Trees move and act as if they were claws, as a result they can be used in defense and cause d12+7 damage.

Crush: Sentient Trees can grab opponents and squeeze them within their branches. In order to use this ability, the Living Tree must make a successful Brawl Test to grab its opponent. Those trapped can try to break out by making a successful Brawn Test. For every round trapped in the grip of the creature, the opponent suffers a cumulative -1 to the Test. For example, if the opponent has been in the hug for 3 Rounds he would suffer a -3 to the Test. The damage from this ability is equal to the creature's Brawn + Toughness.

Fierce: Sentient Trees are naturally aggressive, and upon taking damage, or sensing trees nearby being harmed, a living tree must make a Will Test. Failure means the Sentient Tree becomes enraged, and as a result, its Brawn and Toughness are temporarily raised by 2 points each, and Vitality is temporarily increased by 15 Points. In addition, both Will and Wits are temporarily lowered by 2 points each. The fierce state lasts for 1d12 Rounds, and while in this state, the creature is immune to all Fear and ignores any modifiers associated with lost Vitality. As soon as the Fierce state passes, the Sentient Tree's Abilities return to normal, and the boosted Vitality disappears.

Frailty – Fire: Sentient Trees are particularly vulnerable to the ravages of fire, and also have trouble stabilizing after being severely wounded by fire. Sentient Trees take a -2 penalty on all Toughness Tests, including Tests made to heal or stabilize after unconsciousness brought on by burns.

Kick: Sentient Trees, when walking, are able to use their leg-like roots to kick opponents, causing Brawn+2 in damage.

Lethargy: Because they typically are rooted into the ground, Sentient Trees have trouble reacting quickly to danger. Consequently, they suffer a -2 TN to all Quickness or Quickness-based Tests.

Rejuvenation: Sentient Trees are able to heal damage suffered and can regrow lost limbs. They can regain d12 Vitality as an action; to regrow a missing limb takes d12 days.

Size (4) to (8): Sentient Trees stand between 16 and 32 feet in height.

Stomp: Sentient trees are able to stomp creatures smaller than themselves, and cause damage equal to their Toughness time 5 due to their immense size. Stomp can only be used against creatures that are at least 2 Ranks smaller than the creature in question.

Scholars and learned folk insist Sentient Trees are nothing but a myth, legend, or lie told to wary travellers to keep them out of dark forests. The fact that there

are no reliable modern reports of sightings of these creatures lends credence to this belief. However, Sentient Trees do exist, and they are found throughout The World. The origins of these creatures is not known, but what is known is that they are the shepherds of forests and jungles of The World.



WASP, GIANT

Brawn 5, Quickness 13, Toughness 8, Wits 5, Will 5, Vitality 30

Skills: Brawl [+7], Dodge [+12], Observe [+9]

Traits:

Flight: Like their smaller cousins, giant wasps possess wings allowing them to fly at the rate of 70 feet per round.

Horrific Visage: Wasps have a terrifying appearance, and those looking on it are struck with fear that shakes their resolve. This ability is always “on,” meaning that whenever anyone comes into contact with this creature, they are affected by the appearance. The effect of this visage is such that the opponent must make a Will Test, with Failure causing them to lose 1 Sanity (4 Sanity on a Dramatic Failure).

Hypersensitivity: Giant Wasps are particularly sensitive to their surroundings, and gain a +2 bonus on Investigation and Observe Tests.

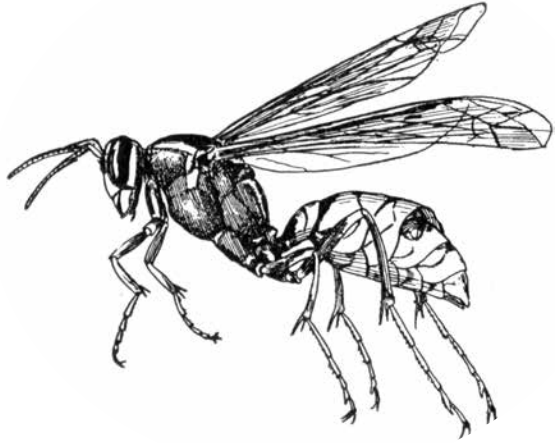
Poison: A wasp’s stinger contains powerful venom. Any creature struck by it must make a Toughness Test, with Failure having them become paralyzed for d12 hours.

Size (1): Giant wasps measure just over 8 feet in length.

Speed: Like their smaller cousins, giant wasps are extremely fast, allowing them quicker reaction times. As a result, they gain a +1 to their Initiative Tests.

Stinger: Giant wasps have a stinger attached to the back portion of their body. Stingers cause d12+5 damage, in addition a giant wasp creature struck with a stinger must contend with its venom.

Giant wasps can be found in the Jungles of Moran (and supposedly in Mu, as well), but there is little reason to seek them out; they are best avoided.



CHAPTER

5

DEVILS & DEMONS

At first glance Devils and Demons are the same side of the same coin. They are creatures of evil who make their home among the outer planes found in the quilted multiverse. Living to wreck as much havoc, sow the seeds of chaos, and work their evil plans, these creatures live to harm all beings, mortal and immortal included. Their goals are simple – corrupt all that is good, while at the same time rise above their rivals and capture power.

Demons are creatures tied to one of the elements – earth, air, fire, water and ether – and call a different dimensional plane home. Demons enjoy war and pain, and often fight amongst themselves when no suitable opponent present itself. Most demons lack subtly, and often it is this lack of subtly that foils their plans.

Devils are another extra planar creature whose home is found somewhere in the quilted multiverse. Unlike demons, devil see themselves as corruptors and seek to pervert others. Temptation, vices and deceit are just a few of the weapons in a devil's arsenal.

DEMONS

ADRAMELECH

Brawn 8, Quickness 7, Toughness 7, Wits 10, Will 10, Taint 50

Skills: Brawl [+10], Diplomacy [+12], Melee [+10]

Traits:

Appearance: Adramelech has the head and legs of a mule, and tail of a peacock.

Breath – The Withering Grave: [DV 2(20), R10/20/30, RoF 1/2. Target must make a Toughness Test; on failure they lose an additional 3 Vitality/Round for 10 Rounds].

Fear – 4: Adramelech is able to cause Fear in his targets, and his Fear modifier is applied to a target's Will when making a Fear Test.

Gaze – Tail of Wonder: When Adramelech unfurls his tail, all within 30 feet must make a Resist or Will Test. Those who fail are unable to move for 10 Rounds.

Infernal: Like all demons, Adramelech possess an aura of evil requiring all within 10 feet to make a Fear Test. Those who fail this Test feel uncomfortable, with a desire to get away as quickly as possible. Infernal creatures are immune to normal weapons, but weapons blessed by a religious figure cause them double damage.

Manifest: Adramelech is able to enter the physical world.

Taint: Adramelech, like all Infernal creatures, has Taint. Taint fuels Adramelech when he manifests in the physical world, acting as his Vitality. It costs Taint to stay in the physical world, and every minute Adramelech must expend 1 Taint to stay fixed in the physical world. When he runs out of Taint, he is forced to leave the physical world and return to his native plane where he must “rest” for a number of days equal to his Will.

Known as the seducer, Adramelech is a minor count of the Abyss. He is a planner and a schemer and would rather work behind the scenes than taking part in outright confrontations. Those who summon do so in hope of gaining the ability to seduce or charm their opponents in order to fulfill their plans.



BELPHEGOR

Brawn 12, Quickness 10, Toughness 13, Wits 9, Will 14, Taint 50

Skills: Brawl [+12], Intimidation [+12], Resist [+10], Sense [+10]

Traits:

Appearance: Adramelech has both the head and legs of a mule, and tail of a peacock.

Bite (d12+12 damage)

Claws (d12+10 damage)

Fear -3: Belphegor is able to cause Fear in his targets, and his Fear modifier is applied to a target's Will when making a Fear Test.

Cloud of Flies: A swarm of flies constantly surrounds Belphegor. These flies constantly swirl around him, buzzing all the while. While in combat with Belphegor, any opponent within the cloud of flies suffers a -1 TN to all tests, due to this cloud of flies.

Horrific Visage: Belphegor has a terrifying appearance, and those looking upon him are struck with a fear that shakes their resolve. This ability is always "on," meaning that whenever anyone comes into contact with Belphegor, they are affected by his appearance. Those who behold his visage must make a Will Test, and, if they fail, lose 1 Sanity (4 Sanity on a Dramatic Failure).

