

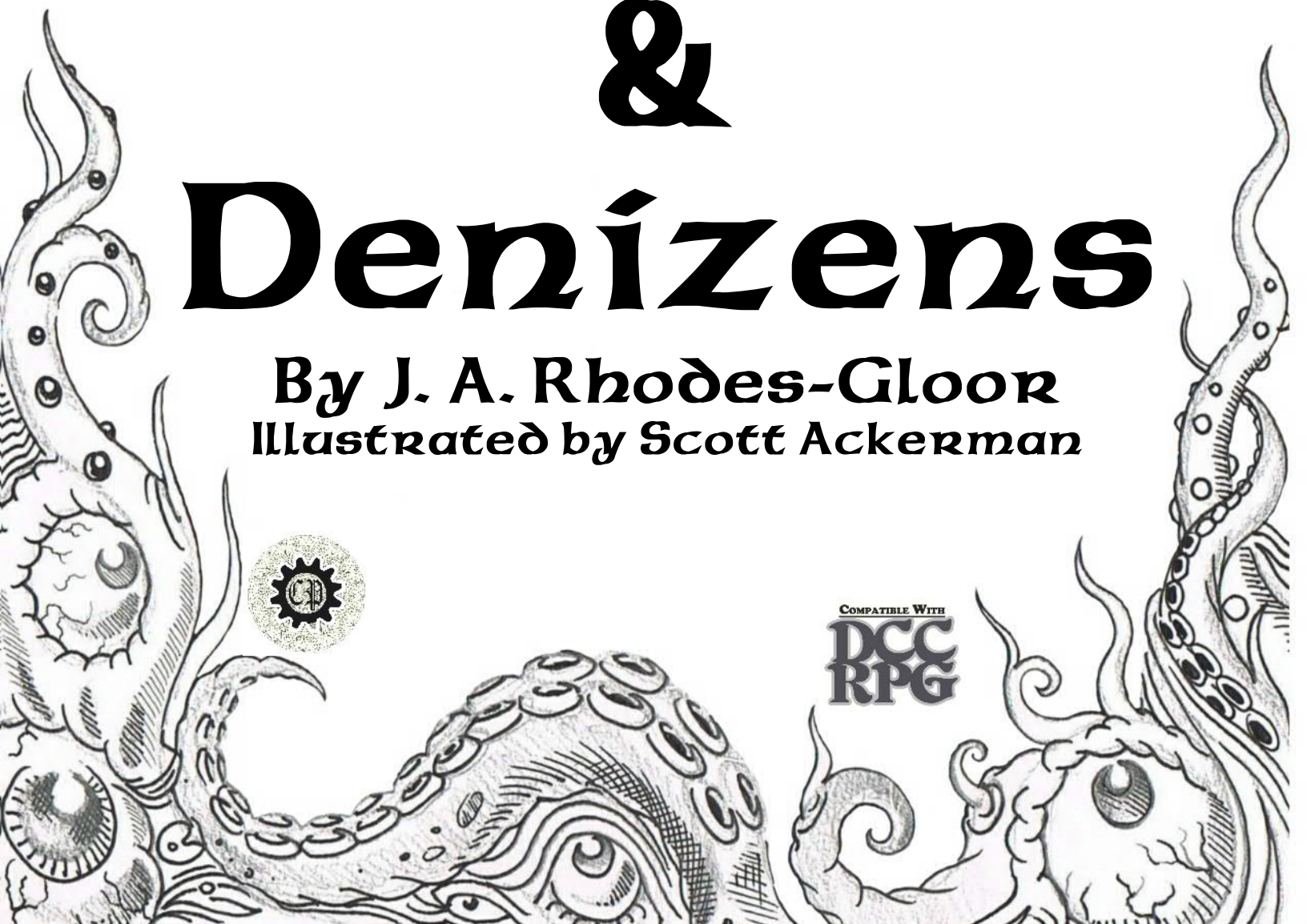


Critters Creatures & Denizens

By J. A. Rhodes-Gloor
Illustrated by Scott Ackerman



COMPATIBLE WITH
**DCC
RPG**



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Printed in the United States of America

First Printing, 2013

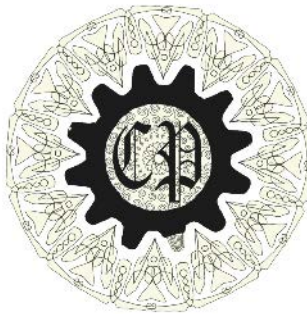
ISBN 978-0-9849705-1-3

Cognition Pressworks

913 NE 122nd Ave #6

Portland, Or 97230

www.CognitionPressworks.blogspot.com

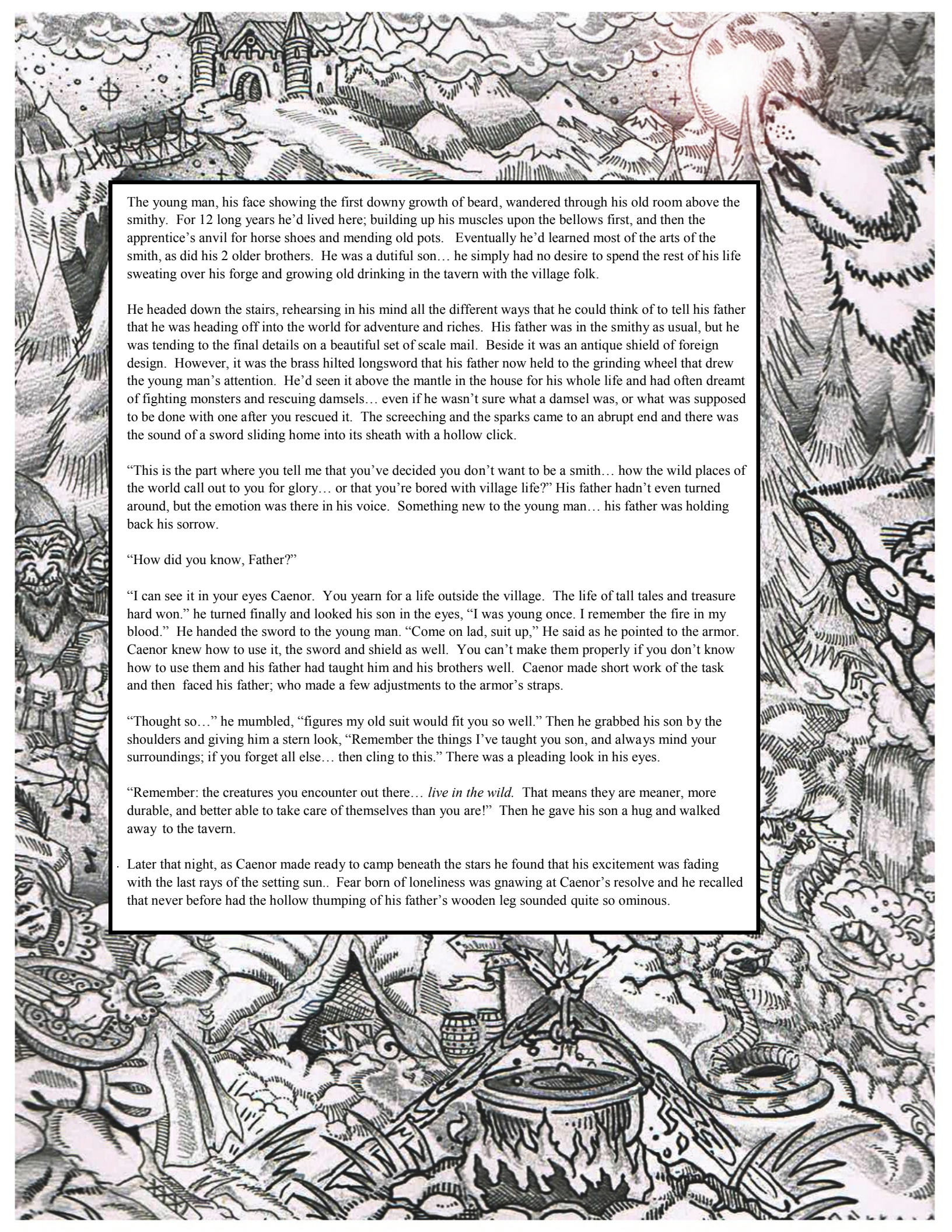


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COMPATIBLE WITH
DCC
RPG

Special thanks to my loving wife for believing that I could do this, and for the patience of the DCC RPG management and fans on this long and interesting safari into the heart of imagination. But most of all this book is dedicated to my grandchildren in the hopes that they too will find many wondrous adventures...



The young man, his face showing the first downy growth of beard, wandered through his old room above the smithy. For 12 long years he'd lived here; building up his muscles upon the bellows first, and then the apprentice's anvil for horse shoes and mending old pots. Eventually he'd learned most of the arts of the smith, as did his 2 older brothers. He was a dutiful son... he simply had no desire to spend the rest of his life sweating over his forge and growing old drinking in the tavern with the village folk.

He headed down the stairs, rehearsing in his mind all the different ways that he could think of to tell his father that he was heading off into the world for adventure and riches. His father was in the smithy as usual, but he was tending to the final details on a beautiful set of scale mail. Beside it was an antique shield of foreign design. However, it was the brass hilted longsword that his father now held to the grinding wheel that drew the young man's attention. He'd seen it above the mantle in the house for his whole life and had often dreamt of fighting monsters and rescuing damsels... even if he wasn't sure what a damsel was, or what was supposed to be done with one after you rescued it. The screeching and the sparks came to an abrupt end and there was the sound of a sword sliding home into its sheath with a hollow click.

"This is the part where you tell me that you've decided you don't want to be a smith... how the wild places of the world call out to you for glory... or that you're bored with village life?" His father hadn't even turned around, but the emotion was there in his voice. Something new to the young man... his father was holding back his sorrow.

"How did you know, Father?"

"I can see it in your eyes Caenor. You yearn for a life outside the village. The life of tall tales and treasure hard won." he turned finally and looked his son in the eyes, "I was young once. I remember the fire in my blood." He handed the sword to the young man. "Come on lad, suit up," He said as he pointed to the armor. Caenor knew how to use it, the sword and shield as well. You can't make them properly if you don't know how to use them and his father had taught him and his brothers well. Caenor made short work of the task and then faced his father; who made a few adjustments to the armor's straps.

"Thought so..." he mumbled, "figures my old suit would fit you so well." Then he grabbed his son by the shoulders and giving him a stern look, "Remember the things I've taught you son, and always mind your surroundings; if you forget all else... then cling to this." There was a pleading look in his eyes.

"Remember: the creatures you encounter out there... *live in the wild*. That means they are meaner, more durable, and better able to take care of themselves than you are!" Then he gave his son a hug and walked away to the tavern.

Later that night, as Caenor made ready to camp beneath the stars he found that his excitement was fading with the last rays of the setting sun.. Fear born of loneliness was gnawing at Caenor's resolve and he recalled that never before had the hollow thumping of his father's wooden leg sounded quite so ominous.

Foreword

We in the modern age have come to think of Mother Nature as a kind, beatific; even matronly and full of concern for our well being...*tamed*... Nothing could be further from the truth. The truth is, everything that exists within Mother Nature's Realm has its place because the natural critters and creatures have mastered one simple rule: succeed or die trying. The ones that succeed pass their genetics and their knowledge to the next generation, and the cycle begins anew. We have forgotten just how truly dangerous the natural world can be for those who are unprepared. With electric lights providing a 24 hour a day culture and convenience; families plan camping trips deep into the wilds and trek into the mountains just to play in the snow on school holidays. Life in the hinterlands has increasingly become a blasé affair. We have lost our fear of the dark and the only things left to fear are each other, and the phantoms of our own imaginations. The folks who wrote much of the early *Appendix N* source material lived and wrote their best work in a totally different world from ours. It was a time in history when there were still wild unexplored regions left to call us to adventure just over the horizon. The authors of the *Appendix N* material understood what we have forgotten... That for most of Human history we have lived in fear of what lies beyond the tree line... and would not venture forth after the sun had set.

As a species we've learned that traveling in numbers, our ability to develop technologies, and our ability to communicate are the difference between adaptable survivor and the ill-fated meal of the moment. Even these salvations are not always enough to protect us when the shadow of an orca passes under our tiny canoe, or when a grizzly bear finds our scent and begins a single minded pursuit of its next meal. What makes the natural world so much more frightening to the characters in our stories is a simple understanding: in a typical fantasy role play environment; orca and grizzly bears are not apex predators. These creatures are simply part of the top one-third of the toothsome pyramid of predators one can expect to find in the wild places of the world.

It is not my intention to define *THE* universal version of the creatures within these pages. My intention is to create a series of critters and creatures using the DCC RPG mechanics to emulate common and not so common creatures for the busy Storyteller to use when their zero level horde has a passel of farm critters or when there is no need for anything special. I have deliberately chosen to take a more detailed and standardized approach to creature creation in order appeal to a modern gaming audience and this book is intended for Storytellers who didn't grow up with *ad hoc* gaming. It is intended for the next generation of Storytellers, to help them on their way to mastering the wild and wooly story telling skills and style that the DCC RPG system brings back to the table. It is my hope that the mutation tables offered here will be able to provide a nearly infinite number of variants upon the basic critter types bringing many years of fresh and unusual creatures to your games so that you may keep your players on their toes... or tentacles... as the case may be.

A final word about the style of this book before we continue... It has been said that there are more details in here than are needed for the running of a game. However, from a Storytellers point of view, you can't have too many details about anything. The details are the grist for the story-mill; they are the colors and ideas with which a storyteller paints the milieu that folks find so entertaining. I wanted to create a creature manual that would appeal to the Old Grogards *and* the Anime generation. Besides, the one thing I've learned about details is: *you can ignore them if you don't need nor like them; but you never know from which of those little details that the spirit of inspiration will pounce upon mind of the Storyteller...*



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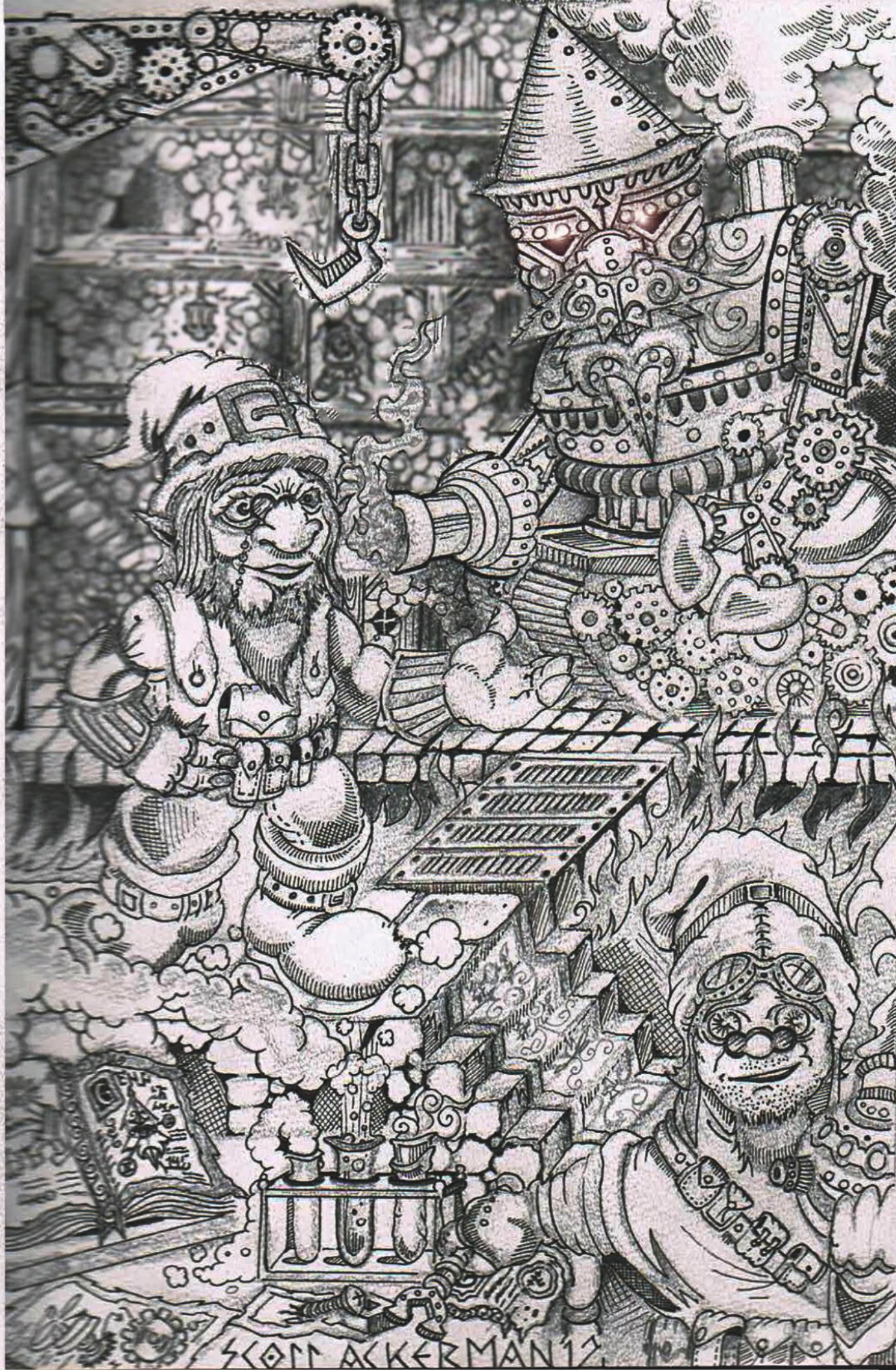
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Scale of Difficulty & Challenge (DC) used within this manual

Easy	5 – 6
Moderate	7 – 8
Professional	9 – 10
Impressive	11 – 13
Extraordinary	14 – 16
Heroic	17 – 19
Legendary	20 – 23
Epic	24 – 25
Deific	26 +

Chapter 1 How it Works



Definitions:

This first chapter is where I show my work for how I derived all of the critter entries for this book. I figure showing this info is the polite thing to do; but more importantly; you can use these tables to create new critters scaled the way you want them. Coincidentally, the process also works in reverse. The tables outlined here can be used by the Storyteller to extract greater depth of detail from the standard DCC & other materials. You will need a copy of Dungeon Crawl Classics RPG system, and a set of dice that includes a d14, d16, d24, and d30. See chapter 4 for details on creating and converting monsters as well as compatible critter and character record sheets, reference tables, and resources.

Name:

The name, or names by which the creature is known; including known aliases if any.

General Information:

This heading is where you will find the creature's physical description habitat, and its basic habits and proclivities.

Alignment:

Theoretically, nothing that is natural to the material plain is born evil, so the creature's listed alignment isn't set in stone. Environment and how they are taught or trained has as much to do with the creature's alignment choices as anything else. Most creatures are of a neutral alignment, as they are only interested in where their next meal is coming from and how hard they are willing to work in order to hunt it down. For some creatures, particularly amongst the humanoids and other intelligent species, there will be general alignment trends listed but these can be altered to suit the Storyteller's needs.

Creature Ability Scores:

With the addition of a full set of ability scores animals and such will gain the same internal cohesion as the player characters, and thus appear more plausible and consistent. The down side is that with only a fixed stat table geared to humanoids, it would mean either an over inflation of humanoid abilities, or the deflation of the raw power of nature. The ability scores for monsters, unlike Player Characters, will range from 1 to 20. This is to better emulate the range of abilities seen in nature. One doesn't expect a chipmunk to have an Intelligence attribute of 3, or an elephant to be no stronger than the strongest person. In the natural environment all creatures are limited to ability scores ranging from 1 to 20 unless altered by magic or mutations.

If an attribute is to be raised beyond what is listed via magic, mutation, or anything else; the tactic employed within these pages is to add the magic bonus to their attribute and the former attribute's bonus. For example: a critter with strength 20 normally has a bonus of +5. That same critter with a strength boosting mutation granting a +2 bonus to their strength would then have a strength attribute of 22 for running and lifting calculations and would apply a bonus of +7 on attacks, damages, and ability checks. If the spell or mutation affects the creature's Intelligence or Personality scores, then the bonus will be applied to non-casting ability checks *or* to

casting checks, but not both. This decision is made when the mutation manifests and is permanent unless the subject has further mutations in these attributes.

Table 1-1: Creature Ability Scores

Score	Modifier	Bonus Spells Known	Max Spell Level
1	-5	No Spellcasting possible	-
2	-4	No Spellcasting possible	-
3	-3	No Spellcasting possible	-
4	-3	-2 spells*	1
5	-2	-2 spells*	1
6	-1	-1 spells*	1
7	-1	-1 spells*	1
8	-1	No adjustment	2
9	None	No adjustment	2
10	None	No adjustment	3
11	None	No adjustment	3
12	None	No adjustment	4
13	+1	No adjustment	4
14	+1	+1 Spell	4
15	+1	+1 Spell	5
16	+2	+1 Spell	5
17	+2	+2 Spells	5
18	+3	+2 Spells	6
19	+4	+3 Spells	7
20	+5	+4 Spells	8

*Minimum of 1 spell

Other advantages of giving ability scores to creatures are that wizards can use the ability scores of their familiars instead of their own for spell and luck burn. There are spells that could allow an evil wizard to drain off the luck and ability scores of both animals as well as with humanoids. There are also creatures which have these powers. Additionally, many of the spell descriptions in the DCC Core Rules refer to the victim's ability scores as a way to determine the spells potency, duration, or other effects.

(STR)ength:

This is the same as it is for player characters except in terms of lifting and carrying for non-humanoids. While a black bear may have a maximum strength equivalent with a humanoid (18); a grizzly bear will have a strength score of 19 and a polar bear would have a strength score of 20. For much larger creatures the strength of 20 represents the maximum amount of force they can apply to a physical attack. An elephant for example, is much larger than a polar bear, but most of that strength is needed to support the elephant on 2 or 3 legs while it kicks with the others. That elephant is probably much stronger than a score of 20, but when it picks something up it is limited by how much strength can be applied through an elongated nostril; and for all its power, it is still a most supple and delicate extremity.

(AGIL)ity:

No differences beyond a change in the effective range of ability scores. However, creatures no longer have their initiative scores penalized because of size.

(STAM)ina:

No significant differences beyond a change in the effective range of ability scores. This attribute also defines a creature’s weight, as a function of its size category. Multiply the creature’s Stamina score by the size multiplier to get its weight. The following table, as well as the others in this chapter and their attendant calculations, are included here as reference for those who wish to create creatures along similar parameters. These are approximations intended to cover various morphologies so the Storyteller should feel free to vary these results as needed for their situation or to more accurately represent a specific creature. A hippopotamus for example, spends most of its life in the water and is heavier than a primarily land animal because they are supported by the water.

Table 1-2: Size effects to weight

Size	multiplier	Increment
Smallest	x1.0	ounces
Tiny	x2	pounds
Small	x5	pounds
Medium	x10	pounds
Large	x150	pounds
Huge	x250	pounds
Gargantuan	x750	pounds
Colossal	x1500	pounds

* Flying creatures weigh one quarter of the normal amount for a creature of their size.

*Example: A medium sized creature with stamina score of 18 would weigh 180lbs. [18 x 10= 180lbs] If the creature’s size was Colossal, it would weigh 27,000lbs [18*1500=27000= 13.5tons]*

(INT)elligence:

This ability functions the same for creatures as it does for player characters and NPCs, but cognizance starts at a score of 3 or better. Most creatures that are not humanoid have an Intelligence score of 1 or 2. Many creatures, like apes, have scores as high as 6 or more. Supernatural and extra-dimensional creatures usually have Intelligence scores of 9 or better. An intelligence score of 4 is required to use a shield or weapon more complicated than a club. A score of 5 is required for complex weapons and armor.

Intelligence scores of 19+ are very rare and usually found only in extra-dimensional, mutant, or alien creatures. Some critters and creatures are nearly as smart as humanoids and may be able to take on class levels per the Storyteller’s discretion. This ability will be noted in the creature’s entry. The critter must have an intelligence score of at least 5 to qualify; see entry on critters with classes, (CCD pg. 14)

(PER)sonality:

Since this ability also encompasses the creature’s collected wisdom; creatures or humanoids with a personality score less than 8 don’t usually pass on their genetics, but this ability score can vary wildly and might even be randomized.

(LUCK)

All living creatures have a destiny of some fashion or other; even if that destiny is to die somewhere on the food chain. In truth, there really is only one difference between a wolf running down a rabbit and a dragon hunting down a pack of terrified player characters: the characters are the heirs presumptive to the title of *protagonist*. With that in mind, any creature with a negative luck bonus can be expected to fail the *Darwin Challenge* before they can pass on their genetics. Therefore most natural creatures have at least a 9 for their luck score. Some creatures, like cats, have a variable luck score that will be greater than 9: because cats have ‘nine lives’.

Any creature with a positive luck bonus applies that bonus or penalty to its hit points per level unless the creature’s entry states otherwise. If the creature has access to class levels the luck bonus or penalty is instead applied normally according to the class description and the creature gains no bonus to hit points or saves. Unless the Storyteller says otherwise, non-player characters or creatures are not allowed to burn their own luck scores to change their fate unless their description says otherwise... they are not the protagonists.

Size and Reach

For the most part, the creatures in this book conform to the guidelines we are all familiar with from years of play. However, there are no size categories below Tiny. Most of the creatures of size Diminutive, or Fine, use swarming as their primary attack form. As such they will be given a 5ft or larger size category and treated as a single creature of that size, but with the abilities listed under the heading: smallest. (See *Swarms* on page 196 for more detailed information.) The listing of ‘Smallest’ is used on tables as a convenience for those rare occasions when it might be needed for an individual creature or swarm.

Wing-span is not a consideration for determining the creature’s size category; a huge bird is 15ft from beak to the base of its tail, and its wing span would be easily twice that distance. Generally the increment listed is for the creature’s measurement of nose to tail, or ground to the top of the head for bipeds; or shoulders for quadrupeds. Bipeds and other creatures with arms or other grasping appendages may reach over their heads for items, switches and for climbing; this distance is equal to half their height.

As always, a creature with a reach of 0ft must enter their target’s space before attacking. In these cases, the defender must succeed at a luck check to prevent the attacker from entering the defender’s space. The base DC for this check is 10 modified for the situation at hand per the Storyteller’s ruling.

Table 1-3: Size and Reach for Biped & Birds

Size	Space	Reach
Smallest	< 1ft	0ft
Tiny	2.5ft	0ft
Small	5ft	5ft
Medium	5ft	5ft
Large	10ft	10ft
Huge	15ft	15ft
Gargantuan	20ft	20ft
Colossal	30ft	30ft

Table 1-4: Size and Reach for Quadrupeds & Others

Size	Space	Reach
Smallest	< 1ft	0ft
Tiny	5ft	0ft
Small	5ft	5ft
Medium	5ft	5ft
Large	10ft	5ft
Huge	15ft	10ft
Gargantuan	20ft	15ft
Colossal	30ft	20ft

Changing Sizes:

If the change in size is the result of a spell then it is likely that the necessary rules for changing characteristics will be listed with the spell and those rules should apply. If not, then table 1-5 may be of some use. These are general guide-lines, and are for the benefit of Storytellers looking to build larger or smaller versions of creatures in this book or that are not listed in the pages of Critters, Creatures, & Denizens.

Table 1-5: Modifiers for Changing Sizes

Size effects to:	STR	AGIL	STAM
Smallest	-6	+3	-6
Tiny	-3	+2	-3
Small	-1	+1	-1
Medium	+0	+0	-0
Large	+2	-1	+2
Huge	+4	-2	+4
Gargantuan	+6	-3	+6
Colossal	+8	-4	+8

Action Die:

Creatures usually use dice appropriate for their size and their role in the food chain when determining non-combat actions. There will be some exceptions, notably the mindless undead; which only get half of their attack dice for non-combat actions. In general, humanoids of 5 or more hit dice gain multiple actions at lower increments upon the dice chain. Critters and creatures roll their action die, with a +1/hit die bonus for any skill checks; they are considered expert at being themselves.

Table 1-6: Action Dice by size and diet

Size	Herbivore	Omnivore, Carnivore
Smallest	1d10	1d12
Tiny	1d12	1d14
Small	1d14	1d16
Medium	1d16	1d20
Large	1d20	1d20
Huge	1d20	1d24
Gargantuan	1d24	1d30
Colossal	1d30	1d30+2

Lifting & Carrying:

I will be the first to admit that the rules for lifting and such presented here are not exact reproductions of how strong humanoids and creatures actually are in the real world; but the numbers are close enough for gaming purposes. Such a detailed accounting of lifting and hauling abilities is well beyond the scope of any gaming manual. These rules are intended as a quick and easy way to determine how well characters or creatures are capable of manipulating their environment. They also serve as a means to prevent characters from loading up on too much gear. Keeping track of this detail forces them to think about how they are going to haul all that loot out of the dungeon... because *getting the treasure home* is the other half of any adventure.

The Storyteller will need to use their best judgment on the weight of each item. Alternately, there are a number of third party publishers that have provided data on this for many years. Better yet, a little quick Internet research should yield the pertinent data. It isn't necessary to be excruciatingly exact, but it is important for the Storyteller to keep an eye on how much stuff the players are trying to lug about the map.

How much a creature can lift over its head is a function of its strength, body mechanics, and a size multiplier. A biped, or a creature with arms and hands, has an easier time lifting than a quadruped that can only grab objects with its lips or teeth; and birds carry considerably less than their strength would allow for any other creature with the same strength value. Hence the separate tables; fortunately the Storyteller is the only one who needs to worry about any of this and usually only during game preparation and character generation.

Humanoids of medium size can lift 10 times their Strength score over their heads and small humanoid can lift 5 times their strength score over their heads. The maximum weight a humanoid can carry is the same as they can lift over their heads. Bipedal creatures are considered encumbered once they are carrying more than half of their maximum lifting ability and quadrupeds are able to carry 60% of their listed maximum carrying value. There are separate tables for quadrupeds, insects, and flying creatures. Characters, creatures, and vehicles that are encumbered are unable to sprint and all other movement rates are cut in half.

Characters and creatures may combine their strength for group lifting and pushing in order to deal with anything that is too much for an individual; provided that there is a place for all of the creatures involved to hold onto the object. Everyone involved must succeed at a strength check versus a DC equal to 10 to coordinate their efforts. Add up the lifting and carrying values of those involved; if the total exceeds the weight of the object then they are successful. The lift team must succeed at this strength check each round of the lift, and the DC increases by one with each check. You can't have enough people applied to these situations; if some of the characters or critters involved in the lift or push attempt fail then as long as those remaining have sufficient combined strength, then the lift still succeeds.

Dragging & Pushing:

A biped may drag or push twice their lifting total without resorting to mechanical aids; assuming they can get a good hold on the object. They can move the item 10ft for each successful check; and the DC is 10, +1 per previous check. If it is not possible to grab the item, then it likely needs a team of people and ropes, yoke, etc. Quadrupeds must grab an object with their mouth and have difficulty dragging or pushing items unless wearing a harness of some kind. Without a harness the quadrupeds multiply their lifting value by the listed drag modifier. When harnessed their structure allows quadrupeds to drag more than a bipedal creature with the same strength. A quadruped can pull a load equal to their pushing and carrying total times their drag modifier. The entries list how much a creature can drag using its hands or teeth to hold onto the item.

A cart or sledge of some kind allows the creature to pull 3 times its lifting total as a maximum load. The need for flying creatures to carry a lighter load while in the air is factored into the tables for flying creatures; so the value for carrying represents the avian creature's total carrying capacity.

Table 1-7: Lifting, Carrying, & Dragging for Bipeds:

Size	L.o.H, Push & Carry	Drag Modifier	Weight Increment
Smallest	STR	x1.25	ounces
Tiny	2 x STR	x1.5	pounds
Small	5 x STR	x2	pounds
Medium	10 x STR	x2	pounds
Large	15 x STR	x2	pounds
Huge	25 x STR	x2	pounds
Gargantuan	40 x STR	x3	pounds
Colossal	120 x STR	x3	pounds

Examples:

An Orc (medium sized humanoid) with a strength score of 16 can carry up to 80lbs. of gear, loot, and equipment before it is encumbered. (16 x 10= 160, 160/2=80) It can drag up to 320lbs. (160 x 2) but is encumbered after the load exceeds 160lbs.

Table 1-8: Lifting, Carrying, & Dragging for Quadrupeds:

Size	L.o.G	Push & Carry	Drag Mod	Weight Increment
Smallest	0.5 x STR	1.5 x STR	x1.5	ounces
Tiny	STR	2 x STR	x2	pounds
Small	STR	5 x STR	x3	pounds
Medium	STR	10 x STR	x3	pounds
Large	2 x STR	20 x STR	x4	pounds
Huge	5 x STR	35 x STR	x4	pounds
Gargantuan	10 x STR	55 x STR	x4	pounds
Colossal	15 x STR	135 x STR	x5	pounds

Table 1-9: Lifting & Carrying for Flying Creatures:

Size	L.o.G.	Push & Carry	Weight Increment
Smallest	0.3 x STR	STR/4	ounces
Tiny	0.5x STR	STR/3	pounds
Small	STR	STR/2	pounds
Medium	3 x STR	2x STR	pounds
Large	10 x STR	5x STR	pounds
Huge	20 x STR	10x STR	pounds
Gargantuan	60 x STR	25x STR	pounds
Colossal	120x STR	50x STR	pounds

Examples:

A brontosaurus (colossal quadruped) has a strength score of 19. It can pick up something with its mouth if it needs to, but it may only lift 285lbs (19 x 15). If it were to drag something by grasping it with its mouth, it is limited to 1425lbs (285 x 5)

Pushing with its shoulder, it could move 2,565lbs at a rate of 10ft per successful check with fortitude saves from the encumbrance. (19x 135= 2565)

If the dinosaur were loaded up with gear, and loot, etc., then it could carry 60% of total carrying weight without encumbrance: 1539lbs. (2565 x .6= 1539)

However, if it were attached to something via a harness and ropes tied to the object, then the brontosaurus would be able to drag maximum of 6.4 tons. (19x135= 2565 x 5= 12,825lbs= 6.4tons... Attached to a wheeled cart this critter can haul a maximum of 19.2 tones. (6.4t x 3= 19.23t)

Movement:

The DCC Role Play Game system is designed for gaming the old-fashioned way, before there were miniatures and wet/dry erase battle maps. It's a great way to game, especially if you have neither the time nor the inclination to make or use any models or maps; but a lot has changed since the glory days. There are numerous companies with a plethora of products to facilitate a more detailed table top environment. In *Critters, Creatures, & Denizens I* provide a set of easy rules for using miniatures and maps to facilitate the use of these products in the DCC RPG game environment. These rules are *NOT* compulsory to the function of this manual.

The movement rules presented here are a method intended to enhance the way creatures move through your game environment by allowing them to have movement speeds equivalent with their nearest real world analog.

Understanding how the creatures move and use their abilities will enhance your game to new levels of entertainment whether your game table is covered in maps, models, and miniatures; or boxes of leftover pizza, empty soda cans, and stale cheesy-poofts.

The creature entries contain the information needed to use the standard movement rules presented in the core mechanics of the DCC System as well as table top rules we're all familiar with from years of play. Furthermore, all of the speed values listed within the critter entries assume that they are running on an ideal plane with no obstacles or the stress of voracious creatures in pursuit. Flying speed values listed do not consider head-winds or tail-winds, and the swimming speeds do not account for water currents. These considerations are left to the Storyteller to set for the encounter.

There are many ways to use this new material on movement, but its main purpose is to get the Storyteller thinking about the raw power and ability of the critters of the natural world. In the grand scheme of things, humans really are not that powerful; especially when it comes to movement. Why else would so much of our technology and tools be centered upon moving us around at ever faster rates of speed?

If your players are running away from a creature encounter; you can look at the critters sprinting speed and quickly see how much ground that creature can cover in a 1 round burst. Looking at the players sprinting speeds will tell you if any of them are even capable of escape and if they can; you will be able to tell who is most likely to become lunch.

These optional rules are also a good way to break up the standard overland movement routine. Why should all medium sized characters be treated the same and be allowed to move at the same overland rates when you consider how random the ability scores are for DCC characters?

Additionally, this new movement scheme provides us a chance to create an encounter-zone other than melee. By understanding the movement potential of both the characters and the critters, a Storyteller has the opportunity to set up encounters that are set over a large enough area to let the archers show how valuable they are to the party.

Most importantly, these details add an enhanced understanding of a critter's capabilities which can help prompt the Storyteller into new ideas that they may not have considered. Lastly, with the constant reminder of just how unspectacular humans are by comparison to the natural and supernatural worlds: the joy, excitement, and thrill of victory resulting from the player's heroics will be greatly magnified.

The Hex Grid:

I have always felt that for table-top game play, the hex grid is superior to a square grid and the movement rule set presented here is designed to function best with a hex grid battle map. The Hex grid also allows for more accurate calculation of circular areas of effect and it is still possible to draw straight lines for hallways and rooms. A hex is 86.6% of the area of a square, but you can still use the standard: 1 hex = 25ft², without much distortion or go for accuracy by using 21.65ft² if the Storyteller wishes. As a side note; a hex that is 5ft from flat to flat edge has sides of 2.88ft and a distance from point to point of 5.76ft. Allies can move past each other without penalty as long as the room or passage is of appropriate proportions. These diagrams show the standard creature sizes as well as the number of smaller creatures that may still fight and move within the same size area and till leave room for all of them to act or attack with minimal risks. Adding more than the listed number of people per space is allowable, but each occupant must be highly trained and/or familiar with each other's fighting styles. Otherwise each occupant must succeed at a reflex save versus a DC of 8, +1 per extra person in the space prior to any actions or attacks. The Storyteller is free to assign risk values as the situation requires.

Figure 1-1: Medium, Large & Huge Areas

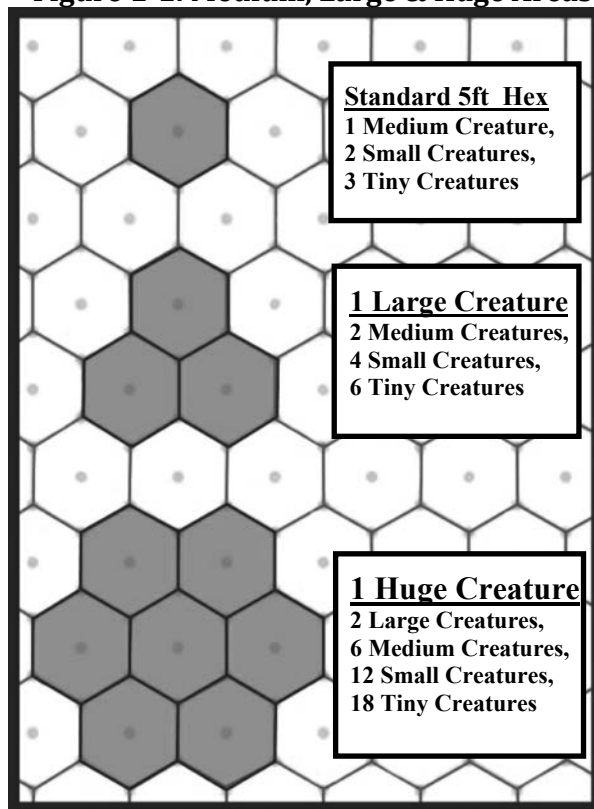


Figure 1-2: Gargantuan Area

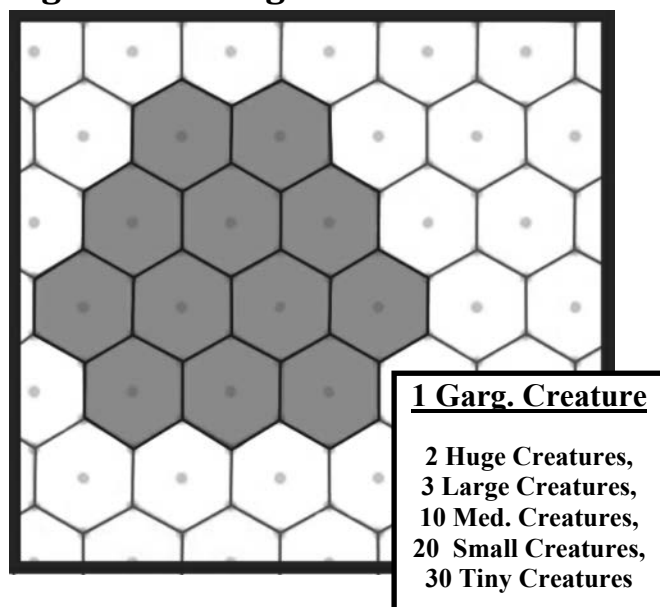
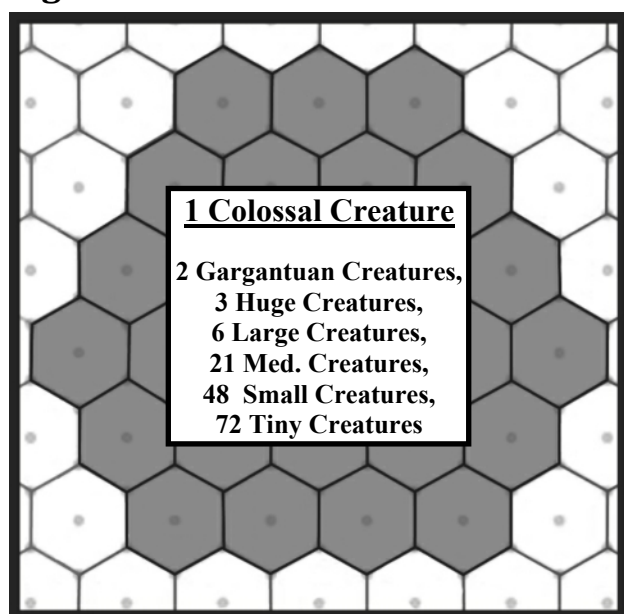


Figure 1-3: Colossal Area



Creatures fighting within a confined space are limited to small, lighter weapons like short swords and daggers. These limits are intended for handling 'confined' spaces.