Infernal: Like all demons, Belphegor possesses an aura of evil requiring all within 10 feet to make a Fear Test. Those who fail this Test feel uncomfortable, with a desire to get away as quickly as possible. Infernal creatures are immune to normal weapons, but weapons blessed by a religious figure cause them double damage.

Poison: Belphegor's skin oozes poison, which causes damage to any touching him. In addition, anyone successfully hit by Belphegor must make a successful opposed Toughness Test or be poisoned, taking damage equal to Belphegor's Degree of Success.

Stench: Belphegor has a terrible odor so powerful, that it makes coming into contact with him troublesome. Any within hand-to-hand range suffer a -1 to all Tests due to the noxious fumes.

Taint: Belphegor, like all Infernal creatures, has Taint. Taint fuels Belphegor when he manifests in the physical world, acting as his Vitality. It costs Taint to stay in the physical world, and every minute Belphegor must expend 1 Taint to stay fixed in the physical world. When he runs out of Taint, he is forced to leave the physical world and return to his native plane where he must "rest" for a number of days equal to his Will.

A weak demon who needs to be summoned to exert his will upon others, Belphegor harbors a desire to be more powerful. He works in secret, behind the scenes, to influence events and grow his power base.



BERITH

Brawn 5, Quickness 4, Toughness 6, Wits 15, Will 15, Taint 75

Skills: Alchemy (all Arts) [+11 each], Craft [+12], Observe [+12], Lore [+12], Sense [+12]

Traits:

Breath (The Forge's Blast): DV 5(60), R 20/30/40, RoF 1/1. Any hit by Berith's breath continues to cause full damage for 3 Rounds after the initial hit, and half damage for another 3 rounds.

Damage Reduction: Flames, Heat, Acid and Poison only cause Berith 1 Point of Damage.

Fear -3: Berith is able to cause Fear in his targets, and his Fear modifier is applied to a target's Will when making a Fear Test.

Infernal: Like all demons, Berith possesses an aura of evil requiring all within 10 feet to make a Fear Test. Those who fail this Test feel uncomfortable, with a desire to get away as quickly as possible. Infernal creatures are immune to normal weapons, but weapons blessed by a religious figure cause them double damage.

Manifest: Berith is able to enter the physical world.

Size (2): Berith stands 10 feet tall.

Spellcaster: Berith is a skilled alchemist.

Taint: Berith, like all Infernal creatures, has Taint. Taint fuels Berith when he manifests in the physical world, acting as his Vitality. It costs Taint to stay in the physical world, and every minute Berith must expend 1 Taint to stay fixed in the physical world. When he runs out of Taint, he is forced to leave the physical world and return to his native plane where he must "rest" for a number of days equal to his Will.

Berith avoids demonic politics, selling his services to all, for a price. A skilled crafter of items, and probably the most skilled alchemist within the ranks of the demons. His creations have been found strewn throughout the physical world, and they are responsible for much strife amongst the humans. Berith is often summoned by those who seek to gain insight into the art of alchemy.



CRAPAUD

Brawn 10, Quickness 10, Toughness 10, Wits 11, Will 11, Taint 55

Skills: Athletic [+11], Brawl [+11], Resist [+11], Sense [+11], Spell (2 Common and 1 Arcane) [+11]

Traits:

Bite (d12+10 damage)

Claws (d12+10 damage)

Fear -5: Crapaud is able to cause Fear in her targets, and the Fear modifier is applied to a target's Will when making a Fear Test.

Infernal: Like all demons, Crapaud possesses an aura of evil requiring all within 10 feet to make a Fear Test. Those who fail this Test feel uncomfortable, with a desire to get away as quickly as possible. Infernal creatures are immune to normal weapons, but weapons blessed by a religious figure cause them double damage.

Leaper: Crapaud has the ability to leap incredible distances. She can leap 20 feet (Brawn \times 2), and gains a +5 bonus on all Athletics Tests or any other Tests on which the gamemaster rules that this trait has bearing.

Manifest: Crapaud is able to enter the physical world.

Size (3): Crapaud is 12 feet tall.

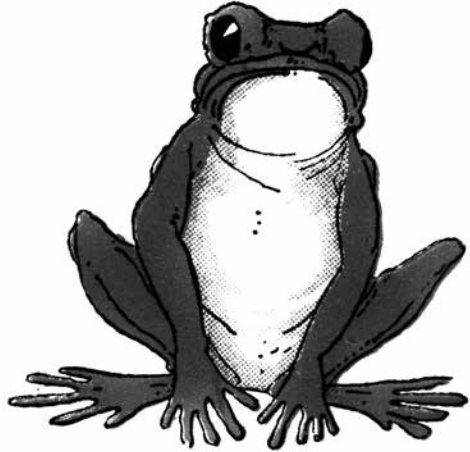
Spellcaster

Taint: Crapaud, like all Infernal creatures, has Taint. Taint fuels Crapaud when she manifests in the physical world, acting as her Vitality. It costs Taint to stay in the physical

world, and every minute Crapaud must expend 1 Taint to stay fixed in the physical world. When she runs out of Taint, she is forced to leave the physical world and return to her native plane where she must "rest" for a number of days equal to her Will.

Unfathomable (Swallow): On a successful Brawl Test, Crapaud is able to catch a target with her tongue and pull it into her mouth, swallowing whole. The being swallowed takes Damage equal to Crapaud's Toughness (10). Though swallowed, the creature can attempt to break free, which requires a successful Brawn Test. For every additional round the creature is in Crapaud, it suffers damage equal to Crapaud's Toughness (10).

Known as the toad queen, Crapaud lurks within fetid swamps and she brings corruption to everything she touches. She is summoned by those who wish to spread corruption. Within the demonic politics, she works tirelessly against those she considers her enemies.



DEUMUS

Brawn 10, Quickness 8, Toughness 10, Wits 7, Will 10, Taint 50

Skills: Brawl [+11], Observe [+9], Resist [+9], Sense [+9]

Traits:

Appearance – Bird’s Feet

Bite (d12+10 damage)

Claws (d12+8 damage)

Drain (Steal the Soul): Anyone Deumus touches must make a Toughness check, with Failure causing a loss of 1 Point of Will and 10 Vitality. If Deumus continues to hold an opponent, the damage continues until his foe is either dead or breaks free.

Fear –2: Deumus is able to cause Fear in his targets, and the Fear modifier is applied to a target’s Will when making a Fear Test.

Horns: (11 damage)

Horrific Visage: Deumus has a terrifying appearance, and those looking upon him are struck with a fear that shakes their resolve. This ability is always “on,” meaning that whenever anyone comes into contact with Deumus, they are affected by his appearance. Those who behold his visage must make a Will Test, and, if they fail, lose 1 Sanity (4 Sanity on a Dramatic Failure).

Infernal: Like all demons, Deumus possesses an aura of evil requiring all within 10 feet to make a Fear Test. Those who fail this Test feel uncomfortable, with a desire to get away as quickly as possible. Infernal creatures are immune to normal weapons, but weapons blessed by a religious figure cause them double damage.

Manifest: Deumus is able to enter the physical world.

Size (2)

Taint: Deumus, like all Infernal creatures, has Taint. Taint fuels Deumus when he manifests in the physical world, acting as his Vitality. It costs Taint to stay in the physical world, and every minute Deumus must expend 1 Taint to stay fixed in the physical world. When he runs out of Taint, he is forced to leave the physical world and return to his native plane where he must “rest” for a number of days equal to his Will.

Tusks (d12+10 damage)

Once a mighty lord commanding a fearsome army, Deumus lost his throne and now is a mercenary, selling his sword to the highest bidder. Deumus harbors a strong desire to regain the upper echelon of the demonic hosts, and he secretly plans and schemes to overthrow the power structure and appoint himself as the emperor of all demons.



SOLDIERS OF CHAOS

Brawn 13, Quickness 9, Toughness 13, Wits 6, Will 9, Taint 45

Skills: Brawl [+12], Defend [+12], Melee [+12], Observe [+8], Tactics [+9], Track [+10]

Gear: Sword, Shield

Traits:

Bite: (d12+13 damage)

Claws: (d12+9 damage)

Fear -2: Soldiers of Chaos are able to cause Fear in their targets, and the Fear modifier is applied to a target's Will Save.

Infernal: Like all demons, Soldiers of Chaos possesses an aura of evil requiring all within 10 feet to make a Fear Test. Those who fail this Test feel uncomfortable, with a desire to get away as quickly as possible. Infernal creatures are immune to normal weapons, but weapons blessed by a religious figure cause them double damage.