The front of the character model is decided by the player and declared when the model is presented to the group. The facing immediately aligned to that position on the hex map becomes the front facing for that model. The rear of the model is the opposite of the front facing. The remaining facings are the model's right and left sides. (Figure 1-4)

If a character or critter is stationary, they can move in any direction they choose without penalty. The following rules apply as long as they are not moving faster than 2x their land speed. Changing the miniatures facing by 1 step is equal to a turn of 60°. Unlike square grids, there is no traveling

Figure 1-4: Facing

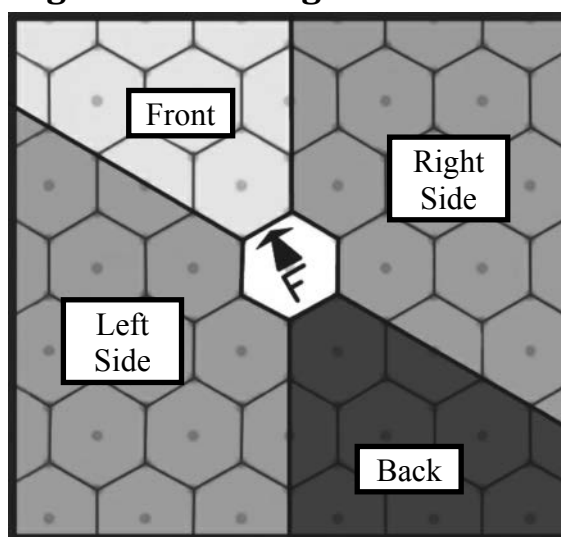
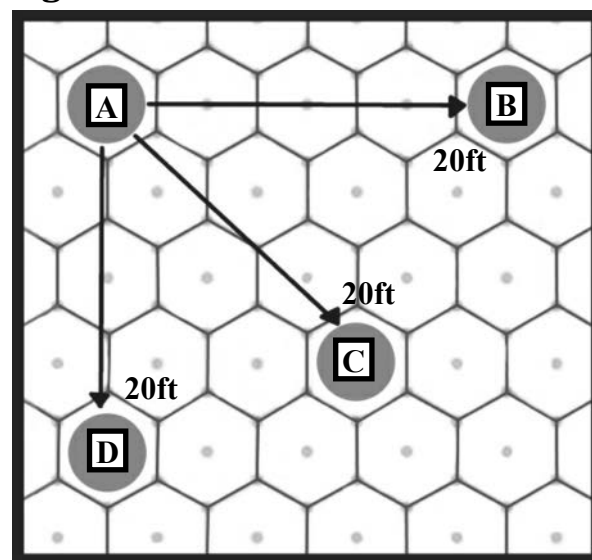


Figure 1-5: Non-linear Moves



'diagonally' on a hex grid; one changes facing by 60° and continues moving in the new direction. Since 45° and 90° are not options for movement on a hex grid, it is possible for creatures to use any straight path through a series of hexes when necessary. Such movements do not cost any extra movement penalty, (Figure 1-5).

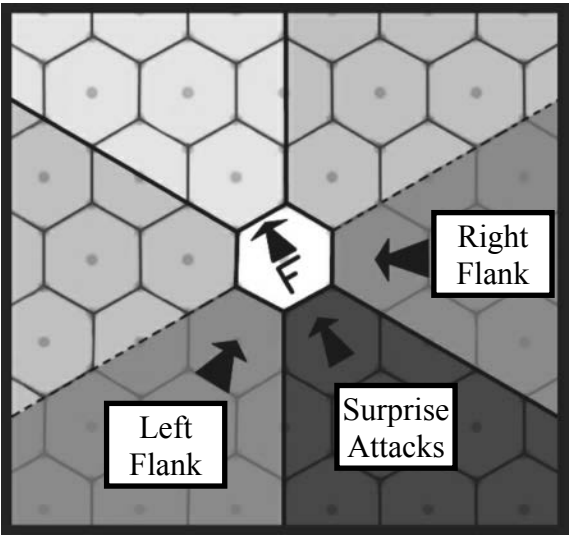
When moving at 3x their land speed or greater, the character or critter is penalized 10ft of movement for every facing change, and must succeed at a reflex save if they turn more than one facing in any given maneuver. The DC for this save is 8; modified by the Storyteller for the terrain and other conditions as appropriate.

If for some reason a measured distance doesn't terminate within a hex, then place the model in the right or left hex immediately behind the end point of the measurement. Additionally, all distances are measured center to center.

This is especially important with over-sized models that might not have a base. For baseless models use the smallest hexagonal cluster fully surrounding the model; but excluding wings and tails. This cluster of hexes becomes the virtual base for the model.

Surprise attacks are made from any of the three facings opposite to the front facing if the target is otherwise engaged. However, if the target is approached entirely from the rear facing without the target's notice, then the target may be considered surprised even if the target is not distracted or engaged with another foe.

Figure 1-6: Surprise Attacks



Speed (Land):

Usually 20 to 30 feet per round for small and medium sized characters respectively, but rates can be highly variable for creatures. This entry represents a basic walking speed and how much distance a creature may cover in one round while maintaining combat or action potential as written in the DCC Core Rules (page 77) under the heading of *actions*. For the purposes of tactical round by round movement, nothing presented here has changed except the shape of the grid. Tactical movement is normally used whenever the combatants are *inside* each other's sprinting range. In tactical movement characters and critters alike use the familiar: walking (base speed), hustling (x2), jogging (x3), or panicked (x4) modes of movement. A character or critter's sprinting speed covers "panicked" movement if the optional movement scheme is employed. A creature or PC making a charge attack moves at least twice their normal land speed increment as usual, but traveling faster than this doesn't impart more than the usual damage for a charge attack just greater range.

The creatures in this book have their base speeds listed, but they also have a running and sprinting speeds listed. These values are calculated based on the creatures size, number of legs, Strength and Stamina scores: *and done for you in advance*. The tables and details for how I derived these numbers are included here and in chapter 4 so Storytellers

can modify the player characters appropriately to fit the alternate movement scheme.

The Storyteller can also use them to create their own creatures, or to more readily facilitate changes they feel necessary to the mechanics to increase or decrease the values. Though tinkering on that level will render the running and sprinting information listed within the standard creature entries useless.

In this new movement scheme, the land speed entry also represents the acceleration rate for a creature if it chooses to start distance running. A creature's size affects its overall speed based on how many steps it is removed from medium size; gaining or losing speed with each increment.

A running character or critter can decelerate by up to twice its land speed value each round without harm; assuming good terrain, weather, and that the runner isn't in eminent danger of being eaten. Decelerating at a faster rate entails risks. A runner may decelerate at 3x their normal land speed with a successful reflex save against a DC of 15. Failure indicates that the runner falls and comes to a complete stop taking 1d6 damage per 20ft of speed lost in order to completely stop and may break bones with every result of 6 on one of the damage dice per the falling rule on page 96 of the Core Rules. A runner may attempt to slow themselves by up to 4x their land speed with a DC 20 reflex save with similar results for failure. As always, the Storyteller may alter the DC to suit the conditions at hand and any armor the runner is wearing.

Table 1-10: Biped Movement

Size	Base Speed	Run Mult.	Sprint Mult.
Smallest	5ft/rd	x2	x2
Tiny	10ft/rd	x5	x2
Small	20ft/rd	x8	x1.8
Medium	30ft/rd	x10	x1.8
Large	40ft/rd	x15	x1.8
Huge	50ft/rd	x20	x1.5
Gargantuan	60ft/rd	x25	x1.5
Colossal	70ft/rd	x30	x1.3

Table 1-11: Quadruped Movement

Size	Base Speed	Run Mult.	Sprint Mult.
Smallest	10ft/rd	x3	x2.4
Tiny	15ft/rd	x5	x2.2
Small	30ft/rd	x10	x2.2
Medium	50ft/rd	x15	x2.0
Large	70ft/rd	x20	x2.0
Huge	90ft/rd	x25	x1.8
Gargantuan	110ft/rd	x30	x1.8
Colossal	130ft/rd	x35	x1.5

Running:

This is meant as an alternate to the traditional method of calculating overland travel. Normally, a medium sized humanoid moves at a speed of 3 miles per hour for 8 hours; so 24 miles in a day is considered the standard for an unencumbered group of medium sized characters. Assuming 10 second rounds, a base move speed of 30ft per round actually works out to 2 miles an hour; $30\text{ft} \times \text{one minute (6 rounds)} = 180\text{ft/minute} \times 60 \text{ minutes} = 10,800\text{ft per hour} / 5280\text{ft} = 2.045\text{mph}$. This is then multiplied by 8 hours of travel = 16.36 miles a day.

Isn't it time we started to let our characters move the way we know they can? Especially if we are gaming in a smaller world where our characters may not even know what is over the next ridge; because it's more than a day's walk from the village. In the typical DCC RPG setting most folk are too poor to afford horses, so they walk or run when they travel.

This does not mean bogging the game down with physics word-problems or the use of slide rulers; but let's face it: the world record for the 100m dash is 9.58 seconds set by Usain Bolt of Jamaica in August of 2009. That's 328ft in one DCC game round... and people are slow compared to animals. The world record for the marathon is 2:03:38 set by Patrick Makau at the Berlin Marathon in September of 2011. In game terms that's maintaining a speed of 184ft per round for 124 minutes to cover 26 miles.

Since we are fantasy gamers, let us delve for a moment into the misty depths of legend and talk about Pheidippides. You know... the guy that who is said to have run 150 miles through the rather rugged, mountainous terrain of the Greek countryside: in just two days. Then he ran another 25 miles from Marathon to Athens to report victory... then fell dead.

The 24 mile per day standard has led to one of two possible types of presentation: the standard division of the travel distance by 24 and it takes that many days of monotonous hike-camp-hike-fight-hike, etc; or, the Storyteller simply declares that the party has arrived at the entrance to the "Grotto of Heinous and Messy Deaths" without any interaction with the intervening distance. While there is no arguing against the convenience of this latter method, it does lead to some awkward questions.

My personal favorite is if the party emerges victorious from the dungeon; "how do we get all of this stuff back home?" If you skipped over the travel time, then you will have to deal with the players saying things like: "based on our knowledge of how we got here, we plan the safest route home that avoids all the troubles." Storytellers can deal with these situations, but why bother if there is an alternative? In this book I propose allowing the players and the creatures to move as fast as they would in real life.

This new movement scheme can also work against the party as well; there should be no guarantees that they all can cover the standard 24 miles because they are medium sized with the

same move rate. In the optional movement scheme a character with stamina and strength scores of 12 could cover 12 miles in 90 minutes when running and assuming ideal conditions. If this is the weakest member of the group, then the others will be obliged to either camp, or leave the character behind if they cannot keep pace with stronger characters. The random nature of the DCC RPG ability scores means that some characters might be terrible at running, but too valuable to be left behind. Having to deal with these situations will ramp up the number of opportunities for role-play and problem solving. Handling the movement in this way also allows Storytellers to give the players a sense of where they are and how they got to the start of the module without spending more time than needed; while maintaining a plausible context.

Figuring it out

The only variables are the creature's strength, size, and type. For medium sized bipeds the top running speed is equal to 10 times their strength score in feet per round. When a creature starts running, their normal land speed is the amount of acceleration they gain each round until they reach top speed. A medium sized, unencumbered biped has a land speed of 30ft, so it would add their normal land speed (or fraction) to their current speed each round until they reach their maximum running speed. The value listed for running in each creature entry is the maximum amount of feet per round they can travel followed by the number of minutes they can maintain this running pace. The duration of the run is a function of stamina and the type of creature.

A humanoid creature can maintain their running speed for a number of minutes equal to their Stamina score times 7.5; times 8 for quadrupeds; and times 9 for insects. After each run, the creature or character must succeed at a fortitude save. The base DC for this save is 5, modified by the duration of the run. Divide the running time by 20 rounding up or down as needed. Then add the result to the base DC. If the creature makes this save, then it can continue to act normally. Failure means the creature is limited to half its base land speed and actions until it has had a chance to rest for thrice the time it had spent running. The runner will also fall short of their goal. Divide the failed save result by the DC for the run to see how far they got before they had to stop. If the DC for success is 17 and the runner only rolls a 10 on their save, then they only ran 59% ($10/17 = .588 = 58.8 = 59\%$) of the distance they were trying to cover before exhaustion forced them to stop. A critical failure means the runner injured themselves at the start of the run and the Story teller should get creative. In any 24 hour period a creature may use a run action a number of times equal to their Stamina bonus; minimum of once per day.

The difficulty for the additional run actions starts where the previous run actions left off. So, for a character who can run for 130 minutes, they must succeed at a DC 12 fortitude save ($130/20 = 6.5, 7+5 = 12$) to continue acting normally at the end of this and each additional run. A runner's armor check penalty also applies to this save roll.

However, after the difficulty of the first run the physical toll begins to build. After the first run action in a day, any further running causes the runner to lose 1 hit point for every 5 miles they cover. The runner is allowed a fortitude save as normal for additional run actions, with success indicating only half damage. Assuming the same character succeeded at their DC 12 fortitude save, they decide to run for another 130 minutes. At the end of this time they make a fortitude save against a DC of 19; starting with 12 as a base, from last run, +7 more for the second run. The character would also take 1 point of damage for every 5 miles of the second run. Failing the fortitude save at this point means taking full damage and they may only move at half their normal rates and may not run or sprint until they can get a full night of rest.

Sprinting:

This listing in the creature entry is important in several ways. Its main task is to determine encounter distances and to determine whether players or creatures gain a surprise attack advantage. Assuming either the players or the enemy have spotted the other while remaining unobserved; compare the sprinting speeds of creatures and players. If the attacker is faster, then it has a greater chance of catching the target by surprise because the target can't outrun the attacker. If the target is faster, then it gets the chance to run away. Another use for sprinting speed is to help the Storyteller set the scene, determine sequencing, and set the pace of the action in their stories.

Most creatures can only sprint for 1 round, but their entries will note otherwise if there is a difference. When sprinting the creature is putting every last ounce of its strength and determination into one massive burst of motion. Top running speed is multiplied by a size appropriate modifier to determine the sprinting speed. Consult tables 1-10 & 1-11 to find the correct multiplier for each type of creature. During the sprint, creatures may not make a turns or take actions other than jump checks to avoid obstacles. The difficulty for such checks is increased by a +1 penalty. At the end of a sprint all creatures must succeed at a fortitude save versus a DC of 10, +1 for each sprint they have attempted in the last 24 hours. Success means they may take a single attack action and continue to act normally. The sprinter could also continue on at their normal running pace or fly speed. Failure means they are exhausted and may not act; they have half movement rates and a -2 penalty on any attacks, initiative, and armor class for 1d3 turns, +1 turn per size category of the runner.

Terrain and movement:

There is no real need to go into detailed descriptions of what each terrain type looks like; so the entries that follow will detail some of the most likely hazards one can expect and what affect the terrain has on movement. All of this information applies to humanoids and adventurers, but many wild creatures have adaptations that lessen, or even negate terrain modifiers to their travel. Aquatic terrains are not covered here, but are detailed in the swimming section. Finally, the

location of the scene may include several different types of overlapping terrain; in these cases, the movement penalties are cumulative.

Arid Scrub Lands:

This general description covers any dry, non-arctic environment that isn't filled with rolling, sandy dunes. The terrain here is generally composed of hard-pan and gypsum, sandstone and scree; the chief hazard is the change from one to another happens with disturbing frequency. Dry lake or riverbed for a few dozen yards then switch to boulder and gravel covered salt flats, or dunes. Storytellers should vary the terrain types in these environments as often as they think necessary. The movement penalties for this terrain are set by other terrain entries, but tripping, falling, and collision damage in these environments are doubled due to the thorny and generally sharp character of the environment. After the terrain and the wild life, the baking sun and lack of water can start to cause damage after as little as 2 hours; +1 on all fortitude DC values for travel in this environment. The Storyteller should roll on table 1-12 as often as they wish.

Table 1-12; attendant terrain for scrub lands

Roll 1d30	Attendant terrain	<i>{Author's note: It is considered poor form to surprise your players with a mountain. If the roll indicates this type of terrain, then continue on with the present type for a bit longer, while informing the players that they are approaching a butte or set of hills, etc. keeping in mind that a humanoid can see about 3 miles with clear skies and flat ground.}</i>
1-15	Sand/gravel	
16-18	Open and flat	
19-21	Dry lake bed	
22-25	Hill	
26-29	Mountain / Butte	
30	Road	

Dry Lake Bed:

This terrain on its own only imposes a 10% penalty to overland travel due to the flat, but generally poor traveling conditions and the need to keep an eye out for hazards. The cracked and broken, salt encrusted ground could be just a thin shell hiding a steaming hot mud or brine pit of impressive depth. Then there are the flash floods from water dropped by storms hundreds of miles away just to keep things interesting. Last but not least, there are the creatures that decide to hibernate in the mud for the next rainy season...

Forest:

This terrain comes in 2 types; light or heavy, and it isn't a good idea to run in either of them unless you have no other option. In light woods, creatures may move at up to twice their base land speed without taking any risks; any faster, and they will need to dodge trees. In heavy woods, humanoids and creatures not native to forests are limited to their base land speed. Traveling any faster requires successful reflex saves to avoid collisions or tripping. The Storyteller will determine the Difficulty for each situation; but they may also wish to allow elves to ignore or lessen these penalties.

Hills:

This is any terrain that has too much rise and fall of the land to be prairie, and not enough rise and fall of the land to be mountains. Here the chief danger is in not knowing what is hidden in the next tiny little valley... is it a creek, with flower filled meadowlands; or is it a bog filled with hungry critters. There are few caves, but water-cut chasms and slippery slopes are common enough. In the rare instance of a cave, they usually have an open pit entrance that allows access to the network of caves in the limestone beneath the hills. When traveling through this terrain total over land travel, running, and sprinting speeds are reduced by 25%.

Ice flow:

Aside from the treacherously slippery nature of ice, and ice flow is much like a dry lake bed: you never know what lies below the surface, or if it will hold any real weight. This terrain is more than just thick ice sheets floating on the ocean; it also refers to lake and river ice, glaciers, or frozen bogs and swamps. Walking, running, and travel are reduced to 50% of normal, and there is no sprinting for most humanoids. Specialized equipment can reduce the penalties for movement and overland travel to 25%. In arctic or glacier conditions where the ice is folded and crunched up, there is always the risk of falling into a deep crevasse hidden by snow.

Jungle:

A jungle is not a forest... it is a living mass of animals, insects, and vegetation all competing for the opportunity to eat you. If none of that kills you then falling into quicksand or a water-filled cenote with its attendant cave network; or the heat and humidity most certainly will. All creatures sized medium or larger are limited to half their land movement rate as long as they have something to cut a trail with, no other terrain modifiers, and there is nothing trying to eat them. Jungle creatures rely on hearing and smell because visibility is limited to 10 to 30ft in most places.

Meadow Lands:

Much like prairies, except they are covered in herbs, flowers, and shrubbery. Movement rates are reduced by 25% due to the soft soil that clings to your boots and the occasional need to cut a trail. This terrain is also prime hunting grounds due to the bounty of the meadow verge: +20% chance on encounters.

Marsh / Swamp/ Bog:

Any creature that cannot fly, climb, or swim doesn't live very long in this environment. When there is solid ground to move on, it is rarely large enough to move at more than a walking pace. Most of what you could grab onto for support is slippery, covered in thorns, or poisonous. Quicksand is common and there are creatures lurking just under the water large enough to swallow a medium sized creature whole. Most terrestrial creatures are limited to half their base move rate for this type of terrain due to the slick, muddy ground

and the need to search for a clear footing. Travelers must often backtrack around difficulties to find a way forward and there is no running or sprinting allowed.

Table 1-13; Over the next hill...

Whenever the travelers crest a hill, roll 1d20

1	Medium sized creek with trees and riparian verges meandering down the center of the valley. It continues flowing to the sea and is likely to attract boats with cargo 15%; or wildlife 30% chance.
2	<i>Bog</i> – the water from the surrounding area drains into this valley and stagnates before either evaporating or draining into the soil. There is a 20% greater chance of encounters with creatures in this environment in addition to movement penalties for bog terrain.
3	<i>Road</i> – well maintained and obviously used regularly. There is a 25% chance of encountering an official patrol of 4 horse mounted soldiers with their sergeant.
4	<i>Road</i> – well maintained because there is a tax collector's booth for the local empire, kingdom, etc. There are 8 soldiers 2 sergeants and a lieutenant to protect the tax collector.
5-16	Nothing special, more hills on the other side of the valley.
17	Entrance to cave network – there is a 45% chance that it is occupied by 2d6 hit dice of creatures. There is only a 15% chance that the cave network is more than a few hundred feet of water cut tunnels and chambers. If there are more extensive caves, then there will most likely be inhabitants and who knows where the cave network will lead them.
18	<i>Road</i> – broken down and little used, this road provides no benefits for traveling. There is only a 5% chance that this road actually leads anywhere interesting.
19	<i>Meadow land</i> – the small valley seems idyllic and peaceful, but it is actually a faerie playground. There are at least 2d3 sprites of various ages, and genders involved in a ritual and they don't like being bothered... There is an additional 5% chance per sprite for there to be other types of faerie creatures participating in the dance.
20	<i>Meadow land</i> – the small valley is idyllic and peaceful. No encounters here and it might even be a good place to camp.

Mountains:

Shear drop offs and the need for climbing gear are sure signs that you're in the mountains. Weather, altitude sickness, rock slides, avalanches, and gorges choked with frigid shadows; all vie for the chance to end a character's life. There are usually lots of caves and most of them are occupied by something hungry or lead to a death warren of catacombs.

Some things to remember: on an earth type planet; the effective terminus for any usable atmosphere is at about 36,000ft and a healthy, medium sized creature needs supplemental oxygen starting at about 14,000ft. At polar latitudes these distances can be as low as 22,000ft and 8,000ft respectively. When traveling through this terrain all speeds are reduced by 50%. Anything not born or acclimated to high altitudes suffers a cumulative -1 penalty per 4000ft of altitude on all actions, armor class, and saves. The acclimation process takes a minimum of 4 days/ 4000ft; but 1 week/ 4000ft is best. The frigid atmosphere at these altitudes lets in a lot of solar radiation so there is a chance of getting a severe sunburn to go along with any hypothermia. The dehydration issues at high altitude are as bad as in the deep desert.

Open and flat:

To qualify as open and flat, there must be a space of at least 2500 square feet (50ft x 50ft), with at least a 10ft ceiling and relatively level floor. The floor, or path to be followed, must be clear of obstacles and debris. There are no modifications to walking, running, or sprinting speeds beyond encumbrance.

Prairie:

Traveling on a prairie is deceptively peaceful and easy. For starters there is always a gentle roll to the land, but not enough that it causes any issues; the rise and fall averages out over long distances. The presence of grass that is usually waist high on a medium sized creature poses the most significant threat. These grain producing grasses can be several yards tall in places and serves to hide both changes in the terrain and predators with equal ease. Perhaps the most dangerous type of obstacle on the prairie is the dry creek or river bed, cut deep into the soft soil and clay; hidden by all that tall grass until it is too late to alter course.

The lack of regular trees means there is no cover from air-born attackers, or the high winds that frequently gust through the grass. Let's not forget the occasional stampede of frenzied animals that heralds most brush fires. All of this combines into a 15% movement penalty to non-walking movement speeds, and travelers have a -1 penalty on reflex saves to avoid tripping.

River:

Found in most non-frozen climates and sometimes even in the frozen tundra or under a glacier where a natural hot spring could cause a flow of water. As long as it's moving, it will stay liquid. Water flowing at the surface is the life- blood of

any ecosystem whether it is a tiny spring and creek, or a mighty highway for trade and piracy. From the tiniest bug to the mightiest predator; all must seek out clean water to live. The riparian area to either side of the river is a hot-zone for hunting; there is a +40% chance for encounters here every 30 minutes. There is always danger from critters lurking under the water or in the over-hanging trees. Predators are always stalking nearby waiting for a chance to kill the unwary. If that isn't enough hassle, there are the natural hazards to watch out for: rapids, waterfalls; the occasional cave that leads to certain doom as the river is sucked down into the depths of the earth. Traveling penalties in this terrain are subject to the Storytellers interpretation based on what the players are attempting as well as the overall assessment of the location.

Road:

The blessings of roads are many-fold, but they are not without their own perils. Traveling by road means that the movement penalties imposed by the terrain are reduced. The Storyteller will determine what is appropriate. If it is well constructed, a road could offer as much as or more than a 25% reduction in the terrain's movement penalty. If a penalty is reduced to; or taken below zero, then there are no penalties to movement. Only magic roads can boost a traveler's speed.

Because roads are expensive to build and maintain and make traveling so easy: they attract all kinds of trouble. Anything from bandits and general riff-raff, to toll booths full of greedy tax men and their greedy lords demanding service or tribute are a common occurrence. Desperate thieves have even been known to lay traps on roads from time to time, in spite of all that protection money you paid to the local lordling and his entourage. As far as the wild-life is concerned... roads are like rivers, and all that prey attracts a fair few predators.

Rough Ground/ Sand / Gravel:

The chief threat these types of terrain hold for a travel is the lack of secure footing. There is always the possibility that the dunes of sand or gravel can hide a burrowing horror, deep pit, or just collapse on you with no real warning. When traveling through this terrain, total overland travel, running, and sprinting speeds are reduced by 30%.

Snow:

Like forests, there are basically two conditions to consider; light snow and deep drifts. Light snow is less than knee deep on the creature and adds +2 to all DC's for traveling, running, and sprinting. Deep drifts of snow are at least waist deep on the creature and reduce them to half of their walking speed; with fortitude saves every hour versus a DC of 8, +1 per previous check to avoid exhaustion. If the snow is any deeper than this a sleigh or snowshoes are required. Special equipment like snow shoes, skis or sleighs will allow creatures to move or slide along the surface of the snow without the drop in speed, but there will always be a +2 increase to the DC's for any travel related ability checks.

Tundra:

This arctic or sub-arctic wasteland endures cold and the lack of sunlight for large portions of the year. This means there is little beyond moss, lichen and the occasional stunted tree or thorny shrub growing here. There is even less cover from the weather and predators than on a prairie; and there is still the danger of water cut gullies, though they are shallower and easier to spot. During the winter, when the ground is frozen there is only a 10% penalty to overland movement; though there is much more danger from weather as well as greater occurrence of general debris and obstacles. During the spring and summer months this terrain turns into a series of meadowlands, bogs, shallow lakes. And the gullies are full of ice cold streams swollen from the melting snow.

Speed (Swim):

Most creatures have the ability to swim if the need arises. At such times they can make a swim check versus DC= 6 + the physical check penalty for any armor and +1 for every 25lbs of carried equipment. If successful they can move at half their base land speed, but they have no agility bonus to armor class and they cannot run or sprint while swimming. The DC is lowered by 4 if the creature simply treads water.

- A typical creature can hold its breath for a number of minutes equal to its stamina score divided by four. This means a creature with a stamina score of 18 may hold its breath for up to 4.5 minutes; or 27 rounds.
- Any creature's not adapted to an aquatic environment suffers 1 point of damage per round, per 100ft of depth. There is no save versus this damage and even aquatic creatures are susceptible if not adapted to deep water environments.

For creatures with a swim speed as their primary or secondary move ability, there is no more effort expended while swimming than walking expends for a terrestrial creature. Their swim speeds are calculated as if they were bipeds of the same size and strength. They only make swim checks to deal with environmental hazards or for other dangerous activities. Aquatic creatures retain their Agility bonus to Armor Class in most situations.

A creature that is born with, or later acquires a swim speed may run and sprint while swimming. There is only one thing to consider with swimming that is beyond what is done for terrestrial creatures: moving in three dimensions. When diving deeper into the water a swimming creature's speed is cut in half. This is due to increasing pressure and the pull of buoyancy making things more difficult to propel themselves deeper into the water.

Run action and swimming:

There is no difference with a swimming creature's run action and that of a terrestrial creature, they have the same mechanics. Most swimming creatures are treated as bipeds for the speed of their swimming, but they are treated as quadrupeds for calculating the duration of the run.

Sprint action and swimming:

Just as with running, sprinting follows the same calculations as for sprinting on land except the swimming creature may 'sprint' in any direction. They are limited to half their sprinting speed if they are diving at an angle greater than 60°.

Speed (Fly):

For creatures with a fly speed as their primary or secondary move ability there is no more effort expended than walking expends for a terrestrial creature. A creature that is born with, or later acquires a fly speed is always considered to be running just to stay in the air and they may not use a sprint action while flying. Flying critters only make flight checks to deal with environmental hazards or other dangerous activities. None of the listed speeds account for head, tail, or cross winds. Flying speeds are too difficult to codify and two methods may be used to calculate them. One way is to find a pre-made flying creature within these pages that is closest to your newly designed critter and use their speed listings for your new design. The other way is to calculate the new fly speed as if the flying creature were a running quadruped of a similar size and strength, see page 7 on table 1-11.

Flying creatures are not held to these limits and may fly at their listed speed for up to 4 hours a day, +1 hour per size category starting with smallest. If carrying any burdens this time is reduced by half. They may press on in increments of 1 hour as long as they succeed at a fortitude save after each hour versus a DC of 8, +1 for each extra hour of flight they have added. If they fail then they must land for a full night of rest.

Very few flying critters spend much time at high altitudes so having a fly speed does not automatically grant immunity from penalties and the cold at high altitudes. Furthermore, supernatural or other creatures with any air elemental heritage or who have a fly speed are totally immune to the rigors of high altitudes, but they cannot travel in a vacuum un assisted.

Acceleration:

This entry functions the same as a terrestrial creature's land speed. A flying creature may add this value to their speed each round until they attain maximum velocity. Their acceleration rate is halved when they are gaining altitude and will also move forward at half its normal acceleration. The acceleration rate is doubled for a dive. So, if the bird's acceleration entry reads 150ft, then if they are taking off from the ground place the model 75ft from the starting point, and at an altitude of 75ft. If they have enough room this creature could dive and accelerate at 300ft per round until they hit their maximum speed.

Deceleration:

This is the normal rate at which the creature can slow itself in one round and is set at twice the creature's acceleration. In emergencies, this rate may be doubled, but a fortitude save is required versus a DC equal to 12, +1 per 100ft of the creature's current speed. Failure indicates damage or some other catastrophe; the Storyteller will determine what is reasonable for each situation.

Glide and Hovering:

This entry represents how far the creature *falls* for every 50ft of un-powered forward motion. Additionally, for every round of the creature's un-powered forward motion, they decelerate as normally listed for its entry. If the creature cannot glide, then the entry will reflect this, but if the entry lists '0ft', the creature is able to hover for a number of rounds equal to its stamina score and loses all forward speed. The creature is subjected to a fortitude save if they decelerate from too great a speed. Any creature that can hover may choose the rate at which it descends while hovering within its limits and subject to gravity.

Example: a magpie traveling at maximum speed (250ft) starts gliding for 1 round. At the end of the round it has shed 75ft of altitude and lost 100ft of forward motion. At the start of the next round it is moving at 150ft.

Initiative:

Functions the same for creature's as it does for characters, though some creatures are faster than their ability scores would normally allow. Snakes are a good example of this principle; generally they are at least +1 greater than their agility bonus. Additionally, there are no penalties to Initiative for size because smaller doesn't correlate to faster reactions any more than larger sizes correlate to slower reactions.

Armor Class (AC):

The base armor class for any creature is 10, modified for agility, size, and any protection from its hide. The smaller something is the harder it is to hit. The larger something is, the easier it is to strike. Humanoid creatures may use armor and shields to affect their armor class if their intelligence scores allow. All flying creatures gain a +2 bonus to armor class that is factored into the AC listed in their entry.

Table 1-14: Base AC by size.

Smallest	16
Tiny	13
Small	11
Medium	10
Large	9
Huge	8
Gargantuan	7
Colossal	6

Hit Dice (HD):

Functionally identical to the procedure's followed by Player Characters. There is no standardization of how the critter's number of hit dice are generated... it's an art. Generally speaking, none of the creatures in this book have more than 15 hit dice. This is because the number of hit dice of a critter determines its base attack and save values as well as the DC's for powers. This work tries to keep the DC's for powers to less than 25 most of the time; though supernatural creatures may violate this guideline. The creature entries do not list average hit points. The recommended procedure is to randomly roll a creature's hit points at the first instance of damage, or when prepping the encounter. This is to represent the inequity of resources in the wild and some creatures may be weaker than their compatriots. There will be some creatures with only a few hit points, while others (probably the dominant ones) have higher totals. Most of the humanoid creature's hit dice progress linearly as any character would, but usually linked with a change in the creatures size class. However, many creature's use the progression of: xDx, x+1Dx+1, etc. So a tiny creature with 1d4 hit dice would

have 2d5 hit dice at size small, 3d6 hit dice at size medium, and 4d7 hit dice at size large; with the progression continuing as the sizes increase.

Additionally, if the creature has a luck bonus, that is otherwise un-tasked; then it is added to each of their hit dice on top of any bonus for stamina. This reflects the fact that they are particularly 'lucky' hunters or gatherers. If the players chew through the critters you put down too quickly, you can always say that there were some more waiting for them around the corner. {NOTE: My personal favorite: *claim the party accidentally set off a summoning trap that the thief somehow missed.*}

Attack Die:

A creature usually rolls Action die + base attack + Strength bonus. Some creatures, usually the smaller ones, will use their Agility bonus rather than Strength. Creature's start with a base attack value of +0 and gain +1 to their base attacks for every 3 Hit Dice. Some creatures, usually those with special powers or abilities, will make use of a warrior attack die to determine extra damage or the success of a special attack.

Any non-humanoid creature with an action die of 1d20 or greater, or is size large or better can choose to make up to 2 attacks at one die step less on the dice chain unless their entry states otherwise. Humanoid creatures with at least 5 hit dice will get multiple attacks as well. Some creatures, notably the undead, will have different action dice compared to their attack dice. They are dead and mostly mindless, so they get half their normal action dice for non-combat actions unless their entry says otherwise.

Damage:

This lists the types of damages the creature is capable of; claw, punch, bite, tail swipe, etc. and how much each damage causes. Melee damage for creatures is functionally identical to that of Player Characters. However as an optional rule; when a creature rolls its damage and the total is 0 or less, then it fails to damage the target. Instead the creature has gotten a mouth full of cloak, hair, shield, or something else that is suitably cinemagraphic. An attack that yields zero damage is still capable of delivering a spell, or touch attack if the target fails a luck roll versus a DC of 11.

Critical Dice & Tables:

Unless the creature's entry directs otherwise: the critters, creatures, and denizens of this book conform to the information found on page 385 of the DCC Core Rules. If a creature has at least 1d20 for its action/ attack die then it will have access to critical hit tables. Secondary attacks that use less than a d20 are not able to provoke critical hits, but cause maximum damage to the target if they still succeed at hitting the target.

Saving Rolls for Creatures

The base value for all of a creature's saving rolls is +1; with an additional +1 per 3 Hit Dice, then add the appropriate ability bonus as normal.

Attack Profile:

This entry notes the tactics (if any) that the creature prefers to employ. This is also where you will find information on stealth and other skill bonuses. This entry also contains the information on how many of this type of creature are likely to be encountered and where that encounter will probably happen. In most cases this creature will be encountered within its natural habitat, and this information is offered for Storytellers with a love of games that explore the wilderness. As any veteran of role-play games knows... critters can and do pop up practically anywhere; especially if there are wizards involved.

Special Attacks:

This listing will note any non-standard attack forms like constriction, drowning, breath weapons, etc. Here are a few attack forms that are so ubiquitous that they may be covered as standard entries.

Acid Damage:

Any acid damage is permanent and cannot be healed except by the *Restore Vitality* spell; DCC Core Rules page 278. The acid damage points are subtracted by the victim and they do not heal with rest, there is nothing for the victim's body to do but scab over, there is nothing left to heal. Not all acids affect the same materials, and the acid will list the substances that it will dissolve and how long it is potent in the creature's entry.

Aerial Predator:

Any flying creature that hunts by swooping down on unsuspecting targets applies this rule. They may dive from a distance equal to twice their fly speed. All damages from this attack are multiplied by two. After the attack, the critter must succeed at a reflex save versus DC= 5, +1 per 100ft of the dive or their speed is reduced to 0 and they must land. Success indicates that they may fly off with their kill at an altitude of 10ft and half their normal fly speed.

Damage Resistance (DR):

Any creature with this ability subtracts the indicated amount from all incoming damage. The creature's entry will list the type of weapon or energy that will bypass this resistance. *Note:* star-metal will lower the enchantment needed to overcome DR by 2; and mithril will lower the enchantment needed to overcome DR by 1. So, a creature that needs a +5 weapon to overcome its DR may instead be wounded by a +3 star-metal weapon, or +4 mithril weapon.

Dust Cloud:

When flying creatures size large or greater take to the air, everything in a 5ft radius per hit die of the flying critter is obscured by dust. Targets make a reflex save to avoid getting dust and such in their eyes. The DC is 5, +1 per hit die of the critter taking off. Success indicates the flying creature may be attacked, but the flying creature has a +2 bonus to its armor class versus the attack. Failure means the flying creature is so obscured by the debris that it cannot be targeted for 1 round per size category of the flying creature. A critical failure indicates that the attacker is blinded until they can wash out their eyes with at least a quart of water.

Fire Damage:

Half of any fire damage is permanent and cannot be healed except by the *Restore Vitality* spell; DCC Core Rules p. 278. fire damage points are subtracted by the victim and half of those lost points do not heal with rest, there is very little for the victim's body to heal.

Item and armor degradation:

Each time an item fails a save versus this attack it loses some of its functionality. Weapons suffer a cumulative -1 penalty per failure to subsequent attacks and fortitude saves. A weapon's damage die is also reduced by 1 step on the dice chain; if it is reduced below 1d3 damage dice it is destroyed. Armor and shields that are degraded suffer the cumulative modifier to saves and lose one point of armor class, when they reach 0 AC the armor or shield is destroyed.

Spell Resistance (SR):

Any creature with this ability subtracts the indicated amount from the casting check of any wizard or cleric that is casting a spell directly on the spell resistant creature. The creature's entry will list the types of spells or other actions or abilities that will bypass the resistance. If the spell resistance reduces the casting check below the minimum threshold necessary to successfully cast the spell then the spell fails and may be lost for the day. If the spell's casting check is reduced to 1 or less the caster must check versus mishap, corruption, or deity disapproval if they fail a luck check against a DC of 14, + 1 per level of the failed spell.

Trample:

A creature with 4 or more legs may attempt to run down a target smaller than itself. The damage will be listed in the creature's entry, but is generally equal to 3 times the creature's regular kicking damage and including its strength bonus. The creature or its rider must succeed at an attack roll versus targets AC in order to succeed. The attacking creature then makes a reflex save versus a DC of 8, +1 per each of the target's size categories to avoid tripping. The DC is increased by 2 if the target is in heavy armor, but the DC is lowered by 3 if the target is already prone.

Special Powers:

This section is a "catch-all" that records any abilities that aren't covered under the other headings; type of vision, special skills, and things of that nature.

Critters with Class levels

Animals like dogs, horses, and elephants have been trained to work and fight alongside humans for centuries. This is mostly the purview of fighters as well as wizards and their familiars; but any critter that has an intelligence score of 3+ may be trained as a warrior or a thief by any character with the funds and/or the training skills. The master of such a creature must expend a number of experience points equal to those needed for the creature to gain its next class level. The master of the creature must also burn one point of an ability score per level of the creature they are training. These ability points must come from one ability score of the master's choice at each new level.

These sacrificed points heal back in the normal fashion unless the Storyteller determines otherwise, but the decision should remain consistent for all players.

Non-humanoid creatures retains their own hit dice, save bonuses, critical dice, and tables; but gain new attack dice and those class abilities that the critter's form will allow. The Storyteller will determine the availability of classes and any abilities they may grant. Most creatures are limited to no more than half of their intelligence score in class levels, rounding down. Intelligent humanoids retain any racial abilities that are not otherwise redefined by their new class and their ability scores are capped at 18. These scores are rolled as any other character and they receive full use of their luck ability as defined by their new class and have no level cap.

Elemental Affinities:

Some of the creatures in this manual are blended with or are derived from the raw elemental forces. In this work I have deviated from the standard element-damage types and their relationships. Furthermore, I propose the addition of a 5th element known as *Spirit*. This new element is composed of both positive and negative energy. *Spirit* is the animating force of life, and all living things embody balanced portions of positive and negative energy. The new correlations between the elements and their form of energy damage are as follows:

Table 1-15: Elemental types and Damage

Elemental energy damage types	
Air	Sonic
Fire	Fire
Water	Acid
Earth	Electricity
Spirit (+)	Heat/ Force/ Healing
Spirit (-)	Cold/ Paralysis/ Draining

The following table shows which elements adversely affect each other when combined. It also show which of the elements enhance each other.

Table 1-16: Contrary Elements

Elemental energy damage types	
Air	Starves Fire & enhances Water
Fire	Boils Water & enhances Earth
Water	Erodes Earth & enhances Air
Earth	Traps Air & enhances Fire
Spirit (+)	Cancels out Spirit (-) & enhances all other elements
Spirit (-)	Cancels out Spirit (+) & has a degenerative effect on all other elements.

New: Mighty Deeds of Action

Not every mighty action involves the use of a weapon nor is the chaotic hell of combat the only venue for mighty deeds. Sometimes survival depends upon an act of raw muscle power. Whether it's pushing a boulder out of the way or lifting an iron portcullis to escape a trap: it is the warrior's thews that will determine life or death.

Warriors, dwarves, and creatures with warrior abilities may now use that die when making strength or other physical checks for running, jumping, climbing, swimming, or the lifting and pushing heavy items with this optional rule.

Before rolling the physical check the player must declare how they wish to use the Deed Die. After the attempt, whether successful or not, the warrior must succeed at a fortitude save afterward to see if they are fatigued. A character or critter with access to M.D.o.A dice may attempt to use the die in this new fashion once per day, per hit die or level of the creature or character. The DC for the fortitude save is 10, +1 per previous attempt to use a Mighty Deed of Action within the last 24 hours. A fatigued character has a -2 penalty on all actions, AC, attacks and damage until they can rest for 2d3 hours during which time they may not use their M.D.o.A. Die for anything.

"With a terrible cry [Conan] heaved upward, hurling the stone aside."

-"Queen of the Black Coast" by R.E. Howard

Mighty Deed (Strength):

After the Player has declared that they intend to use their Deed Die in this fashion, they may roll their Deed Die and add it to the results of their next skill or ability check that involves raw strength. The boost to strength remains available for up to one round per hit die of the warrior, dwarf, or creature with access to M.D.o.A dice. If the player beats the DC for the strength check the warrior or creature also adds the results of their deed die roll to their strength score before they calculate their maximum lifting, jumping, or pushing ability. If the or creature critically fails the fortitude save to resist fatigue they roll their M.D.o.A. Die again and take that much damage.

Example:

A 4th level warrior with a strength score of 16 needing to lift something heavy would add the result of their Deed Die (1d6) to their strength scored and then multiply as normal for that character to find out how much they can now lift or push, etc. on their next strength check. After such an attempt, successful or not; the warrior or creature must succeed at a Fortitude save versus a DC of 10, +1per previous attempt to perform a mighty deed of action within the last 24 hours. Normally the warrior could lift 160lbs (16x10). The DC for the task is 21, and the player gets a 17 and a 5 on their dice. The character succeeds and can lift up to 210lbs for that one action. (16+5=21; 21 x 10= 210lbs)



“Out across the white blinding plain the chase led. The trampled red field fell out of sight behind him, but still Conan kept on with the silent tenacity of his race.”

–“Conan and the Frost Giant’s Daughter”, by R.E Howard

Mighty Deed (Endurance):

Following the same steps as for strength, the Warrior, Dwarf, or creature may add the results of the special attack die to their stamina check and score before making the calculations for the duration of a run. The creature may only run once in a 24hr period if they use this ability, and they are subject to 1 point of damage for every 5 miles of distance covered.

Example:

A medium sized humanoid creature or a character with a stamina score of 18 and is 10th level and has (1d10+4) as an M.D.o.A Die. This warrior needs to cover some serious ground before they can reach their goal, so the player decides to perform a mighty act of endurance. The runner adds the result of their Deed Die to their stamina score and then run through the calculations for run time as normal.

With a stamina score of 18 and a maximum result, this warrior can run for a maximum of 240 minutes or 4 hours. (18+14=32, x 7.5= 240/60=4hrs) At the end of this run the DC to avoid exhaustion is greater than that of a normal run: (240/20=12, 12+10=22, see running; CCD pg. 8). The warrior may roll his warrior’s Deed Die and action die when rolling their fortitude save. Even with success, the warrior loses access to their special attack die until after the run. They will have covered up to 49 miles depending on terrain if the warrior’s strength score of 18; and the warrior takes 9 points of damage in the process if he covers the entire 49 miles. If the warrior fails the stamina check then they stop short of their goal, is fatigued, and must rest for 8 hours.



Find Familiar Spell

To determine the animal that arrives: let the player choose 7 creatures that fit the parameters given by the spell result. The Story teller does the same and secretly assigns a number of 1-14 for all of the critters. The player rolls 1d14 to determine which creature will arrive.

Find Familiar, enhanced	
Level : 1	Range: Self Duration Lifetime, or unless familiar is killed or dismissed.
Casting time	1 week of ritual; and caster may even supply the creature to become their familiar if they are constructing a homunculus or other such creature as well as empower it with the spells and abilities cast by the other wizards in the ritual. The familiar bonds with the <i>Master</i> of the ritual as normal.
Save	None
Manifestation	Regardless of the manifestation roll, the wizard shall know they have succeeded because the spell will fade from their memory and their spellbook. Roll 1d4: (1) at the culmination of the spell the shrill cry of an unidentifiable creature fills the air. (2) at the culmination of the spell there is a powerful swirling wind that scatters the elements of the spell ritual. (3) at the culmination of the spell the earth swallows up the spell components as the circles and sigils traced into the ground erase themselves. (4) at the culmination of the spell the circles and sigils flare into sparkling fire of random colors, consuming the spells ingredients.
General	This lengthy ritual prepares the caster to bond with a familiar. The familiar makes itself known during the ceremony 50% of the time; otherwise, the caster makes its acquaintance sometime in the weeks following the ritual. The spell check is made upon completion of the ritual, and a minimum spellburn of 10 points is required to cast this spell. The caster gains hit points equal to the familiar’s and other powers as well, depending on the creature summoned. Once the caster has summoned a familiar (whether having met it or not), he cannot summon another unless the current one is dismissed or dies and a full moon passes. If a familiar dies, the caster immediately keels over in intense pain, loses twice the familiar’s hit points permanently, and suffers a -5 spell check penalty until the next full moon. A successful check always grants the following benefits; but the Storyteller will provide more information (See DCC Core Rules p. 316). > The familiar gains 2d3 to its intelligence and personality scores. > A wizard of 3rd level may grant themselves limited use of one of their familiars lesser powers or abilities 1x per day/ 5 caster levels. The duration of this power is 1 turn per caster level. Lesser powers: any 1 of the creature’s senses or skills, thick fur or hide armor up to a +4 boost to AC (including amphibious adaptation), claws or horns, travel modes: swim & climb, etc.

	> A wizard of 6th level may grant themselves limited use of one of their familiars greater powers 1x per day/ 5 caster levels with a duration of 1 turn per caster level. Greater powers: travel modes: burrowing & flight, Gills, AC bonus 5+, borrowing an ability Score, sonar, venoms, chameleon ability, regeneration, breath weapon, etc. > A wizard of 9th level may grant themselves limited ability to polymorph into the same type of creature as their familiar once per day, per 5 caster levels of the wizard and lasts for 1 turn per caster level. During the transformation the wizard retains their INT, PERS, & Luck scores; but gains all of the creatures other abilities and powers. At the end of the transformation, the wizard must succeed at a fortitude save with a DC of 10, +1 to the DC per turn of the transformation; failure means the wizard is stuck in the transformed state for an additional 10 minutes then repeats the save roll. This process continues until the save is successful. If the DC reaches 20, then the transformation has become permanent & the wizard has permanently forgotten who they are, loses all Class features as all ability scores revert to the normal creature/monster maximums for INT, PER, and LUCK. This is a curse and is removed via the <i>Remove Curse</i> spell with a casting check result of 20 or more. > Finally, the wizard may choose to burn the ability scores of their familiar instead of their own when casting a spell. These spellburned ability points heal as normal and grant the wizard all the same benefits as if they had spent their own points. Furthermore, a wizard can also burn off the luck points of their familiar in place of the wizard's own luck, applying the same benefits as normal. However, burning off the luck of one's familiar is considered 'abuse' and the familiar will react according to the situation and the wizard's prior treatment.
Corruption	The energies summoned for the spell pulse through the wizards body causing some kind of mutation and will consult <i>Table 2-1, p.21</i> to determine mutations. Roll 1d10 + luck bonus: (1) the wizard rolls 1d4 times for mutations. (2-3) the wizard rolls 1d3 times for mutations. (4-9) the wizard rolls once for mutations. (10) the wizard's intelligence score resets to 1 for the next 24 hours and they are considered beasts that will conduct themselves according to the type of critter they were hoping to summon.
Misfire	The wizard grows random animal features that cause a -2 on all activities from the distraction they cause. Roll 1d5: (1) course fur that itches, (2) over sensitive dogs nose, (3) Rabbit ears that magnify every sound, (4) Palsy and tremors that make fine movements difficult, (5) owl-like eyes that amplify light painfully
1	Spell fails, and worse! Roll 1d6 modified by Luck: (0 or less) Major corruption + Misfire + Patron taint, (1) Major corruption, (2) Patron taint (or Minor corruption if no patron), (3+) Misfire.
2-10	<i>Spell lost</i> for 1 week and a day
11	<i>Spell succeeds</i> as if the wizard had rolled a 12, but the animal that arrives has 1d3 mutations and may be unstable. The wizard must roll a willpower save versus a DC of 14, +1 per hit die of the creature to find the willpower to dismiss this creature from service. This save is made once; when the critter arrives.
12-20	<i>Spell succeeds</i> and functions as written in the general information heading. The wizard may summon one, non-magical, non-draconic, non-elemental, natural animal no larger than 2 hit dice and/ or medium sized to serve as a familiar.
21-26	As a roll of 12-20, but the familiar gains 2d4 to its intelligence and personality scores and the familiar may be up to 4 hit dice and/ or be of size large.
27-29	As a roll of 12-20, but the familiar gains 3d4 to its intelligence and personality scores and may be up to 8 hit dice and/ or of size huge. A wizard of 3 rd level may grant themselves one of their familiars lesser powers 1x per day/ 3 caster levels. The duration of this power is now 1 hour per caster level.
30-31	The wizard may summon any kind of creature to become a familiar, the Story teller will have the final say on what creatures may or may not be allowed. Additionally, the familiar gains 3d5 to its intelligence and personality scores. A wizard of 3 rd level may grant themselves use of one of their familiars lesser powers 1x per day/ 2 caster levels. This power now has a duration of 2 hours per caster level. A wizard of 6 th level may grant themselves limited use of one of their familiars greater powers 1x per day/ 3 caster levels and the duration of this power is 1 hour per caster level.
32+	As a roll of 30-31 and a wizard of 9 th level may grant themselves limited ability to polymorph into the same type of creature as their familiar. They may use this power 1x per day/ 3 caster levels of the wizard. The power functions as listed but with a time increment of 1 hour per caster level.

Chapter 2

MUTATION



SCOTT ACKERMAN

Mutations

“After an earthquake that shook down the outer walls and highest towers of the city, and caused the river to run black for days with some lethal substance spewed up from the subterranean depths, a frightful chemical change became apparent in the waters the folk had drunk for millenniums uncountable. Many died who drank of it; and those who lived, the drinking wrought change, subtle, gradual, and grisly”

–“Queen of the black coast” R.E. Howard

There are an infinite number of ways for a creature to become mutated; be it from stray cosmic rays, strange emanations from another dimension, the infusion of dangerous alchemical reagents, or a particularly nasty lab accident just to name a few. Mutations have been a time honored tradition of the Fantasy & Science fiction genres for many decades, so no game system is truly complete without a few really weird mutant creatures. To satisfy this requirement this chapter has two sets of mutation tables; *Standard* and *Enhanced*.

The *Standard* table has 29 mutations and one entry that either causes multiple rolls on the standard chart, or allows access to the *Enhanced* mutation table. *Standard* mutations might grant the critter or character a boon, or an interesting ability; but most of the time mutations are a hindrance or nuisance for the character. This table uses 1d30 to determine the result.

The *Enhanced* table lists the 10 enhanced mutations. Most of these will grant the critter or creature powerful and useful abilities, but at a terrible cost. These mutations are fueled by burning off the character or creatures physical abilities. These burned points heal in the normal fashion for spell burn. It is up to the Storyteller whether or not these powerful mutations will be allowed within the game milieu. This table uses 1d10 to determine the results.

Technically speaking, anything that is alive can be mutated and may have 1 mutation per 6hp; but the Storyteller has the final say on how many mutations are allowed for each type of creature. Some creatures like rats, frogs, newts, goblins, and many other highly mutagenic critters may have more than one mutation per 6hp. The ratios of mutations to hit points will be noted in the particular creature’s entry. It is possible for a creature to gain more mutations than its hit points would normally allow. If a creature goes beyond this limit they become unstable. See the heading “*When too much is TOO MUCH*” on the next page for more details.

Mutations are acquired through any means the Storyteller needs for the story. Generally, it is best to divide the critter or character’s total hit points by 6, or the appropriate number listed in their entry. Then use the die that will emulate that number best. If there is no match, then use the next smallest die on the dice chain. So, if a critter has 36hp and may have one mutation per 6hp, then you could use 1d6 to randomly generate the number of mutations it has; $36hp/6 = 6$. If the critter only had 31HP then roll 1d5; because $31/6 = 5.12 = 5$.

If the mutation requires, roll randomly to determine “right/Left” orientation. If a character or one of their critters gains a mutation during the course of play the manifestation time of the mutations isn’t fixed to any criterion other than the needs of the Storyteller. If the story will benefit from dragging out the mutation, then do so. On the other hand, if the story would benefit from a nearly instantaneous transmutation... don’t hesitate to make the change happen so fast that the mutant may suffer damage from wearing a suit of plate-mail, or that nice magic belt they have. The possible repercussions are too numerous to delineate here, but they should be both painful and inconvenient. The same holds true for the *meta-affects* from the imposition of the new mutation. The details on how some of these mutations effect each other or the creature and are left intentionally vague and the Storyteller is encouraged to be inventive...

Here are some options for adding mutations into your game:

- At 3rd, 6th, and 9th level all characters make a Fortitude save against a DC of 8, +1 for each of their levels to see if they were unwittingly exposed to a mutagenic agent of some kind.
- If a wizard gains more than 3 corruptions, then every time they gain a new level roll a fortitude save versus a DC equal to 7+ their total number of corruptions and mutations. If they fail, then roll once on *Table 2-1; on p.21* because their genetic code has been scrambled by their corruptions.
- If a Wizard spends too much time using the *Polymorph spell...* They should make a fortitude save of some kind against the possibility of mutations.
- The results of a particularly nasty spell or curse; in this circumstance the mutation may be removed via the usual manner for spell effects and curses.
- Punishment or vengeance of a God, Goddess, demon, or other patron.
- Specific mutations might be offered by an evil or corrupt God, Goddess, demon, or other patron to a worshiper as a reward for services rendered.
- The cleric of a deity or demon might have the power to mutate others instead of their lay-on-hands ability.
- If the *Revenge from the Grave* optional rule is employed; then anyone who is damaged by the blast may become mutated. Consult the optional rule on the next page.

- A Storyteller writing up an adventure can ‘build’ the specific set of mutations for a creature and can then work backwards to find out how long the mad wizard has had to keep his experiments *quiet*...

Removing Mutations

Generally speaking, if the creature was born with the mutation there isn’t any way to remove it short of divine intervention, or something of similar power. If the mutation is somehow forced upon the creature: the afflicted creature may be delivered from its mutation by a cleric using the *Restore Vitality*, or *Remove Curse* spell with a result of 25+ and 1 week of convalescence.

Mutations and the dead

The one sure way to differentiate between mutations and corruptions is that corruptions apply to anything that is casting as a wizard, while mutations are strictly the purview of the living. However, mutants who die are eligible to become undead. If their mutations gave them any special powers then these powers may continue to be used at half strength as long as the creature doubles its food/ blood/ energy intake. If the undead mutant has no listing for feeding, then the creature must consume 1 hit point from a victim per each of its hit dice per day; per mutation that needs fueling. Only mutations that have magical or supernatural manifestations need fueling, physical mutations like tentacles and extra limbs, heads, etc. cost nothing to maintain. Mutants who join the ranks of the undead no longer suffer from instability or further chances of mutation.

When too much is TOO MUCH!

If a creature exceeds the total number of mutations allowed by that creature’s current hit points, then it becomes “unstable”. Whenever an unstable mutant takes half its hit points in damage it must succeed at a willpower save versus a DC of 10, + its total number of mutations and corruptions: or it goes berserk. This save must be checked every minute until the mutant goes berserk or is healed and has more than half of its hit points. This rage last for a number of rounds equal to 1d4, +1 for each mutation and corruption.

In this berserk state, the creature loses the ability to distinguish ally from foe. They gain a +2 bonus to attack and +1d8 damage on melee attacks. The unstable mutant also suffers a -4 penalty on any skills and saves involving Intelligence or Personality. If the creature has the use of armor; they retain their armor bonus, but cannot use a shield. Furthermore they suffer an additional -2 penalty on armor class from recklessness. If the creature can use weapons then it retains this ability, but loses the ability to formulate strategies or accept aid.

Example:

A human with 14hp can tolerate 2 mutations. If they should gain a third mutation; then anytime they took 7+ points in damage they roll a Willpower save versus a DC= 15. Failure means they go berserk for 1d4+3 round, or until they’re healed to 8hp.

Optional: Revenge from the grave

Upon death, any creature with more than 4 mutations will explode causing 1d6 crushing and piercing damage, +1 point / HD of the dying creature. The blast radius is equal to 5ft/ HD of the dead mutant and any creature within that area receives a reflex save for half damage against a DC of 8, +1 per hit die of the dead mutant. Exposure to this event may or may not constitute grounds for rolling on the mutation table; it’s up to the Storyteller. Targets must succeed at a fortitude save with a DC equal to their failed reflex save. Failure indicates the subject rolls once on *Table 2-1* on the next page. If the subject critically fails the save; they roll 1d3+1 times and may become unstable.



Basic Mutations

Table 2-1: Basic mutations

1. Unholy Union	16. Herbivore / Carnivore Reversal
2. Duplicate Internal Organs	17. Nasal Nightmare
3. Legless	18. Extra Head
4. Death Throes	19. Dead Senses
5. Blindsight	20. Detachable Head
6. Multiple Eyes	21. Strange Aura
7. Armless	22. Amphibious
8. Weird Eyes	23. Transparent
9. Skeletal transformation	24. Headless and still kicking
10. Disproportionate Body	25. Extra Limbs
11. Right Side/ Left Side Reversal	26. Displacement
12. Acute Senses	27. Clairaudience
13. Polydactyl	28. Clairvoyance
14. Ability Increase/ Decrease	29. Telekinesis
15. Size Decrease / Increase	30. Roll twice on Table 2-1; or once on Table 2-2: <i>Enhanced Mutations</i> with the Storyteller's permission.

Table 2-1a: Random colors

Color randomizer; roll 1d8

1 Red	5 Blue
2 Orange	6 Indigo
3 Yellow	7 Violet
4 Green	8 Roll twice, it's a plaid...

1. Unholy Union:

Somehow this creature has been exposed to a mutagenic compound or obscure spell ritual causing the creature's soul to become blended with something else.

Roll 1d3 to randomly to determine this new component:

1= *Elemental blend*: roll 1d6 to determine the element:
1=Air; the creature can fly by force of will at a maximum rate of 15ft per round and is immune to sonic damage; but crushing attacks and metal weapons cause double damage.

2=Fire; the creature is immune to magical and mundane fire (their equipment is not) as well as dehydration, etc, but they take double damage from sonic and cold attacks.

3=Water; the creature can breathe underwater and is given swimming speeds equivalent to their land speeds (including running and sprinting). They are not damaged by water depth and are immune to acid attacks, but take triple damage from fire and dehydration attacks. They are slowed to half movement and actions when subjected to cold damage.

4=Earth; the creature's move rates are reduced by half, but they also count as a burrowing speed. The creature may not move through solid rock or metal. The creature has a 2 point penalty to agility, but has natural armor class of 15 and is immune to electricity damage. The creature takes triple damage from acid and cannot swim.

5= Spirit (+); this creature heals at double their normal rate and takes double damage from necromantic and undead effects.

6= Spirit (-); this creature is immune to necromantic effects and gets a +2 bonus on saves against curses, but is subject to a cleric's *turn unholy* ability and has all healing benefits reduced by half.

2= Animal Blend: the Storyteller determines the other creature and the resulting hybrid is either enhanced or diminished as a result of the blending. The hybrid is *enhanced* if the subject of the mutation succeeds at a DC 15 luck roll and so gains the best of the creature's and their own ability scores and powers. If the hybrid creature is *diminished* it gains the worst of each of the creature's and their own ability scores and powers.

3= Spell Blend: The creature's essence has somehow been combined with a spell. The creature's number of hit dice will determine the maximum level of spell with which they may be combined. A one hit die critter can only hold a 1st level spell, a 5 hit die critter can hold up to a 3rd level spell, and a 9HD critter can blend with a 5th level spell. If the creature has an intelligence score of 5 or better it may cast that spell once per day as a wizard with class levels equal to the creature's hit dice. If the critter has an intelligence of 4 or less, then the creature may be trained to invoke the spell once... the spell has a success equal to 10, +2 per hit die of the creature and the creature dies in the process of casting.

2. Duplicate Internal Organs:

This creature appears to be a little fat, but this is actually due to a complete duplicate set of internal organs. This bifurcation starts with the esophagus, stomach and alimentary canal, lungs heart, and other organs; but does not extend to the nervous system other than as normal for the function of the duplicates. The benefits are +3 on stamina checks, fortitude saves, and on the critter's hit points per level. If an opponent scores a critical hit on this creature; the attacker's critical die is lowered by one step on the die chain and rolled on the next critical table lower than normal to determine any results. The creature must consume twice the normal amount of food for its species, and weighs 40% more than normal. Clothing, equipment, and armor are 50% more expensive.

3. Legless:

The creature is born without legs and their move rate is reduced to one half of normal if they still have arms, but with obvious restrictions to acting and moving in the same round. If the mutant has no arms or legs; their movement is reduced to 5ft per round. They have a 20% chance, +5% / point of Luck bonus that the creature has developed *telekinetic legs* that function as a normal pair of legs for that species. In this case the creature suffers no disability; its stats function as normal for movement, jump, balance, climb checks, and attacks.

4. Death Throes:

This creature has one of several forms of nastiness occur when it dies; roll 1d7 to see what happens. At the Storyteller's discretion, any character damaged by one of these attacks could become subject to the *Revenge from the grave* optional rule. These results can be the same for several similar mutants or roll 1d7 each time one of these mutants is slain just to add some mystery.

1= causes 1d10 points of damage per hit die of the creature to everything within a 15ft radius.

2= the weapon that caused the death blow disappears never to be seen again.

3= causes 1d8 points of damage per hit die of the creature to everything within a 10ft radius.

4= the weapon causing the death blow must succeed at a fortitude save versus a DC of 15 or it loses 1 point of magical ability. If the weapon has no magic abilities it shatters.

5= causes 1d6 points of damage per hit die of the mutant to everything within a 15ft radius. Victims get a fortitude save versus a DC of 10, +1/ hit die of creature for half damage.

6= attacker that killed the creature is thrown straight upward to a distance of 10ft per hit die of the dead mutant. The thrown creature then takes appropriate falling damage. If there is no room for the attacker to be flung, they simply take 1d6 points of damage per hit die of the dead critter. Each roll of a '6' still indicates a broken bone. The victim takes half damage on a successful fortitude save versus a DC of 10, +1/ mutant hit die.

7= The slain creature sends out an alarm signal of some kind. The alarm attracts 1d4 creatures, +1 creature per two hit dice of the dead mutant that will arrive within 2d8 rounds.

5. Blindsight:

These creatures have no eyes at all, not even sockets. The range of the ability is 20ft, +5ft per hit die or level of the mutant. The creature or character can see invisible and ethereal creatures and is unaffected by magical darkness, but the mutant has a -2 penalty to their Agility score.

6. Multiple Eyes:

Table 2-1b:Multiple eyes

Eye placement; roll 1d12	
1	Face
2	right side of head
3	left side of head
4	top of head
5	back of head
6	palm of hand
7	front of torso
8	back of torso
9	Sole of foot
10	Knee
11	Navel
12	On a 3d8 inch tentacle Roll 2d6-1 on this table

This creature has 1d5 extra eyes. They are randomly placed on the body, but function as normal for their species including lids, tear ducts etc. These eyes may grant bonuses to spot and search checks, but might be too inconveniently placed for any benefits. There is a 20% Chance that each new eye has a strange power. For each eye with a power roll on *Table 2-1c* to determine the ability.

7. Armless:

Born without arms, this creature must find other ways to manipulate their world. Their agility score is treated as half value for the purposes of fine manipulation and they always have a -2 penalty to balance and jump checks and may not climb. If they have no legs either, then their move rate is reduced to 5ft per round. There is a 20% chance, +5% / point of their Luck bonus that the mutant has *telekinetic arms and hands* that may only function as a normal set of arms and hands of their species, including a tactile sense.



8. Weird Eyes:

This creature has a strange quality to one or all of its eyes. Roll 1d2 to determine if one or both eyes are affected. If the mutant or creature has more than two eyes; roll the most appropriate die type to see how many are affected. Roll 1d14 for each eye that is affected and check on *Table 2-1c* to determine what ability has manifested within the eye. If a result of 1 or 14 is rolled, the Storyteller will pick the Kingdoms of Heaven or Hell that the mutant can perceive. There is no way of knowing how these extra-planar viewpoints will affect the psyche of the mutant.

Table 2-1c

Weird eye type	
1	The eye sees into one or more Kingdoms of Hell. Roll 1d6 to see how many...
2	Eye extends on a tentacle of 2d30 inches
3	Cat's eye (looks & function, see pg. 54)
4	Completely blind.
5	Eyeball is an odd color.
6	Iris has an odd shape.
7	Vision detects heat within normal range.
8	Can see in total and magical darkness out to a range of 5ft/ hit die or level.
9	Spectral; eye sees into the astral plane.
10	Detachable; eye functional to 10ft/HD.
11	Eye sees invisible objects and creatures within 20ft.
12	Roll twice for the same eye; one effect for daytime, and one for at night.
13	Functions as if enchanted by the <i>Wizard Sense</i> spell: DCC Core Rules pg. 245. Roll 1d10+18 each time the power is invoked to determine how powerful the effect is when it manifests. The creature can use this once per day for every 2 hit dice.
14	The eye sees into one or more Kingdoms of Heaven; roll 1d6 to see how many.

9. Skeletal Transformation:

The body of this creature has adapted itself to use something other than calcium for its bones. The creature must ingest small daily quantities of this material and is fully capable of consuming this type of material. Metal bones don't break. If the dice result from a fall indicates a broken bone then the mutant gets a fortitude save versus a DC of 10. Failure means the bone is bent or twisted and requires 2 dice of magic healing to fix. A critical failure indicates that the bone does break and the mutant permanently loses 2 points of strength and stamina; and the broken bone requires three dice of magic healing to set the bone.

Any creature with bones of stone or metal has a -15 penalty on swim checks and cannot sprint. Roll once on *Table 2-1d* on page 24 to determine of what material the creature's skeleton is now comprised. If this mutation is gained after the start of play, the character must spend at least one day per point of their constitution score within a cocoon as they mutate.



Table 2-1d: New Skeletal Materials

Alternate Skeletal Material: Roll 1d14 to determine the new composition of the creature's bones.	
1	Quartz: The crystal bones act as a magical resonator granting the creature a +2 bonus to their Intelligence and Spell Resistance equal to their hit dice. Creature takes +50% damage from crushing, falling, and sonic damage.
2	Silver: The creature gains a +1 bonus to their stamina and strength scores as well as on fortitude saves versus diseases. It takes double damage from electricity based attacks; but inflicts an additional +1 to damage for bite and claw attacks. The creature weighs twice normal and has a -1 penalty per 2 hit dice to its initiative rolls.
3	Rubber: The bones of this creature are just rigid enough to allow for movement, though with an odd swaying, undulating gait. The creature takes a -2 penalty to their strength and agility scores; though they take half damage from falls and bashing attacks. This creature never breaks bones from falling and stretches: +5ft reach.
4	Platinum: This creature gains a +4 bonus to their stamina and strength scores, but it takes an additional +20% damage from electricity based attacks. The creature inflicts +4 damage on bite, bashing, and claw attacks and it weighs 5 times normal. The creature always goes last in any combat and has a -10ft/rd penalty to land speed.
5	Brass: This creature gains a +1 bonus to their stamina and strength scores and inflicts an additional +2 points of damage on bite, bashing, and claw attacks. This creature weighs thrice normal and has a -1 penalty per 2 hit dice for its initiative rolls as well as a -5ft penalty to their land speed.
6	Lead: This creature gains a +3 bonus to strength and inflicts an additional +3 damage on bashing attacks. This creature weighs 6 times normal. The creature moves at half its normal speeds and goes last in any combat round. Victims of this creature's claw and bite attacks must succeed at a fortitude save versus a DC of 8, +1 per hit die of the creature. Failure indicates the victim has been poisoned and suffers a -1d3+1 penalty to their agility score and on willpower saves for the next 1d3 minutes, +1 minutes per two hit dice of the mutant.
7	Steel: This creature gains a +2 bonus to their stamina and strength scores, but they take +10% damage from electricity based attacks. This creature's bite, bashing, and claw attacks are made at one step greater on the die chain; but the creature weighs twice normal and has a -1 penalty per 2 hit dice to initiative rolls.
8	Glass: This creature takes double damage from falls and bashing attacks and breaks a bone on a roll of 4+ on the damage die per the falling rules on page 96 of the DCC Core Rules. It's bite and claw damage dice are increased by two steps on the dice chain. This creature is lighter than normal and has a +1 bonus on initiative rolls.
9	Granite: This creature gains a +2 bonus to their stamina and strength scores and it inflicts an additional +1 damage on bashing attacks. This creature weighs 3 times normal and has a -1 penalty per hit die to its initiative rolls.
10	Copper: This creature gains a +1 bonus to their stamina and strength scores; but they take an additional 50% damage from electricity based attacks. Bite and claw attacks gain +1 point of damage to successful attacks. The creature weighs twice normal and has a -1 penalty per 2 hit dice to its initiative rolls.
11	Wood: This creature is half of its normal weight, floats in water without effort, and takes half damage from falls. It gains a +2 bonus to its Agility score and all movement speeds gain +20% to their maximum value. They take double damage from fire attacks and have a -2 penalty on saves versus the <i>Gust of Wind</i> spell (DCC Core Rules pg. 219) or any similar effect, magical or natural.
12	Gold: This creature gains a +3 bonus to their stamina and strength scores as well as on fortitude saves versus diseases. It takes an additional +75% damage from electricity based attacks; but inflicts an additional +3 damage on its bashing attacks. This creature weighs 5 times normal and always goes last in any combat round and suffers a -10ft per round penalty to land speed.
13	Diamond: This creature's bite and claw damage is increased by three steps on the dice chain; but it takes double damage from magical and crushing attacks. This creature breaks a bone on a roll of 5+ when applying fall damage.
14	No Skeleton: This strange aberration maintains its structure entirely by strength. It has half its usual agility and stamina scores. The creature moves at half its normal rates as an ooze and it cannot fly, run, or sprint; but it can squeeze through any opening that is big enough for its head to pass through without slowing their movements. This creature has a -1 penalty to initiative per 2 hit dice; but has a +4 bonus on wrestling checks.

10. Disproportionate Body:

Some aspect or multiple aspects of this creature are out of proportion with the rest of their bodies. Roll 1d6 to determine which part(s) are affected:

1	Head	3	Leg	5	Arm
2	Foot	4	Hand	6	Roll twice

Roll 1d2 to see what happens: **1**= the part is reduced in size by 50% and the affected part has half the strength and agility of the rest of the creature's body. If it is the creature's head, they suffer a -2 penalty to their intelligence and personality scores. **2**= The affected body part is increased in size by 50%. The creature spends +25% for armor and equipment. The appendage is so large that it hinders mobility by -5ft per round. The creature has a +1 bonus to strength

bonus to strength and gains +50% to its reach with this limb. If it is the creature's head that has been enlarged they suffer a -2 penalty to their agility score and must succeed at reflex saves versus a DC of 10 whenever they make violent or sudden moves to keep from snapping their necks. They gain a +2 bonus to their intelligence score, but have a -3 penalty on interactions with others of their species. A creature with a leg that is enlarged causes -5ft of land speed per size category of the creature unless all of its legs are affected.

11. Right Side/ Left Side Reversal:

This unfortunate creature has had the right/left orientation of its appendages reversed. This creature suffers a -3 penalty to Agility related activities, casting checks, and has half normal movement rates.

12. Acute Senses:

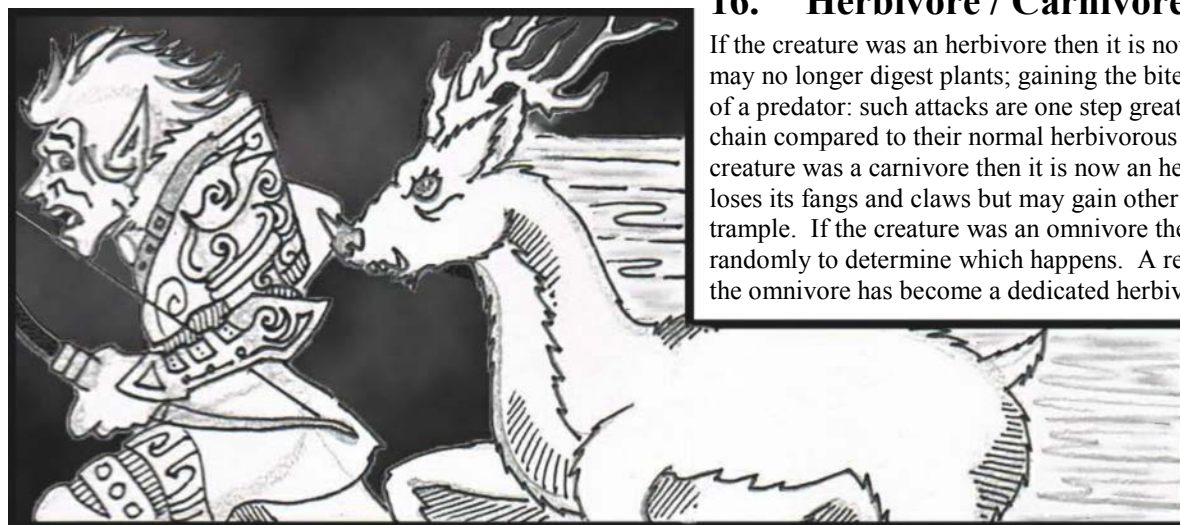
Roll 1d6 to determine which sense is affected.

1	Sight	3	Hearing	5	Smell
2	Touch	4	Taste	6	Roll twice

This creature has a +3 bonus for non-combat actions involving the afflicted sense(s). When this creature is over exposed to stimuli from the acute sense(s), they must succeed at a fortitude save versus a DC of 15 or become nauseate while they are exposed to the odor and for an additional 1d8 rounds afterward.

13. Polydactyl:

This creature has more than the required number of digits on each hand or paw. Roll 1d3 to determine how many extra digits are on each hand and foot. All creatures with this mutation gain a +1 bonus per extra digit on climbing and grappling checks. Creature's with claw attacks gain +1 point of damage for each extra digit on their paws. If the mutant is humanoid, it still only has one thumb and gains a +1 bonus on ability checks involving manual dexterity; including a wizard's casting check, but must pay +50% on related equipment costs. Humanoids with this mutation cannot use magic gloves or boots unless the items are custom made.



14. Ability Increase/ Decrease:

Roll 1d6 to determine which ability is affected:

1	Strength	3	Stamina	5	Intelligence
2	Agility	4	Personality	6	Roll twice

Then roll 1d2: where a result of 1 indicates an increase in the creature's ability score by 1d4 points and a result of 2 means the creature's ability score is decreased by 1d4 points. If the creature's stamina or strength score is reduced to 0; the creature dies. If the creature's intelligence score drops to 0 they are in a permanent comatose state and must be continuously attended by a cleric or healer to keep them alive. If the creature's agility score drops to 0 they are plagued by continuous shakes and tremors that make fine motions impossible. This causes difficulty with speaking and they are incapable of spell casting. If the creature's personality score drops to 0 they go completely insane; spending equal amounts of time jabbering nonsense, and in a catatonic state where they cannot do anything but drool.

15. Size Decrease/ Increase:

Roll 1d2 to randomly to determine which happens; sizes above *colossal* gain +3 Strength, -2 Agility and +3 Stamina per increase. Sizes below smallest gain -3 Strength, +2 Agility, and -3 stamina per decrease, if their strength or stamina score drop to 0; the mutant dies..