Natural Armor (AV 5)

Size (1)

Taint: Soldiers of Chaos, like all Infernal creatures, have Taint. Taint fuels them when they manifesting in the physical world, acting as their Vitality. It costs Taint to stay in the physical world, and every minute they must expend 1 Taint to stay fixed in the physical world. When they run out of Taint, they are forced to leave the physical world and return to their native plane where they must "rest" for a number of days equal to their Will.

Tusks: (d12+13 damage)

Solders of Chaos are the warrior class of demons. These wild creatures look like a cross between a man and a beetle.



ZAEBUS

Brawn 11, Quickness 9, Toughness 11, Wits 8, Will 9, Taint 45

Skills: Brawl [+11], Melee [+11], Observe [?+10], Resist [+9], Sense [+11], Tactics [+11]

Traits:

Extremity Weapons: Zaebus's left hand is a blade (treat as a longsword), and as a result his Quickness has reduced by 1, however he gains an additional Attack each round.

Fear -3: Zaebus is able to cause Fear in his targets, and the Fear modifier is applied to a target's Will when making a Fear Test.

Infernal: Like all demons, Zaebus possesses an aura of evil requiring all within 10 feet to make a Fear Test. Those who fail this Test feel uncomfortable, with a desire to get away as quickly as possible. Infernal creatures are immune to normal weapons, but weapons blessed by a religious figure cause him double damage.

Manifest: Zaebus is able to enter the physical world.

Natural Armor (AV 10)

Size (2)

Taint: Zaebus, like all Infernal creatures, has Taint. Taint fuels Zaebus when he manifests in the physical world, acting as his Vitality. It costs Taint to stay in the physical world, and every minute Zaebus must expend 1 Taint to stay fixed in the physical world. When he runs out of Taint, he is forced to leave the physical world and return to his native plane where he must "rest" for a number of days equal to his Will.

Tusks (d12+11 damage)

Zaebus is a minor demon who often acts as a bodyguard for weaker demons, or for powerful sorcerers. He is known as being a master swordsman, and on occasion he has been summoned to help train warriors in the finer points of dueling.



DEVILS

ABIGOR

Brawn 12, Quickness 15, Toughness 12, Wits 12, Will 14, Taint 70

Skills: Brawl [+12], Intimidation [+12], Melee [+12], Observe [+12], Resist [+12], Ride [+12], Sense [+12], Stealth [+12], Subterfuge [+12], Tactics [+12]

Traits:

Fear -4: Abigor is able to cause Fear in her targets, and the Fear modifier is applied to a target's Will when making a Fear Test.

Gaze (Piercing Gaze): [DV 5(40), R 50, RoF 1/1]

Horrific Visage: Abigor has a terrifying appearance, and those looking upon her are struck with a fear that shakes their resolve. This ability is always “on,” meaning that whenever anyone who comes into contact with Abigor is affected by her appearance. Those who behold her visage must make a Will Test, and, if they fail, lose 1 Sanity (4 Sanity on a Dramatic Failure).

Hypersensitivity: Abigor is particularly sensitive to her surroundings, and she gains a +2 bonus on Investigation and Observe Tests.

Infernal: Like all devils, Abigor possesses an aura of evil requiring all within 10 feet to make a Fear Test. Those who fail this Test feel uncomfortable, with a desire to get away as quickly as possible. Infernal creatures are immune to normal weapons, but weapons blessed by a religious figure cause them double damage.

Manifest: Abigor is able to enter the physical world.

Second Wind: Abigor is able to shrug off minor wounds with ease. Once per day she is able to heal herself of a number of points of Vitality damage equal to her Toughness score.

Taint: Abigor, like all Infernal creatures, has Taint. Taint fuels Abigor when she manifests in the physical world, acting as her Vitality. It costs Taint to stay in the physical world, and every minute Abigor must expend 1 Taint to stay fixed in the physical world. When she runs out of Taint, she is forced to leave the physical world and return to her native plane where she must “rest” for a number of days equal to her Will.

Abigor is an assassin and a cold-blooded killer, and even her fellow devils may shiver in fear when they hear her name. When she walks amongst mortals, it is often to carry out punishment, or bring to them their death. Abigor is often summoned to carry out vengeance, as well as to kill sorcerers' enemies.



ALASTOR

Brawn 15, Quickness 9, Toughness 15, Wits 6, Will 15, Taint 75

Skills: Brawl [+12], Defend [+11], Dodge [+10], Intimidation [+12], Melee [+12], Resist [+8], Sense [+7]

Traits:

Claws (d12+9 damage)

Fear -2: Alastor is able to cause Fear in his targets, and his Fear modifier is applied to a target's Will when making a Fear Test.

Horrific Visage: Alastor has a terrifying appearance, and those looking upon him are struck with a fear that shakes their resolve. This ability is always “on,” meaning that anyone coming into contact with him is affected by his appearance. The effect of this visage is such that the opponent must make a Will Test or lose 1 Sanity (4 Sanity on a Dramatic Failure).

Infernal: Like all devils, Alastor possesses an aura of evil requiring all within 10 feet to make a Fear Test. Those who fail this Test feel uncomfortable, with a desire to get away as quickly as possible. Infernal creatures are immune to normal weapons, but weapons blessed by a religious figure cause them double damage.

Manifest: Alastor is able to enter the physical world.

Shift: Alastor is able to create a rift allowing him to shift his position by 5 feet as an Action. Shifting requires a Will Test, with success allowing Alastor to shift. Dramatic Success allows the creature to shift 10 feet. Failing the Test means the creature does not shift, and a Dramatic Failure causes the creature to lose 5 Vitality, Power, if Otherworldly, or Taint, if Infernal.

Taint: Alastor, like all Infernal creatures, has Taint. Taint fuels Alastor when he manifests in the physical world, acting as his Vitality. It costs Taint to stay in the physical world, and every minute Alastor must expend 1 Taint to stay fixed in the physical world. When he runs out of Taint, he is forced to leave the physical world and return to his native plane where he must “rest” for a number of days equal to his Will.

A force of nature who lives only for combat, Alastor is often seen leading the forces of the devilish host into battle against their enemies. Known as the Demon Killer, Alastor enjoys hunting down demons, regardless of rank or power, and mounting their heads as trophies of war.



CAYM

Brawn 7, Quickness 7, Toughness 7, Wits 16, Will 11, Taint 55

Skills: Alchemy – Stone of Life & Death [+12], Alchemy – Elixir (all) [+12], Brawl [+12], Diplomacy [+12], Lore [+12], Observe [+12], Resist [+12], Sense [+12] Study [+12]

Traits:

Breath (Death's Future Darkness): [DV 4(20), Range 50 feet, continues to cause damage after the initial attack for 5 Rounds].

Claws (d12+7 damage)

Control (Ravens): Caym is able to control Ravens with a successful Will Test.

Fear -3: Caym is able to cause Fear in his targets, and the Fear modifier is applied to a target's Will when making a Fear Test.

Infernal: Like all devils, Belphegor possesses an aura of evil requiring all within 10 feet to make a Fear Test. Those who fail this Test feel uncomfortable, with a desire to get away as quickly as possible. Infernal creatures are immune to normal weapons, but weapons blessed by a religious figure cause them double damage.

Summon (Ravens): Once per round, Caym is able to summon 10 Ravens (see page 38).

Taint: Caym, like all Infernal creatures, has Taint. Taint fuels Caym when he manifests in the physical world, acting as his Vitality. It costs Taint to stay in the physical world, and every minute Caym must expend 1 Taint to stay fixed in the physical world. When he runs out of Taint, he is forced to leave the physical world and return to his native plane where he must “rest” for a number of days equal to his Will.

Unfathomable (Raven Transformation): Caym is able to assume the form of a raven at will.

Seen as the harbinger of death, those summoning Caym hope to learn the secrets of death, including how to stave off their own. Devils view him as a mediator.



HABORYM

Brawn 10, Quickness 9, Toughness 9, Wits 11, Will 12, Taint 60

Skills: Brawl [+10], Defend [+9], Diplomacy [+11], Dodge [+9], Intimidation [+12], Melee [+11], Lore [+11], Ride [+10], Tactics [+12]

Traits:

Bite (d12+10 damage)

Fear -3: Haborym is able to cause Fear in his targets, and the Fear modifier is applied to a target's Will when making a Fear Test.

Infernal: Like all devils, Haborym possesses an aura of evil requiring all within 10 feet to make a Fear Test. Those who fail this Test feel uncomfortable, with a desire to get away as quickly as possible. Infernal creatures are immune to normal weapons, but weapons blessed by a religious figure cause them double damage.

Night Vision: Haborym is able to see in the dark as easily as he sees in full daylight, and ignores all penalties while fighting in the dark.

Taint: Haborym, like all Infernal creatures, has Taint. Taint fuels Haborym when manifesting in the physical world, and it acts as his Vitality. It costs Taint to stay in the physical world, and every minute Haborym must expend 1 Taint to stay fixed in the physical world. When he runs out of Taint, he is forced to leave the physical world and return to his native plane where he must "rest" for a number of days equal to his Will.

Unfathomable (The Sword of Flames): Haborym carries a massive two-handed sword that is perpetually engulfed in flames.

Unfathomable (Two extra heads): Haborym has three heads. One head is of a man, the other is of a serpent, and the third is of a cat.

The general, he is hired by other kings and dukes of Hell to lead their forces. Some within the physical world worship him as a god. When he walks amongst mortals it is often as a general leading the armies of a despot. It is rumored that he has battled Nergal in Nipur, while some have whispered he has a castle located deep within The Waste of Mictlan.



IPES

Brawn 8, Quickness 8, Toughness 8, Wits 12, Will 11, Taint 55

Skills: Astrology [+12], Brawl [+9], Diplomacy [+12], Divination [+12], Dodge [+12], Lore [+12], Melee [+9], Observe [+12], Resist [+12], Sense [+12], Spells (6 Common and 3 Arcane) [+12 each]

Traits:

Bite (d12+8 damage)

Fear -5: Ipes is able to cause Fear in his targets, and the Fear modifier is applied to a target's Will when making a Fear Test.

Flight: Ipes is able to fly at rate of 150 feet per round due to his wings.

Horrific Visage: Ipes has a terrifying appearance, and those looking upon him are struck with a fear that shakes their resolve. This ability is always "on," meaning that whenever anyone comes into contact with Ipes, they are affected by his appearance. Those who behold his visage must make a Will Test, and, if they fail, lose 1 Sanity (4 Sanity on a Dramatic Failure).

Infernal: Like all devils, Ipes possesses an aura of evil requiring all within 10 feet to make a Fear Test. Those who fail this Test feel uncomfortable, with a desire to get away as quickly as possible. Infernal creatures are immune to normal weapons, but weapons blessed by a religious figure cause them double damage.

Moan (The Cry of Time): Anyone hearing Ipes' moans must make a Toughness Test Failure causes a loss of half the hearer's vitality (dramatic failure causes a loss of all but 1 point of Vitality).

Spellcaster

Taint: Ipes, like all Infernal creatures, has Taint. Taint fuels Ipes when manifesting in the physical world, and it acts as his Vitality. It costs Taint to stay in the physical world, and every minute Ipes must expend 1 Taint to stay fixed in the physical world. When he runs out of Taint, he is forced to leave the physical world and return to his native plane where he must "rest" for a number of days equal to his Will.

Known as the Clock Master, the Time Keeper, and the Keeper of Dates, Ipes is summoned by wizards in hopes of learning more secrets about magic, as well as new magic. Some wizards worship Ipes as a god because he is seen as a master of secrets. Some duelists also worship him, because he is seen as being skilled in dexterity and eluding combat.



LAMIA

Brawn 6, Quickness 10, Toughness 8, Wits 12, Will 12, Taint 60

Skills: Lore [+12], Resist [+12], Sense [+12], Spells (3 Common and 2 Arcane) [+12 each].

Traits:

Bite (d12+6 damage)

Claws (d12+10 damage)

Control: Lamia is able to control Ghouls and Lamias on making a successful Will Test.

Disease: The bite and touch of Lamia causes *Curse of the Grave* (see **BASIC**, page 85).

Fear -5: Lamia is able to cause Fear in her targets, and the Fear modifier is applied to a target's Will when making a Fear Test.

Flight: Lamia is able to fly at the rate of 100 feet per round, and does so by willing herself to float in the air.

Horrific Visage: Lamia has a terrifying appearance, and those looking upon her are struck with a fear that shakes their resolve. This ability is always “on,” meaning that whenever anyone comes into contact with Lamia, they are affected by her appearance. Those who behold her visage must make a Will Test, and, if they fail, lose 1 Sanity (4 Sanity on a Dramatic Failure).

Infernal: Like all devils, Lamia possesses an aura of evil requiring all within 10 feet to make a Fear Test. Those who fail this Test feel uncomfortable, with a desire to get away as quickly as possible. Infernal creatures are immune to normal weapons, but weapons blessed by a religious figure cause them double damage.

Manifest: Lamia is able to enter the physical world.

Spellcaster

Summon: Lamia is able to summon 4 Lamias or 8 Ghouls every hour.

Taint: Lamia, like all Infernal creatures, has Taint. Taint fuels Lamia when she manifests in the physical world, acting as her Vitality. It costs Taint to stay in the physical world, and every minute Lamia must expend 1 Taint to stay fixed in the physical world. When she runs out of Taint, Lamia is forced to leave the physical world and return to her native plane where she must “rest” for a number of days equal to her Will.

The mother of Lamias and some say the mother of all ghouls, Lamia is a bringer of pain and sadness. She has a growing cult with branches throughout the largest cities of The World, all devoted to worshipping her and venerating her as the goddess of suffering.



LEGIONNAIRES

Brawn 7, Quickness 8, Toughness 7, Wits 7, Will 8, Taint 40

Skills: Brawl [+10], Defend [+10], Dodge [+8], Melee [+9]

Traits:

Appearance (Chicken Legs): Legionnaires have legs that resembling those of a chicken.

Bite (d12+7 damage)

Claws (d12+8 damage)

Fear -2: Legionnaires are able to cause Fear in their targets, and the Fear modifier is applied to a target's Will when making a Fear Test.

Flight: They fly via wings and do so at the rate of 50-feet per round.

Cloud of Flies: A swarm of flies constantly surrounds the Legionnaires. These flies constantly swirl around them, buzzing all the while. While in combat with Legionnaires, any opponent within the cloud of flies suffers a -1 TN to all tests, due to this cloud of flies.

Infernal: Like all devils, Legionnaires possess an aura of evil requiring all within 10 feet to make a Fear Test. Those who fail this Test feel uncomfortable, with a desire to get away as quickly as possible. Infernal creatures are immune to normal weapons, but weapons blessed by a religious figure cause them double damage.

Size (-1): They average 4 feet in height.

Taint: Legionnaires, like all Infernal creatures, have Taint. Taint fuels Legionnaires when they manifest in the physical world, acting as their Vitality. It costs Taint to stay in the physical world, and every minute Legionnaires must expend 1 Taint to stay fixed in the physical world. When they runs out of Taint, they are forced to leave the physical world and return to their native plane where they must "rest" for a number of days equal to their Will.

The most common of all devils, these are the warriors that make up Hell's legions. They are numerous, and no one knows how they are created. Some devils think they are hatched from the souls of dead babies, others speculate that they are spawned from the environment or are a manifestation of the dead souls who do not make it to the final reward of paradise.



OROBAS

Brawn 8, Quickness 8, Toughness 9, Wits 12, Will 13, Taint 40

Skills: Diplomacy [+12], Melee [+9], Observe [+12], Resist [+12], Sense [+12], Tactics [+12]

Traits:

Appearance (Beast Legs): The legs of Orobas resemble those of a horse.

Claws (d12+8 damage)

Fear -3: Orobas is able to cause Fear in his targets, and the Fear modifier is applied to a target's Will when making a Fear Test.

Hypersensitivity: Orobas is particularly sensitive to his surroundings, and gains a +2 bonus on Investigation and Observe Tests.

Infernal: Like all demons, Orobas possesses an aura of evil requiring all within 10 feet to make a Fear Test. Those who fail this Test feel uncomfortable, with a desire to get away as quickly as possible. Infernal creatures are immune to normal weapons, but weapons that have been blessed by a religious figure cause them double damage.

Manifest: Orobas is able to enter the physical world.

Taint: Orobas, like all Infernal creatures, has Taint. Taint fuels Orobas when he manifests in the physical world, acting as his Vitality. It costs Taint to stay in the physical world, and every minute Orobas must expend 1 Taint to stay fixed in the physical world. When he runs out of Taint, he is forced to leave the physical world and return to his native plane where his must "rest" for a number of days equal to his Will.

Unfathomable (Truth Seeing): With one look Orobas is able to tell if someone is lying or telling the truth. This requires no test, and cannot be resisted by the target.