1= The creature's size at adulthood is 2 size categories less than its smallest parent. If this mutation is imposed after maturation; the afflicted creature falls into a deep coma. Within the first 12 hours the body has bloated and the limbs and head have fused with the body as a chrysalis is formed. The creature emerges at its new size after 5 days per each of the creature's original size categories.

2= The creature's size at adulthood is 2 size category greater than their largest parent. If this mutation is imposed after maturation, the afflicted creature's appetite increases exponentially for 5 days for each of its original size categories. During this time their skin splits painfully and repeatedly as they increase their size.

16. Herbivore / Carnivore Reversal:

If the creature was an herbivore then it is now a carnivore and may no longer digest plants; gaining the bite and claw attacks of a predator: such attacks are one step greater on the dice chain compared to their normal herbivorous form. If the creature was a carnivore then it is now an herbivore and loses its fangs and claws but may gain other attacks like trample. If the creature was an omnivore then roll 1d2 to randomly to determine which happens. A result of 1 means the omnivore has become a dedicated herbivore.

17. Nasal Nightmare:

This creature has difficulty hiding their condition regardless of the deformity. They suffer a -3 penalty to reactions from other living creatures. Roll 1d6, if the creature already has a nose of the type wether natural or from a previous mutation; the Storyteller will adjudicate. Maybe the creature has two noses...

Table 2-1e: Types of noses

Roll 1 d6 to determine the new proboscis.	
1	The creature's nose is obnoxiously large and even Gnomes are jealous, but it has no other enhancements.
2	This creature's nose is missing in action. There is nothing but an odd shaped hole where the creature's nose should have been. The sinuses drain freely and it is unsightly and frightens people, but no other dysfunction.
3	This creature's nose sheds constant light equivalent to a candle. Each time this mutation is rolled, the intensity of the light increases to torch, then bull's eye lantern, etc... and an additional color is added. These colors shift randomly, but the creature may possibly learn to control this. Roll on table 2-1a to find the color.
4	Ant eater's muzzle; this creature now has an elongated muzzle that grants a +5 bonus to search and spot checks involving scent. The creature is forced to eat a diet of ants, honey, and liquids; but gains a +5 bonus on all saves verses the special attacks of ants and wasps.
5	Elephant's trunk; this creature also has a 25% chance per point of its strength bonus to have tusks as well. The length of the trunk is equal to half the creature's height and has normal strength and agility scores. It grants the creature +2 bonus on search and spot checks involving scent, but causes a -2 penalty on any saves that involving toxic gasses, etc. Tusks grant the creature a gore attack equal to 1d4 damage per size category above tiny; but they must be charging their opponent to use this attack. Tusks never stop growing, so the creature must constantly work at keeping them from growing too long.
6	Feathery moth-like appendages; 2 of them about an inch wide and 2ft long. This creature has a sense of smell so highly developed that it gains a +7 on all checks involving odors and may track, navigate, and it can even understand scent based communication signals. The creature suffers a -5 penalty on all saves linked to this sense. The presence of strong odors acts like fog or bright lights and can overwhelm the creature if they are too strong. Overwhelmed creatures are nauseated until they leave the area; and for an additional 2d8 rounds afterwards.

18. Extra Head:

This creature counts as two individuals for the purposes of its available actions and gains a +3 bonus on spot and search checks. The second head gains its own Intelligence and Personality scores as well as its own class, skills, and XP. If the creature can have classes then each head is capped at 5 levels and adds no hit dice. If humanoid, their equipment must be managed carefully if their classes conflict. Regardless of anything else, the extra head will always be of the opposite alignment. If the creature is neutral, then roll randomly to determine the new head's alignment.

19. Dead Senses:

Creature is completely devoid of the indicated sense(s). They are generally incapable of performing any actions involving the afflicted sense(s); but if they can still somehow manage a roll, they have a -10 penalty to perform the action. Roll 1d6 to determine the affected sense:

1	Sight	3	Hearing	5	Smell
2	Touch	4	Taste	6	Roll twice

20. Detachable Head:

This creature has the ability to remove its head without causing death. The head may still control its body by remote at a distance of up to 5ft per hit die with a -1 penalty to actions. The head has its own set of tiny organs and a snail-type foot that it can use for movement at a rate of 5ft/round on nearly any surface. The head lacks hands, but does have a couple of small, weak tentacles. The head has strength score of 4, an agility score of 9 and may still cast spells, but with a -4 penalty on the casting check. The body has a micro-brain (INT of 2) and a mouth like appendage that extends from the neck so that it may forage for itself if the head is out of range. Furthermore, the head and the body can out live each other.

There is a 30% chance that the detachable head is parasitic in nature. In this version of the mutation when the head separates from the body; the body dies. The detached head may now steal another body. If the head can make a successful attack against the targets neck it may latch onto the victim. The mucus from the snail foot is a powerful acid that dissolves the victim's neck; allowing the parasitic head to attach itself. The victim is allowed a fortitude save versus a DC of 15 or the acid decapitates the victim's head. Once attached it has all the physical abilities and attacks of the new form. The host body will die after 2d4 weeks and the process starts again as the head searches for a new host.

21. Strange Aura:

This creature has no obvious deformities and appears normal for its species, but has some sort of internal mutation that causes it to generate a powerful aura like a cleric or mystic. The aura has a radius of 10ft per hit die of the mutant that is always active. If the mutant has an Intelligence score of at least 3 they may suppress the aura for 10 minutes per hit die as an act of will, but the aura will reassert itself for at least 1 round before the creature can suppress it again. Any who enter the aura are granted a fortitude save against a DC of 8, +1 per hit die of the mutant. Success indicates half damage or effect and these mutants are immune to the deleterious affects of their auras.

Table 2-1f: Strange Auras

Roll 1d5 to determine the type of strange aura projected by the mutant.

1

Anti-magic; this creature causes a disruption in the flow of magical energies of clerics and wizards. The creature imposes a -1 die step penalty to casting checks and magic items lose one ability (starting with the most powerful) per hit die of the mutant within the radius of the aura.

2

Trusting; this creature engenders trust in others without any effort. The creature radiates an aura that emulates a *Charm* spell as if the mutant had rolled a result equal to 24 (See DCC Core Rules p. 131.) In non-sentient creatures this is seen as a placid, docile nature. The creature is not obligated to honor this trust and may act as it pleases, but charmed creatures will try and prevent harm to their new *friend*.

3

Horrible stench; this creature is always surrounded by noxious odors that elude definition, but provoke a Fortitude save versus a DC of 8, +1 per Hit die of the creature. Failure indicates the victims have a -1 penalty to attacks and damage from their watery eyes and gagging. This effect lasts for the duration of exposure to the odor. Victims continue to be affected for an additional number of rounds equal to 1d4 rounds, +1 per hit die of the creature after they leave the affected zone. The effect stays centered upon the mutant as it moves.

4

Unlucky; this has no effect upon the creature generating the aura, but living creatures within the radius of the creature's aura temporarily loses 2 points of Luck score per hit die of the mutant. The dampening effect lingers with its victims for 1d6 rounds after exiting creature's aura. The victim's luck is simply suppressed by the aura and returns to the level it was before they were exposed to this powerful effect. Any victims of this aura apply their luck penalty to all actions, saves, attacks and armor class until they exit the aura. A luck score of 0 means the victim takes 1d4 points of damage, +1 point per hit die of the mutant per round from a series of increasingly unlikely accidents.

5

Elemental; this creature is wreathed in elemental energy. The creature is immune to damage of the same elemental type. The creature's physical attacks add an additional +1 point of damage from this energy type per hit die of the mutant. If the creature is humanoid, and the aura causes physical damage then the mutant incapable of wearing or using non-magical clothing, armor, or equipment.

Roll 1d8 on the following sub-table.

1	Sonic	3	Acid	5	Spirit (+), Force	7	Roll 2x; counts as both types
2	Fire	4	Electricity	6	Spirit (-), Cold	8	Damage is 1d4/ HD; roll 1d7 on this sub-table

22. Amphibious:

Creatures with this mutation have no fur, and must be kept moist or they suffer a cumulative -1 penalty per hour on all actions, armor class, and save rolls. This creature has fully functional lungs, but is also equipped to absorb all the oxygen it needs through its skin. The amphibious mutant may lower its' dehydration penalty by 1 point per full minute of immersion in water. Amphibious mutants are vulnerable to water born poisons and toxins and have an additional -2 penalty on any saves against these types of attacks. If this result is rolled a second time the creature loses their lungs and develops gills instead. At this point it cannot survive out of the water for more than 1 round per hit die of the mutant.

23. Transparent:

The creature has become completely transparent. Its skin, viscera, bones, and fluids, etc. are now transparent. The mutant gains a +5 bonus on all hide attempts unless it has eaten within the last 2 hours, or has somehow become covered

by something that reveals its presence. This creature has a -2 penalty to its Strength and Stamina scores; and a +2 bonus to Agility for every time this mutation is rolled.

24. Headless and still kicking:

This unfortunate creature has nothing above the neck; literally. They have a functional esophagus, larynx, and a trachea which has a rudimentary mouth; but nothing that attaches to the skull because they don't have one. Even though they have no brain or obvious sensory apparatus, they can still somehow perceive the world around them out to a distance of 15ft per hit die of the mutant. They also retain their intelligence and personality scores, but each ability score is reduced by 3 points. Their communication is reduced to warbling whistles, grunts, growling, belches, and hand signals. This creature retains the ability to use tools and weapons if it already had these capabilities. If it had spell casting capability, then it can still cast any spells that don't require verbal components.

25. Extra Limbs:

This creature has 1d5 extra limbs that may not be humanoid sprouting from random locations of the mutant's body and have random characteristics. Extra limbs gained in this fashion do not grant extra attacks per round, but the creature is capable of using the extra limbs in the same manner as any of the others; to the limits described in these entries. Roll once on each sub-table 'g' through 'j' in order for each extra limb. If all of a creature's legs have the same orientation it loses 10ft of land speed and may not run or sprint; but it gains 5ft per round for each pair of advantageously placed (and oriented) legs. Tentacles are omni-directional appendages and unaffected by placement.

Table 2-1g: Type of limb, roll 1d5

1	Normal arm for this species. Roll randomly for right/left orientation.
2	Insect Arm: creature gains +1 on melee attacks and damage with this arm, but only when fighting without a weapon. The arm has a -3 penalty on all its other actions. The arm always counts as shield granting +1 AC.
3	Normal leg for this species. Roll randomly for right/left orientation; if all feet have the same orientation: -5ft/rd
4	Beast Leg: This creature gains +5ft to land speed for each pair of advantageously placed extra legs. This limb may grant +1d4 damage, +1/ hit die of creature for claw or hoof attack at the Storyteller's discretion.
5	Tentacle: This is a cartilaginous limb that may articulate in any direction to the normal reach of the creature, but the limb isn't capable of fine manipulation and has a -5 penalty on such checks. Roll on table 2-1k to see if the tentacle has any special abilities.

Table 2-1h: Limb's location on body, roll 1d14:

- 1 **Shoulder:** Limb is not oriented for its proper side.
- 2 **Chest:** Roll randomly for right/left orientation.
- 3 **Top of head:** Roll randomly to determine forward or backward, and right/left orientation of the limb. May only make attacks if the limb is a tentacle.
- 4-8 **Shoulder:** the limb is oriented for its proper side and may be used somewhat normally...
- 9-12 **Hip:** the limb is oriented for its proper side and may be used somewhat normally...
- 13 **Back:** Roll randomly for the limb's orientation.
- 14 **Hip:** Limb is not oriented for its proper side.

Table 2-1i

Strength of the new limb, roll 1d5:

1	-2
2	-1
3	No adjustment
4	+1
5	+2

Table 2-1j: Agility of the new limb, roll 1d5:

1	-2
2	-1
3	No adjustment
4	+1
5	+2

Tables 2-1h to 2-1j provide greater detail as to the nature of the mutation. For Storytellers these tables may seem extraneous. However when it is a Player Character that has been mutated the details will radically affect the story; especially with inventive players at the table.

Table 2-1k: Roll 1d16 to determine the special properties of any tentacles.

- 1-3 **No special attack form:** but the limb operates with the same ability scores as the other limbs.
- 4-8 **Tool/weapon use:** The tentacle has +2 Agility and is capable of fine manipulation with an *additional* +2 bonus.
- 9-13 **Touch attack:** causes 1d6 electricity damage, +1/ hit die of mutant. Target receives no armor or shield bonus, but does gain a fortitude save versus a DC of 7, +1/ hit die of mutant for half damage.

- 14-16 **Contact poison:** target rolls a fortitude save versus a DC of 7, +1/ hit die of the mutant. The effects of the poison lasts for 1d3 rounds, +1 round/ hit die of the mutant and it is immune to the effects of its own Poison. Victim's may be healed or purged of the toxins normally. **Roll 1d6 to determine type of poison:**

1-3	Hallucinogenic- If the target fails its save then it has -3 on all actions & AC from delusions.
4-5	Paralytic- Subsequent successful attacks add 1 round to the duration of the targets paralysis.
6	Damage - Targets that fail their save roll take 1d3 points of damage, +1 point per hit die of the mutant creature for each round.

26. Displacement:

The creature has developed the ability to make other living creatures perceive the creature somewhere other than its actual location. The 'projected' image or impression costs one point of ability burn and lasts for 1d5 rounds, +1 per Hit die of the mutant. The image must stay within 10ft per hit die of the creature generating the image. The mutant may burn points from any ability including luck to activate this mutation. To attack the critters actual location requires a successful willpower save versus a DC of 7, +1 per hit die of the mutated creature otherwise the fake image is the target of the attack. The image disappears as soon as it is struck, but it can re-appear in the next round if there is still time left on the power's duration. Each point burned beyond the first adds 1d5 rounds to the power's duration and they heal in the normal fashion.

27. Clairaudience:

This creature has developed an ability to choose the point where it will make listening checks. The mutant can make listen checks from that location for 1 round per point of the mutant's intelligence score. This ability functions out to a range of 25ft per hit die of the mutant. The creature can designate any point within that area and make their listen check as if they were at that location and there is a -4 on the listen check if the creature cannot see the chosen location. The mutant is subject to any save rolls or damage that would normally occur if the creature were exposed to the effect. The creature's physical body goes limp and cannot move or defend itself during the time that its senses are wandering. The creature must burn 1 point of stamina score each time it activates this ability; and these points heal in the normal fashion. If the creature critically fails on their listen check the Storyteller secretly picks the location, and isn't limited by either range or ...

28. Clairvoyance:

This creature has developed an ability to choose the point where it will make spot or search checks for 1 round per point of intelligence score. This ability functions out to a range of 25ft per hit die of the mutant. The creature can designate any point within that area and make their spot and search checks as if they were at that location. The creature has all of its normal modes of sight as well as any magical enhancements cast upon the mutant prior to using this ability. The creature is subject to any save rolls or damage that would normally occur if the creature were exposed to the effect. While the power is active the creature's physical body goes limp and cannot move or defend itself during this time. The creature must burn 1 point of stamina score each time it activates this ability; and these points heal in the normal fashion. If the creature critically fails on their spot or search check the Storyteller secretly picks the location, and isn't limited by either range or plane of existence...

29. Telekinesis:

This creature has developed the ability to manipulate its environment with nothing but its mind. This effect allows the creature to lift 5 pounds of weight and move the item at a rate of 5ft/rd for each hit die of the creature. The item must be

visible and within a range of 10ft/ hit die of the mutant. This doesn't grant tool use if the creature didn't already possess such skills; but it allows all creatures to grab and throw items. The creature must be able to see the target and there cannot be any obstacles blocking the items path to the target, but otherwise the creature makes a normal ranged attack. The item has a range of 10ft/ hit die of the attacking mutant and if the item has no listed damage it does 1 point of damage per 5lbs of the item. If the item has a listed damage *and* the creature has an intelligence score of 4 or better, it gets that damage +1 point/ hit die of the attacker.

If the creature has the use of tools and weapons it may make some skill checks by remote, but only as long as the creature can see what it is attempting to do and the creature has a -2 penalty on the attempt. Most creatures cannot use a weapon *by remote* unless the mutant has at least 3 hit dice *and* an intelligence score better than 4; but it gains no bonuses to hit or damage until it reaches 6 hit dice. The mutant gains a +1 on telekinetic attacks at 6 hit dice and the bonus grows by +1 for every 3 hit dice after its sixth; +3 is the maximum bonus. The creature must burn 1 point of Strength score each time it activates this ability and the telekinesis only lasts for 1d4 rounds, +1 round per hit die of the mutant. These burnt points heal in the normal fashion.

30. Cursed:

Roll twice on the standard mutation table; or once on the enhanced mutation table with Storyteller's permission.



Enhanced Mutations

These rare mutants have evolved abilities of considerable power, but they come with a hefty price tag. The cost for the use of these abilities is that the creature must burn off a number of their own attribute points to fuel the mutation. The creature can spend points from any attribute except; but they must take all of the requisite points from the *same* attribute. So if the creature decided to double up on their speed power for a total of 6 points, then *all* 6 of those points have to come from the same attribute score. Each of these advanced mutations counts as two lesser mutations when determining the mutant's stability or instability and will heal normally with rest or magical restoration.

Table 2-2: Enhanced Mutations: Roll 1d10

1. Luck Drain	6. Photosynthesis
2. Teleportation	7. Breath weapon
3. Regeneration	8. Polymorphic
4. Speed	9. Flight
5. Evil eye	10. Dreadful aura

1. Luck Drain:

This creature has developed a rather nasty ability to drain off the luck of surrounding creatures. This is a touch based attack 80% of the time that can drain up to 1d7 points of the targets luck score if the target fails a fortitude save versus a DC of 8, +1 per hit die of the attacking creature. The creature Adds these points to its own luck score, but the mutant is capped at a Luck score of 18 when using this ability. The remaining 20% of these mutants express this power as a gaze attack with a range of 20ft per hit die of the mutant. The attacking creature burns 2 points of ability score for each use of this power. The target gets a reflex save versus a DC of 10, +1 per hit die of the mutant in order to to avoid the gaze attack; otherwise this version of the power functions the same as the touch attack version.

2. Teleportation:

This creature has developed the ability to teleport itself over to any point that it can see within a distance of 15ft for each of its hit dice. This ability is equivalent to walking and takes no more thought or effort for the mutant to invoke this power: as such the mutant has all of their normally available actions after any teleport. However, the mutant may only use this power once per round while the power is active. If the distance traveled is greater than 50ft the creature must roll a willpower save versus a DC of 8, +1/ 20ft of distance they travel. Failure indicates the mutant does not move and takes 1 point of damage per 10ft of distance of the aborted teleport attempt. This power costs 2 points of ability burn and remains active for 1 minute per hit die of the mutant and they may only bring their familiar along for the teleport.

3. Regeneration:

The creature with this mutation has the ability to heal at 3x the normal rate and gets a +2 on fortitude saves; see DCC Core Rules on page 94. For every point of ability burned, the mutant heals 3d4 hit points of damage. The creature can burn 2 ability points to reattach a severed limb, but cutting off this creature's head causes instant death as normal.

4. Speed:

This mutant can move at incredible speeds for short lengths of time. The creature gains a constant +2 bonus to its' initiative;

but if the mutant burns 3 points of an ability score, all of its movement rates are increased by 50%. This boost to speed lasts for 1d3 turns, +1 turn per hit die of the mutant. This mutant may burn up to 9 ability points per day using this power.

5. Evil Eye:

This mutant has developed one sight based attack mode; roll 1d5 to determine the attack form. This attack has an effective range of 10ft, +10ft per hit die of the creature. This attack form is not in continuous operation; the mutant must burn 2 points from an ability score every time they engage this power. The target is allowed a reflex save to avoid the attack. The DC for the save is equal to 10, +1/ hit die of the attacking creature + the attacker's Personality score bonus.

1= Petrification- The victim is instantly turned into limestone and rendered down to the finest of details. This condition is permanent, but may be removed by divine mandate, quest, or a *Remove Curse* spell of sufficient strength cast by a seventh level cleric. The victim remains aware of the area to the limits of their senses.

2= Paralysis- The victim is paralyzed but alive for 3d6 rounds, +1 round per hit die of the attacking mutant.

3= Cursed- The victim of this attack suffers the curse of ineptitude. They must roll 2 dice steps lower on the dice chain for all actions, attacks, and saves. This curse may be negated only by killing the mutant which cast the curse. A tenth level warrior afflicted by this curse would roll a deed die of 1d8+4; have action dice of 1d14, 1d14, and 1d10; and they would not threaten critical hits on their attacks.

4= Fear- The victim of this attack is overwhelmed by fear and must run away from the source of their fear as quickly as possible. The effects last for 3d4 rounds, +1 round/ hit die of the attacker.

5=Death- The victim of this attack is given a second fortitude save with the same difficulty as the initial reflex save DC. If they fail this second save the victim dies. If the victim succeeds; they still take 1d6 points of damage, +1 point of damage per hit die of the attacking mutant.

6. Photosynthesis:

This mutant is completely hairless and green and has a 40% chance of losing their ability to process normal food. The mutant can feed itself by sunlight alone as long as they get a minimum of 10 hours of light, good soil and clean water. During this time they cannot wear more than a loin-cloth to get enough sunlight. Furthermore, this mutant must sleep and breath as normal for its species. The creature is capable of sending out roots from its feet and hands to extract nutrients

and water from the ground while it sleeps. The roots are retracted upon waking. If this creature finds itself without access to sunlight the creature may continue to function by burning 1 point of their stamina score for every 24 hours without sun, unless it is still capable of processing normal food.

7. Breath weapon:

This creature has been mutated to have a breath weapon attack. The attack is a 60° cone with 5ft of range and causing 1d6 points of damage per hit die of the creature. Victims take half damage on a successful fortitude save versus a DC of 9, +1 per hit die of the mutant. The creature may use this attack by burning 2 points of their Stamina or Strength scores.

Table 2-2a: Breath Weapon Types

Roll 1d8 to determine the type of breath weapon.

- 1 **Sonic** - 40% chance to shatter crystalline or glass items within area of effect.
- 2 **Fire** - breath weapon has a range of 10ft per hit die of the mutant.
- 3 **Acid** - the acid lingers for 1 round per 3 hit dice of the mutant.
- 4 **Electricity** - creature's that are conductive or who have lots of metal suffer a -2 penalty on saves.
- 5 **Spirit (+)/ Arcane force** - damage is doubled versus demons, devils, and undead creatures.
- 6 **Spirit (-)/ Cold damage** - victims are slowed to half speed and actions for 1 rd/HD of mutant.
- 7 **Roll 1d7 twice** - the mutant has two types of attack and need only burn 1 point of ability score to activate one breath attack type per round.
- 8 **Extra Damage** - Attack now does 1d12 damage per hit die. Roll 1d7 on this sub-table...

8. Polymorphic:

This creature has evolved the ability to take on a small number of alternate forms, though it cannot change its size category. This creature can emulate a number of additional forms equal to its intelligence score divided by 3; with a minimum of 1 alternate form. The mutant cannot emulate any creature of which it has no knowledge; but the mutant gains the natural abilities of the new form. The mutant retains its own Intelligence, Personality, and Luck scores. The total duration of this ability is 25 minutes, + 5 minutes for each of the mutant's original hit dice; for every 2 points of Intelligence or Personality score that they burn. The transformation takes 3 rounds and is painful to perform as their muscles, organs, and bones modify themselves to the new configurations. They are incapable of any other actions during the transformation.



9. Flight:

This mutant has developed a means of flight; roll 1d20 to determine how the creature gets into:

1-14 Gas bag- The creature inflates a gas pouch that increases the creature's buoyancy so that it floats upon the wind unless it has some other means of propulsion. The creature swells to thrice its normal size and suffers a -4 on all physical abilities and attacks. The mutant can maintain this state for a duration equal to its stamina score times 30 minutes before it must land. The deflating occurs slowly enough to avoid falling unless the mutant has taken 40% of its' hit points in damage or is otherwise being harassed. In this case, roll a fortitude save versus a DC of 15 for the creature to avoid injury. It costs 2 points of Personality score to activate this power for the entire duration. When this mutation is gained, the creature makes a luck check versus a DC of 11, with success indicating that the gas they produce is poisonous. When released, it has the effect of a *Choking Cloud* spell with a result of 11, +1 per hit die of the mutant. The toxic cloud only has a radius of 5ft per hit die of the creature and is stationary.

15+ Wings- The creature gains a hollow, bird like skeleton and a pair of wings large enough to carry the creature aloft. Make a luck check for the creature versus a DC of 15; success indicates the wings sprout from the creatures back; leaving their arms intact. Failure indicates the creature's first pair of arms will be converted into a pair of wings. The mutant's fly speed equals its' running speed; with acceleration, and glide speed equal to their normal walking speed. However, the creature suffers a permanent -2 penalty to its Stamina score and on its willpower saves. Furthermore, if this mutant suffers falling damage they break a bone on any die showing 4 or higher.



10. Dreadful Aura:

This creature's aura has developed terrifying potential and affects a 20ft radius area around the creature. With the exception of the *Null* and *Silence* auras; all of these abilities must be invoked. This takes the same concentration as casting a spell and costs the creature 4 points of ability burn; and it lasts for 1d4 turns, +1 turn/ hit die of the mutant. Once active, the mutant need not think about the aura and they are unaffected by their own aura's. To determine which aura the mutant has, roll **1d5**:

1- Slow Field - any opponent that enters this field while it is active must succeed at a willpower save versus a DC of 10, +1/ hit die of the mutant or be reduced to 1 action per round, half speed, and the victim loses their agility bonus to armor class. This power only affects living creatures.

2- Field of Dreams - any opponent that enters this field while it is active must roll a willpower save versus a DC of 10, +1 per hit die of the mutant or become subjected to full sensory illusions. The illusions are capable of creating any scene and may even damage the victim; though it is non-lethal. If the illusory damage *kills* a target; they get a fortitude save versus a DC equal to 10 + the damage dealt. Failure means the victim's has lost consciousness; and critical failure indicates half the damage is real. The victims get additional willpower saves versus this power's DC if the mutant tries to make the victim act in a way inconsistent with its conscience.

3 - Null - There is no ability to cast magic within the radius of this creature's aura and the field is always in effect. The creature may suppress the effect for 1 hour if it expends 2 ability points, otherwise it cannot use magic items or gain the benefits of magic healing or other spells. The creature gains a +5 bonus on saves versus spells cast from outside the aura.

4 - Silence- Something about this creature causes all sounds to disappear within the influence of this aura. The silence imposes a -4 on all spell casting attempts unless the spell has no verbal component. The creature may suppress the effect for 1 hour if it expends 2 ability points, but at such times it takes double damage from sonic attacks due to over-sensitivity.

5 - Madness- targets of this aura must succeed at a willpower save versus a DC of 10, +1/ hit die of the mutant or the victim goes insane. Non-sentient creatures gyrate and cavort chasing their tails, vocalizing uncontrollably such that they are incapable of doing anything else. Humanoids and creatures with cognizance are affected for the time that they are in the aura and for an additional 1d10 rounds, +1 round / hit die of the mutant afterwards. Each round they are Affected; victims roll **1d4** to see what actions they take:

1-3= Catatonic – the victims are unwilling to interact with the outside world, even to defend themselves. No agility bonus to armor class and they won't notice or move out of the way of danger.

4= Berserk rage- The creature loses the ability to distinguish allies from foes and gains a +1d10 bonus to melee attacks and damage. If the creature has the use of armor, then the mutant retains the use of its armor, but drops its shield. The creature suffers a further -2 penalty on armor class from recklessness. If the creature can use weapons then it retains this ability, but loses the ability to formulate any strategies.



The Snorvolumph (Huge Mutant Frog)

Alignment: N

Size:	Huge
Reach (kick)	15ft
Reach (neck)	45ft
STRength:	11
AGILity:	13 / +1
STAMina:	20 / +5
INTelligence:	1 / -5
PERsonality:	9
LUCK:	9
Action Die:	1d24
Lift:	55lbs
Drag:	220lbs
Carry:	385lbs
Speed (Land):	100ft hop
Speed (crawl):	20ft
Run:	No
Sprint:	No
Speed (Swim):	90ft
Run:	275ft/ 160min
Sprint:	495ft
Initiative:	+1
AC:	9
HD:	6d8+30 (58)
Attack Die:	1d24+3, 2@1d20+3
Damage:	
(telekinetic strike)	6pts/ item
(kick)	1d12
Critical Die:	1d12
Critical Table:	M
Fortitude Save:	+8
Reflex Save:	+4
Willpower Save:	+3

General Information:

This nocturnal mutant amphibian prefers fresh water jungle environments and is still basically frog shaped. The Snorvolumph may breathe through its skin or with lungs as needed, but has lost its sensitive hearing. This huge frog is not toxic, but with 58hp, it qualifies for 1d9 mutations; $(58/6 = 9.6 = 1d9 = 2d5-1)$, and I got a result of 6 mutations. They are: (13) polydactyl, (20) detachable head, (29) telekinesis, (30); and then a 3) regeneration, (21) strange aura (positive elemental force), and (16) herbivore/ carnivore reversal. I interpret these in the following way: the Snorvolumph is a singular creature, not a species. Whence it came no one knows, but strange wizardry is suspected. Some sages have argued that it must be a product of fey magic. Unlike normal frogs, the Snorvolumph is an herbivorous creature with a preference for large quantities of fruit. The Snorvolumph has 2 extra toes per foot, but no claw attacks. So it gets a +2 bonus on swimming, climbing, and grappling checks. Unlike a normal frog; the Snorvolumph doesn't have a tongue strike attack... instead, it launches its entire head at the desired clumps of fruit. Due to its regenerative powers and since removing the Snorvolumph's head won't kill it; this creature is effectively immortal unless subjected to massive damage. The real reason that hundreds have lost their lives to this creature is that they quest through dangerous jungles to capture this beast for its' healing abilities.

Attack Profile:

The head of the Snorvolumph fully detaches and is launched and recovered via the creature's natural telekinesis as a singular reflex with the same range as the former tongue strike. This reflexive use of telekinesis is an exception to the normal speed and lifting rules for telekinesis, but has less range. Like a normal frog of this size; its' singing voice is so loud that it can stun and deafen other creatures. The Snorvolumph gets its name from the distinctive three part call: *snor - vol - UMPH!* The call can be heard for miles. The Snorvolumph is a passive, non-violent, nearly non-intelligent creature that will only attack if cornered. Even then; the Snorvolumph will flee as soon as it gets the opportunity.

Special Attacks:

Powerful voice – the Snorvolumph can use its' vocalizations to deafen and even stun attackers. Any creatures other than frogs within 60ft are subjected to this powerful sonic attack. Victims must succeed at a fortitude save versus a DC of 14. Failure indicates that the victim is deafened for 1d4+6 rounds. If the victim fails their save by more than 5 points they are also stunned for 6 rounds.

Special Powers:

Amphibious – creature may breathe through its skin while under water, but must keep its skin moist to avoid taking 1 point of damage/ hour without soaking in water for at least 30 minutes. Additionally, if the water is dirty or toxic, the creature is subject to the toxin as if it were inhaled.

Regeneration – the Snorvolumph has thrice the normal healing rate and may heal itself with ability burn, see page 30 for details.

Positive elemental aura – the Snorvolumph continuously radiates a 60ft aura that heals other living creatures of 6d4 hit points per round. It causes a similar amount of damage to undead creatures on a failed fortitude save versus a DC of 14.

Telekinesis – this power has a range of 60ft and allows the Snorvolumph to grab items of up to 30lbs and move them 30ft/rd. It may throw items and debris up to 30ft, causing 6pts of damage on a successful ranged attack. This power adds 30ft to the Snorvolumph's hopping distance and is already included in the hopping distance listed on the table above.

Cold Blooded – this creature is comfortable between 35⁰ and 115⁰ Fahrenheit, but will be reduced to half of its normal move speed actions per round if the temperature is between 20⁰ F and 34⁰ F; below this temperature the creature is paralyzed, but will thaw out in the spring and probably be just fine. The creature takes 1 point of heat damage per minute of temperatures above 115⁰ F, and gains an extra action per round, until they reach shelter or over heat. All cold blooded creatures will eventually succumb to the cold and have a -2 penalty to saves versus cold based attacks.





Chapter 3: The Critters

In any of the following entries; a listing of ‘#+ a number’ indicates that this value must be calculated after the dependent ability score and its relevant bonus or penalty is known.

A

Amethyst Clouds

Alignment: C

Size:	Huge	Gargantuan	Colossal
Reach:	15ft	20ft	30ft
STrength:	10	12	14 / +1
AGility:	15 / +1	14 / +1	13 / +1
STamina:	12	14 / +1	16 / +2
INTelligence:	4 / -2	4 / -2	4 / -2
PERsonality:	9	9	9
LUCK:	9	9	9
Action Die:	1d24	1d30	1d30+2
Lift:	150lbs	300lbs	560lbs
Drag:	300lbs	600lbs	1120lbs
Carry:	150lbs	300lbs	560lbs
Speed (Land)	20ft	30ft	40ft
Run:	x2 / 1 min	x2 / 1 min	x2 / 1 min
Sprint:	No	No	No
Speed (Fly)	270ft	360ft	525ft
Acceleration:	70ft	90ft	110ft
Deceleration:	140ft	180ft	220ft
Glide:	No	No	No
Hover:	Yes	Yes	Yes
Initiative:	+1	+1	+1
AC:	11	10	9
HD:	6d10	9d10+9	12d10+12
Attack Die:	1d24+3, 2@1d20+3	1d30+4, 2@1d24+4, 3@1d20+4	1d30+7, 2@1d30+5, 3@1d24+5, 4@1d20+5
Damage:			
(Acid cloud)	1d4/ rd	1d5+1/ rd	1d6+2/ rd
(Suffocation DC)	14	17	20
(TK pugilism)	1d5	1d6	1d7+1
Critical Die:	1d12	1d14	1d20
Critical Table:	M	M	M
Fortitude:	+3	+5	+7
Reflex:	+4	+5	+6
Willpower:	+3	+4	+5

General Information:

Sages and wizards have argued over the proper classification of these strange denizens of forgotten places for generations. Some have suggested that amethyst clouds are a form of quasi-elemental being; and it is known that they are sentient, but rather sadistic in their willingness to work their victims into a fearful frenzy whenever possible. Most agree that these unclean horrors are most properly categorized as an ooze: based upon the limited studies of its feeding habits. It is rare for these nocturnal swirling, purple clouds to be found within heavily populated areas, but amethyst clouds have always demonstrated carnivorous behavior. They can be found in any non-arctic, non-aquatic environment, but amethyst clouds have a preference for bogs, coastal areas, and anywhere that mists and fogs are frequent or persistent.

Attack Profile:

By day these conglomerations of hateful hunger condense themselves down by three size categories into a semi-viscous gelatin and find a place to hide. It is in this state that they truly resemble and function like an ooze; but many of their powers and immunities are greatly reduced in this semisolid state. At night they vaporize and fly off into the dark to start the slow search for carrion or something to hunt. Amethyst clouds have no eyes, but they can sense movement (listen) and body heat (search/ spot) within 500ft of their location. This distance can (and often is) truncated severely by the local conditions of any encounter; with loud noises and intense heat acting to confuse these creatures. Within 25ft these creatures can easily distinguish between the living and the dead, as well as where all the sources of fire are located. They prefer to sneak up on sleeping animals or humanoids; descending from above to knock creatures about with telekinetic pummeling to frighten and keep prey confused. It will fight in this manner until they subdue at least one target or until the amethyst cloud takes half of its hit points in damage. Subdued victims are lifted off and slowly eaten, but an amethyst cloud will retreat quickly if threatened or over matched.

Special Attacks:

Enzymatic cloud - Amethyst clouds cannot dissolve stone or cellulose from living or dead vegetation, but these denizens of the dark are known for their ability to tolerate necromantic energies. Amethyst clouds can frequently be found lurking in the tombs and cemeteries of the civilized world; feeding upon the dead that others go to such elaborate means to preserve. Victims enveloped by these purple clouds make a fortitude save versus a DC equivalent to the creature's suffocation attack with success indicating the victim only takes half damage for that round.

Suffocation attack – any living creature which must breathe is vulnerable to this attack every round that they have been enveloped by an amethyst cloud. These vile mists will invade the target's lungs with every breath taken by the victim. As soon as the victims are enveloped, they must succeed at a reflex save versus a DC of 8, +1 per hit die of the amethyst cloud every round they are enveloped. Failure indicates the victim was unable to hold their breath prior to becoming enveloped by the amethyst cloud and takes double damage from the enzymatic cloud attack as well as 1 point of stamina damage per round. The amethyst cloud gains 1 hit point for every point of stamina lost by its victims.

Telekinetic pugilism – this ability grants these creatures their strength score and allows them to manipulate their environment as if they were humanoids one size category less than their natural gaseous form. This also permits an amethyst cloud to have 'reach' and they can pummel their victims with non-lethal attacks via ghostly nearly invisible fists. When an amethyst cloud reaches size gargantuan, it may choose to inflict normal damage with these attacks.

Special Powers:

Stealthy – amethyst clouds gain a +2 bonus to stealth checks at night or if they have fog in which to hide. If they can successfully surprise their targets, the targets gain no shield or agility bonuses to AC for the remainder of the round.

Ooze traits – these creatures can fit through cracks as small as 1/8 of an inch by 1 foot. As a vapor, it takes an amethyst cloud 1 round per hit point to pass through that small crack; but in its semi solid state the same transit would take 3 rounds per hit point of the creature. The Storyteller will need to make a judgment call in each case.

Born of battle – an amethyst cloud that attains maximum hit points from draining off the stamina scores of its victims gains 1 new hit die. A colossal amethyst cloud that attains maximum hit points spawns a single huge sized amethyst cloud. The newly born cloud will usually run from their parent to find a territory of its own, but might stick around for a good meal if they can get away with it. The parent's hit dice are reduced by the number given to the offspring and the process starts over.

Immunities & vulnerabilities:

Amethyst clouds are immune to acid damage and any sight based attacks, mundane or magical; but, they can be tricked by illusion spells that create heat or sound. They only take half damage from mundane bludgeoning and crushing attacks and no damage from mundane slashing or piercing attacks. Furthermore, victims caught within the cloud suffer half of any damage inflicted upon the amethyst cloud. Amethyst clouds take full damage from magic spells as well as magic weapons of +2 or better. Amethyst clouds take double damage from fire and cold based attacks cause them to congeal and shrink one size category for every 10 points of damage inflicted.



B

Badgers

Alignment: N

Size:	Small	Medium	Large
Reach:	5ft	5ft	5ft
STrength:	10	11	13 / +1
AGILity:	13 / +1	12	11
STAMina:	13 / +1	14 / +1	16 / +2
INTelligence:	2 / -4	2 / -4	2 / -4
PERsonality:	9	9	9
LUCK:	9	9	9
Action Die:	1d16	1d20	1d20
Lift:	10lbs	11lbs	26lbs
Drag:	30lbs	33lbs	104lbs
Carry:	50lbs	110lbs	260lbs
Speed (Land)	20ft	40ft	60ft
Run:	100ft/ 104min	165ft/ 112min	260ft/ 128min
Sprint:	220ft	330ft	520ft
Initiative:	+1	+0	+0
AC:	14	12	11
(Thick Skin; +2)			
HD:	3d5+3	4d6+4	5d7+10
Attack Die:	1d16+1	1d20+1,	1d20+2,
		2@1d16+1	2@1d16+2
Damage:			
(Bite)	1d3	1d6	1d8+1
(Claw)	1d3	1d4	1d6+1
Critical Die:	None	1d10	1d10
Critical Table:	None	M	M
Fortitude:	+3	+3	+4
Reflex:	+3	+2	+2
Willpower:	+2	+2	+2

General Information:

Among the largest of the weasel family, these subterranean hunters are unmistakable. They have white and dark grey striped faces with short powerful legs that they use to dig for their food. They are generally omnivorous and are as happy with roots, worms and insects as they are with rabbits and bird's eggs. They are quite territorial and are surprisingly fast for their ungainly appearance.