Of all the various powers found in hell, Orobas is the one most speculate about. The reason is that he has no apparent power base, no troops or lesser devils who swear fealty to him, and no deluded mortal worshipers found in the physical world. To make matters even more cloudy, no one knows where he lives. He simply appears whenever, and wherever, he wants, leaving in his wake destruction and suffering. Even among devils, his appearance is striking, in that he appears as a man with the head of horse, the upper body of a man, and the lower half of a horse.





CHAPTER

6

UNIQUE MONSTERS

The monsters found in this chapter are unique. They serve as the major protagonists for adventures or campaigns. Each creature has a fully fleshed-out background, as well as defined Hooks, per the rules found in **SHADOW, SWORD & SPELL: EXPERT**. These creatures can be played as is, or can serve as examples for how **SHADOW, SWORD & SPELL** gamemasters can tweak creatures and threats to allow them to serve as long-term threats in ongoing games.

EMBERSTRIKE THE ANCIENT

Brawn 15, Quickness 17, Toughness 15, Wits 16, Will 16, Vitality 75

Skills: Bargain [+12], Brawl [+12], Diplomacy [+12], Intimidate [+12], Lore [+12], Observe [+12], Resist [+12], Sense [+12], Study [+12]

Hooks:

- *The rage I feel is nothing compared to the pain I cause others.*
- *Older than most kingdoms.*
- *Prey to your gods little one, my fires bring you eternal torment.*

Traits:

Bite (d12+15 damage)

Blood Substitution: Emberstrikes's blood is magma, and as a result, she has permanent 10-foot diameter of heat centered around her. The heat causes no damage, but it is warm enough to be noticed. If she is damaged, the wound sprays molten metal on her attacker, who takes 15 Damage, and continue to burn for 10 rounds thereafter, suffering 7 additional Damage each Round.

Breath (Fires of Hell): [DV 9(90), R 40/60/80, RoF 1/1]

Claws (d12+17 damage)

Extremity Weapons: The tip of Emberstrike's tail is a massive mace [DV 6(90)] and as a result she gains an additional Attack each round.

Fear -5: Emberstrike is able to cause Fear in her targets, and the Fear modifier is applied to a target's Will when making a Fear Test.

Fierce: Emberstrike is naturally aggressive, and once she takes damage, she must make a Will Test. If she fails, she becomes enraged, and her Brawn and Toughness are temporarily raised by 2 points each, and her Vitality is temporarily increased by 15 Points. In addition, both her Will and Wits are temporarily lowered by 2 points each. Fierce lasts for 1d12 Rounds, and while in this state, Emberstrike is immune to all Fear and ignores any modifiers associated with lost Vitality. As soon as the Fierce state passes, the Emberstrike's Abilities return to normal, and her boosted Vitality disappears.

Gaze (The Furnace Blast): [DV 5 (25), R 25, ignites anything combustible].

Hypersensitivity: Emberstrike is particularly sensitive to her surroundings, and gains a +2 bonus on Investigation and Observe Tests.

Immunity: Emberstrike is immune to fire; she suffers no damage from fires (no matter how hot), from attacks by fire-based weapons or from fire spells.

Natural Armor (AV 20)

Size (5)

The history of Emberstrike is filled with flames, battle, destruction and the death of countless thousands of innocents. Exactly when she was born, no one knows, but some who have studied her history believe she is close to 500 years old.

The first known appearance of her is found in the text **THE GLIMMERING FLAME**, by Antonius Scholasticus, a text originating from the Old Empire. In this work, Antonius wrote that the *Quatuor Percutere*, translating to Emberstrike,



hailed from the mysterious West, and claimed her domain in a region of present-day Cantons. Over a period of 10 years she caused much havoc and the Old Empire lost countless soldiers and wizards trying to slay her.

It was during the *Proelium ad Furnance* (The Battle of the Furnace) in 1131 (Old Empire Calendar) that a large explosion was thought to have destroyed, as well as a majority of the 33rd Legion. History has no more mention of her since that day.

Did she die?

No. Though badly wounded in the battle, with her lair partly destroyed, Emberstrike lived. She decided that in order to avoid a potential conflict that could kill her, she would have to rethink her approach. Establishing a suitable lair located in what is now the City-States of Doran, she went to into a deep sleep to heal and to contemplate her next move.

300 years passed, and much of The World changed while she slept. Gone was the Old Empire, when she awoke, in its place a collection of smaller kingdoms and lands. Gone, too, was her name and legend, hidden by the veil of time. Though her ego was bruised, she soon realized that this obscurity could be a boon.

Instead of being more active and a creature of destruction, she decided to be more subtle. Using her wealth, as well as knowledge, Emberstrike founded a society. This society known as *De Quatuor Temporum Scintilla* (The Ember Spark) is centered on secrets, strife, and assassination. Over a period of many years her society has grown, and from her mountain lair, she oversees everything that goes on.

Her agents are found in the remnants of the Old Empire, and those who seek secrets, assassination or blackmail search the society. From her lair Emberstrike waits and seeks to have her agents in all governments. For her, real power and wealth is being the power behind the throne. Her goals are simple, to grow a web of power that reaches into the kingdom's which once made up the Old Empire, specifically the City-States Döarn.



KING TRATH

Brawn 13, Quickness 10, Toughness 13, Wits 15, Will 18, Vitality 65

Skills: Brawl [+12], Lore [+12], Magic (8 Common and 4 Arcane) [+12], Melee [+12], Observe [+12], Resist [+12], Sense [+12], Study [+12]

Hooks:

- *My kingdom is dust, and soon you will be as well.*
- *I am ageless. Did you not think I would be prepared?*
- *You cannot fathom the power at my command.*

Traits:

Disease: Trath's touch of the creature causes Mummy Rot (see **BASIC**, page 86).

Fear -5: Trath is able to cause Fear in its targets. The Fear modifier is applied to a target's Will Test when they make a Fear Test.

Horrific Visage: Trath has a terrifying appearance, and those looking upon it are struck with fear that shakes their resolve. This ability is always "on," meaning that whenever your Hero comes into contact with the Mummy they are affected by Trath's appearance. The effect of this horrific visage is such that the opponent must make a Will Test, with Failure causing them to lose 1 Sanity (4 Sanity on a Dramatic Failure).

Spellcaster

Stench: Trath has a terrible odor, a smell is so powerful that it makes contact with him troublesome. Any within hand-to-hand range of Trath suffer a -1 to all Tests.

Undead: Trath is immune to smoke, heat, cold, diseases, poison, fear, and cannot die from suffocation.

Gear: Sword of Hastur (see below)

For most, knowledge of the Lost Kingdom—located in what is now known as the Shimmering Sands—is found in tomes and books. Some who still exist, however, have a much more intimate knowledge, having actually living during this time. In the annals of the Lost Kings, there was one such, whose rulership was brief, but marked with much evil.

King Trath was a sorcerer and a skilled alchemist who took the throne after killing his brother. His rulership was dark, and many were killed as Trath experimented with numerous dark magics. Many were enslaved, and Trath's Legions even warred with the Old Empire.

Trath did not fear death; he loathed it. Seeking a way to stave it off, and prolong his life, Trath conducted numerous experiments and scoured The World for works of arcane knowledge. Though he ruled with an iron grip, hidden in the shadows were some who fought to end his tyranny. They plotted his downfall and waited for the time to strike.

Trath, who spent an increasing amount of time locked in his workshop, thought he had discovered the key to his eternal life. For seven days he worked, and those plotting their king's death used this opportunity to strike. They moved against



his loyal guards and poisoned Trath. Unknown to his assassins his death, was key for the success of his research. Though dead and mummified, the magics he cast took their effect. His killers, fearing reprisals from such a skilled sorcerer, took extra precautions and sealed him within his tomb, placing powerful magics to ensure the evil one could not escape.

As Trath lay within his tomb, the magic he worked took effect. His life essence returned to his mummified body, and the sorcerer king found his eternal life. Basking in his success, Trath prepared to exit his tomb to seek his revenge. It was then that he found he was sealed within. Trath, who sought to cheat death, had succeed, but was unable to leave and enjoy his new found power.

For centuries he remained locked in his tomb, seething and plotting. During his time the Lost Kingdom was destroyed and Hastur's Touch created the Shimmering Sands. Then, five years ago his tomb was discovered and the seal broken. Released after centuries of captivity, Trath saw that not only has The World changed, but also that his once proud kingdom was gone. Faced with this situation, Trath relocated. Where? Somewhere in The World.

NEW RELIC – SWORD OF HASTUR

History: The history of the Sword of Hastur is one shrouded in more myth and conjecture than actual facts. For most scholars, the sword is nothing more than a legend, relegated to the same myths as the reputed owner of the sword, for whom it is named. What few details appear in tomes any historical authority are vague and contradictory.

Though there is much debate on its historicity, all agree that Gradeus of Royal has written the definitive work on the Lost Empire, and incidentally, on the Sword of Hastur. His work **THE HISTORY OF THE EMPIRE BURIED UNDER THE SAND** reputedly deals with the true history of the Lost Empire. One chapter is devoted to the ruler known as Trath, a powerful sorcerer king who ruled with an iron fist. Within the chapter he described how Trath was actually a child of Hastur, and was given a dire sword:

...his sword glowed with a black inner light, and hummed in time with Trath's beating heart. The sword was as tall as a man, and was carved from a rock which had fallen from the sky. Only Trath was said to be able to hold it, and those who touched it else, died. Though the sword looked heavy, Trath held it as if it were a twig. Some whispered that the sword talked, but only Trath heard the words it whispered.

Will: 12

Effect: The sword is a broadsword that, when used in combat gives the wielder +2 Melee and causes DV 9(100). The sword has 20 Vitality which is usable by a spellcaster for the purpose of casting spells. The Vitality of the sword replenishes at a rate of 12 Vitality per Round. A caster who has a dramatic failure in casting a spell while holding the sword, drains the sword of its Vitality, and it does not replenish until 12 days have passed.

LORD THOMAS GREYCLOAK IX

Brawn 5, Quickness 8, Toughness 5, Wits 16, Will 16, Vitality 25

Skills: Bargain [+12], Brawl [+10], Diplomacy [+12], Intimidate [+12], Herbiology [+12], Lore [+12], Magic (7 Common and 5 Arcane) [+12 each]; Observe [+12], Resist [+12], Sense [+12], Study [+12]

Hooks:

- *I have embraced my darkness; soon you shall embrace yours.*
- *I shall protect the legacy of my family.*
- *My plans are far reaching, that is the benefit of my present condition.*

Traits:

Bite (d12+5 damage)

Drain: Lord Thomas drains 1d12 points of Vitality. To continue draining Vitality, he must make a Brawl Test every round; success results in his continuing to drain 1d12 points of Vitality.

Fear -3: Lord Thomas is able to cause Fear in his targets. The Fear modifier is applied to a target's Will Test when they make a Fear Test.

Insubstantial: Lord Thomas is able to transform into mist, allowing him to float or seep through any cracks. While in this gaseous state, all physical attacks pass through him, causing no damage. Furthermore, while in this state Lord Thomas is unable to make any physical attacks.

Night Vision: Lord Thomas is able to see in the dark as easily as he sees in full daylight, and ignores all penalties for fighting in the dark.

Rejuvenation: Lord Thomas is able to heal damage and regrow lost limbs. He regains d12 Vitality as an Action and regrows missing limbs in d12 days.

Shape Change: As an Action, Lord Thomas is able to transform into a bat or wolf. While in this form, his Traits remain unchanged; he simply take the form of the animal.

Spawn: When victim are bitten by Lord Thomas they lose all their Vitality. They must make a Will Test; those who Fail the roll become Vampires in d12 days.

Summon: Lord Thomas is able to summon a swarm of bats (50 in total), or a pack of wolves (8 in total). To do so counts as an Action; the creatures arrive 1d12 Rounds later.

Undead: Lord Thomas is immune to smoke, heat, cold, diseases, poison, and fear he and cannot die from suffocation.

Weakness: Garlic repels Lord Thomas; in addition, he cannot cross running water. Driving a wooden stake into his heart automatically causes him to shift into mist form, and removing his head kills him instantly.

Though many feel the last name is a joke, those who practice the art of magic have grown to fear it. The roots of the family known as Greycloak, date back some 500 years and originate in the region now known as The League of Cantons.

Their name was taken as a way for the members of the family to protect themselves. As wizards, sorcerers, and alchemists they knew the power of names.



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Therefore, the family has worked to hide their actual name, using, instead, the name Greycloak.

Synonymous with magical might, the Greycloaks are among the few wizards who openly take pride in their skills, and who do not shy away from public scrutiny. The Greycloaks, who can be found throughout the world are respected—and feared.

Lord Thomas Greycloak IX is one member of the family who the rest would shun if they knew he still lived. Born close to 320 years ago, Thomas was the firstborn of one of the family branches. Unlike his father and mother, who were skilled in alchemy, Thomas was more interested in magical studies, in which he excelled. Exactly when he became interested in the darker arts of necromancy no one knows, but from an early age death and dying were his passions.

It was in the summer of his 20th year that Thomas “died” after meeting an older man. The two had a secret and torrid affair, and it was during one of their rendezvous that Thomas was given The Final Kiss. Awakening three days later Thomas learned that his lover was a vampire and had afflicted Thomas with the same condition. Angry, confused, and slightly unhinged at this discovery, Thomas killed his lover. For two nights Thomas slaked his hunger in an orgy of bloodlust and rage. But when his desires cooled and his anger calmed, Thomas began to realize the possibilities inherent in his new form.

Gifted with not only eternal youth, but also the means to study and learn more about death, Thomas realized that his curse was actually a great gift from his lover. Realizing that his affliction would cause great embarrassment to his family, Thomas decided to fake his death.

Thomas cleared out his small town home in Villars-le-Blamont in the Cantons and burned it to the ground. Relocating south to the great city of Gravina, Thomas took to the shadows and devoted himself to his arts and carnal pursuits.

Thomas is a skilled wizard who is far more powerful than his apparent 20 years indicate. Those of the Gravina magic community know him as a skilled crafter of magic objects as well as a savant when dealing with subjects of theology. In truth Thomas is a necromancer who devoted himself in learning all he can about death.

BERG THE TREADER OF THE DARK

Brawn 16, Quickness 9, Toughness 16, Wits 11, Will 14, Vitality 80

Skills: Brawl [+12], Diplomacy [+11], Intimidation [+12], Melee [+12], Merchant [+11], Tactics [+11], Throw [+12]

Hooks:

- *A force of nature.*
- *Carries the scars of past battles upon his back.*
- *This is my domain.*

Traits:

Appearance: One Eye

Fear -4: Berg is able to cause Fear in his targets, and his Ranks in this ability are applied to a target's Will Test when they make a Fear Test.

Kick: Berg causes damage by kicking, and the damage is equal to Brawn +2.

Moan—The Call of the Mountain: [Range 50]. All who hear the call must make a Will Test. Those who fail become paralyzed with fear for a number of rounds equal to Berg's Will (14). While suffering from this fear, they are unable to move. Dramatic Failure causes Sanity loss equal to Berg's Will (14) in addition paralysis.

Size (4)

Stomp: Berg is able to stomp creatures smaller than himself, and cause damage equal to his Toughness x5 due to his immense size.

Tusks (d12+16 damage)

Those living in the alpine regions of the Cantons face numerous hardships, from the weather, from natural disasters, and from the wild things stalking the night. The alpine regions are a place of much beauty and peril. Though giants and other strange creatures are not an uncommon sight, recently one has been causing a great deal of trouble. Though rumors abound, and descriptions vary, one thing is common: the name Berg.

A giant hailing from Karelia, Berg relocated in the south in hope of raising his banner and carving out a kingdom for himself. At first he simply wanted to raise an army and rampage. Then inspiration struck him: what if power could be gained through money?

Seeing the vast riches traveling throughout he mountain passes, the lower regions plump with coin, and the lack of an organized central armed force, Berg reasoned that bandits could make a killing. Thus were born Berg and his bandits. Unlike most giants, Berg is smart, organized, and a thinker. Over the past few years his bandits have grown and they control a large portion of the Snowfalls Mountains.



THE SHADOW'S HUNTER

Brawn 10, Quickness 13, Toughness 10, Wits 9, Will 9, Taint 75

Skills: Athletics [+11], Brawl [+11], Observe [+11], Resist [+11], Sense [+11], Stealth [+11]

Hooks:

- *Death stalks upon four legs.*
- *The shadow has your death.*
- *The ruler of all felines.*

Traits:

Bite (d12+10)

Claws (d12+13).