Attack Profile:

Badgers are mostly solitary hunters, but sometimes live in communities of 2-5 individuals sharing a common den where they spend most of their time burrowing for worms, rodents, root, and tubers. When provoked they are fearsome and tenacious. Once they successfully bite their opponent they lock jaws and start to thrash about. Badgers do not retreat, and will fight to the death.

Special Attacks:

Locking jaw – upon damaging their target, they will lock their jaws and thrash about to cause further injury. Each round after the badger locks its jaw, the victim of the attack must succeed at a strength check versus a DC of 10, +1 per point of damage done in the previous round order to avoid automatic bite damage and escape the jaws.

Vicious damage – a victim that survives a badger attack must make a luck roll versus a DC of 10, +1 point of damage done by the badger's jaws or the limb or part of the limb that was damaged will need to be amputated.

Special Powers:

Keen nose – badgers find most everything they need with their noses and so gain a +2 on any search or spot attempts that involve odors.

Burrowing – They are not fast enough to use this as a mode of movement, but badgers are expert tunnel builders, and will construct elaborate warrens with multiple entrances and exits creating escape routes.

Fearless - Badgers gain a bonus of +2 versus and charm or fear attacks due to their innate ferociousness and tenacity. This also means that they must succeed at a willpower save versus a DC equal to 15 in order to willingly leave a fight before they kill or are killed by their opponent.



Bats

Alignment: N

Size	Smallest	Tiny	Small	Medium	Large
Reach:	0ft	0ft	5ft	5ft	5ft
STrength:	2 / -4	5 / -2	7 / -1	8 / -1	10
AGILity:	16 / +2	15 / +1	14 / +1	13 / +1	12
STAMina:	9	12	14 / +1	15 / +1	17 / +2
INTElligence:	1 / -5	1 / -5	2 / -4	4 / -2	4 / -2
PERsonality:	9	10	11	12	13 / +1
LUCK:	9	9	9	9	9
Action Die:	1d12	1d14	1d16	1d20	1d20
Lift:	1oz	3lbs	7lbs	24lbs	100lbs
Carry:	0.5oz	2lbs	3lbs	16lbs	50lbs
Speed (Land)	3 inches	1ft crawl	5ft crawl	10ft crawl	15ft crawl
Run:	No	No	No	No	No
Sprint:	No	No	No	No	No
Speed (Fly)	45ft	90ft	140ft	200ft	300ft
Acceleration:	10ft	15ft	30ft	50ft	70ft
Deceleration:	20ft	30ft	50ft	60ft	80ft
Glide:	0ft	0ft	0ft	0ft	0ft
Initiative:	+2	+1	+1	+1	+0
AC:	20	16	14	13	11
HD:	1d3	1d4	2d5+2	2d6+2	3d8+6
Attack Die:	1d12+2	1d14+1	1d16+1	1d20+1, 2@1d16+1	1d20+1, 2@1d16+1
(Bite; Piercing)	1pt	1d4-2pts	1d6-1	1d8	1d10
Critical Die:	None	None	None	1d8	1d10
Critical Table:	None	None	None	M	M
Fortitude:	+1	+1	+2	+2	+4
Reflex:	+3	+2	+2	+2	+2
Willpower:	+1	+1	+1	+1	+3

General Information:

The common cave bat, its body and wings not much larger than the wide stretched hand of a human sized creature, are the most common of the bats. Its fur ranges in color from a dull gray through brown and into black, and it is perfectly content to spend its entire life eating mosquitos and other insects. Some of the larger tropical bats have been known to subsist entirely on fruit; but the largest eat small birds as well as other bats, and may even become large enough for humanoids to use as war mounts and transportation.

Attack Profile:

Bats are ambush predators that rely entirely on surprise attacks. Alone, a bat poses no real threat to anything larger than itself; but it is rarely encountered alone. Even in the largest of swarms, they still would rather flee than fight, unless they are acting in the defense of the colony or are under a compulsion from an external force. Medium and larger sized bats do not swarm. They are solitary hunters looking for owls, giant bugs and other bats. Occasionally (15% of the time) larger bats are encountered in hunting packs of as many as 2d5 members.

Special Attacks:

Individual bats gain a +2 bonus on surprise attacks, but their most powerful trait is their ability to make swarms. There is a 40% chance they will be swarming when encountered. See Swarms on page 196. An individual bat that is aggressive will likely be rabid and capable of transmitting the disease to bit victims.

Diseased – there's a 30% chance creatures are bitten by rabid bat. Victim's must succeed at a fortitude save versus DC= 8, +1 per point of damage from the bat's bite. Failure indicates that the target has contracted rabies. Roll 1d3 to see how many months it takes for the disease symptoms to emerge. During the incubation time, the subject gets one knowledge check each week versus DC = 20, -1 for each week of incubation to realize that they are sick. The disease may be cured in the normal manner until it reaches the final stage. If the disease isn't noticed before the incubation period ends the creature suffers -3 on all actions, AC and save rolls from fever, violent spasms. Death occurs within 1d3 days due to respiratory failure during which time the subject is hyper-violent towards any living creature it encounters and can transmit the disease when it bites someone.

Special Powers:

Echo location - Bats can make accurate sound maps of their environments and are unhindered by darkness. Loud or continuous noise has the same effects as fog, or flashes of bright light would have upon sight dependant creatures. Their vision is most acute out to a distance of 30ft per size category of the bat.

Cave Lurker**General information:**

These creatures are a close cousin of the bat and resemble them in all ways, except that they have no wings. Cave lurkers are always size medium or better and live in small packs of 4d4 critters. Cave Lurkers have given up their ability to fly and have capitalized on their surprise ability. They hang upside-down on the ceilings of caves and the limbs of larger trees waiting for their prey.

Attack profile:

The damage from a cave lurker's attacks as well as their critical die are +2 steps higher on the die chain than a bat of similar size and have a +1 bonus to armor class from thicker hides. They still have the ability to echo locate, but as it isn't needed for flight and it is limited to 10ft per size category of the cave lurker.

Special powers:

They retain the sensitive ears of their species and as such they have +3 on all listen checks. Their specialization with ambush attacks gives them a +3 on surprise attacks. It is a DC 15 stealth check to sneak up on a cave lurker; with +1 to the DC/ lurker.

Immunities and vulnerabilities:

Bats and cave lurkers take an additional 50% damage and have a -2 penalty to all saves versus sonic attacks.



Bears

Alignment: N

Type:	Black	Brown	Kodiak	Polar
Size:	Small	Medium	Large	Huge
Reach:	5ft	5ft	5ft	10ft
STrength:	14 / +1	15 / +1	17 / +2	19 / +4
AGILITY:	16 / +2	15 / +1	14 / +1	13 / +1
STAMINA:	15 / +1	16 / +2	18 / +3	20 / +5
INTelligence:	2 / -4	2 / -4	2 / -4	2 / -4
PERSONALITY:	9	9	13 / +1	13 / +1
LUCK:	9	9	9	9
Action Die:	1d16	1d20	1d20	1d24
Lift:	14lbs	30lbs	85lbs	190lbs
Drag:	42lbs	120lbs	340lbs	760lbs
Carry:	140lbs	300lbs	595lbs	1045lbs
Speed (Land)	30ft	50ft	70ft	90ft
Run:	150ft/ 112min	240ft/ 128min	340ft/ 144min	300ft/ 10min
Sprint:	330ft	480ft	720ft	540ft
Speed (Swim)	20ft	40ft	60ft	70ft
Run	No	No	No	300ft/ 304min
Sprint	No	No	No	No
Initiative:	+2	+1	+1	+1
AC: (thick hide, +3)	16	14	13	12
HD:	3d12+3	4d12+8	6d12+18	9d12+45
Attack Die:	1d16+2	1d20+2	1d20+4	1d24+7, 2@1d14+2 2@1d16+2 2@1d16+4 2@1d20+7 3@1d16+7
Damage:				
(Bite)	1d4+1	1d6+1	1d8+2	1d10+4
(Claw)	1d5+1	1d7+1	1d10+2	1d12+4
(Crush Attack)	2d5+2	2d7+4	2d10+4	2d12+8
Critical Die:	None	1d10	1d12	1d14
Critical Table:	None	M	M	M
Fortitude:	+3	+4	+6	+9
Reflex:	+4	+4	+4	+5
Willpower:	+2	+2	+4	+5

Bear, Black

Attack Profile:

The smallest of the bears, these stealthy creatures are the most comfortable around urban environments and often raid humanoid garbage dumps and even homes in order to find food. Black bears are sometimes encountered in gangs of 2d3 bears; especially near refuse dumps and midden heaps at the edges of any large burg or town. These crepuscular foragers have no cooperative tactics, and will even drive each other off. They will flee from any serious threats.

Stealthy – Black bears have a +4 bonus on any stealth checks.

Trample – See page 14.

General Information:

From small black bears to the great monsters of the icy north, these solitary creatures are dangerous. All except for the polar bear are omnivores and eat mostly fish, seals, deer, and the occasional moose along with vast quantities of berries, nuts, and other forage. Some species like the cave bear and the panda are primarily vegetarian. Most bears are excellent swimmers, but only the polar and Kodiak bears spend much time in open water. All bears hibernate during the winter months, but cave bears occasionally wander deeper into the earth in search of shrooman. (See Core Rules p. 426)

Special attacks:

Crush attack – If the bear succeeds at both claw attacks in the same round against any smaller foe, the bear envelops its foe with both arms. The victim is allowed a fortitude save for half of the crushing damage from the bear hug. The DC for this check is 8, + 1/ hit die of the bear that made the attack.

Special Powers:

All bears are treated as one size larger for calculating lifting, dragging, and carrying.

All bears keen sense of smell and gain a +2 bonus on search and tracking checks.



Bears, Brown

Attack Profile:

Patient hunters these larger bears are most commonly encountered in coastal estuaries and mountain forests, lakes and rivers. Always ambling about in search of a likely meal, they are rarely threatened by anything but packs of humanoids, large packs of wolves, giant eagles, trolls, and dragons. They are aggressive and will attack most creatures smaller than themselves on sight.

Bears, Cave

Attack Profile:

These brown bears are specialists in the underground environment and are only rarely encountered outside of a cave network. They are scavengers and will eat bones, and carrion, but they prefer to hunt for shrooman and other fungi. Cave bears never get lost in underground environments and can see in total darkness out to 60ft.

Immunities and vulnerabilities:

Cave bears gain a +3 bonus on saves versus necromantic spells and effects, but suffer a -4 penalty to all actions, attacks, and armor class in the presence of bright lights and any sunlight greater than twilight or dusk.

Bears, Kodiak

Attack Profile:

These belligerent behemoths fear only large groups of humanoids with hounds, trolls, and dragons. They hunt moose, caribou and anything else that cannot out run or outwit them; and will even hunt ogres and hill giants in lean times.

Bears, Panda

Attack Profile:

These mostly herbivorous bears are the size of a Kodiak, but their characteristic black and white patterning sets them apart from all other bears. They spend most of their day eating low energy bamboo, and since fighting is a tremendous waste of energy pandas try to avoid conflict when possible. If a panda must fight, they are every bit as savage and dangerous as a Kodiak and will try to destroy their foe as quickly as possible.

Bears, Polar

Attack Profile:

These lumbering carnivores are among the most fearsome creatures of the icy northern wastes and they fear only large bands of humanoids, giant sharks, and dragons. Polar bears are stealth hunters by necessity, as they overheat quickly and cannot run for more than 10 minutes, even in icy cold conditions. They are excellent trackers and can sit and wait patiently for hours. They spend a great deal of their lives at sea and as such they are excellent swimmers. They are not that fast in the water, but they can cover tremendous distances at sea. These fearsome creatures are often kept by ice giants as war beasts.

Special Powers:

Stealthy – in their preferred environment, polar bears gain a +4 bonus on stealth checks.

Keen sense of smell – polar bears use their noses to hunt for seal pups in their dens, and as such they gain +4 on all checks involving odors.

Immunities and vulnerabilities:

Polar bears are so supremely adapted for the cold that they are comfortable at temperatures that would kill other mammals quickly. They are immune to cold based attacks, but take +50% damage from heat and fire based attack forms. Because polar bears overheat so quickly, they count as 2 sizes smaller for calculating their land running and sprinting speeds.



Birds

General traits:

Birds come in a myriad of sizes and colors, but they are generally treated as bipeds whose arms have specialized into wings. Birds have no ability to drag anything unless harnessed. Those birds which have lost their flight ability tend to be excellent runners with powerful beak and claw attacks. Most birds use their agility rather than their strength for making attacks. A bird's size category is determined by the distance from it's beak to the base of it's tail.

Chickens

Alignment:	L		
Size:	Tiny	Large (Riding)	Large (War)
Reach:	0ft	5ft	5ft
STrength:	4 / -2	10	15 / +1
AGility:	14 / +1	11	13 / +1
STAMina:	9	15 / +1	16 / +2
INTElligence:	1 / -5	3 / -3	4 / -2
PERsonality:	6+1d4	7+1d6	7+1d6
LUCK:	9	9	9
Action Die:	1d12	1d20	1d20
Lift:	4lbs	20lbs	30lbs
Carry:	2lbs	200lbs	300lbs
Speed (Land)	10ft	40ft	40ft
Run:	20ft	150ft	225ft
Sprint:	40ft	270ft	405ft
Speed (Fly)	10ft/ 4rds	35ft/ 7rds	40ft/ 8rds
Acceleration:	5ft	15ft	15ft
Deceleration:	10ft	30ft	30ft
Glide:	No	No	No
Initiative:	+1	+0	+1
AC:	14	9	10
HD:	1hp	3d7+3	4d7+8
Attack Die:	1d10+1	1d20+1, 2@1d16+1	1d20+2, 2@1d16+2
Damage:			
(Beak)	—	1d4	1d5+1
(Claw)	1pt	1d4	1d5+1
(Leg Spur: male)	1pt	1d6	1d7+1
Critical Die:	None	1d8	1d10
Critical Table:	None	M	M
Fortitude Save:	+1	+3	+4
Reflex Save:	+2	+2	+3
Willpower Save:	#+1	#+2	#+2

Immunities and Vulnerabilities:

Normal sized chickens have been domesticated as food for so long that they have gotten heavier and they cannot fly more than 30 to 50ft and are quite clumsy in the air. They retain this much flight so that they may roost within trees, but never gain any advantage to their armor class when they are in flight. They are too heavy to glide. The larger varieties are much leaner and are still ¼ of the weight of a normal large sized creature like other birds. As such they have retained their flight capabilities and may fly for a number of rounds equal to half of their stamina score rounded down as long as they are unarmored and carrying less than their maximum load.

General Information:

These tiny omnivorous birds are versions of the Red Junglefowl, a type of wild pheasant that humanoids domesticated for food thousands of years ago. However, they are bred to a number of purposes other than food, with larger versions used as transport and for fighting. Regardless of size, they retain the same physical characteristics; males are brightly colored with prominent combs and wattles, while females are more drab. While not known for their flight abilities, they are capable of roosting in trees and making short flights to escape predators. Chickens use Table 1-8 on page 4 when calculating lifting and carrying values, but they are encumbered if carrying more than half of their normal capacity.

Attack Profile:

Most domestic chickens will choose to flee the scene as fast as they can rather than fight, but both male and females have sharp claws and beak, for defense. Roosters can be quite aggressive and have a wicked fighting spur on each leg. Larger versions have been bred and trained for beasts of burden and transportation. Some people have even bred stronger and hardier versions as war beasts, but neither of the large versions may sprint while carrying anything.

Special Powers:

Bane – A rooster's crowing forces any cockatrice or basilisk to make a fortitude save versus a DC of 18 or it is slain instantly. Even if the cockatrice or basilisk succeeds at the save it takes 5d4 sonic damage. (Basilisk, see Core Rules page 396; Cockatrice, see Core Rules pg. 399)

Oracle – Some chickens have oracular powers, so when a character is given a chicken, the Storyteller rolls secretly to determine if the chicken has the power of an Oracle. Only 20% of chickens have this ability. When you wish to invoke this ability simply ask your question while offering food. If the chicken takes the food then it is a good or positive omen; if the chicken refuses the food then it is a bad or negative omen.



Crows

Alignment:

N

Size:	Tiny	Small	Medium	Large
Reach:	0ft	0ft	5ft	5ft
STrength:	5 / -2	7 / -1	8 / -1	10
AGility:	16 / +2	15 / +1	14 / +1	13 / +1
STAMina:	13 / +1	15 / +1	16 / +2	18 / +3
INTelligence:	6 / -1	7 / -1	10	12
PERsonality:	13 / +1	13 / +1	13 / +1	13 / +1
LUCK:	9	9	9	9
Action Die:	1d14	1d16	1d20	1d20
Lift:	2lbs	7lbs	24lbs	100lbs
Carry:	1lbs	3lbs	16lbs	50lbs
Speed (Land)	8 inch hop	2.5ft hop	5ft hop	10ft hop
Run:	No	No	No	No
Sprint:	No	No	No	No
Speed (Fly)	300ft	300ft	350ft	400ft
Acceleration:	50ft	70ft	90ft	110ft
Deceleration:	100ft	140ft	180ft	220ft
Glide:	10ft	20ft	30ft	40ft
Initiative:	+2	+1	+1	+1
AC:	17	14	13	12
HP:	1d3+1	1d6+1	2d8+4	3d10+9
Attack Die:	1d14+2	1d16+1	1d20+1, 2@1d16+1	1d20+2, 2@1d16+2
Damage:				
(talons)	1d4-2pts	1d4-1pts	1d6pts	1d8pts
Critical Die:	None	None	1d8	1d8
Critical Table:	None	None	M	M
Fortitude:	+2	+2	+4	+5
Reflex:	+3	+2	+2	+3
Willpower:	+2	+2	+2	+3

General Information:

These mysterious birds prefer temperate forest climates and arid scrub-lands, but can be found anywhere except out over deep water or in arctic conditions. Flocks, or *murders*, of crows will establish territories where they will scavenge for weak prey and carrion. They are quite intelligent and highly adaptive to new surroundings, and more than capable of using advanced tactics and tools to achieve a goal. They are fond of roads and cities, as these places produce much sustenance for them, but they rarely choose to roost in such places.

Attack Profile:

Crows, like most birds, attack by diving and raking with their talons. Crows have a knack for eye gouging and are crafty tacticians. They will employ trickery and deception, and will often use coordinated maneuvers from multiple crows to drive off more powerful enemies. Tiny and small crows are usually found in flocks of 3d12; but the larger versions are usually loners; though there is a 30% chance of 1d3+1 for the encounter and in elven forests (where the trees are larger) there is a 50% chance that there will be 2d6 large crows in the encounter.

Special Attacks:

Eye Gouge- If a tiny, or small crow rolls maximum value on its attack roll; the damage ruins one of the victim's eyes. It requires the casting of the *Restore Vitality* spell to repair each eye. (Core rules p. 278) Having one eye means the victim has a -2 penalty on all ranged Attacks as well as spot and search checks.

Flocking Dangerous- for every 6 birds in the flock add +1 to attacks and damage.

Aerial Predator: See CCD p. 14

Dust cloud: See CCD p. 14

Special Powers:

Intelligence- Crows are actually part of the song-bird's family and have complex vocal chords, but choose not to use them. They understand and use complex communications, but they cannot speak. They have the ability to reason and may utilize simple tools.



Doves

Alignment: N

Size:	Smallest
Reach	0ft
STrength:	2 / -4
AGility:	13 / +1
STAMina:	14 / +1
INTelligence:	2 / -4
PERsonality:	16/ +2
LUCK:	12+1d6
Action Die:	1d12
Lift:	1oz
Carry:	0.5oz
Speed (Land)	4 inch hop
Run:	No
Sprint:	No
Speed (Fly)	200ft
Acceleration:	40ft
Deceleration:	80ft
Glide:	10ft
Initiative:	+1
AC:	19
HD:	1d3+1
Attack Die:	1d12-5
Damage:	1 pt piercing
Critical Die:	None
Critical Table:	None
Fortitude:	+2
Reflex:	+2
Willpower:	+3
EXP	-1d3

General Information:

Doves are a quiet, docile member of the pigeon family that are perfectly content to go about their lives eating seeds and fruit. They are non-migratory birds that can be found in all climate zones except for deep sandy deserts and arctic regions, but show a preference for tropical and subtropical forests. What makes doves special is that they are held in high esteem by gods of healing, peace, love and nature and are treated as holy by clerics and worshipers of those deities. Doves are non-violent except when forced to defend their young.

Attack Profile:

Doves are the quintessential icon of peace and hope and are treasured by the forces of Life and Justice. They flee rather than fight, except when they must defend the innocent from harm. Even then they try to distract the foe so the innocent may escape, saving violence for a last resort. Doves are usually encountered in flocks of 2d20 members.

Special Attacks:

Distracting Dance- Fluttering and flashing its feathers and wings, and cooing and chirping madly, the dove attempts to distract a single foe. Target rolls a Willpower save versus a DC= 12 or the foe is distracted for the round and completely unable to reach their intended victim. A dove may continue to dive and flutter against the same or a new target; but if the dove stays with one target then the target's DC increases by +1 with each previous failure.

Special Powers:

Flocking Dangerous- for every 10 birds in the flock add +1 to attack, damage, and distraction DC.

Righteous Fury-* when attacking evil creatures, a dove gets a +4 bonus to armor class and makes attacks using 1d24+4. Its attacks do 1d6 points damage and doves roll 1d8 on critical table 3 for critical strikes.

Protected by the gods*-

Anyone who willingly kills a dove has committed a sacrilege and will be punished. This doesn't apply to other animals, only sentient creatures with an intelligence score of 3 or better. The dove's killer loses 25 EXP for every dove they kill.

**Righteous Fury, & Protected by the gods* are optional rules and best employed in games where the Storyteller has made divine elements an active part of their gaming environment.



Ducks, Geese, & Swans

Alignment: N

Type:	Duck	Goose	Swan
Size:	Tiny	Small	Medium
Reach	0ft	0ft	5ft
STrength:	5 / -2	7 / -1	8 / -1
AGility:	15 / +1	14 / +1	13 / +1
STAMina:	14 / +1	16 / +2	17 / +2
INTelligence:	1 / -5	1 / -5	1 / -5
PERsonality:	9	9	9
LUCK:	9	9	9
Action Die:	1d14	1d16	1d20
Lift:	1lbs	3lbs	8lbs
Carry:	1bs	2lbs	4lbs
Speed (Land)	5ft	10ft	15ft
Run:	No	No	No
Sprint:	No	No	No
Speed (Swim)	15ft	25ft	35ft
Run:	25ft/ 105min	55ft/ 120min	90ft/ 127min
Sprint:	50ft	100ft	160ft
Speed (Fly)	320ft	400ft	450ft
Acceleration:	30ft	90ft	110ft
Deceleration:	60ft	180ft	220ft
Glide:	30ft	15ft	20ft
Initiative:	+1	+1	+1
AC:	16	14	13
HD:	1d4+2	2d4+2	2d5+4
Attack Die:	1d14+1	1d16+1	1d20+1
Damage:			
(Bill)	1d3-2	1d3-1	1d4
(Wing strike)	---	1d4-1	1d5
Critical Die:	None	None	1d4
Critical Table:	None	None	2
Fortitude:	+2	+3	+3
Reflex:	+2	+2	+2
Willpower:	+1	+1	+1

Special Attacks:

Flocking Dangerous- for every 6 ducks in the flock add +1 to attacks and damage.

Wing strike – geese and swans have a sharp claw and heavy knuckle at the elbow of their wings that is capable of delivering considerable force. The damage listed in the table is for both wings and they can only strike something in front of them.

Special Powers:

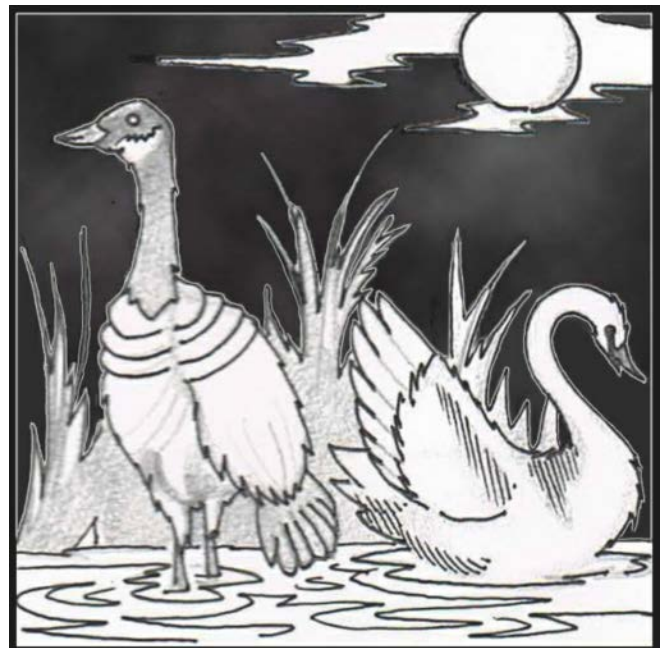
Strong flyers – geese and swans gain a +1 bonus on saves versus fatigue while flying, but they count as one size smaller for lifting and carrying.

General Information:

Ducks can be found anywhere there is fresh or salt water and plenty of vegetation. Northern species are more colorful in plumage and are migratory even though ducks are poor flyers. Diving ducks have stronger and sharper bills for eating fish and mollusks and tend to be larger. Geese are a larger member of the duck family and also exhibit a wide variety of coloration with a tendency towards speckles of gray, brown, and black, but all geese are powerful flyers. Wild geese are migratory and can be found in most of the same habitats a ducks. Swans are the largest members of the duck family and while they too share the same habitats as ducks and geese; swans also exhibit a preference for colder climates. Swans are found in both tundra and sub-arctic climates, but these species migrate to warmer climes during winter. Swans also have much less variation in color and tend to be either all white or all black, with various combinations and patterns of these two basic colors; with bills tending to be red, black, or yellow. All of these water fowl have a long history of domestication by humanoids for food. Geese and swan are known to perform well as guard animals. Domestic geese have been bred for meat and eggs until they have lost their ability to fly... their posterior's are too big.

Attack Profile:

Ducks are poor fighters, but they are territorial and their bites leave painful welts. Ducks depend on large numbers for protection and can be found in flocks of 1d20x10 members. Geese and swans are quite aggressive, attacking and driving off anything they perceive as a threat. Wild geese and swans are still fairly social and may be encountered in groups of 2d3; but when migrating, they travel in flights of 1d10x5 members. Swans don't always need to migrate, but when they do they can be encountered in bebies of 3d5 members. Domestic versions of these animals can be found in larger numbers, but will be tended by farmers.



Eagles

Alignment: L

Size:	Small	Medium	Large	Huge
Reach	0ft	5ft	5ft	10ft
STrength:	13 / +1	14 / +1	16 / +2	18 / +3
AGility:	17 / +2	16 / +2	15 / +1	14 / +1
STamina:	12	13 / +1	15 / +1	17 / +2
INtelligence:	3 / -3	6 / -1	6 / -1	9
PERsonality:	10	10	12	14 / +1
LUCK:	9	9	9	9
Action Die:	1d16	1d20	1d20	1d24
Lift:	13lbs	42lbs	160lbs	360lbs
Carry:	6lbs	28lbs	80lbs	180lbs
Speed (Land)	2.5ft hop	5ft hop	10ft hop	10ft hop
Run:	No	No	No	No
Sprint:	No	No	No	No
Speed (Fly)	500ft	700ft	900ft	1100ft
Acceleration:	100ft	100ft	150ft	200ft
Deceleration:	150ft	150ft	200ft	250ft
Glide:	5ft	5ft	10ft	15ft
Hover:	6 rounds	6 rounds	7 rounds	8 rounds
Initiative:	+2	+2	+1	+1
AC:	15	14	12	11
HD:	1d8+1	1d10+1	3d8+3	4d10+8
Attack Die:	1d16+1	1d20+1	1d20+3, 2@1d16+3	1d24+4, 2@1d20+4, 3@1d16+4
Damage:				
(Beak):	1d3+1	1d4+1	1d6+2	1d8+3
(Talon):	1d4+1	1d6+1	2d6+2	2d8+3
Critical Die:	None	1d6	1d8	1d10
Critical Table:	None	M	M	M
Fortitude:	+1	+2	+3	+4
Reflex:	+3	+3	+3	+3
Willpower:	+1	+1	+2	+3

Special Powers:

Powerful vision – Eagles gain a +5 to all spot and search checks and can see a rabbit from a quarter of a mile away.

Mounts - Eagles of size large can be used as transportation by small humanoids and elves traveling with little or no equipment.

War Mounts - Only eagles of size huge or greater may be used as combat mounts. Elves are known to be particularly fond of deploying aerial wings of archers and to use War Eagles as a means of rapid deployment for specialized strike forces.



General Information:

These powerful birds of prey are fond of temperate and tropical forest climates where they merge into plains and scrublands. Larger species are found in the mountains, but all are apex predators that range over large areas when they hunt. All are obligate carnivores and prefer to eat mammals, though some specialize in fish or snakes. A *Roc* is an eagle of at least size colossal and they roost only within mountains ranges that border an ocean... so they may hunt whales.

Attack Profile:

They are usually encountered as solitary hunters in the wild, however they will gather in numbers to drive off large serpents or dragons. One wild shrill cry is all the warning the prey ever gets as these mighty hunters swoop down from great distances, letting loose with a powerful cry, and then striking the target. Larger eagles will sometimes carry off and drop large or especially durable prey from great heights.

Special Attacks:

Cry of the Hunter- just before impact the fast moving eagle lets loose a shrill cry in an attempt to confuse or stun the target. Target makes a willpower save versus a DC of 9, +1 per hit die of the eagle or the victim is surprised and gains no agility or shield bonuses against this attack.

Aerial Predator: See page 14.

Dust cloud: See page 14.

Magpies

Alignment:

C

Size:	Tiny
Reach	0ft
STrength:	3 / -3
AGILity:	13 / +1
STAMina:	13 / +1
INTElligence:	8 / -1
PERsonality:	12
LUCK:	9
Action Die:	1d14
Lift:	2lbs
Carry:	1lbs
Speed (Land)	8 inch hop
Run:	No
Sprint:	No
Speed (Fly)	250ft
Acceleration:	50ft
Deceleration:	100ft
Glide:	15ft
Initiative:	+2
AC:	16
HD:	1d4+1
Attack Die:	1d14+1
Damage:	1d6-3
Critical Die:	None
Critical Table:	None
Fortitude:	+2
Reflex	+2
Willpower:	+1

General Information:

Considered to be the most intelligent of all animals, this relative of crows and ravens prefers temperate forests over other climates, but any forest from sub-arctic to tropical will do fine. Most of the time magpies have distinctive white bellies and flight feathers while everything else is jet black in color, but brighter versions favoring blues and greens are known in more tropical regions. These lords of the avian world have been observed in complex social rituals and have life-long pair bonding. They have been observed to store food in multiple locations for lean times and are rather adept at thievery. They are omnivores that prefer smaller birds, eggs, and insects; seeds and fruit are acceptable as well. They are territorial and do not migrate in winter; as the weather turns cold they gather into larger flocks to increase their foraging potential.

Attack Profile:

Magpies on their own will attack to defend itself, its nest, or has been trained to attack or otherwise compelled into action. There are usually 4d6 birds in the flock, and they are smart enough to use complex tactics. In colder months magpie flocks double in size and will become more aggressive. Like all birds, magpies swoop and strike with talons. Magpies generally avoid attacking anything as big as a human, but they are smart enough to take advantage of a situation if they think they can win.

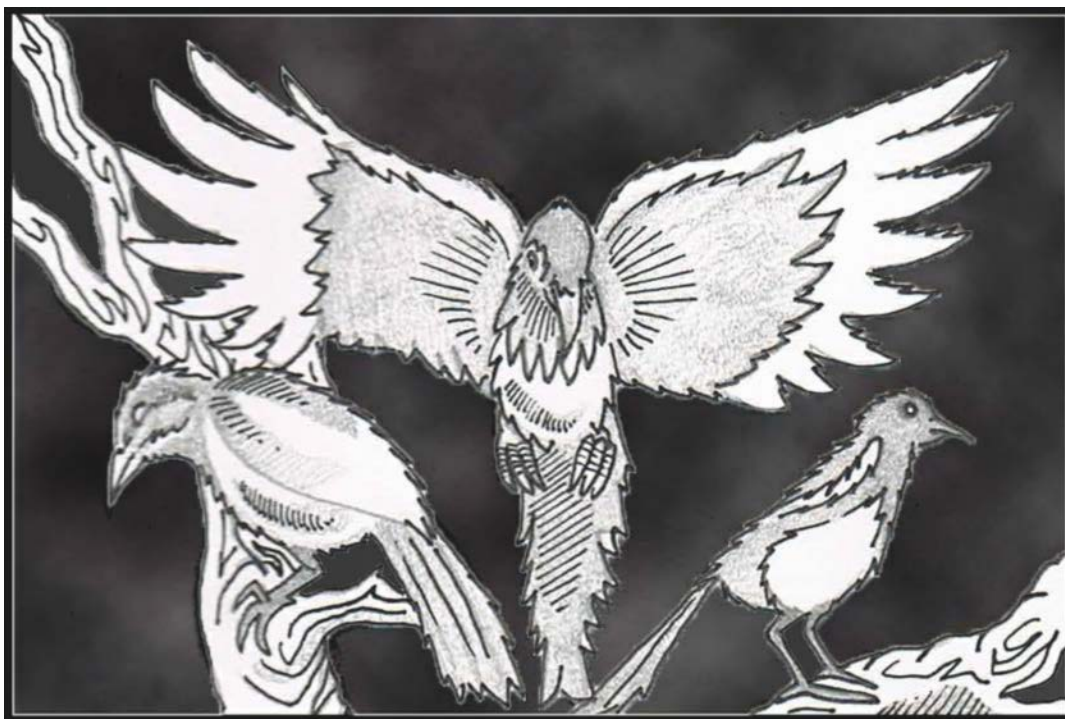
Special Attacks:

A Magpie would rather steal from you than fight you, and they gain +3 on all stealth and pick pocket checks.

Flocking Dangerous- for every 6 birds in the flock add +1 to attack and damage.

Special Powers:

A magpie is capable of learning and understanding a humanoid language, and can even use a few phrases. Magpies seem to have a nearly inexhaustible repertoire of odd noises and foreign bird calls that they can use to confuse predator and prey alike. Targets that fail their willpower saves versus the calls and taunts of a flock of magpies lose their agility bonuses to armor class for one round. The DC of the save is equal to 7, +1 per 6 magpies involved in the deception. Magpies able to take on thief class levels per the critters with classes rules (See page 14.) and are able to use tools within the limits of their form.



Owls

Alignment: N

Size:	Tiny	Small	Medium	Large
Reach	0ft	0ft	5ft	5ft
STrength:	5 / -2	7 / -1	8 / -1	10
AGility:	16 / +2	15 / +1	14 / +1	13 / +1
STAMina:	8 / -1	10	11	13 / +1
INTElligence:	2 / -4	2 / -4	2 / -4	2 / -4
PERsonality:	13 / +1	13 / +1	13 / +1	13 / +1
LUCK:	9	9	9	9
Action Die:	1d14	1d16	1d20	1d20
Lift:	3lbs	7lbs	24lbs	100lbs
Carry:	2lbs	3lbs	16lbs	50lbs
Speed (Land)	5ft hop	10ft hop	10ft hop	15ft hop
Run:	No	No	No	No
Sprint:	No	No	No	No
Speed (Fly)	250ft	300ft	400ft	600ft
Acceleration:	30ft	50ft	70ft	90ft
Deceleration:	60ft	100ft	140ft	180ft
Glide:	5ft	5ft	10ft	15ft
Initiative:	+2	+1	+1	+1
AC:	17	14	13	12
HP:	2d3-1	2d4	3d6	4d8+4
Attack Die:	1d14+2	1d16+1	1d20+2, 2@1d16+2	1d20+2, 2@1d16+2
Damage:	1d3-2	1d4-1	1d6-1	1d8
(Beak)	1d5-2	1d6-1	1d8-1	1d10
(Talons)	1d3-2	1d4-1	1d6-1	1d8
Critical Die:	None	None	1d8	1d10
Critical Table:	None	None	M	M
Fortitude:	+0	+1	+2	+3-
Reflex:	+3	+2	+3	+3
Willpower:	+2	+2	+3	+3

General Information:

Owls are found in all climates except aquatic and arctic and eat all manner of small mammals and some species of owls even hunt for fish. All owls have coloration that will blend with their environments as well as the Strikingly powerful and large eyes. However, owls possess extremely keen hearing and it is actually their primary hunting sense. It is one of the reasons that they have learned to fly silently and the rings of feathers about their eyes acts like twin parabolic microphones. Some owls have even developed asymmetric ear placement to better locate the origin of a sound source in three dimensions.

Attack Profile:

This solitary nocturnal hunter slides silently out of the dark to take its victims. Owls hunt prey appropriate to their size. This can include deer, Halflings, and other small humanoid.

Special Attacks:

Surprise Attack- If the owl succeeds on a stealth check prior to attacking, then they score an automatic critical hit or max damage upon the victim.

Special Powers:

Nocturnal Hunter- owls gain a +3 bonus on spot, listen, and stealth checks as long as the owl is in the dark, but must have at least some light to see clearly.

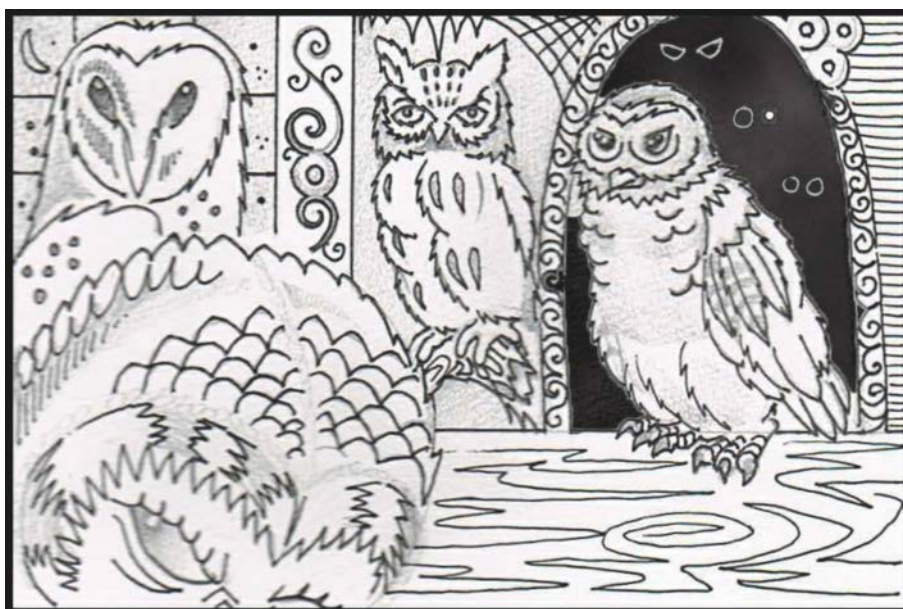
Aerial Predator: See page 14.

Dust cloud: See page 14.

Immunities & Vulnerabilities:

All owls have a -4 penalty on all saves versus light and sound based attacks.

Mounts - Owls large enough for this purpose do exist, though it is rare for anyone to do so, for most folks do not wish to live a nocturnal lifestyle. However, owls are never used as war mounts do to the amount of noise a battle generates. The cacophony and din of battle is too much for an owl to handle and they will flee the area.