Fierce: The Shadow's Hunter is naturally aggressive and becomes angry when threatened. With this ability she must make a Will Test upon taking damage. If she fails, she becomes enraged. As a result, her Brawn and Toughness are temporarily raised by 2 points each, and her Vitality is temporarily increased by 15 Points. In addition, both her Will and Wits are temporarily lowered by 2 points each. Fierce lasts for 1d12 Rounds, and, while in this state, The Hunter is immune to all Fear and ignores any modifiers associated with lost Vitality. As soon as the Fierce state passes, her Abilities return to normal, and the boosted Vitality disappears.

Hypersensitive: She is particularly sensitive to her surroundings, and gains a +2 bonus on Investigation and Observe Tests.

Infernal: The Hunter is an infernal creature, and has an aura of evil that forces all within 10 feet of her to make a Fear Test. Upon failing this Test, the person feels uncomfortable, with a strong desire to get away as quickly as possible. Infernal creatures are immune to normal weapons, but weapons blessed by a religious figure cause them double damage.

Insubstantial: The Hunter is able to shift her body from a solid state to a gaseous state. In this state, all physical attacks pass through her harmlessly, causing no damage. In addition, while in this state, the Hunter is unable to make any physical attacks.

Leaper: The Hunter has the ability to leap incredible distances, and gains a +5 bonus on all Athletics (Jump) Tests or any other Tests on which the GM rules this trait has bearing. The distance she is able to jump is equal to her Brawn x2 feet.

Manifest: The Hunter is able to enter the physical world, allowing her to make physical attacks.

Night Vision: The Hunter is able to see in the dark as easily as she sees in full daylight, and ignores all penalties for fighting in the dark.

Second Wind: The Hunter is able to shrug off minor wounds with ease. Once per day she can heal herself of a number of points of Taint damage equal to her Toughness score.

Scent: The Hunter possesses an acute sense of smell, allowing her to track prey with ease. She is able to smell her opponents within an 80-foot range, 160 feet

for upwind prey, and 40 feet downwind.

Shift: The Hunter is able to shift her position by 5 feet as an Action, disappearing from one spot and appearing in another, without physically traveling through the intervening distance. Shifting requires a Will Test. Success allows her to shift, while a Dramatic Success allows her to shift 10 feet. Failing the Test means she does not shift, and a Dramatic Failure causes her to lose 5 Taint.

Size (2)

Speed: The Hunter is extremely fast, giving her the ability to chase down opponents, or allowing her to have quicker reaction times. As a result she gains a +1 to her Initiative Tests, her movement is doubled.

Taint: Orobas, like all Infernal creatures, has Taint. Taint fuels The Hunter when she manifests in the physical world, acting as her Vitality. It costs Taint to stay in the physical world, and every minute The Hunter must expend 1 Taint to stay fixed in the physical world. When she runs out of Taint, he is forced to leave the physical world and return to her native plane where she must “rest” for a number of days equal to his Will.

Tusks: Two long teeth jut from The Hunter’s jaw. Tusks are slashing type of weapons and cause d12+10 damage.

Along the Hedge’s western planes, great herds of wild horse, cow and antelope roam. These herds are hunted by various barbarian tribes as well as natural predators. The region is known for a large sabertooth tiger population, who hunt not only the herds, but barbarians as well.

Though dangerous, they pale in comparison to the Shadow’s Hunter. The Hunter is said to be a creature from Hell, who walks the night’s shadows beast and men. Those who have seen her and managed to survive all say the same thing: she is a large sabertooth tiger whose coat runs from back to light grey, her tusks are long, white; and her eyes glow with an inner balefire.

As to her origins, some say she is a rare creature. Others whisper she was an alchemical experiment gone wrong. A few who know the truth, that she is from Hell and roams the grasslands each night to feed and hunt her favorite prey—humans.





CHAPTER

7

ADVERSARIES

THE BAKERS' GUILD

One story about the formation of the Bakers' Guild, in an unnamed city, revolves around Timmon Rollingcroft. Some versions of the story describe Timmon as a disciple of Nyarlathotep, others as a simple follower of Nodens ensuring constant supplies to the kitchen. Almost from the moment he could walk, Timmon, almost from the minute he could walk, worked in his family's kitchen, mixing batters and lugging ingredients. At this time, supplies were controlled by the merchants guild, and bakers seeking to trade had to apply for a merchant's license. Few were granted, to ensure that bakers had to employ merchants to buy and sell their produce. As Timmon grew older, the baking business lost its appeal as the young man saw the desperate plight of the baker, divorced from both his supplier and his market.



Hearing the news of a grain shortage and impending price rises, Timmon's father prepared his business for hard times. Many bakers were already going out of business because they could not afford to pay the high prices that the merchants had set. While drinking one night, however, the young Timmon overheard some junior merchants discussing grain. He discovered through his eavesdropping that the shortage was a lie and that the merchants were seeking simply to gouge the bakers with inflated prices. Timmon began organizing meetings calling for the formation of a guild. The Bakers' Guild, as he called it, would operate like other craft guilds in the city and protect all members from greedy merchants by establishing its right to trade within the city.

Many agreed with Timmon, but few were brave enough to join—until a promise was made. Timmon told them that he had contacts with distant grain suppliers and that he had bought shares in a large quantity of grain—enough to break the merchants' stranglehold—which would be delivered within a week. The bakers agreed that, if Timmon could deliver on his promises, they would form a guild and make Timmon its leader.

In truth, there was no supply of grain; it was just an elaborate ruse. Timmon learned of a large grain stockpile two days south of the city. He contacted some friends (Nyarlatotep cultists in one version of the story) who sold his story to the grain merchants, passing themselves off as representatives of a pie company needing supplies of grain. A price was agreed and paid in full using notarized payment bills, and the grain was delivered. Sadly, the bills turned out to be forgeries, but the grain which had already been delivered, was secretly delivered to the city bakeries. Faced with bankruptcy, the merchants agreed to allow the bakers to form a guild on receipt of fair payment for the grain. In the Nodens version, no payment was made and the merchants were roundly bankrupted.

ORGANIZATION

The Bakers' Guild follows a typical guild structure. A standard weights and measure code is enforced, as well as general standards for bakeries. In addition, the guild oversees all grain purchases, and the training and promotion of apprentices, journeymen, and master bakers. The guild is a relatively weak one, being a specialized breakaway from the powerful merchants' guild. To this end the two guilds are enemies, and merchants use their influence to minimize the power of such threats to their hegemony. At the same time, guilds such as the Bakers are useful allies to those who oppose the merchants and can find themselves in unlikely alliances.

For the most part no one working in the legitimate side of the Bakers knows of the secret criminal activities of certain members. The bakers may complain about the rather steep cut that the guild takes from their profits, bakers realize that without the guild conditions would be worse off. For the bakers the guild protects their way of life, and ensures that the market does not become too crowded with bakeries. The price may be steep, but if it was not for the Bakers, no one would be making money.

Joining the Bakers is difficult, but not impossible. To maximize profits and to keep things under control, the Bakers carefully monitor the number of bakeries within the city. They do so to control competition: more bakeries means lower the prices, and thus lower guild profits. Perspective members must petition the guild and demonstrate not only their skills at baking, but also be willing to pay the steep, non-refundable application fee of 150 SC. Once the baker has been accepted in the Guild he is given a license to work in the city, which is valid for a full year. License renewal is an easy process, and as long as the baker has a clean record, and pays the 50 SC renewal fee, he can practice in the city.

Since the Baker's membership is small, there is no formal Guild House. Instead all meetings and guild business are conducted at the Guild Master's home. Usually the house is also the Guild Master's bakery, and it is used for the testing of new applicants' skills. When an apprentice is ready to advance to journeymen status, or a journeymen is ready to be declared a master baker, their testing is done in the Guild Master's bakery as well.

The Guild Master is elected by the members. The term lasts for six years, and there is no limit is placed on the number of times a baker can run, or serve, as Guild Master. The process of choosing a Guild Master is an easy. When the time for new elections is at hand, the current Guild Master and any master level bakers, lobby the collective guild. Candidates talk about their goals, and the work they have done to better the guild. Once this campaign is finished, all members vote, and the candidate with the most votes win. In the event of a tie, the candidates once again lobby the membership, and another vote is cast. The candidate with the most votes is declared Guild Master and serves for six years. The offices of the guild are moved to the Guild Master's house, and records and guild funds are kept there.

It is very hard to unseat a Guildmaster who runs for reelection. Members fear change and are reluctance to vote for someone new if the guild is doing well. It is only if the guild is suffering financially, or there are reported cases of corruption, that a Guild Master will be voted out of office.

There have been cases when bakers who have either been expelled from the Baker's Guild, or denied membership, have joined with the local merchant's Guild. This practice angers the Bakers' Guild, and they go to great lengths to shut down the offending bakery. The Baker's Guild has, in the past, employed a range of tactics, from legal actions in the courts to outright sabotage.

POLITICS

With numerous cities located not only in The League of Merchants, but the rest of The World, Shadow, Sword & Spell has many urban settings available, and the Baker's Guild offers another twist of intrigue to the already bursting pot. Guilds such as this one that have only developed recently, as part of the increased specialization of business, play an important role in the social background. The World is facing (albeit rather slowly) modernization, while more conservative traditions seek to oppose this change.

A perfect example of this conflict, the Bakers' Guild can be the scene of intrigue between the two opposing forces. Merchants may demand that a bakery with the upstart guild be removed from an area zoned exclusively for members of its own guild, while the Bakers Guild campaigns for official recognition and the awarding of civic rights to its Master Bakers and other members. Taxation relief and other economic benefits need to be negotiated while skulduggery might be attempted against the delegation. The key here is to utilize traditional Shadow, Sword & Spell ideas, but apply them to something as mundane as a pie shop. Once the blood starts to flow and the money to be thrown about, the PCs might realize that where there is bread, there is dough.

ADVENTURE HOOKS

THIEVING OR SMUGGLING OPERATIONS

One example of this is the bakery of Doric Drandywine. Doric runs a small pick pocket operation out of the back room of his bakery. His pickpockets, known as the Kneaders, work the busy marketplace. The Kneaders turn their daily take over to the Crumbers who are actually the journeymen of the bakery. The Crumbers then bake the take into loaves of bread, which is delivered to a small pub Doric runs. Once a month, Doric distributes the monthly profits to the Kneaders and Crumbers by baking them into sweet buns. One way for the characters to come into conflict with this group would be to have them catch a Kneader trying to pick their pockets. The Kneader flees and the characters, being characters, chase him down and bring the law breaker to justice. That night the PCs discover Doric's enforcers The Muffin Men waiting with their rolling pins to teach the characters a lesson.



DORIC DANDYWINE

Brawn 4, Quickness 12, Toughness 5, Wits 10, Will 10, Vitality 20

Skills: Bargain [+11], Bureaucracy [+10], Defend [+12], Empathy [+12], Profession–Baker [+10], Melee [+10], Observe [+10], Stealth [+12], Streetwise [+10], Subterfuge [+12]

Gear: Dagger [DV 2(35), R 10/20/30]

KNEADERS

Brawn 5, Quickness 10, Toughness 5, Wits 5, Will 6, Vitality 25

Skills: Dodge [+10], Melee [+8], Profession–Baker [+7], Streetwise [+8], Stealth [+11], Subterfuge [+11]

Gear: Dagger [DV 2(35), R 10/20/30]

CRUMBERS

Brawn 7, Quickness 10, Toughness 6, Wits 7, Will 7, Vitality 25

Skills: Dodge [+10], Intimidation [+9], Melee [+9], Profession–Baker [+8], Streetwise [+9], Stealth [+10], Subterfuge [+10]

Gear: Dagger [DV 2(35), R 10/20/30], Leather Armor [AV 20]

THE MUFFIN MEN

Brawn 8, Quickness 9, Toughness 8, Wits 6, Will 7, Vitality 50

Skills: Brawl [+10], Dodge [+9], Intimidation [+9], Melee [+9], Observation [+8], Profession–Baker [+8], Streetwise [+10], Stealth [+11], Subterfuge [+11]

Gear: Club [DV 2(40)], Dagger [DV 2(35), R 10/20/30], Leather Armor [AV 20]

PROTECTING BUSINESS

The Bakers Guild looks out for its members. A bakery is having problems with a local gang who is vandalizing the bakery and demanding to be paid protection money. The City Watch, which is understaffed and underfunded, with more than enough to do than to help a bakery, has turned a blind eye. The guild could hire the characters as security and charge them with the task of stopping the gang. In the process, the PCs learn why the Watch has done nothing: they're on the gang's payroll.

SABOTAGE

Just because bakers belong to the same guild does not mean they like each other. Two bakers are bitter rivals, and one decides to hire the characters to sabotage the other's business. From spreading rumors of mice sleeping in the flour to the beating up of delivery men, the characters are paid to

put the rival out of business. Obviously, if the characters are caught, their employers disavow all knowledge of their actions.





BAKING TONIGHT

A bakery is the secret home of the disturbed baker called the Pie Maker. For the past few months a killer has been stalking the streets. At first he was preying on the prostitutes along the docks. All the victims have been found with their internal organs missing and with a pie on their lips. Now the Pie Maker has started to kill in the more affluent areas of the city. The PCs, while investigating this discover that the killings have taken place in the same area. In addition, the victims have been found with traces of flour of them. Eventually the PCs discover that a local baker is actually the Pie Maker and has been baking his victim's organs into the meat pies he sells.

THE PIE MAKER

Brawn 10, Quickness 10, Toughness 10, Wits 10, Will 10, Vitality 50

Skills: Empathy [+12], Intimidation [+12], Melee (Knife) [+12], Physick [+10], Observe [+11], Stealth [+12], Subterfuge [+12], Track [+11]

Gear: Dagger [DV 4(45), R 15/25/35], Leather Armor [AV 20]



BLOODMAW'S MARAUDERS

Based out of the Forest of Grim, Bloodmaw's Marauders are a feared presence in the northern region of the City States of Doarn. For ten years Bloodmaw the Mighty has led the barbarian Marauders in numerous raids against all. Many have died while trying to collect the bounty on his head. For some just mentioning the name Bloodmaw is enough to turn a person's knees to jelly.

The Marauders are unlike other tribes, because of their small numbers and their rather intelligent boss. In addition to his constantly running nose, Bloodmaw has also been gifted with a keen intellect. His grasp of tactics and organization is unmatched by many. Unlike most leaders, Bloodmaw steers clear from direct confrontations, and relies on his tactics. He has endlessly drilled his men in the art of hit and run ambushes, which he has dubbed The Wave. That is not to say that Bloodmaw's men are a bunch of cowards. They are able to slaughter and maim with the best, but Bloodmaw recognizes the benefits of his tactics.

The major benefit is that his men live longer than other bandits have. By fighting from the shadows and ambushing their enemies the Marauders live to enjoy

the spoils. As Bloodmaw likes to say, “wins breeds wins,” and this is the second major benefit of his tactics. The enemy never sees them coming. By springing attacks using the cover of the woods, Bloodmaw and the boys quickly overwhelm their enemies and win the battle. These tactics also prove helpful when fighting other barbarian tribes.

Where others blindly charge in, Bloodmaw’s Marauders stay at the rear and harass the advancing enemy with steady bow fire. Then when the enemy breaks, the men grab their weapons and start the killing. Though the success rate is high, many of the other barbarian tribes have begun whispering that the Marauders are nothing more than cowards. Bloodmaw has ignored this, but his son hasn’t.

BLOODMAW THE MIGHTY

Brawn 11, Quickness 9, Toughness 11, Wits 7, Will 7, Vitality 50

Skills: Athletics [+12], Brawl [+12], Defend [+11], Gaming [+10], Intimidation [+12], Melee [+12], Tactics [+12], Track [+8]

Gear: Battle Axe [DV 6(85), P -1], Leather Armor [AV 20], Breast Plate [AV 10]

Bloodmaw is a large, powerfully built man whose constant running nose has some jokingly refer to him as Bloodmaw the Running. Those he hears calling him this never do so again. Bloodmaw is a careful leader and thinks everything through before he acts. He is also a furious warrior. When he’s enraged, few can stand against him.

THE MARAUDERS

TYPICAL MARAUDER

Brawn 9, Quickness 10, Toughness 8, Wits 6, Will 6, Sanity 30, Vitality 40.

Skills: Archery [+10], Brawl [+9], Melee [+9], Observe [+8], Track [+9]

Gear: All wear chainmail and carry longsword and dagger, in addition the following gear is carried based upon their placement in the Marauders.

- Archers – Longbows
- Bloodmaw’s Elite – Shields and helmet
- Bodyguards – Breastplate, Hand axes and shield

MASS COMBAT STATS

Archers – Artillery Medium (100), Quality Good, Unit Rating 200[†]

Bloodmaw’s Elite – Infantry, Heavy (80), Quality Average, Unit Rating 180[†]

Bodyguards – Infantry, Heavy (15), Quality Excellent, Unit Rating 230[†]

[†] Unit Rating takes into account previous victories.

Choose a side.



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