Parrots

Alignment:

L

Size:	Tiny	Small	Medium
Reach	0ft	0ft	5ft
STRength:	6 / -1	8 / -1	9
AGILity:	16 / +2	15 / +1	14 / +1
STAMina:	10	12	13 / +1
INTelligence:	6 / -2	9	9+2d4
PERsonality:	16 / +2	16 / +2	16 / +2
LUCK:	9	9	9
Action Die:	1d12	1d14	1d16
Lift:	3lbs	8lbs	27lbs
Carry:	2lbs	4lbs	18lbs
Speed (Land)	5ft hop	5ft hop	10ft hop
Run:	No	No	No
Sprint:	No	No	No
Speed (Fly)	300ft	350ft	400ft
Acceleration:	30ft	40ft	60ft
Deceleration:	60ft	80ft	120ft
Glide:	10ft	20ft	40ft
Initiative:	+2	+1	+1
AC:	17	14	13
HD:	1d6	1d8	2d8+2
Attack Die:	1d12+2	1d14+1	1d16+1
Damage:			
(Talons)	1pt	1d4-1	1d6
(Beak)	1d3	2d3	2d4
Critical Die:	None	None	None
Critical Table:	None	None	None
Fortitude:	+1	+1	+2
Reflex:	+3	+2	+2
Willpower:	+3	+3	+3

General Information:

These tropical and sub-tropical birds are as highly intelligent and curious as they are colorful, and live in large family groups. They feed on diets of fruit, nuts, and new plant buds. However, one species of parrot (the Kea) has the distinction not only of being the only alpine adapted parrot, but it is also the only one to have added small birds and mammals as well as carrion to its diet. Storytellers should feel free to launch flocks of carnivorous parrots against their players...

Attack Profile:

Mostly non-aggressive, parrots live in large communal flocks of 4d10 adults. They are smart enough to use strategies like concentration of force, and diversions when confronted by larger threats. Kea's, the only parrots to live in an alpine environment, have been documented attacking larger mammals; though they seem more interested in the fatty tissues of the victim, rather than in killing them. Their sharp powerful beaks can leave a victim to bleed to death if untended.

Special Attacks:

Flocking Dangerous- for every 6 birds in the flock add +1 to attack and damage.

Special Powers:

Intelligence- Parrots are quite clever and adept at solving puzzles. If trained, they can understand one humanoid language, and it is even possible for them to speak a few phrases of that language. They may also be trained as thieves per the rules for critters with classes.

(See CCD p. 14)



Pigeons

Alignment: L

Type:	Messenger	War Pigeon
Size:	Tiny	Small
Reach	0ft	5ft
STrength:	8 / -1	10
AGILity:	16 / +2	15 / +1
STAMina:	15 / +1	17 / +2
INTelligence:	2 / -4	3 / -3
PERsonality:	9	9
LUCK:	9 +1d4	9+ 1d4
Action Die:	1d12	1d14
Lift:	4lbs	10lbs
Carry:	3lbs	5lbs
Speed (Land)	6 inch hop	5ft hop
Run:	No	No
Sprint:	No	No
Speed (Fly)	250ft	350ft
Acceleration:	30ft	35ft
Deceleration:	60ft	70ft
Glide:	10ft	20ft
Initiative:	+2	+1
AC:	17	14
HD:	1d4+2	1d6+3
Attack Die:	1d12 +2	1d14+1
Damage:		
(Beak)	1d3-1	1d3
(Talons)	1d4-1	1d5
Critical Die:	None	None
Critical Table:	None	None
Fortitude:	+2	+3
Reflex :	+3	+2
Willpower:	+1	+1

Strange effects – Wizards have been known to employ mutation rituals, and other means to combine pigeons with area effect spells. The spell can only be used once and is triggered by pre-arranged stimuli, or when the pigeon dies. These unstable weapons of mass destruction are then sent out against their enemies to wreak havoc. It was only a matter of time before some of them escaped into the wild. Any time war pigeons are encountered there is a 35% chance that each pigeon can deliver a spell. Table 3-3 shows the spell each pigeon carries and spells targeting one creature strike the closest enemy.



General Information:

These ubiquitous birds are among the most numerous and diverse of species. Pigeons live in all climates except arctic and aquatic; living on a diet of seeds, fruits, nuts, and insects. Pigeons are not as smart as crows or magpies, but they are still quite clever and adaptable and may be easily trained to simple tasks. Pigeons have had a long history with humanoids; having been bred as a food source as well as to work and to fight for their masters. They come in a variety of colors and generally they will blend with their environments. Most are dark or light grey with smatterings of iridescent feathers that will be more prominent on the males.

Attack Profile:

In the wild, pigeons only fight to defend themselves. If a pigeon has a luck bonus, then it applies the bonus to all physical and endurance checks. These ubiquitous birds travel in great numbers; their flocks contain at least 5d20 +10 birds, but larger flocks are common in temperate and sub-tropical areas.

Special Attacks:

Flocking Dangerous- for every 20 birds in the flock add +1 to attack and damage.

Special Powers:

Homing Beacon- a pigeon imprints on the place it was born, and the pigeon doesn't need to roll any navigation checks to find its home. War pigeon's may imprint on their homes plus 1d4+1 additional locations.

Clever Critter – while not known for their intelligence, pigeons are actually rather easy to train for simple tasks like carrying messages, and have even been bred for use in war. Pigeons are easily bred for various traits so wizards and trainers gain a +2 bonus on any attempts to alter or mutate a pigeon.

Table 3-1

War pigeon spell table, roll 1d0.		Core Rules Page #
Casting checks are 1d14+11 to determine result of spell.		
1	Choking Cloud	134
2	Color spray	135
3	Dispel Magic	208
4	Sleep	155
5	Spider Web	196
6	Fireball	216
7	Lightning Bolt	222
8	Slow	228
9	Curse	273
10	Wood Wyrding	284

Vultures

Alignment: N

Size:	Small	Medium	Large	Huge
Reach:	5ft	5ft	5ft	10ft
STrength:	7 / -1	8 / -1	10	12
AGILITY:	10	9	8 / -1	7 / -1
STAMINA:	13 / +1	14 / +1	16 / +2	18 / +3
INTELLIGENCE:	1 / -5	1 / -5	1 / -5	1 / -5
PERSONALITY:	9	9	9	9
LUCK:	9	9	9	9
Action Die:	1d16	1d20	1d20	1d24
Lift:	3.5lbs	8lbs	30lbs	120lbs
Carry:	2lbs	4lbs	20lbs	60lbs
Speed (Land)	15ft	25ft	50ft	75ft
Run:	X2	X2	X2	X2
Sprint:	No	No	No	No
Speed (Fly)	100ft	150ft	250ft	375ft
Acceleration:	25ft	50ft	90ft	120ft
Deceleration:	50ft	100ft	180	240ft
Glide:	0ft	0ft	0ft	0ft
Initiative:	+0	+0	-1	-1
AC:	11	10	8	7
HD:	2d4+2	3d5+3	4d6+8	5d7+15
Attack Die:	1d16	1d20+1	1d20+1	1d24+1, 2@1d20+1
Damage:				
(Beak)	1d3-1	1d4-1	1d5	1d6
(Talon)	1d2-1	1d3-1	1d4	1d5
(Bile)				
Critical Die:	None	1d8	1d10	1d10
Critical Table:	None	I	I	M
Fortitude:	+2	+3	+4	+5
Reflex:	+1	+2	+1	+1
Willpower:	+1	+2	+2	+2

General Information:

These unmistakable birds are expert flyers and scavengers; they soar effortlessly for hours looking for a potential meal. They all have broad wings allowing them to stay airborne with very little effort, but getting into the air is the problem. Most of these birds roost in tall trees or on mountain cliffs; in order to take advantage of gravity. They have adapted to most hot climates, but are most successful where mountains meet plains; especially in desert and semi-arid regions. Smaller vultures live in deciduous forests, but the presence of so many trees has its own problems for take offs and landings. A flock of vultures on the ground is known as a *wake*, while a group in a tree is referred to as a *committee*, *venue*, or *volt*. A flock of vultures in the air is called a *kettle*.

Attack Profile:

These expert scavengers soar effortlessly above the prairies and savannahs waiting for others to do all the work. They use their keen sense of smell to track the freshest kills and then wait for the hunters to glut themselves before spiraling in for a free meal. While vultures are excellent at gliding high over the land, they are incapable of hovering. If they have sufficient numbers, vultures sometimes descend to attack the weak and the helpless. In such cases they will use their numbers to slowly shred the life from their victims. Vultures do not make diving attacks, nor do they kick up much dust when the land or take off. Small and medium vultures occur in flocks of 6d10, but the large and huge varieties are rarely seen in nature. These are usually created or summoned as mounts. Regardless of size, vultures are vulnerable on the ground because they have a great deal of difficulty getting back into the air.

Special Attacks:

Bile – vultures regurgitate their stomach contents at or near an attacker to drive it off. This putrid bile covers a 60° cone out to 5ft per hit die of the vulture. Targets are allowed a fortitude save versus a DC of 10, +1 per hit die of the vulture or they are nauseated for 1d4 rounds, +1 round per hit die of the vulture.

Special Powers:

Great fortitude – vultures gain a +3 bonus to any save versus disease or poisons. Additionally, they are so efficient at soaring that they can fly for up to 12 hours a day without tiring, assuming there are good flying conditions. They can carry a rider or burden for 10 hours before they must land.

Flocking Dangerous – vultures use their numbers to overwhelm anything that is still alive when they find it. They gain a +1 bonus to attacks and damage for every 10 birds in the wake, assuming the victim is large enough to allow all of them to strike.

Immunities & Vulnerabilities:

To get off the ground a vulture must run its full land speed and then make a luck check against a DC of 8, +1 per previous attempt within the last hour. Failure indicates they must try again. Vultures count as one size category smaller for lifting and carrying calculations.

Boars

Alignment:

C

Size:	Medium	Large	Huge
Reach	5ft	5ft	10ft
STRength:	13 / +1	15 / +1	17 / +2
AGILity:	10	9	8 / -1
STAMina:	16 / +2	18 / +3	20 / +5
INTelligence:	1 / -5	2 / -4	3 / -3
PERsonality:	6 / -1	5 / -2	4 / -2
LUCK:	9	9	9
Action Die:	1d16	1d20	1d20
Lift:	13lbs	30lbs	85lbs
Drag :	39lbs	120lbs	340lbs
Carry:	130lbs	300lbs	595lbs
Speed (Land)	50ft	70ft	90ft
Run:	195ft/ 128min	300ft/ 144min	425ft/ 160min
Sprint:	390ft	600ft	765ft
Initiative:	+0	+0	-1
AC: (Thick Hide; +3)	13	12	10
HD:	2d8+4	3d10+9	4d12+20
Attack Die:	1d16+1	1d20+2,	1d20+3,
		2@1d16+2	2@1d16+3
Damage:			
(Gore attack)	1d6+1	1d7+1	1d8+2
(Trample)	3d4+3	3d6+3	3d8+6
Critical Die:	None	1d10	1d12
Critical Table:	None	M	M
Fortitude:	+3	+5	+7
Reflex:	+1	+2	+1
Willpower:	+0	+0	+0

Special Powers:

Blind Rage- The boar may enter into a *Battle Rage* by burning their personality score; 1pt = +1d(x) to attacks and damage; but they have a -2 penalty to armor class per point burned for that round. Stat points heal per the normal rules and the damage die increases by one step for each size category beyond medium. A maximum of 5 points may be spent in this manner in any given round.

Great Nose - Boar gain a +4 bonus on search and spot checks involving odors.

Domestic pigs

These critters are at the center of the economy for many communities, and their meat is considered a delicacy in many parts of the world; but thought profane and unclean in many other places. They are foul tempered, messy, noisy, but worst of all... is the *stench* of keeping them is horrific. Fortunately they are happy with scraps, and are fairly intelligent foragers, especially if it involves their sense of smell. They use the stats of a medium boar, but they lack any tusks and do not have thick hides. They get +6 on spot and search checks when using their noses from generations of selective breeding.

Boar and especially pigs, have been known to eat meat and to even become cannibalistic in severe cases of isolation and starvation.

General Information:

These ill-tempered porcine creatures are Aggressive. They prefer temperate and mountain forests as well as desert scrub-lands, but are highly adaptable and are quite territorial. Common boar specimens are between 60 and 150lbs and are considered medium size; as such they can be used as mounts for small and tiny creatures who manage to train them. Larger specimens are found wherever their smaller cousins roam, and the colder the climate the bigger they grow. The only climates that are not found in are ocean and arctic, and there coloring while generally dark, tends to blend with the local environment. They are omnivorous but prefer tubers and vegetation to meat.

Attack Profile:

They cannot see very well, but are aggressive and fearless. They will charge any movement they don't recognize. A boar's primary attack is to lower its head hoping to gore the target with its powerful tusks. These attacks are made from no further distance than twice their land speed.

Special Attacks:

Blind Charge- the boar can charge into combat even when in a frenzied state. They will not hesitate to attack anything up to two size categories larger than themselves.



C

Cats

Alignment:

C

Size	Tiny	Small	Medium	Large
Reach:	0ft	5ft	5ft	5ft
STrength:	13 / +1	15 / +1	16 / +2	18 / +3
AGility:	20 / +5	19 / +4	18 / +3	17 / +2
STAMina:	10	12	13 / +1	15 / +1
INTelligence:	4 / -2	4 / -2	4 / -2	4 / -2
PERsonality:	8 / -1	8 / -1	8 / -1	8 / -1
LUCK:	3d4+6	3d4+6	3d4+6	3d4+6
Action Die:	1d14	1d16	1d20	1d20
Lift:	13lbs	16lbs	34lbs	57lbs
Drag :	26lbs	48lbs	102lbs	228lbs
Carry:	26lbs	80lbs	170lbs	380lbs
Speed (Land)	15ft	50ft	70ft	90ft
Run:	65ft/ 20min	150ft/ 24min	240ft/ 26min	360ft/ 30min
Sprint:	145ft	330ft	480ft	720ft
Initiative:	+5	+4	+3	+2
AC:	18	15	13	11
HD:	1d4	2d5	3d6+3	4d8+4
Attack Die:	1d14+5	1d16+4	1d20+4	1d20+5
			2@1d16+4	2@1d16+5
Damage:				
(Claw)	1 pt	1d3+1	1d4+2	1d6+3
(Bite)	1 pt	1d4+1	1d6+2	1d8+3
Critical Die:	None	None	1d8	1d10
Critical Table:	None	None	M	M
Fortitude:	+1	+1	+3	+3
Reflex :	+6	+5	+5	+4
Willpower:	+0	+0	+1	+1

General Information:

These enigmatic creatures have captured the imagination and beguiled humanoids for eons. No one ever fully understands them, but they do have a few general traits. Whether they are tiny alley cats hunting for rats, or lions out on the savanna, cats are made for hunting and killing. Retractable claws and impressive fangs adorn even the smallest of these creatures. Their coloration varies as widely as their terrain, but will usually serve to effectively camouflage them from the eyes of their prey. They are found in every climate except arctic and underwater... though most cats are excellent swimmers when necessary and in a fantasy/ sci-fi setting any terrain may be available.

Attack Profile:

They prefer ambush and all cats are built for stealth. Cats use their agility or strength for attacks, whichever is greater. If they hit with both claw attacks in the same round they can make disemboweling attack. Most cats are not known for their distance running abilities, they only multiply their stamina scores by 2 to calculate run time.

Special Attacks:

Disembowel- If a cat successfully strikes with two claw attacks in the same round, it gets 2 more claw attacks for its hind legs.

Special Powers:

Low light vision- cats are not impaired as long as there is at least starlight or an equivalent illumination.

Lucky- Cats add their luck bonus, if any, to all their save rolls as well as hit points.

Stealthy-

A cat's action die is increased by 1 step on the dice chain for stealth checks.

Lions

These large felines hunt in groups of 2d4 members in coordinated attacks to minimize the fact that they are terrible at sprinting. This ability is limited to 100ft from having a heart too small for their bodies. They will likely give up after this distance due to a lack of oxygen.



Chimpanzees

Alignment: L

Size:	Small
Reach:	Special
STrength:	16 / +2
AGility:	13 / +1
STAMina:	10
INTelligence:	5+2d4
PERsonality:	9+1d4
LUCK:	9
Action Die:	1d16
Lift:	160lbs
Drag:	320lbs
Carry:	160lbs
Speed (Land)	15ft
Run:	35ft/ 1 min
Speed (Climb)	35ft
Run:	70ft/ 20min
Initiative:	+1
Initiative (melee)	+2
AC: (+1 for hide)	13
HD:	2d8
Attack Die:	
(ranged)	1d16+1
(melee)	1d16+2
Damage:	
(Bite)	1d3+2
(Fist)	1d3+2
(Thrown item)	1d3/ 5lbs
(Club)	1d4+2
(Stabbing spear)	1d6+2
Critical Die:	None
Critical Table:	None
Fortitude:	+1
Reflex :	+2
Willpower:	#+1

Ranged attacks – Chimpanzees and monkeys are known to use their bodily functions to drive off attackers. Aside from the general humiliation factor; such attacks cause confusion in their enemies and provoke a fortitude saves versus a DC of 12 or the victim suffers 1d3 rounds of nausea.

Urine – 15ft effective range; 4x per day

Feces – 10ft/ 20ft/ 30ft; 2x per day

Special Powers:

Enhanced articulation – with better leverage and denser muscles, chimpanzees are much stronger than their size suggests. Therefore they are treated as one size larger for lifting, dragging, and carrying.

Intelligence – chimpanzees display complex social structures, including inherited status within the tribe's hierarchy, as well as sophistication and subtly with their vocalizations which even include laughter. They also craft tools and weapons to help gather food and defend themselves from forest predators. When raised in captivity they can be trained as warriors, thieves, or to assist in many occupations per the rules for critters with classes. (See page 14) Their equipment is 50% more expensive to make or purchase. Their chimpanzee hit dice count as their zero levels for total hit points and hit die calculations.

General Information:

Medium sized and covered with black or brown fur; these forest dwelling, omnivorous, hominids form large tribes in tropical and sub-tropical climates where food is plentiful. They spend half their lives in the trees and the rest of the time on the ground foraging for fruit and insects. Chimpanzees are the most aggressive of the apes and have learned to use tools and improvised weapons against intruders or to make war upon their neighbors when they feel threatened. Chimps will also form hunting parties to track down forest antelope and smaller monkeys. Their arms are longer in proportion than their humanoid brothers, and their legs are shorter. This is excellent for life in the trees, it but means they cannot run or sprint beyond a quick shuffle. They are able to walk upright with a rolling, knuckle shuffling gait for short distances.

Attack Profile:

When encountered there will be 5d20 adult chimps with smaller groups representing foraging parties. An encounter with larger numbers of chimps indicates a hunting or war-party; or the adventurers have stumbled upon a chimpanzee nesting site. When 5 to 10 chimps are encountered, they will always send for reinforcements by howling, thumping on trees, etc. or send one of their members off through the trees for help. The rest will throw whatever items are at hand, and grab stout branches to use as clubs. They are smart enough to use tactics and terrain to their advantage, but will not stay engaged in a fight they know they won't win. In larger numbers they can be quite bold and will even raid humanoid settlements for food and to make mischief if they feel threatened by their neighbors. They have large territories, and are always on the move looking for food.

Special Attacks:

Enhanced reach – If the chimpanzee is unarmed they have 5ft of reach. With a non-reach weapon larger than a dagger in hand a chimpanzee has a reach of 10ft due to the length of their arms. This also grants chimps a +1 bonus to their initiative in melee combat.

Quadra-dexterous – having 4 usable hands means that a chimpanzee always has at least 2 hands available for any action, even when climbing. This also grants them a +1 bonus per arm or leg involved in the attempt to grab an opponent on any strength or agility checks when wrestling an opponent.



Cows, Oxen, and Herd beasts:

Alignment:

L

Size:	Medium	Large	Huge	Gargantuan
Reach:	5ft	5ft	10ft	15ft
STrength:	13 / +1	15 / +1	17 / +2	19 / +4
AGILITY:	13 / +1	12	11	10
STamina:	14 / +1	16 / +2	18 / +3	20 / +5
INtelligence:	1 / -5	1 / -5	1 / -5	1 / -5
PERsonality:	8 / -1	8 / -1	8 / -1	8 / -1
LUCK:	9	9	9	9
Action Die:	1d16	1d20	1d20	1d24
Lift:	26lbs	75lbs	170lbs	285lbs
Drag:	104lbs	300lbs	680lbs	1425lbs
Carry:	260lbs	525lbs	935lbs	2565lbs
Speed (Land)	20ft	30ft	40ft	50ft
Run:	65ft/ 56min	100ft/ 64min	140ft/ 72min	190ft/ 80min
Sprint:	130ft	200ft	240ft	380ft
Initiative:	+1	+0	+0	+0
AC:	16	14	13	12
(tough hide; +5)				
HD:	2d3+2	3d4+6	4d5+12	5d6+25
Attack Die:	1d16+1	1d20+2,	1d20+3,	1d24+5,
		2@1d16+2	2@1d16+3	2@1d20+5
Damage:				
(Horns)	1d5+1	1d6+1	1d8+2	1d10+4
(Kick)	1d4+1	1d5+1	1d6+2	1d8+4
(Gore)	3d5+3	3d6+3	3d8+6	3d10+12
(Trample)	3d4+3	3d5+3	3d6+6	3d8+12
Critical Die:	None	1d8	1d10	1d10
Critical Table:	None	M	M	M
Fortitude:	+2	+4	+5	+7
Reflex	+2	+2	+2	+2
Willpower:	+0	+1	+1	+1

General Information:

Domesticated thousands of years ago by the humanoid races, the humble bovine is versatile and can be adapted to most non- arctic, non-aquatic environments. Their fur is usually shades of brown, red, and black, white, or any patchwork of these colors; and may be long and shaggy to combat the cold. Many nomadic cultures allow the male and female cattle to keep their horns, allowing the cattle to defend themselves from the vicissitudes of life. If the cattle are bred for work, then they are called oxen. They are trained from an early age to haul incredible loads... as long as you aren't in a hurry. They average about 800- 900lbs and most oxen are considered size large; but can be 3000lbs and size huge. There are legends of cattle of gargantuan proportions back when the giants and the titans ruled the world, but cattle may be as small as medium sized and are commonly known as yaks in mountainous regions.

Attack Profile:

Dull and placid most of the time, cattle are more than capable of defending themselves when they must. Most wild cattle have powerful horns for males and females, but these are used only when necessary. Their primary defense in the wild is in their numbers; herds can have thousands, and even millions of individuals. If they decide to stampede then anything in their path will be obliterated. The herd will barely notice the loss of a few dozen or even a few hundred of its weakest members.

Special Attacks:

Gore charge – the bull lowers its head and charges with its horns, and does 3x normal damage with this attack. The bovine has a -2 penalty on its armor class with this charge. If the bull hits his target; the target rolls a reflex save versus a DC of 10, +1 per hit die of the bovine or the victim is thrown 5ft to the right or left of the bull per size category of the bull starting with medium and are prone.

Special Powers:

Heavy lifting – cattle are considered one size category larger when calculating lifting and carrying capacities. Additionally, when properly harnessed with a yoke, they can pull 5 times their normal carrying capacity. Cattle are slow. A cow or ox by itself can only cover about 20 miles a day, but typically cover far less as they graze. Pulling a load, they are limited to between 10 and 12 miles a day. They can run and sprint, but only as long as they are not hauling anything. Divide the strength of a bovine by 3 before calculating its running and sprinting speeds, and divide their stamina by 2 before calculating the duration of Their running times.

Sleepless – cattle only sleep 4 hours a day and are considered fully rested. Of course, they must spend at least 8-14 hours a day grazing to get enough food. Wizards who have a cow as a familiar and are using the alternate find familiar spell presented on page 16 of this book may access this ability as a greater power.

Trample – See p.14

D

Demons

General information:

These vile entities exist beyond the mortal and material world. They exist in dimensions that the mortal mind simply cannot understand nor predict. Most of the truly powerful demons are unable to materialize in the normal world unless summoned; but some of the lesser demons seep through the cracks in reality created by the active practice of magic. All demons are carnivorous, but they must also feed on the energy of emotions often working to create situations that will enhance the desired emotion within their intended victims. Demons can take any form when they reach the material plain, but once the form is determined, it is locked into this form unless their entry states otherwise. All have unique immunities and vulnerabilities. See page 401 of the DCC Core Rules for more details on demons and their general immunities and vulnerabilities, but where these conflict with the information in the demon's entry, the storyteller will need to decide which to use. Demons that can speak know their own corrupted language as well as the *common* and *draconic* languages; but they are not limited to these and may know many others including languages long lost to mortal ears.

Attack Profile:

A demon's form will determine its attacks and the natural tactics that their allowed and this may even include cooperative tactics, but usually these entities are encountered singly. These demons all have a *Drain attack* and upon a successful bite attack the victim must succeed at a willpower save versus a DC of 10, +1 per hit die of the demon or they suffer 1 point of ability score damage. The demon must ingest a number of points equal to its hit dice every day or it loses 1 hit die.

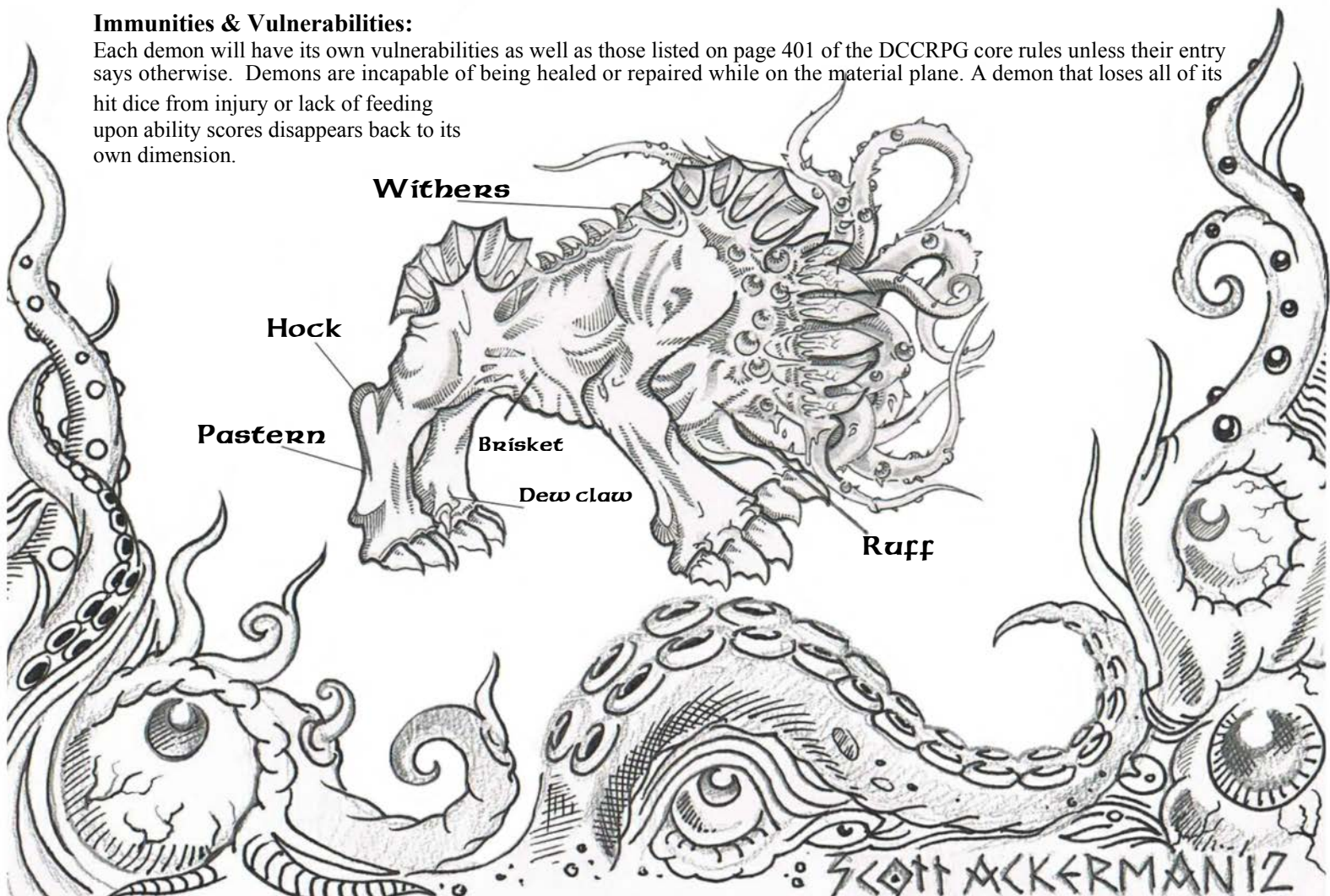
Special abilities:

Each demon will have its own special abilities as well as those listed on page 401 of the DCC Core Rules unless their entry states otherwise. The only other thing that they have in common is that they have spell resistance ratings equal to half their number of hit dice (rounding down) which may be bypassed with holy magic; see page 14 for details on spell resistance.

Summoning Demons - unless their entry says otherwise, the demons listed here are not capable of summoning others of their kind to the Prime Material Plain. Those which can summon other demons are usually at least a type 4 demon and they must have been upon the material plain for at least 24 hours.

Immunities & Vulnerabilities:

Each demon will have its own vulnerabilities as well as those listed on page 401 of the DCCRPG core rules unless their entry says otherwise. Demons are incapable of being healed or repaired while on the material plane. A demon that loses all of its hit dice from injury or lack of feeding upon ability scores disappears back to its own dimension.



Demon, Gaum

Alignment: C

Demon Type:	I	II	III	IV	V
Size:	Tiny	Small	Medium	Large	Huge
Reach	0ft	5ft	5ft	10ft	10ft
STrength:	10	12	13 / +1	15 / +1	17 / +2
AGility:	17 / +2	16 / +2	15 / +1	14 / +1	13 / +1
STAMina:	9	11	12	14 / +1	16 / +2
INTelligence:	3 / -3	3 / -3	4 / -2	6 / -1	8 / -1
PERsonality:	10	11	12	13 / +1	14 / +1
LUCK:	9	9	9	9	9
Action Die:	1d14	1d16	1d20 2@1d16	1d20, 2@1d16	1d24, 2@1d20, 3@1d16
Lift:	10lbs	12lbs	13lbs	30lbs	85lbs
Drag:	20lbs	36lbs	39lbs	120lbs	340lbs
Carry:	20lbs	60lbs	130lbs	300lbs	595lbs
Speed (Land)	15ft	30ft	50ft	70ft	90ft
Run:	50ft/ 72min	120ft/ 88min	195ft/ 96min	300ft/ 112min	425ft/ 128min
Sprint:	110ft	265ft	390 ft	600ft	765ft
Initiative:	+3	+3	+2	+2	+2
AC: (see entry)	15	17	18	24	25
HD:	2d10	6d10	10d10	14d10+14	18d10+36
Attack Die:	1d14+2	1d16+4	1d20+4, 2@1d16+4	1d20+5, 2@1d16+5	1d24+7, 2@1d20+7, 3@1d16+7
Damage:					
(Bite)	2d4	2d6	2d8+1	2d10+1	2d12+2
(Breath Weapon)	4d4	4d6	4d8	4d10	4d12
(Rolling Charge)	--	--	4d6+4	4d8+4	4d10+8
Critical Die:	None	None	1d10	1d14	1d20
Critical Table:	None	None	DN	DN	DN
Fortitude:	+1	+3	+4	+6	+9
Reflex:	+3	+5	+5	+6	+8
Willpower:	+1	+3	+4	+6	+8

General information:

These snake-like demons have thick armadillo style armor plates along their dorsal and side surfaces. The rest of their flesh is drawn so tightly about their frames that they are gaunt to the point that they appear skeletal. The flesh below their dorsal scales continuously exudes a foul ichor that reeks of rotting garbage. Unlike a normal snake, these demons have four thick legs that allow it to run in a somewhat unconventional fashion. They have broad heads and powerful jaws that drain the luck from their victims. Their body has a slightly bulbous shape due to the fact that its primary mode of attack is to curl into a ball and trample their target. These vile demons spend most of their time on the fringes of the elemental plane of earth where it crosses over into the abyss. They cannot travel to the material plane unless they are summoned.

Attack Profile:

The gaum travel in large herds that roam the boundary between the abyss and the elemental plane of earth, and they hunt and feed upon whatever they find. They are nearly mindless and are often called upon by greater demons to use as soldiers when such are needed. Upon the material plain, they require large quantities of iron and steel in their diets, and will eagerly eat any weapons they can grab.

Special attacks:

Armor Plating – The scales of the gaum are too soft to provide armor protection for the smallest versions, but the scales grow thicker with age. The armor bonus grows according to the following progression: type 1, +0AC; type 2, +4AC; type 3, +7AC; type 4, +14AC; and type 5 gain +16AC. These values are already reflected in the table above.

Breath Weapon – the gaum can send forth a 60° cone of acid that reaches 5ft/ hit die. Targets get a fortitude save versus a DC of 9, +1 per hit die of the demon for half damage. This acid does not cause persistent damage to the victims. This acid affects metal, stone, flesh, and bone so items roll fortitude saves as well and may suffer degradation. (See page 14.) The gaum may use this ability 1x/ day/ type of demon; so a type one can use this 1/day and a type five can use this ability 5x/day.

Luck drain – These demons require energy in the form of luck in order to remain on the material plain; other wise they waste away like other demons. Any creature struck by the bite of a gaum must make a fortitude save versus a DC of 8, +1 per hit die of the gaum, or the victim loses 1d3 points of luck, +1 point per demon type, in addition to the damage from the bite.

Rolling Charge – The gaum tucks its head and tail forming a surprisingly round sphere and then rolls forward... smashing into and over its victims. If sufficient slope is available, the gaum can use this attack from up to twice its sprinting distance, otherwise it is limited to twice its land speed. The gaum cannot use this ability to attack anything that has the high ground. Gaum of type 1 and 2 are too small to use this as an attack form; but it is how they close the distance with their intended targets. (See *Trampling* on page 14.)

Special abilities:

Stench – this powerful odor emanates from the evaporation of the ichor exuded from its skin and smells so much like rotting garbage that when gaum are on the material plane they are often surrounded by a cloud of flies that causes a -1 on all ability checks and spell casting per size category of the demon. It has a radius of 5ft per demon type and all living creatures within this zone make fortitude saves for each round of exposure. The DC is equal to 7, +1 per hit die of the demon; failure indicates that the victim is incapacitated from the violent nausea and vomiting until they leave the cloud of gas.

Quick Strike – These demons have a snake like construction that allows them a +1 on all initiative roles.

Immunities & vulnerabilities:

The gaum are immune to acid damage and only take half damage from fire and cold based attacks. They take double damage from electricity and crushing attacks. Furthermore, gaum are not as powerful as other demons of the same classification. They have the abilities on page 57 of this book, but no additional powers, abilities, or immunities from page 401 of the Core Rules.



Demon, Krelvax the Weaver & Patron Information

Alignment: C

Demon Type:	VI
Size:	Colossal
Base Creatures:	Ant, Humanoid
Reach:	30ft
STrength:	20 / +5
AGility:	12
STamina:	18 / +3
INtelligence:	22 / +7
PERsonality:	10
LUCK:	13 / +1
Action Die:	1d30+2, 1d30, 1d24, 1d20
Lift:	1280Lbs
Drag:	7680Lbs
Carry:	16,000Lbs
Speed (Land)	135ft
Run:	800ft / 162min.
Sprint:	1280ft
Initiative:	+0
AC:	22 (+16 from chitin)
HD:	26d14+78
Attack Die:	1d30+15
	2@1d30+13,
	3@1d24+13,
	4@1d20+13
Ranged attack:	1d30+8: Thrown item, or
	1d30+10: Spear - 75ft/ 150ft/ 225ft
Damage:	
(Bite)	2d20+5
(Kick)	1d16+5
(Stinger)	2d8+5
(Trample)	3d16+15
(Spear/ reach x2)	2d10+7 (Includes +2 from weapon)
Critical Die:	4d4; Threat range = 16+
Critical Table:	DN
Fortitude:	+12
Reflex:	+9
Willpower:	+9

General Information:

This powerful demon has always chosen to pervert the works of the gods by granting magical powers to any who ask, but its true desire is to conquer worlds. Krelvax the Weaver enslaves the animal and plant life for food and binds these slave worlds together with inter-dimensional portals threading their way through the multiverse. Krelvax has an insectoid construction; having a segmented body, and 5 pairs of legs, all of an ant-like character. However, where an ant would simply have a head and mandibles, Krelvax has an upright humanoid torso and arms. Its head is that of a monstrously large ant with huge multi-faceted eyes and wickedly shaped mandibles. It has a scorpion's tail and stinger that can deliver several types of venom at the demon's choice, but only one at a time. Krelvax the weaver feeds upon magic. It is fed and fueled by the supply of magic siphoned off by the crystal monoliths created by the death rites of its minions and it has the power of many slave worlds to call upon. Destroying all of the crystal monoliths only prevents it from invading the material plain in that local region of space and time. Its purposes are a secret even to its devoted disciples, but the few cultists of Krelvax that speak of such things claim to help their master to build what they call the Great Hive.

Attack Profile:

Whenever Krelvax the Weaver feels that it is necessary to fight, it prefers a battlefield that it has had the time to modify to its advantage. Krelvax won't hesitate to send waves of lesser minions to 'soften up' its enemies while it prepares a battlefield. It's favorite tactic is to litter the battlefield with nexus portals (p. 64) to prevent the enemy from making large or fast troop movements; as well as to allowing its own forces to 'jump' about the combat zone with ease. Krelvax uses telepathy to communicate with it's minions.

Special Attacks:

Gas – continually produces a cloud of ammonia gas that has the effect of a choking cloud spell with a casting result of 26. (See DCC Core Rules p. 134). The acidic and poisonous cloud has a radius of 30ft centered on Krelvax which moves with the demon. All within the cloud who fail a DC 26 fortitude save each round suffer a -4 penalty to all rolls (attacks, damage, skills, and saves), take 4 points of damage and are poisoned for -2d4 Agility; duration 1 day.

Spells:

Krelvax the weaver counts as a 10th level wizard (action die +17) knows the spells *Patron Bond* and *Invoke Patron*, but cannot cast them; these are known so that they may be taught to unwary mortals. It knows the following spells and may cast them without fear of taint or corruption. Any spell failure means the spell is lost for 2d6 hours. This is also the list of spells Krelvax the Weaver can teach to its disciples. (See DCC Core Rules pages 127-8 for spell directory)

- 1st – *Protection from Law* (functions identically to *Protection from Evil...*), *Poisonous Sting* (see p. 66), *Detect Magic*, *Darkness*, *Comprehend Languages*, and *Choking Cloud*
- 2nd level – *Curse*, *Banish*, *Spider Web*, *Forget*, *Detect Invisible*, and *Nexus* (see p. 64)
- 3rd level– *Planar Step*, *Dispel Magic*, and *Demon Summoning*
- 4th level – *Vermin Blight* and *Desecrate*
- 5th level – *Mind Purge* and *Magic Bulwark*

Summoning – Unless bound, Krelvax can summon 1d3 of his own servitor demons per day after it has been on the material plane for at least 24hours.

Stinger & venom:

If Krelvax scores a maximum result for its attack roll add +2 to any DC's the venom requires and cut the action time in half. This venom can be removed via a cleric's lay on hands ability with a result of 4 dice of healing, or an appropriate spell. Krelvax may deliver only one poison per sting per round, but a victim can suffer from both venoms... assuming they survive two hits from the stinger. Krelvax may also anoint its spear with one type of venom before an attack; but the process takes 3 rounds to complete and the venom does not persist beyond this duration of a single attack.

Venoms:

Anti-coagulant – Victim must succeed at a fortitude save versus a DC of 16, failure indicates that this venom has interrupted the clotting process which leads to massive bleeding. Victim loses 3 hit points per round from internal bleeding and hemorrhaging; only magic healing will stanch the flow.

Neurotoxin - Victim gets a fortitude save versus a DC of 18. Success indicates the venom causes 1d6 points of Agility, Strength, and Stamina damage. This venom can be cured with 4 dice of magical healing, but half of the ability damage is permanent. Failing this save causes instant death.

Immunities & vulnerabilities:

Krelvax the weaver has a spell and damage resistance of 13 and is immune to any weapons of less than +4 ability and natural attacks from creatures of less than 8 hit dice as well as gas and poison attacks. Krelvax the Weaver and all of its minions require a number of intelligence points per day equal to their hit dice or they lose 1 hit die. Krelvax has no death right; but if defeated neither it, nor its minions may manifest again on that plane for 1d100 x 10 years. Nor may Krelvax the Weaver act as a Patron during this time.

Krelvax the Weaver, as Patron

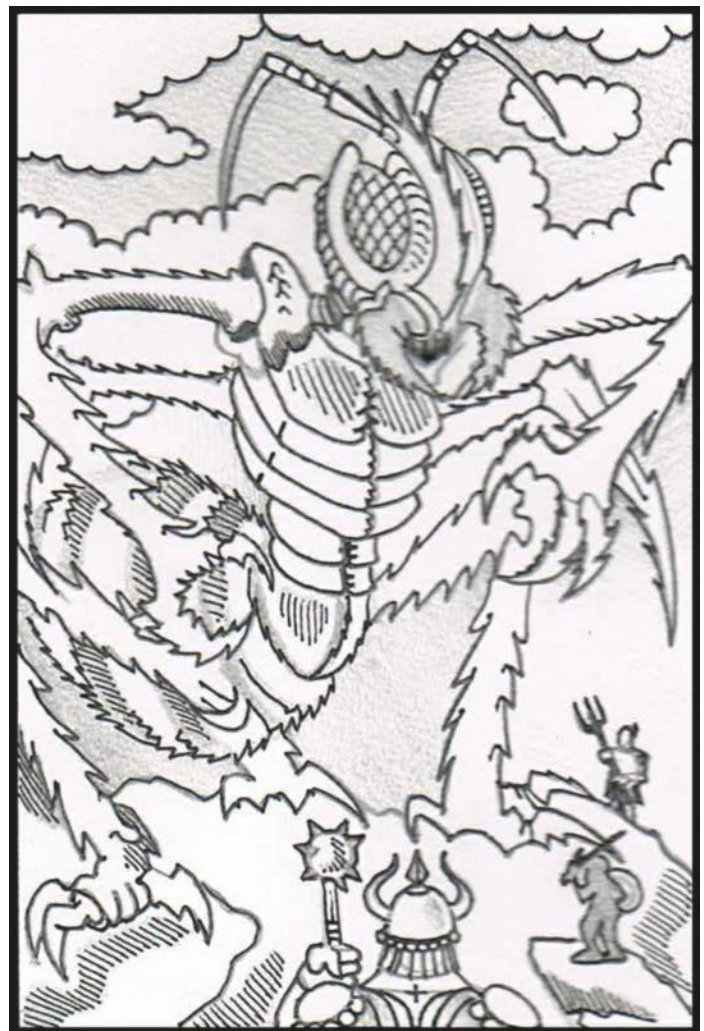
This powerful demon has always chosen to pervert the works of the gods by granting magical powers to any seekers who petition it. Its purposes are a secret even to its devoted disciples, but corrupting the general structure of the physical world to suit an alien aesthetic, seems to be part of its plan. Most sages and scholars agree that Krelvax eventually seeks to completely destabilize the magical energies of the material world and thus deprive the material world of the means to fight off demonic invasions.

The main reason Krelvax so quickly and easily offers to become a patron is to start the process of invasion. It offers power and arcane knowledge with the understanding that its disciples will spread the demon's patronage about the land and create a greater chance of success for the demon's eventual incursion. This is accomplished via the death rites of the lesser Krelvax demons. All but the demonic bug

swarms and the Krelvax worm's create a crystal monolith that drains away the magic potential of the material plain. For game purposes this manifests as an anti-magic field which imposes a penalty equal to the dead demon's hit dice on all casting checks within the specified radius. The areas of effect can overlap and are cumulative upon each other. The energy from any spell that they cause to fail is transmitted to Krelvax as sustenance. Given enough time this demon will deplete a world and have to move on in search of another. Wizards who die in the service of Krelvax also feed the demon and are thought to be transformed into more demons for the cycle of conquest to begin anew...

Bonding with Krelvax the Weaver

Wizards who are willing to make the sacrifices necessary to prove their loyalty to Krelvax will gain powers from it. This test of loyalty requires the sacrifice of a sentient humanoid spell caster of at least 1st level and a blood oath from the Supplicant. The supplicant wizard permanently sacrifices 2 ability score points of their choice, but they must be drawn from the same ability. Anyone marked by Krelvax, per the *Patron Bond spell* need never fear harm from ants or wasps, as they will treat the marked individual as one of their own. Additionally, if these wizards gain 9 or more Patron taints they become a Krelvax Drone and cease to be a character. See page 69.



Invoke Patron Results: Krelvax the Weaver

Level: 1	Range: Personal	Duration: Varies	Save: None
Casting time	1 round, and the spell may be cast only a limited number of times, according to results of <i>Patron Bond</i> . If cast as a ritual, then Casting time is a minimum of 5 hours, but will vary by patron.		
Manifestation	Varies		
General	In order to learn this spell, you must first cast <i>Patron Bond</i> . The particulars of this spell vary according to the terms of your patron. In casting this spell, you invoke the name of your supernatural patron to request aid. This spell requires at least 1 point of spellburn. The patron responds by sending aid according to the nature of its followers; your judge will provide specifics. Note that continued casting of this spell may taint the wizard spiritually and physically.		
Corruption	N/A all corruptions are determined from the tables in the core rules.		
Misfire Roll 1d5:	(1) The wizard has a -4 on all spell casting attempts for the next 1d3 hours. (2) The wizard has an aura that imposes a -4 to spell casting checks on anyone within 10ft for the next 1d3 hours. (3) For the next 1d3 turns, every time the wizard casts a spell they must succeed at a willpower save versus a DC equal to the spells success or be teleported 1d3x10 feet in a randomly determined direction. (4) The wizard takes 1d3+1 point per CL of force damage. (5) Everyone within 10ft takes 1d3+ CL damage, they get a reflex save vs. 8+ wizards cater level for half damage.		
1	Spell fails, and worse! Roll 1d6 modified by Luck: (1 or less) Major corruption + Misfire + Patron taint, (2) Major corruption + Patron Taint, (3-4) Patron taint, (5+) Misfire.		
2-11	Failure. Unlike other spells, <i>Invoke Patron</i> may not be lost for the day. Depending on the results of <i>Patron Bond</i> , you may still be able to cast it.		
12-13	Krelvax sends a 1d3+1hit die swarm to afflict the wizard's attackers; see p. 68 for details. The swarm's hit dice may be divided as the wizard sees fit and the swarm lingers for 1 minute per caster level, or until they are destroyed, dispersed, or dismissed. The casting wizard must use one action die to concentrate on directing the swarm, and is limited to only half their normal move rate while the swarm remains under their control. The swarm will turn on the wizard should this control be broken or lost.		
14-17	The servant of Krelvax gains a chitinous covering for 1 turn, +1 minute per caster level of the wizard; this grants the caster a +2 bonus on AC and causes no problems with casting or movement.		
18-19	Krelvax sends forth a Krelvax Drone from the Stygian pits to serve the wizard and attack the wizard's foes; see page 69. It will stay and follow the wizard's commands for 1d3 days, +1 day per caster level of the wizard; then it dies and decomposes rapidly. The drone will turn on their master at the slightest hint of disloyalty, and will always seek to construct a hive gate if given the opportunity.		
20-23	The servant of Krelvax gains a chitinous covering for 1 turn, +1 minute per level of the wizard, this grants the caster a +3 bonus on AC and causes no problems with casting or movement. The casters legs take on an ant like character and articulation. This transformation grants +10ft of speed, and a +1 bonus on climb checks for as long as the chitinous covering persists, but the casters footwear is ruined if they don't remove it prior to transformation. Magical boots and such gain a fortitude save versus a DC equal to 12; success means they fell off during the transformation.		
24-27	Krelvax sends 1d5 servant demons, +1 demon per caster level to aid the faithful wizard. Roll 1d7 for demon type: 1,2= Krelvax Drone, 3-6= Krelvax Soldier, 7= Hive Protector. (See pgs. 69- 72) There is only one type summoned, unless the wizard rolls a 7. If the wizard summons a hive protector; the wizard rolls again to determine the type for any remaining demons; ignoring further rolls of 7. They stay and follow the casters commands for 1d5+ CL hours, or until they are destroyed or dismissed.		
28-29	The servant of Krelvax gains a chitinous covering for 1 hour, +1 hour per caster level of the wizard; this grants the caster a +5 bonus on AC and a +2 bonus on save rolls. The covering causes no problems with casting or movement. The caster's legs take on an ant like character and articulation and the caster's abdomen distends to form another set of ant like legs. This transformation doubles the caster's speeds and grants a +3 bonus on climb checks for spells duration. The caster's footwear and clothing is ruined if they don't remove it prior to transformation. Magical boots, clothing and such gain a fortitude save versus a DC equal to 15; success means they somehow stretched to accommodate the new form, or fell off during the transformation.		
30-31	Krelvax sends forth its most powerful servants, the zorbrath. These wasp-like creatures are the size of a war horse, see page 74 for details. What's worse; is that they appear in pairs. They obey the caster, staying until they can fight to the death; but will not tolerate any disloyalty to Krelvax.		

32-33	The casting wizard disappears in a puff of black smoke and then reappears in a demonic aspect – roll 1d8: 1-2 = Krelvax drone, 3-5= Krelvax soldier, 6-7= Hive protector, 8= Krelvax Worm. The transformation lasts for 2 hours, +1 hour per level of the caster, but may be dismissed at any time. During this time the wizard loses the ability to cast spells though they retain their natural Intelligence, Personality, and Luck scores; otherwise they adopt all the regular characteristics and powers of the new form. If the wizard is killed while in this form, their corpse undergoes the same death rite as the type of demon they've been changed into: except that any DC values increase by +1 and the ranges of effect are multiplied by the wizard's level. (See pgs. 68-72 for creature information)
34+	The wizard has convinced Krelvax the weaver to travel to the material plane (See page 60) The summoning wizard may ask for some kind of assistance, but Krelvax will act as it sees fit for the given situation. The demon will remain for 1 hour per caster level of the summoner(s), but if Krelvax is summoned for a trivial reason, or if it takes more than 30% of its hit points in damage, Krelvax will turn on the summoner(s) and attempt to kill or capture them for the remainder of the spells duration. If this occurs then the wizard(s) will have a -10 on casting <i>Invoke Patron (Krelvax the weaver)</i> until they have sacrificed 15 hit dice worth of wizards or clerics in honor of Krelvax.

Patron Taint (Krelvax), roll 1d6:

First tier transformations are completed within 24 hours, and are mildly uncomfortable, causing the caster to suffer a -1 on all actions during that time. Second tier transformations require 1d3 days to complete and are very unpleasant to experience; causing a -1 die step penalty on all actions and the wizard is reduced to half speed and actions. Third tier transformations require 1d7 days and the wizard is totally incapacitated and writhing in pain during the transition.

1 - The caster undergoes a transformation causing its skin to become coarse and pebbly and of a slightly maroon color. Rolling this result a second time causes the skin color to darken and become thicker, granting +1AC and -1 Personality score. A third result indicates that the casters skin has been completely transformed into polished chitin; +2AC, -2 Personality score.

2 - Every time the wizard casts a spell the area within 10ft of the caster is inundated by the smell of ammonia. The gas is not strong enough to cause damage, but imposes a -1 on search checks from watering and irritated eyes in following rounds. The cloud is fixed to the spot where the spell was cast for 1d3+CL rounds. The second time this is rolled, the penalty is -2 and the cloud emanates from the wizard. The third time this is rolled indicates that the condition is permanent and causes search and spot checks within 20ft of the wizard to be made at one step lower on the die chain. The wizard is immune to the gas and its effects, but if they linger in an enclosed space for more than 1 turn, their companions are likely to suffocate.

3 - The casters eyes become larger and more bulbous; it is unsightly and makes the caster ugly, but there is no other effect. Rolled a second time, the casters eyes slide to the side of their heads and the wizard loses their binocular vision, -3 on all ranged attacks. A third result means that they wizard's eyes begin to bulge and bifurcate into 2d100 segments each. This grants the caster +3 on spot and search checks and restores their binocular vision. The wizard is immune to flank attacks, but now has a -3 on all saves versus any sight based magic such as gaze attacks.

4 - The caster's legs become slightly elongated, creating a gangly awkward appearance. The second time the wizard is tainted in this fashion their legs take on the articulations of an ant's leg, but are otherwise normal. They must pay twice the normal cost for armor and other equipment such as boots. The third time this result is rolled, the caster's legs split in two, and each of the 4 legs takes on an ant like character. Furthermore, the wizard is granted a climb speed equal to its normal land speeds, but they can no longer utilize pants, or boots of any kind without paying 5 times the normal costs.

5 - The first time this result is rolled, 4d10 bugs congregate and burrow into the wizard's skin and then start crawling on them whenever the wizard starts casting. Roll 1d3; 1=ants, 2= beetles, 3= wasps. The bugs are 1 inch long and jet black, but have no other discernible purpose other than to cast a -1 casting penalty. The second time the wizard rolls this taint, the number of bugs triple and the wizard suffers a -4 penalty to casting from stinging and biting. The third time this taint is rolled, the wizard is consumed by the bugs which then form an interlocking colony emulating the original form. The wizard retains its identity and Intelligence score, but all other ability scores are reduced by half.

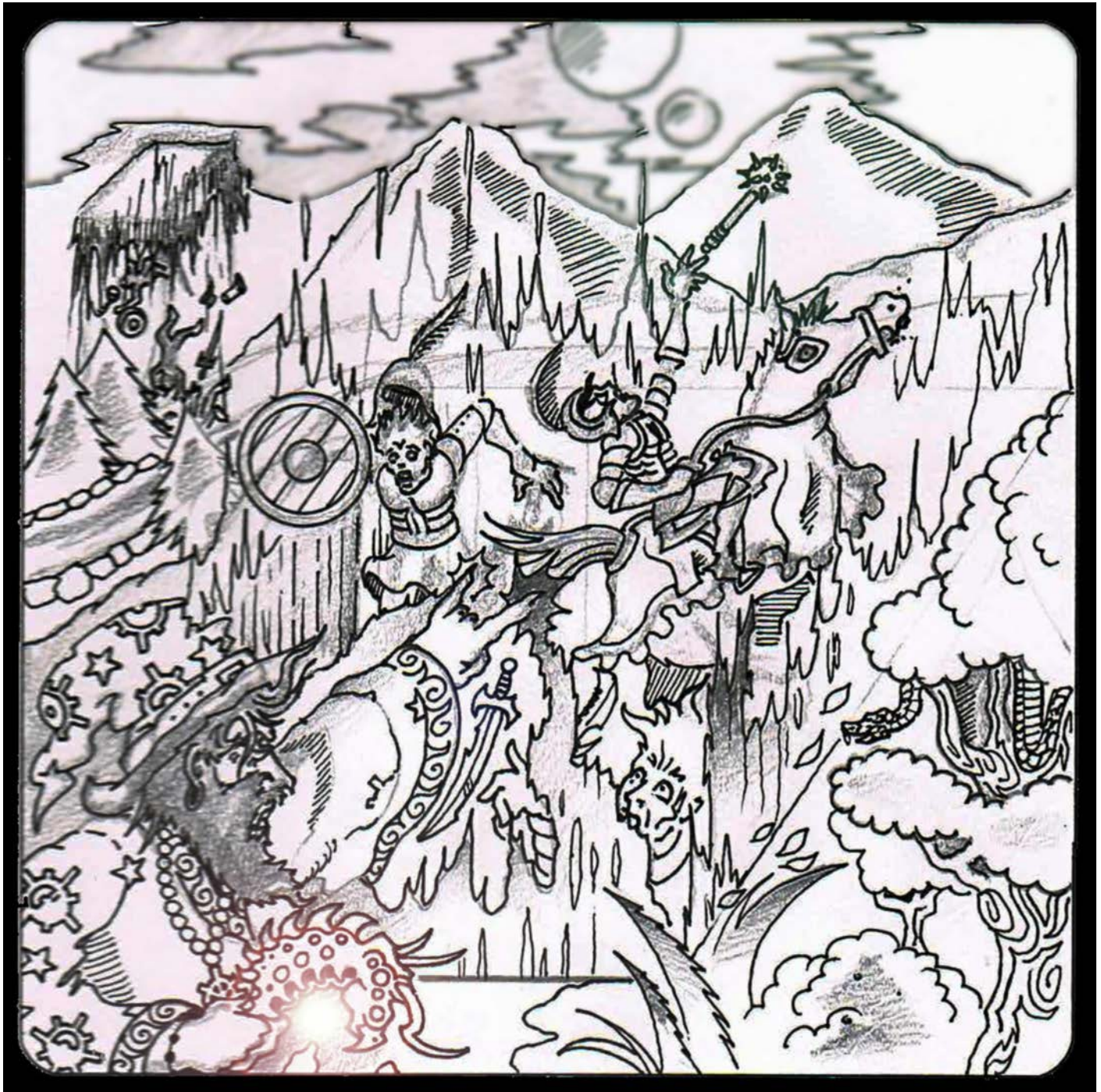
6 - The wizards head flattens and widens and generally takes on a somewhat ant-like shape, but there are no other changes. The second time this taint strikes the wizard it causes the wizard's mouth to reform into that of an ant, but there are as yet no sign of large mandibles or pincers. This transformation leaves the wizard with a permanent -2 on all casting attempts that involve verbal components. When this is indicated a third time, the wizard grows powerful mandibles that grant a bite attack that does 1d10 plus strength bonus piercing damage, but the wizard is no longer capable of speech and cannot cast any spells that require a verbal component. Furthermore, the wizard grows antennae that function identically to the moth-like appendages described in the *Nasal Nightmare* mutation on page 26. The wizard may communicate with ants an others via chemical messages.

Patron Spells (Krelvax the Weaver)

Nexus

Level: 2	Range: Varies	Duration: Varies	Save: None or Reflex, see text	Casting Time: 2 Rounds
Manifestation	Roll 1d5: 1= barely visible distortion in the air; 2=ornate stone archway; 3=flat black disk; 4=watery ripples; 5= ringed in fire – roll 1d7; 1=red, 2=green, 3=orange, 4=blue, 5=black, 6=yellow, 7=multi-hued flames, roll twice more ignoring any 7's.			
General	This spell creates a link between two different points in space; the caster must be able to see or scry upon the points that they wish to connect. Willing travelers don't roll saves versus this spell; but if the wizard chooses to open up a portal under something or in front of a charging foe, the intended target gets a reflex save versus a DC equal to the casting check to avoid the nexus portal. Nexus portals are fixed in space once they are created, but seal shut after the allotted time unless the result table indicates otherwise. If cast as a ritual, then the nexus portal may be permanently opened with a sacrifice of 5 ability points per 100 square feet (or fraction) of the portals area. No portals may be placed within 10ft of each other due to gravimetric interference.			
Corruption	The misfiring spell causes the caster to be teleported in a random direction, including up and down. Roll 1d6 to determine the direction; 1= down, 2= left, 3= forwards, 4= right, 5= backwards, 6= up. The wizard travels a distance equal to 15ft times their caster level. The caster will materialize in the new location, but if there are solid objects in the way or no space to materialize the wizard makes a luck check against a DC of 12, +1 per 10ft traveled. Failure indicates the wizard materializes within the object. The Storyteller will need to adjudicate each situation differently. Success indicates that the wizard bounces back to their starting point and takes 1d6+ caster level points of force damage. Wizards are subjected to the normal rules for falling unless they know the <i>Feather Fall</i> spell.			
Misfire	Roll 1d5: (1) Suffers -2 to the casting check for the next casting of this spell for the next month, (2) Suffers -2 to the casting check for the next casting of this spell for the next week, (3) Suffers -2 to the casting check for the next casting of this spell for the next 24hours, (4) Suffers -1 to the casting check for the next casting of this spell for the next 12 hours, (5) Suffers a permanent -1 penalty to the casting check for this spell.			
1	Spell fails, and worse! Roll 1d6 modified by Luck: (0 or less) Greater corruption + Misfire + Patron taint, (1) Major corruption, (2) Patron taint (or Minor corruption if no patron), (3+) Misfire.			
2-11	Spell lost			
12-13	Spell fails but is not lost			
14-15	Success, the wizard may choose two points in space to become connected via a nexus portal. The origin must be within 10 feet of the caster the portal is the same size and oriented as a standard doorway. The terminus must be anywhere the wizard can see within 25ft per caster level. The portal lasts for 1 round, +1 round per level of the wizard.			
16-19	Success, the wizard may choose two points in space to become connected via a nexus portal. The origin must be within 20 feet of the caster and the portal is the same size and oriented as a standard doorway. The terminus must be anywhere the wizard can see within 50ft per caster level. The portal lasts for 1 round, +1 round per level of the wizard.			
20-21	Success, the wizard may choose two points in space to become connected via a nexus portal. The origin must be within 30 feet of the caster and the portal is the same size as a standard doorway, but may be oriented in any direction desired. The terminus must be anywhere the wizard can see within 100ft per caster level. The portal lasts for 1 round, +1 round per level of the wizard.			
22-25	Success, the wizard may choose two points in space to become connected via a nexus portal. The origin must be within 40 feet of the caster and the portal is 100ft ² and may be oriented and shaped as desired. The terminus must be anywhere the wizard can see within 150ft per caster level. The portal lasts for 1 turn, +1 turn per level of the wizard.			
26-29	Success, the wizard may choose two points in space to become connected via a nexus portal. The origin must be within 50 feet of the caster and the portal is 200ft ² and may be oriented and shaped as desired. The terminus must be anywhere the wizard can see within 150ft per caster level. The portal lasts for 1 turn, +1 turn per level of the wizard.			

30-31	Success, the wizard may choose two points in space to become connected via a nexus portal. The origin must be within 100 feet of the caster and the portal is 300ft ² and may be oriented and shaped as desired. The terminus must be anywhere the wizard can see within 500ft per caster level. The portal lasts for 1 hour, +1 hour per level of the wizard.
32-33	Success, the wizard may choose two points in space to become connected via a nexus portal. The origin must be within 150 feet of the caster and the portal is 500ft ² and may be oriented and shaped as desired. The terminus must be anywhere the wizard can see or scry within 1 mile per caster level. The portal lasts for 1 day, +1 day per level of the wizard.
34+	Success, the wizard may choose two points in space to become connected via a nexus portal. The origin must be within 300 feet of the caster and the portal is 1000ft ² and may be oriented and shaped as desired. The terminus must be anywhere the wizard can see or scry within 10 miles per caster level. The portal lasts for 1 week, +1 week per level of the wizard.



Poisonous Stinger

Level: 1	Range: Self	Duration: 1 round, +1 round / caster level	Casting Time: 1 round
Save	Fortitude save versus DC negates or modifies the poison result, see entries.		
Manifestation	Roll 1d4: 1= The casters hand dissolves into goo and reforms as the stinger, 2= the casters hand falls off and the new stinger pushes its way out from the stump, 3= a swarm of angry stinging insects descends upon the caster's hand and consumes it, leaving the stinger in its place, 4= the wizard's fingers fuse and elongate while the rest of the hand swells to form the stinger. Hand re-grows at end of successful casting.		
General	One of the wizard's hands is transformed into a powerful stinger, similar to those found on ants. It delivers various degrees of toxicity and combat effectiveness, and opponents stung multiple times in successive rounds suffer cumulative effects.		
Corruption	Roll 1d4: 1= Caster is attacked by a swarm of stinging insects for 1d4 points of damage; 2= Wizard manifests the poison in their bloodstream and must roll a fortitude save versus a DC of 12 or lose 1 point of Agility permanently; 3= Roll on minor corruption table; 4= The casters hand is permanently deformed and the wizard gains a -1 penalty on all casting that requires somatic gestures and anything that requires two hands.		
Misfire	Roll 1d4: 1= Spell appears to function as if the wizard rolled a 12, but the targets are healed by +1d4 points rather than damaged; 2= someone random ally rolls a fortitude save versus a DC of 12 or suffers -1 penalty to all actions from pain for 1d4 rounds, +1 round per caster level of the wizard; 3= The hand that was to transform falls off, leaving no wounds. It sprouts a head and antennae then wanders off to live its own life, the hand grows back in 1d4 days; 4= The joints of the wizards fingers on the hand that is to transform reverse their articulation, but not their orientation for the normal duration of this spell, this causes a -3 on all casting and ability checks involving manual dexterity.		
1	Spell fails, and worse! Roll 1d6 modified by Luck: (0 or less) Major corruption + Misfire + Patron taint, (1) Major corruption, (2) Patron taint (or Minor corruption if no patron), (3+) Misfire.		
2-10	Spell lost		
11	Spell fails but is not lost		
12-13	Spell succeeds and the wizard is now armed with a special melee attack that delivers potent venom in addition to its 1d4 points of damage. The wizard makes a normal melee attack with their caster level as a bonus to attack, but not to damage. The venom causes the victim extreme pain and burning and they now suffer a -1 penalty on all actions and spell casting for 1d4 rounds, +1 round per attacker's caster level. A successful fortitude save versus a DC of 10, +1/ CL of attacker negates the venom.		
14-17	Spell succeeds and the wizard is now armed with a special melee attack that delivers potent venom in addition to its 1d6 points of damage. The wizard makes a normal melee attack and may add their level as a bonus to attack, but not to damage. The venom causes the victim extreme pain and burning and they now suffer a -2 penalty on all actions and spell casting for 2d3 rounds, +1 round per attacker's caster level. A successful fortitude save versus a DC of 10, +1/ CL of attacker negates the venom.		
18-19	Spell succeeds and the wizard is now armed with a special melee attack that delivers potent venom in addition to its 1d8 points of damage. The wizard makes a normal melee attack and may add their level as a bonus to attack and damage. The venom causes the victim extreme pain and burning and they now suffer a -2 penalty on all actions and spell casting for 1d4 turns, +1 turn per attacker's caster level. Additionally, the venom causes 1 point of Agility damage. A successful fortitude save versus a DC of 10, +1/ CL of attacker negates the venom.		
20-23	Spell succeeds and the wizard is now armed with a special melee attack that delivers potent venom in addition to its 1d10 points of damage. The wizard makes a normal melee attack and may add their level as a bonus to attack and damage. The venom causes the victim extreme pain and burning and they now suffer a -3 penalty on all actions and spell casting for 1d4 turns, +1 turn per attacker's caster level. Additionally, the venom causes 1d4 points of Agility and Strength damage. A successful fortitude save versus a DC of 11, +1/ CL of attacker negates half the venom damage, to a minimum of 1 point each.		
24-28	Spell succeeds and the wizard is now armed with a special melee attack that delivers potent venom in addition to its 1d12 points of damage. The wizard makes a normal melee attack and may add their level as a bonus to attack and damage. Additionally, their arm extends with scorpion like segments to twice its normal reach. The venom causes the victim extreme pain and burning and it now suffers a -3 on all actions and spell casting for 1d4 hours, +1 hour per attacker's caster level. Additionally, the venom causes 1d5 points of Agility and Strength damage; and 1pt of each is permanent.. A successful fortitude save versus a DC of 11, +1/ CL of attacker negates half the venom damage, to a minimum of 1 point each.		

29-31	Spell succeeds and the wizard is now armed with a special melee attack that delivers potent venom in addition to its 1d14 points of damage. The wizard makes a normal melee attack and may add their level as a bonus to attack and damage. Additionally, their arm extends with scorpion like segments to twice its normal reach. The venom causes the victim extreme pain and burning and they now suffer a -4 penalty on all actions and spell casting for 1d4 days, +1 day per attacker's caster level. Additionally, the venom causes 1d6 points of Agility, Strength, and Stamina damage; half of this damage is permanent. A successful fortitude save versus a DC of 12, +1/ CL of attacker negates half the venom damage.
32+	Spell succeeds and the wizard is now armed with a special melee attack that delivers potent venom in addition to its 1d16 points of damage. The wizard makes a normal melee attack and may add their level as a bonus to attacks and damage. Additionally, their arm extends with scorpion like segments to thrice its normal reach. The victim rolls a fortitude save versus a DC of 13, +1/ CL of attacker; success causes the victim extreme pain and burning and it now suffers a -5 penalty on all actions and spell casting for 1d4 weeks, +1 day per attacker's caster level. Additionally, the venom causes 1d8 points of Agility, Strength, and Stamina Damage; half of this damage is permanent. Failing this save causes instant death.



Demon, Krelvax Wasp Swarm

Alignment: C

Type:	1	1	1
Size:	Small Swarm	Medium Swarm	Large Swarm
Base Creature:	Krelvax & wasp	Krelvax & wasp	Krelvax & wasp
Reach:	0ft	0ft	0ft
STrength:	6 / -1	6 / -1	6 / -1
AGility:	19 / +4	19 / +4	19 / +4
STamina:	4 / -2	4 / -2	4 / -2
INtelligence:	1 / -5	1 / -5	1 / -5
PERsonality:	9	9	9
LUCK:	9	9	9
Action Die:	1d12	1d12	1d12
Lift:	12lbs	24lbs	48lbs
Drag:	48lbs	96lbs	240lbs
Carry:	30lbs	90lbs	180lbs
Speed (Land)	5ft	5ft	5ft
Run:	No	No	No
Sprint:	No	No	No
Speed (Fly)	25ft	25ft	25ft
Acceleration:	10ft	10ft	10ft
Deceleration:	20ft	20ft	20ft
Glide:	No	No	No
Hover:	Yes/ 2rnds	Yes/ 2rnds	Yes/ 2rnds
Swarm Escape:	DC 10	DC 12	DC 15
Initiative:	+4	+4	+4
AC: (Chitin; +1)	18	16	14
HD:	1d6-2	3d6-6	6d6-12
Attack Die:	1d12+4	1d12+5	1d12+6
Damage:			
(Bite)	1pts / rnd	3pts / rnd	6pts / rnd
(Sting & Venom)	1d2-1/ DC13	1d2-1/ DC16	1d2-1/ DC19
Critical Die:	None	None	None
Critical Table:	None	None	None
Fortitude:	-1	+0	+1
Reflex:	+5	+6	+7
Willpower:	+1	+2	+3

General Information:

These strange insects look like 1 inch tall versions of Krelvax the Weaver but with the wings and stingers of a wasp. There are thousands of them massing in a swarm. They are an agile mass of flying death for anyone that cannot get out of the swarm's path. They are unnatural and are only found on the material plane when summoned by a wizard or other minions of Krelvax. They die off as soon as the spell ends.

Attack Profile:

On the round they are summoned, the wizard can target the spaces occupied by the enemy. Targets that fail a reflex save find themselves at the center of the appearing swarm. In later rounds, the smaller swarms can move and combine into larger swarms before attacking other targets. Any potential target is allowed a reflex save versus a DC of 5, +1 per hit die of the swarm, plus the swarm's Agility Bonus as it tries to enter the target's space. Escaping the swarm after they have been attacked requires an additional reflex save or getting splashed with two gallons of water per hit die of the swarm or something similar to sweep, wash, or blow the insects away. These swarms gain a +2 armor class bonus from flight and this is factored into the stat table.

Special Attacks:

Continuous damage – these tiny creatures are able to attack the soft unprotected areas that armor can't cover, so there is no need for an attack roll once they occupy the victim's space. The swarm does 1 point of damage per hit die, per round of contact with its victims from bite attacks. If the damage from a sting attack is 0, then the victims are not envenomed. The swarm may use both attack forms each round.

Special Powers:

Creepy Crawly – anyone enveloped by one of these swarms is distracted by the constant need to protect their face and other vital areas. Those within the swarm suffer a -1 penalty, -1 per 3 hit dice of the swarm to all actions, including saves.

Death rite – when the swarm dies they rapidly decompose and disappear. In 2d3 weeks, or after the Spring thaw, a patch of flowers will grow. They are a sickly shade of yellow, but they emit a nearly irresistible odor. This aroma promises that they will be delicious and nutritious, but it is a lie. It requires a willpower save versus a DC of 15 to avoid eating them. Critters and people who eat these flowers roll a fortitude save versus poison 1d4 hours after ingestion. Victims roll against a DC of 18 or suffer 3d6 points of stamina loss. If they survive, they will recover only half of these lost ability points after 1d3 weeks of rest.

Venom – The wasp's venom attacks the victim's nervous system causing them to slip into a coma. Victims of envenomation require fortitude saves against a DC of 13, +1 per 3 hit die of the wasp and for previous failures. Failure causes 1d3+1 INT Damage per 3 hit die of the swarm, and a coma is induced in the victim when their Intelligence score drops below one.

Immunities & vulnerabilities:

These swarms are immune to slashing and piercing weapons, gas attacks, and any spells that target an individual; but they do take half damage from bashing and crushing weapons. They have a -2 penalty to all saves versus area effect spells and grenades, but no other demonic powers or abilities listed on page 401 of the DCC Core Rules. Swarms become unstable if they are subjected to 10 or more points of damage in a single round. They are dispersed if they fail a willpower save versus 8, +1/ 5 hit points beyond the first 10.

Demon, Krelvax Drones

Alignment:

C

Demon Type	I
Base creature	Ant (worker)
Size:	Small
Reach:	5ft
STRength:	13 / +1
AGILity:	16 / +2
STAMina:	12
INTelligence:	*
PERsonality:	*
LUCK:	9
Action Die:	1d16
Lift:	26lbs
Drag:	104lbs
Carry:	65lbs
Speed (Land)	40ft
Run:	155ft / 108min
Sprint:	405ft
Initiative:	+2
AC: (chitin; +3)	16
HD:	3d10
Attack Die:	1d16+2
Damage:	
(Bite)	1d8+1
(Punch / kick)	1d6+1
(Trample)	3d6+3
(Special attack)	Locking Jaws
Critical Die:	None
Critical Table:	None
Fortitude:	+2
Reflex:	+4
Willpower:	#+2

Special Powers:

Like ants, Krelvax demons have a group mind and the more there are, the greater their combined intelligence and personality scores. A Krelvax drone has an intelligence and personality score of 10; for every 4 Krelvax drones in the group they all gain a +1 bonus to their Intelligence and Personality scores. In these numbers they are more than capable of manipulating their environment and using advanced tactics, or completing complex tasks on their own.

Death rite – When they die, or at the end of their summoning: they die and rapidly decompose. After 1d4 weeks a chitinous semi-crystalline structure will thrust out of the earth where each of the bodies fell. Each radiates a magic suppressing field with a radius of 50ft. Within this field there is a -3 penalty on spell casting attempts by those not loyal to Krelvax. These zones combine their penalties where they overlap.

Drain attack – Upon a successful bite attack victims must succeed at a fortitude save versus a DC of 10, +1 per hit die of the demon or they lose 1 point of Intelligence.

Immunities & vulnerabilities:

Krelvax drones are immune to non-magical weapons, gas and poison attacks, and take only half damage from fire. They have spell resistance of 3, but still take an extra 75% damage from crushing or bashing attacks.

General Information:

Krelvax drones are the work force of the great Krelvax hive scurrying about on unknown tasks and rarely used as combatants. These bizarre creatures were once wizards sworn to the service of Krelvax. They usually walk upright but their appearance is unique due to the fact that to become a Krelvax drone, the wizard must have gained its ninth Patron taint and there are many possible combinations, though they always grow a pair of ant like mandibles upon transitioning into a demon. These demons still speak *common* and *demonic* languages as well as any languages that they knew in their former lives. These demons tend to retain some of their previous intelligence and their group mind is facilitated by chemical messages and a very limited ESP that only functions with other minions of Krelvax. They are utterly mindless on their own and will likely scatter if threatened. They lose their ability to cast spells, but retain most of their knowledge on the subject and may be summoned to teach new spells to the summoning wizard. While they will obey the Hive and their masters; the primary concern of these demons is to construct a Hive Gate that will open a portal to allow the minions of Krelvax to enter the material plane at will.

Attack Profile:

When confronted they will do the bidding of the hive, fighting and dying without hesitation. When sent or called to the material plane it is to usually to help a wizard work at a task. Drones need constant supervision unless there are a great many of them. They will only fight when ordered by a more powerful demon, or a wizard master. It will flee unless the hive is threatened, but if cornered Krelvax drones will fight to the death.

Special Attacks:

Locking jaw- These demons can lock their jaws after the first successful bite attack; this allows automatic damage in each following round. A successful opposed strength check can break the clamp and the demon cannot use this ability any further. Killing the demon won't help; its death cements the jaws into the clamped position and it takes a strength check at a DC of 18 to break them.

Hive Gates:

Krelvax demons have a group mind and that mind is driven to construct these gates whenever and wherever possible. They constantly seek to overpower a wizard's control to begin construction. The more drones, the faster they can construct the gates. The gates are red crystal arches that are 20ft wide and 30ft tall, have 150hp and 5 points of damage resistance, and radiate an anti-magic field with a radius of 100ft that imposes a -5 on all spell casting attempts. Hive Gates take 48 hours for one drone to construct. This time is divided by the number of drones working on the Hive Gate that will allow free passage to and from the Krelvax Hive and the plane upon which the gate is constructed.

Demon, Krelvax Soldiers & Hive Protectors

Alignment: C

Name:	Krelvax soldier	Hive protector
Demon Type:	III	IV
Base creature:	Ant (warrior)	Ant (warrior)
Size:	Medium	Huge
Reach:	5ft	15ft
STrength:	15 / +1	19 / +4
AGility:	15 / +1	13 / +1
STAMina:	14 / +1	18 / +3
INTElligence:	6+*	9+*
PERsonality:	6+*	9+*
LUCK:	9	9
Action Die:	1d20	1d24
Lift:	60lbs	304lbs
Drag:	240lbs	1520lbs
Carry:	225lbs	950lbs
Speed (Land)	65ft	110ft
Run:	300ft / 126min	570ft / 162min
Sprint:	720ft	1140ft
Initiative:	+1	+1
AC:	14 (chitin; +3)	19 (chitin; +10)
HD:	7d12+5	9d14+27
Attack Die:	1d20+3, 2@1d16+3	1d24+7, 2@1d20+7, 3@1d16+7
(Bite)	1d12+1	2d8+4
(Claws / kicks)	1d10+1	2d6+4
(Trample)	3d10+3	6d6+12
Special attack	*	*
Critical range	18-20	21-24, 17-20
Critical Die:	1d8	1d10
Critical Table:	DN	DN
Fortitude:	+4	+7
Reflex:	+4	+5
Willpower:	#+3	#+4

General Information:

These demons resemble Krelvax drones in all ways, except that the soldiers are the size of a full grown humanoid and a hive protector is 15ft tall. Their carapaces have sharp spikes and barbs at the joints and wicked claws on their hands and feet. Their job is to defend the hive without thought or hesitation. Lone soldiers and hive protectors are reasonably intelligent, but like other hive minded creatures, the more of them there are, the smarter they become.

Attack Profile:

These demons are the warriors of the Krelvax Hive. Undaunted by any opposition, they fight and die without ever questioning the situation. Hive protectors serve as the commanders of the force, and the soldiers carry out their orders. These demons will always retreat towards a hive structure.

Special Attacks:

Drain attack – Upon a successful bite attack from either of these types of demon victims must succeed at a fortitude save versus a DC of 10, +1 per hit die of the demon or they lose 1 point of Intelligence score.

Soldiers of Krelvax get one special attack form and hive protectors get two types from table 3-2. The entries below contain the needed information on these powers and their uses.

Table 3-2: Krelvax Soldier & Hive Protector Special Attacks

Random, roll 1d6	Special attack Type
1	Acid Spray
2	Locking Jaws
3	Venomous Stinger
4	Death Throes
5	Gas Cloud
6	Throw Spikes

1- Acid spray- The demon spits a 90° acidic cone to a distance of 5ft per hit die. Targets are entitled to a reflex save versus a DC equal to 12, +1 per hit die of the demon to avoid the spray. Living creatures struck by the spray suffer 1d6 acid damage per hit die of the demon. This attack may be used 3x/day, and items struck by the spray receive a Fortitude save or they are degraded. (See page 14)

2- Locking jaws – Demons can lock their jaws closed after the first successful bite attack; this allows automatic damage in each following round. A successful opposed strength check with the demon can break the clamp and it cannot use this ability any further. The demon's death cements the jaws into the clamped position. It requires a strength check against a DC of 18 to break the jaws of the dead demon.

3- Venomous stinger – the victim is stung for 1 point of damage per hit die of the demon. The victim rolls a fortitude save versus a DC equal to 12, +1 per hit die of the demon. Failure indicates that the victim suffers the effects of one of these listed venoms: the acidic venom is reserved for dangerous prey that they won't be taking back to the hive. A critical failure on a fortitude save Indicates the victim takes double damage.

Acidic venom – target suffers as the acidic venom courses through its blood stream, causing damage the whole time. The target suffers 1d4 points of damage for 1 round per hit die of the demon.

Paralytic venom – victims of this poison are paralyzed but conscious of their environment; the duration of the effect is 1d5 days, +1 day per hit die of the demon.

4- Death Throes – In addition to it's normal death rite, the demon explodes and does 2d10 concussive damage, +1 point of damage per hit die of the demon to everything within 15ft of the demon when it dies. Targets of this attack get a reflex save versus a DC of 10, +1 per hit die of the demon for half damage.

5- Gas Cloud – Any living creature or plant within 10ft of the demon makes a fortitude save versus a DC of 12, +1 per hit die of the demon. Failure indicates that the victim suffers nausea and vomiting (or wilting) severe enough to cause a -2 penalty on all actions, saves, and the loss of any bonus from high agility scores. This effect lasts for as long as they are within the cloud and for 1d4 rounds, +1 round per hit die of the demon after they leave the cloud.

6- Throw Spikes – The demon can fling some of their chitinous spikes as a standard ranged attack versus their target. They can use this attack once per day, per hit die of the demon as the spikes grow back with demonic fervor. This cluster of spikes does 1 point of damage per hit die of the demon, and has the ranges: 20ft/ 60ft/ 120ft.

Special Powers:

*Like ants, Krelvax soldiers and hive protectors have a group mind, the more there are, the greater their combined intelligence and personality scores. For every 4 minions of Krelvax in the group, they all gain a +1 bonus to their intelligence and personality scores. In large numbers these demons are more than capable of manipulating their environment and using advanced tactics. Both of these demon types have the power of speech and can read minds with a successful contested willpower check with the victim, but a hive protector has true telepathy with any creature that has a language.

Death rite – When they die, or at the end of their summoning: they die and rapidly decompose. In 1d4 weeks a chitinous semi-crystalline structure will thrust out of the earth where each of the bodies fell. Each radiates a magic suppressing field with a radius of 100ft for the krelvax soldiers and 150ft for hive protectors. Within this field there is a -7 penalty on spell casting attempts for crystals formed by krelvax soldiers and the monoliths created by hive protectors impose a -9 casting penalty within their area of effect. All of these areas may overlap and are cumulative with each other, but these structures take triple damage from sonic, crushing, or bashing attacks.

Antennae – their antennae grant them a +4 bonus on search and spot checks that involve scent or touch.

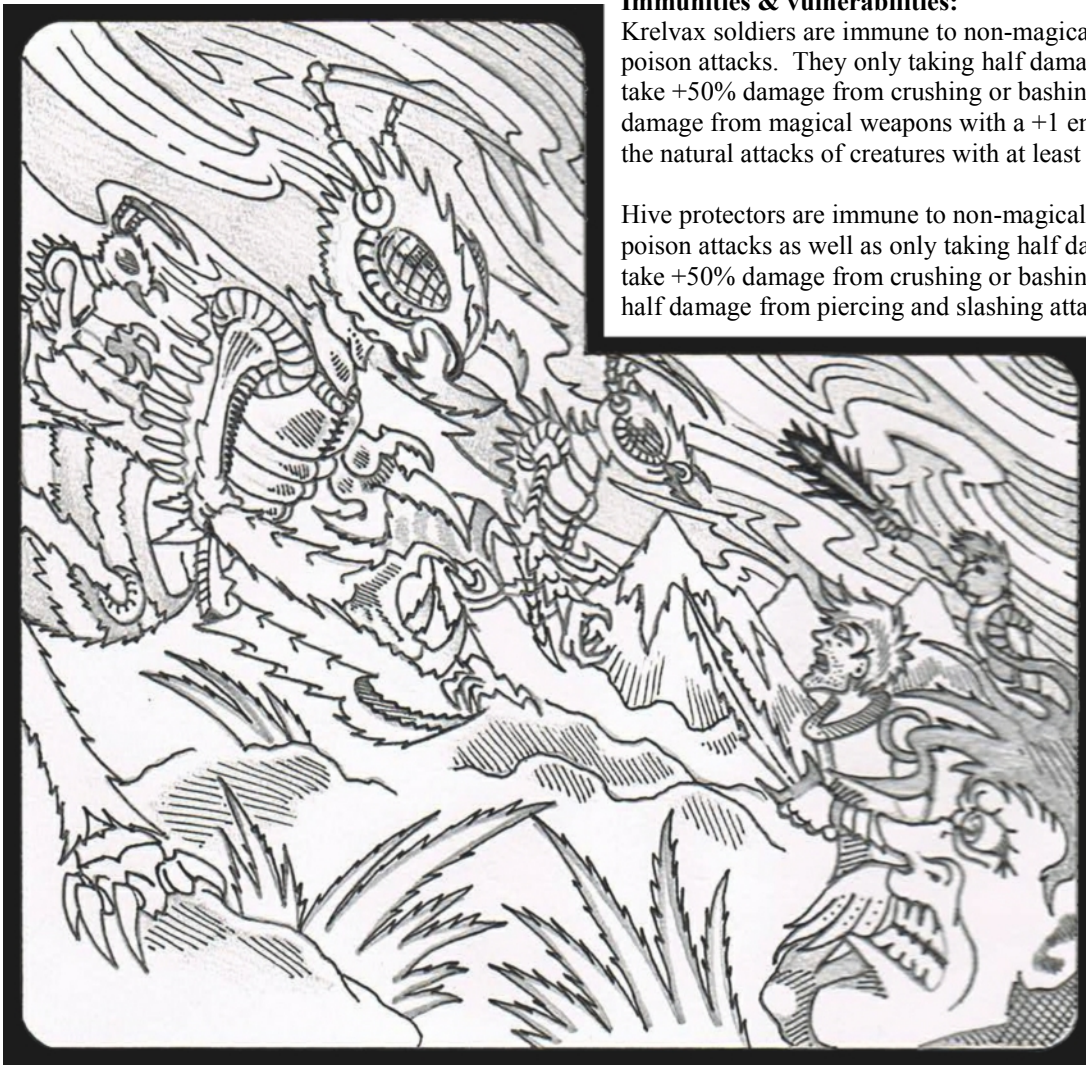
Immunities & vulnerabilities:

Krelvax soldiers are immune to non-magical weapons, gas, and poison attacks. They only taking half damage from fire. They take +50% damage from crushing or bashing weapons, but take full damage from magical weapons with a +1 enchantment or better and the natural attacks of creatures with at least 5 hit dice.

Hive protectors are immune to non-magical weapons, gas, and poison attacks as well as only taking half damage from fire. They take +50% damage from crushing or bashing weapons, but only take half damage from piercing and slashing attacks.

Hive protectors take full damage from magical weapons with a +2 or better enchantment and the natural attacks of creatures with at least 6 hit dice.

Krelvax soldiers and hive protectors require intelligence points from their victims equal to the demon's hit dice per day or they lose one hit die.



Demon, Krelvax Worms

Alignment:	C
Demon Type:	II
Size:	Huge
Reach:	10ft
STrength:	16 / +2
AGility:	12
STAMina:	18 / +3
INTelligence:	3 / -3
PERsonality:	9
LUCK:	9
Action Die:	1d24
Lift:	256lbs
Drag:	1280lbs
Carry:	800lbs
Speed (Land)	100ft
Run:	480ft/ 162min
Sprint:	960ft
Initiative:	+2
AC: (Chitin; +4)	12
HD:	5d10+15
Attack Die:	1d24+3, 2@1d20+3, 3@1d16+3
Damage:	
(Bite)	2d7+2+ acid
(Tail slam)	1d8+2+ acid
Critical threat:	22-24, 18-20
Critical Die:	1d6
Critical Table:	DN
Fortitude:	+5
Reflex:	+2
Willpower:	+2

General Information:

These strange looking demons are a cross between a centipede and a slug. They are 15ft long and have a segmented, chitinous exterior armor, but underneath they have the soft, pulpy muscle and internal structure of a slug but retain hundreds of segmented legs sprouting from all over its body. Ranging in color from a mottled green and brown to jet black, they all have powerful jaws large enough to swallow a medium sized humanoid in one bite. Using the thousands of tiny, sharp legs scattered around its body, a Krelvax worm can burrow through normal soil and dirt at half of its land speed rate; but no sprinting or running. To tunnel through stone or metal it must stop to use its acidic mucus. These tunnels are reletivly clear of debris and are then used by followers of Krelvax to travel and still remain hidden.

Attack Profile:

What makes these creatures truly fearsome is not their craving for living flesh, but the fact that they attack from underneath the ground with very little warning. They are rather stupid, but they have limited telepathy, but only use it to locate their prey. To combat wizards and clerics, a Krelvax worm uses its anti-magic breath weapon on its intended victims to drain them of their spells and to dis-enchant magical items. Anything that is too big or too dangerous to eat in one shot will be dissolved by its acid pool ability. These demons have no will or desire for anything other than eating and digging the tunnels to expand the Great Hive for Krelvax the weaver. They can only come to the material plane via a summoning ritual and have no ability to teleport or summon other minion's of Krelvax. Krelvax worms will do as they are told by wizards loyal to Krelvax, but will attack the wizard if he or she shows any disloyalty.

Special Attacks:

Acidic mucus – they can secrete a thin layer of acid that will dissolve 1ft of stone and 3 inches of metal per round, so any non-magical items that come in contact with these demons are automatically destroyed. Magic items receive normal fortitude saves versus a DC of 15; with failure indicating that it loses one point of magical power, armor class, or an equivalent ability. If this loss renders the item non-magical, then it is destroyed. The acid does 3d4 points damage per round of contact to organic material, targets are allowed a fortitude save for half damage. Those loyal to Krelvax the Weaver are immune to this acid damage.

Acidic pool – the Krelvax worm may choose to set up an ambush in the path of its enemy. The worm can concentrate on exuding acidic mucus, creating a 5ft wide by 15ft long by 10ft deep trench of acid/soil slush after a minute of effort. This is a quicksand style trap with the worm waiting at the bottom to attack the target. Succeeding at a spot check with a DC of 17 will reveal the trap; if any of the victims have a keen nose they may notice the stench of the muck. This acid is diluted, so victims and items gain a fortitude versus a DC of 13 or suffer 1d6 points of acid damage. A successful save indicates half Damage, and victims must make this save for each round they are stuck within the pool. Items may degrade as normal, see page 14.

Drain attack – Upon a successful bite attack victims must succeed at a fortitude save versus a DC of 10, +1 per hit die of the demon or they lose 1 point of Intelligence.

Special Powers:

Breath weapon – 60° cone that reaches 25ft. Everything within that area is affected by a *Dispel Magic* effect as the spell cast with a result of 1d10+16. This ability may be used twice per day.

Death rite – upon death a Krelvax worm quickly decomposes and a strange tree will rapidly grow to its full height in 3 months' time at this site. Once mature, the tree resembles a normal pine tree, except that it has bright yellow needles and purple bark. Its needles, seeds, and bark are quite nutritious and highly addictive. The faster something tries to consume the tree, the faster the tree grows; within a week of sprouting most of the creatures within a radius of 1 mile will be addicted; including predators that become addicted to the meat of the herbivorous addicts. The tree dies in three months and so do any addicts of that tree that do not swear loyalty to Krelvax. Additionally, all the plant life within 200 yards of the tree withers to purple dust when the tree dies. The tree will produce thousands of seeds for airborne dispersal but only 1d4 of these seeds are viable; starting the cycle all over again. The remaining seeds are toxic and anyone consuming them is treated the same as those who ingest the flowers from the death rite of a Krelvax Wasp Swarm. (See page 68)

Non-magical creatures and animals that have been forced to serve Krelvax via the death rite of a Krelvax Worm become subject to control by any type of Krelvax demon or wizard loyal to Krelvax. Animals obey without question and will even commit suicidal attacks in the name of their new master. Sentient creatures get a willpower save against a DC of 15 to refuse the commands of Krelvax or it's minions. If they fail this save three times their will is subverted and they obey without question.



Immunities & vulnerabilities:

Krelvax worms have spell and damage resistance of 2 and are immune to non-magical weapons as well as gas and poison attacks. Krelvax worms only take half damage from fire, but take an extra 50% damage from crushing or bashing weapons. They are damaged normally by magic weapons of +2 or greater enchantment and natural attacks from creatures of at least 6 hit dice. These demons require five points of intelligence per day from its victims or they lose one hit die.

Demon, Zorbrath

Alignment: C

Demon Type:	V
Size:	Large
Reach:	15ft
STrength:	20/ +5
AGility:	13 / +1
STAMina:	17 / +2
INTelligence:	13 / +1
PERsonality:	9
LUCK:	9
Action Die:	1d24
Lift:	160lbs
Drag:	800lbs
Carry:	600lbs
Speed (Fly)	600ft
Acceleration:	270ft
Deceleration:	540ft
Glide:	No
Hover:	17rds
Initiative:	
AC: (heavy chitin; +8)	20
HD:	12d16+24
Attack Die:	1d24+9, 2@1d20+9, 3@1d16+9
Ranged attack:	1d24+5/ save vs. paralysis
Damage:	
(Bite)	1d14+5
(Claw / kick)	2d8+5
Critical Threat:	20-24, 16-20
Critical Die:	1d12
Critical Table:	DN
Fortitude:	+7
Reflex:	+6
Willpower:	+5

General Information:

These ant headed denizens of the outer abyss resemble purple and green striped wasps... except that they are the size of a horse and have 5 pairs of very long segmented legs, each ending in a scythe-like blade. These are not the largest of the servants of Krelvax, but they are the most powerful. Zorbrath have independent thought and are capable of reading minds as well as projecting their thoughts to anything with a language. When the minions of Krelvax soldiers are figuring out their communal intelligence and personality scores, the presence of a pair of zorbrath counts as 10 individuals, but zorbrath gain no bonuses to their intelligence and personality scores from large numbers of Krelvax demons. Unlike other minions of Krelvax, the zorbrath are not capable of drain attacks and are unconcerned with longevity. Their main duty to the hive is aerial support, scouting, and with their deaths, they can create a minor portal to the Great Hive, allowing more demons to pass freely onto the material plane.

Attack Profile:

These creatures arrive in pairs when summoned and will always fight to the death. Zorbrath are capable of standing and can fight from the ground if they lose their wings or get dragged to the ground: but they cannot walk or run. The incredibly long legs of the zorbrath allow them 3 times the normal reach for this size of creature. Their foes may have difficulty striking the zorbrath in melee combat unless they are using halberds, pikes, or lances. The zorbrath will fight fearlessly and follow their prey wherever it leads them: right up to the point where either of the zorbrath gets killed. Zorbrath are dependent upon each other for survival and as soon as one dies the remaining zorbrath will continue to fight if it is threatened, but will stay within 15ft of the fallen zorbrath. The survivor starts losing 2 hit points per round until it dies; taking 18 minutes to die from maximum hit points. The demon doesn't suffer any loss of power or fighting ability from this slow death; and when it dies, both of the bodies quickly decompose in a couple of rounds.

Special Attacks:

Mind reading - This power may be used against any normal living creature with an intelligence score of 3+. Each zorbrath can make a contested willpower check versus any viable target in sight. If the zorbrath wins the contest they can detect the surface level thoughts and plans of the target. If the contest is won by 10+ then the target is dominated and reveals all it's secrets as well as becoming a loyal minion of Krelvax. If the target succeeds their save by 10+ then they may no longer be targeted by that zorbrath's mental attack. However, if both zorbrath attack the same target simultaneously they make the attempt at plus one step on the die chain.

Paralytic bolt – A zorbrath can fire a single bolt of arcane energy as a standard ranged attack with the following parameters: 40ft/ 80ft/ 160ft. The victim gets a willpower save versus a DC of 23 or they are paralyzed for 1d4+12 rounds.

Special Powers:

Death rite – In 1d4 months a huge crystal monolith will push out of the ground for each of the dead zorbrath. The pillars will always touch their skyward points together and these megaliths radiate an anti-magic field that imposes a -24 penalty on casting checks within a radius of 1000ft. This has no effect on anything loyal to Krelvax. The arches created also allow all demons of Krelvax to travel to any other portal on the same plane within 200 miles per hit die of the traveler. These portals will also transport cultists of at least 7 hit dice in the same fashion but their range is limited to 100 miles per hit die of the travelers. Furthermore, these portals act as fixed gates to the Great Hive which allows free access to the material plane. Roll 1d20 every hour the portal is open; on a roll of 8 or less something wanders through from the hive. **Roll 1d8: 1-3=** demon wasp swarm roll 1d3; 1= 2HD swarm, 2= 4HD swarm, 3= 6HD swarm; **4-5=** 1d3 Drones; **6=** Krelvax Soldier; **7=** Hive Protector; **8=** pair of Zorbrath. Krelvax only leaves the hive when summoned by powerful spells.

Immunities & vulnerabilities:

Zorbrath are immune to non-magical weapons, gas and poison attacks and they only take half damage from fire. Zorbrath are damaged normally by magic weapons of +3 or greater enchantment and natural attacks of creatures with 7HD. They take +50% damage from crushing or bashing weapons. Zorbrath have spell and damage resistance of 6.



Demons, Minor:

General Information:

These strange creatures of the formless void are drawn to the material plane by the strong desires of mortals often without need for any rituals. Any emotion magnified sufficiently will catch their notice; but they are specific about the emotions they feed upon and some may even feed on multiple types of emotion. With hate, greed, lust, and anger aplenty; there are no starving Proto-demons. Generally they will emulate simple, creatures like worms, bugs, spiders, and vermin, but they can take on other forms as they advance in hit dice. The Storyteller is encouraged to be creative. The following tables both in the Core Rules and in this manual are quite helpful in determining the special traits and natures of these demons: DCC pgs. 380, 383-4, 404, 406-9; or the mutation tables from chapter 2 of this book. Like all demons, these cannot heal while on the Material Plane.

Drain attack – Upon a successful bite attack victims must succeed at a fortitude save versus a DC of 7, +1 per hit die of the demon or they lose 1 point of ability score.

Immunities & vulnerabilities:

All Proto-demons have damage and magic resistance equal to their half their hit dice rounding down and a proto-demon with one hit die has neither. They rarely have more than 4 or 5 hit dice and are vulnerable to the natural attack forms from the critters they are emulating and holy magic. So a rooster can harm a rooster demon, and a monkey's attacks will harm a monkey demon, etc. Proto-demons, for all their demonic abilities, are fragile and will likely have other vulnerabilities listed within their entries. These demons are weak and gain none of the abilities or powers listed on page 401 of the DCC Core Rules. All Proto-demons suffer a -2 penalty on saves versus *Binding*, *Banishing*, or similar spell or effect; and, *Dispel Magic* causes them 1d4 points of damage per caster level of the attacking wizard. See Core Rules p. 127-8 for spell directory.

Demon Badgers

Alignment: C

Type:	I
Size:	Small
Base creature:	Badger
Reach:	5ft
STrength:	13 / +1
AGility:	13 / +1
STamina:	13 / +1
INtelligence:	3 / -3
PERsonality:	9
LUCK:	9
Action Die:	1d16
Lift:	13lbs
Drag:	26lbs
Carry:	65lbs
Speed (Land)	20ft
Run:	130ft/104min
Sprint:	285ft
Speed (burrow)	40ft
Speed (swim)	No
Initiative:	+1
AC: (Thick Skin; +3)	15
HD:	3d4+3
Attack Die:	
(Melee)	1d16+1
Damage:	
(Bite/ peck)	1d5+1
(Fist/kick/ claw)	1d6+1
Critical Die:	None
Critical Table:	None
Fortitude:	+3
Reflex:	+3
Willpower:	+2

General Information:

In size, shape, and coloration, they are near identical to the honey badger. They have silver fur on the dorsal surface of their bodies, the rest is black as midnight and their teeth and claws are greatly exaggerated. As is their digging speed and appetite for flesh of any kind; even flesh tainted with necrotic energies. These demons work well together and sometimes establish communal warrens as a place for hoarding treasure to attract more food. This base, solitary or communal allows these demons to seek out the essence of greed and envy for sustenance.

Attack Profile:

These demons use the lure of treasure to attract prey and they leave tantalizing bits of treasure stashed about their burrows; usually coins and gems. They are careful to make sure there is never enough to go around... hoping to cause dissension in their prey. Once the 'meat' has been properly seasoned; these demons attack with a frenzy of rage driven teeth and claws. They will not surrender and always fight to the death; there will be 3d5 demons within a typical infestation, but they arrive singly if summoned by a wizard's spell.

Special Attacks:

Locking jaw – upon damaging their target, they will lock their jaws and thrash about to cause further injury. Each round after the badger locks its jaw, the victim of the attack must succeed at a strength check versus a DC of 12, +1 per point of damage done in the previous round order to avoid automatic bite damage and escape the jaws.

Vicious damage – a victim that survives a badger attack must make a luck roll versus a DC of 12, +1 point of damage done by the badger's jaws or the limb, or part of the limb that was damaged will need to be amputated.

Essence of rage – by sacrificing 1 point of personality score these creatures enter into a frenzy so profound that they must kill their target or be killed in the process. They gain a -2 penalty on armor class, but gain a +1d12 to attacks and damage. This rage lasts for 2d4 rounds and the creature's demonic disposition releases it of the need to make a fortitude check versus exhaustion. Assuming it gets a chance to feed, it will gain burnt points back in the normal fashion through resting.

Special Powers:

Magic pouch – these demons have an abdominal pouch like a marsupial, but it is much larger on the inside than the demon could physically encompass. This is where they store all the really good items, valuable art, and gems, etc. Once slain the pouch may be

recovered with a DC 18 luck check by the slayer of the demon who can make one additional luck check against a DC of 15 to see if there are any valuables left in the pouch. Results: 15-17= 10 platinum coins; 18-19= 1d6, 5d100gp gems; 20+ = +1 magic weapon. A roll of 2 or less on either luck check causes the person to draw forth another badger demon that gets an immediate free attack with a +2 bonus on this first attack and any resulting damage. Failing to recover the pouch in the initial luck check destroys the pouch.

Burrowing – these demons can burrow at the listed speed, but they leave no tunnel behind them and may not run or sprint. These Proto-demons are hindered by dense stone or metal just as a real badger, but may leave a 3ft high by 4ft wide tunnel if they burrow at no more than 10ft per round.

Drain attack – Upon a successful bite attack victims must succeed at a fortitude save versus a DC of 7, +1 per hit die of the demon or the victim loses 1 point of their Personality score.

Immunities & vulnerabilities:

These demons take double damage from and/or have a -2 penalty on all saves against divine magic; but they only take half damage from mundane weapons.



Demon Monkeys

Alignment: C

Type:	1	1
Size:	Tiny	Small
Base creature:	Monkey	Monkey
Reach:	0ft	5ft
STrength:	6 / -1	8 / -1
AGILity:	19 / +4	18 / +3
STAMina:	13 / +1	15 / +1
INTElligence:	6 / -1	6 / -1
PERsonality:	8 / -1	8 / -1
LUCK:	9	9
Action Die:	1d14	1d16
Lift:	12lbs	40lbs
Drag:	18lbs	80lbs
Carry:	12lbs	40lbs
Speed (Land)	10ft	20ft
Run:	30ft / 80min	65ft / 90min
Sprint:	60ft	115ft
Speed (Fly)	65ft	175
Acceleration:	25ft	80ft
Deceleration:	50ft	160ft
Glide:	0ft	0ft
Hover:	13rds	15rds
Initiative:	+4	+3
AC: (Thick Skin; +3)	22	19
HD:	1d12+1	2d12+2
Attack Die:	1d14-1	1d16-1
Attack Die: (Ranged)	1d14+4	1d16+3
Damage:		
(Bite)	1d3-1	1d4-1
(Fist/kick/ claw)	1d4-1	1d5-1
(Thrown item)	by item	By item
Critical Die:	None	None
Critical Table:	None	none
Fortitude Save:	+2	+2
Reflex Save:	+5	+4
Willpower Save:	+0	+0

Summon monkey demon – each monkey demon can invoke this power once every 24 hours, but only after they have been upon the material plane for 24 hours. Once the monkey demons gain sufficient numbers (a dozen or more) they will likely get loose and kill the summoner. Once freed, they will fly out and seek the greatest sources of anguish and misery: prisons, battle fields, etc. for as long as they are able to wreak havoc.



General information:

Nearly identical to monkeys found anywhere on the material plane except that monkey demons are carnivorous. These bat winged simians travel the air in search of anguish and misery to feed upon. They have no preferred climate, but they do tend to enjoy the same habits and abilities as the monkeys they resemble. These demons feed upon the flesh of those who've suffered great misery and humiliation,. As such these demons haunt battlefields, prisons, slave and refugee camps; anywhere that the sick and the dying can be found in large numbers.

Attack Profile:

They are usually summoned via wizard spell and encountered individually; but given time, these abhorrent denizens of the Chaotic Void can summon more of their kind. They also gain a +2 bonus to their AC when they are flying and this is factored into their entry on the table.

Special Attacks:

Acidic – these creatures have powerful digestive enzymes and cause an additional 1d4 points of acid damage to organic material with their bite Attacks.

Ranged attacks – They're monkeys at heart, and monkeys are known to use their bodily functions to drive off attackers. Aside from the general humiliation factor of urine and fecal attacks; victims must succeed at a fortitude save versus a DC of 10 or lose 1d4 rounds to the nausea and revulsion these attacks engender. However, from monkey demons such attacks also cause 1d4 acid damage to their victims.

Urine – 15ft effective range; 4x per day

Feces – 10ft/ 20ft/ 30ft; 2x per day acid is effective until washed off of the victim

Drain attack – Upon a successful bite attack victims must succeed at a fortitude save versus a DC of 7, +1 per hit die of the demon or the victim loses 1 point of their Personality score.

Special Powers:

Drain attack – Upon a successful bite attack victims must succeed at a fortitude save versus a DC of 7, +1 per hit die of the demon or the victim loses 1 point of their Personality score. These demons require 1 pt of Personality Score per hit die, per day or they lose 1 hit die.

Immunities & vulnerabilities:

Water allergy – These demons are immune to acids, but water acts upon them as a powerful acid. Water does 1d8 points of acid damage to monkey demons per gallon or round of full immersion with a fortitude save versus a DC of 15 for half damage. Only the small monkey Proto-demon has damage and spell resistance equal to half its hit dice; both may be bypassed with holy magic/weapons.

Demon Roosters

Alignment: C

Type:	I
Size:	Tiny
Base creature:	Rooster
Reach:	0ft
STrength:	9
AGility:	16 / +2
STamina:	10
INtelligence:	18 / +3
PERsonality:	9
LUCK:	9
Action Die:	1d24, 1d20
Lift:	3lbs
Drag:	6lbs
Carry:	2lbs
Speed (Land)	20ft
Run:	50ft/ 90min
Sprint:	No
Speed (Fly)	20ft/ 5rds
Acceleration:	10ft
Deceleration:	20ft
Glide:	No
Hover:	No
Initiative:	+2
AC: (Thick Skin; +3)	21
HD:	3d12
Attack Die:	1d24+3, 2@1d20+3
Damage: (Bite/ peck)	1d3
(Fist/kick/ claw)	1d4
(Thrown item)	See telekinesis
Critical Die:	1d4
Critical Table:	DN
Fortitude:	+2
Reflex:	+4
Willpower:	+2

General Information:

Rooster demons are often summoned and kept by wizards to act as assassins. These sickly half plucked, carnivorous bantams have murder in their eyes. On their own, they seek out prideful individuals that will provide them with their emotional sustenance and have a marked preference for high level warriors. They use illusions of humanoid warriors to draw their victims out into the open with a challenge of single combat. This demon rooster is more than a match for most opponents and even if the demon dies; its death throes are usually sufficient to kill the intended target and any innocent bystanders.

Attack Profile:

These demons have the power to project full sensory illusions and have a telekinetic ability that allows them to make their illusions feel real to the touch. More importantly, they allow this demon to project a weapon wielding humanoid, etc and actually do damage to their targets. They seek out prideful warriors and challenge them to fight with these illusions until the mortal is wounded and exhausted... then the rooster demon comes out of hiding and kills the victim slowly.

Special Attacks:

Illusions – these have the effective power of a *Phantasm Spell* with a table result of 20 (See DCC Core Rules p.187.) When combined with their telekinetic abilities, these illusions feel real and can do real damage. When interacting with the illusion targets get willpower saves versus a DC of 30, -1 per point of damage they have inflicted upon the simulacra; success indicates that the victim sees through the illusion and it is dispelled. The illusions are largely visual, and the wounds don't bleed properly; creatures with heightened senses apply these bonuses when attempting to ascertain the nature of their phantasmal attacker. Additionally, the simulacrum only has an armor class of 13 regardless of its appearance.

Telekinesis – these demons can manipulate and throw items up to 10 times the demon's normal lifting and throwing capacities as an act of will. Living creatures and items owned by others are allowed **one** willpower save at the first instant of contact versus a DC of 14, +1 per hit die of the demon to notice the telekinetic nature of the damage or manipulation. Success indicates that the victim sees through the illusion and it is dispelled. See page 29 for details on telekinesis; ignoring the listed time limits and the demon need not expend ability points to activate this power, it is an at will ability.

Special Powers:

Demonic roosters are responsible for laying the eggs that will hatch into basilisks. These demons will lay 1 egg per week that will hatch in 2d3 days. When either basilisks or rooster demons are encountered; there is a 40% chance that 1d3 basilisks or one rooster demon is nearby. (see Core Rules pg. 396)

Death throes – the weapon that slays a rooster Demon disappears: never to be seen again, and every living thing within 15ft of the death must roll a fortitude save versus a DC of 13 or be turned to stone permanently.

Immunities & vulnerabilities:

Rooster demons are immune to all illusions and charms as well as gaining a +2 bonus on all stealth checks. They take double damage from sonic and fire damage and a rooster's crowing provokes a willpower save by the demon versus a DC of 15; failure indicates that the demon is slain instantly. A successful save still causes 1d8 points of damage to the demon. Rooster demons need for emotional energy is satisfied by consuming the flesh of one defeated enemy per week.



Dogs

Alignment: L

Size:	Small	Medium	Large	Huge
Reach:	5ft	5ft	5ft	10ft
STrength:	10	11	13 / +1	15 / +1
AGility:	14 / +1	13 / +1	12	11
STAMina:	12	13 / +1	15 / +1	17 / +2
INTelligence:	1d3	1d4	1d5	1d6
PERsonality:	9	9	10	11
LUCK:	9	9	9	9
Action Die:	1d16	1d20	1d20	1d24
Lift:	10lbs	11lbs	26lbs	75lbs
Drag:	30lbs	33lbs	104lbs	300lbs
Carry:	50lbs	110lbs	260lbs	525lbs
Speed (Land)	30ft	50ft	70ft	90ft
Run:	100ft/ 96min.	165ft/ 104min	260ft/ 120min	375ft/ 136min
Sprint:	220ft	330ft	520ft	675ft
Initiative:	+1	+1	+0	+0
AC:	12	11	9	8
HD:	2d3	2d5+2	3d6+3	6d7+12
Attack Die:	1d16	1d20, 2@1d16	1d20+2, 2@1d16+2	1d24+3, 2@1d20+3, 3@1d16+3
Damage:				
(Bite)	1d4	1d6	1d8+1	1d10+1
Critical Die:	None	1d8	1d8	1d12
Critical Table:	None	III	M	M
Fortitude:	+1	+2	+3	+5
Reflex:	+2	+2	+2	+3
Willpower:	+1	+1	+2	+3

Locking jaw – upon damaging their target, they will lock their jaws and thrash about to cause further injury. Each round after the badger locks its jaw, the victim of the attack must succeed at a strength check versus a DC of 10, +1 per point of damage done in the previous round order to avoid automatic bite damage and escape the jaws.

Special Powers:

Scent tracker- dogs can identify smells with extreme accuracy and are able to gain a +4 bonus to search and spot checks involving odors. Overpowering odors from spells or natural attack forms have the same effect as fog or bright lights for a visual check and dogs have a -1 penalty on saves versus airborne toxins and pathogens, etc.

General Information:

These carnivorous quadrupeds are so adaptable that they can be found in all climate zones except under water. Dogs come in all shapes and sizes; domestic varieties are found wherever Humans live and work. They have been bred for a variety of needs, from purely show dogs, to massive hounds bred to fight giants and other worldly terrors. Dogs with an intelligence score of 3+ are capable of being trained as warriors; though they lack the ability to use most weapons and shields, but they can be outfitted with barding. In this case, follow the rules for critters with class levels on page 14.

Attack Profile:

Dogs are pack hunters to the core. They employ basic tactics like using decoys. They are organized and usually attack weakened prey using their numbers to drag down larger animals. When encountered there are 2d20 pack members, though smaller packs of mongrel dogs live in larger cities. The leader of each pack can be expected to have an intelligence score of 3 or better and will be the one to decide the tactics for the attack.

Special Attacks:

Pack Hunters- Dogs gain +1 to attacks and damage for every 2 dogs in the pack beyond the first 3. So, 5 dogs gain +1 and 7 dog's gain +3, max +5 at 16+ dogs. If the alpha male is slain they will usually run for their lives.



Draxxari

General Information:

These intelligent, carnivorous and warm blooded draco-forms are not true dragons. Draxxari are stable mutations combining elementals and dragons. They retain all of the dragon's physical vigor and add a huge dose of raw elemental power. Each of the 5 elements of Fire, Water, Earth, Air, and Spirit combines to form one of 6 types of draxxari. As elementals they are subject to the laws of their elemental kingdoms and may be turned as unholy creatures by clerics with power over elemental forces; but draxxari are considered to be natural creatures. Regardless of variety, they all follow the same basic patterns of size and shape. Most have an adult wing span of 25ft and a nose to tail length of 10 to 15ft; half of which is tail and neck. All draxxari are covered in armor-hard scales colored according to their element, and have two arms with clawed hands as well as two walking legs with sharp talons. All draxxari except for the water and earth varieties have wings; Earth draxxari have 6 legs, and water draxxari may only glide with their stunted wing/ fins. Draxxari were created thousands of years ago by the Dragon Kings and charged with the duty of guarding the portals between the Material and Elemental Planes. Many draxxari still answer this ancient call to duty, but many more choose to roam the world staking out territories emulating their draconic ancestors. All draxxari may use their breath weapons once, plus 1x/ day per 2 hit dice of the draxxari. Additionally, all draxxari have damage and spell resistance equal to their number of hit dice; the damage reduction may be bypassed with weapons of at least +2 enchantment. They speak common, draconic, and the language of their element. See page 14 for information of damage and spell and damage resistance.

Draxxari, Air

Alignment: C

Type:	Hatchling	Young	Juvenile	Adult
Size:	Tiny	Small	Medium	Large
Reach:	0ft	5ft	5ft	10ft
Reach (wings):	5ft	10ft	15ft	25ft
STRength:	7 / -1	9	10	12
AGILity:	20 / +5	19 / +4	18 / +3	17 / +2
STAMina:	10	12	13 / +1	15 / +1
INTelligence:	8+1d8	8+1d8	8+1d8	8+1d8
PERsonality:	7+1d6	7+1d6	7+1d6	7+1d7
LUCK:	9	9	9	9
Action Die:	1d14	1d16	1d20	1d20
Lift:	3lbs	9lbs	30lbs	120lbs
Carry:	2lbs	4lbs	20lbs	60lbs
Speed (Fly)	85ft	150ft	200ft	330ft
Acceleration:	30ft	60ft	90ft	120ft
Deceleration:	60ft	120ft	180ft	240ft
Glide:	0ft	0ft	0ft	0ft
Hover	20rds	22rds	23rds	25rds
Initiative:	+5	+4	+3	+2
AC: (scales; +4)	24	21	19	17
(wings; -1)	19	16	14	12
HD:	2d12	3d12	4d12+4	6d12+6
Attack Die:	1d14+5, 2@1d12+5	1d16+5, 2@1d14+5	1d20+4, 2@1d16+4	1d20+4, 2@1d16+4
Damage:				
(Wing sword)	1d4-1	1d6	1d8	1d10
(Bite)	1d3-1	1d4	1d6	1d8
(Claw)	1d2-1	1d3	1d4	1d6
(Breath weapon)	2d8	3d8	4d8	5d8
Critical Die:	None	None	1d12	1d14
Critical Table:	None	None	DR	DR
Fortitude:	+1	+2	+3	+4
Reflex:	+6	+6	+5	+5
Willpower:	#+1	#+2	#+2	#+3

General Information:

Air Draxxari resemble dragons in most respects, except that their form has been adapted to a life spent almost entirely in the air. They have twice the wingspan of their kin and these wings are somewhat narrower in design; especially the razor sharp tips. Every aspect of their physiology is designed to aid them in staying in the air with as little effort as possible; and, as such they don't have a tail like their kin. Instead, air draxxari have a double set of long, semi-muscular ribbons, which are extensions of their wings running down the sides of their bodies. They have overlong front legs and short powerful hind legs.

They sleep in a fashion similar to bats, but must roost in the largest of trees. If necessary they construct huge nests from organic matter or float upon the ocean in hollowed out ships; air draxxari cannot tolerate the touch of earth.

Attack Profile:

These creatures only land to sleep for a few hours every day, preferring to hunt at dawn and dusk. They are capable of catching birds and other flying creatures for food, but will hunt livestock and other terrestrial targets as well as large fish and dolphins when available. Their preferred tactic is to

fly low and fast, using their *Enchanting Melody* power and *Wing Swords* to remove the heads from terrestrial prey. They will then circle back for it and fly away to consume their meal as they glide effortlessly over the land and sea. If pressed by a powerful foe, air draxxari will hover out of spear reach and use their sonic breath weapon to soften up their targets before buffeting them with *Wing Swords*. These creatures use their agility modifiers rather than strength for melee attacks.

Special Attacks:

Wing Swords – The wing tips of air draxxari are hardened and reinforced scales that are about the length of great swords. If they are making an attack with these weapons against a creature no larger than the draxxari's size class then a successful attack that yields a maximum result on its attack die will decapitate the victim on a failed reflex save. The DC for this save is equal to 7, +1 per hit die of the draxxari, but the victim still takes half damage on a successful save. The draxxari may not make any other attacks I the same round.

Breath weapon – special vocal chords allow the air draxxari to create a conical blast of concentrated sound. This attack is a 60° cone with a range of 10ft / hit die of the draxxari. The victims are entitled to a fortitude save versus a DC of 11, +1 per hit die of the attacker for half damage. Failing this save also results in deafness for 2d10 rounds.

Dust cloud – see page 14 Air draxxari use this as a desperate defensive maneuver to cover their retreat. Even the dust has enough particulates of earth to cause them irritation and harm.

Special Powers:

Enchanting Melody – air draxxari have a subtle fluting texture to their scales which allows the wind playing across them to play hauntingly beautiful music as the air draxxari flies about. When diving in for the kill strike, the force of the wind creates a powerful song that can captivate the attention of the intended victim. Anything with a sense of hearing within 50ft of the air draxxari making an attack dive must succeed at a willpower save versus a DC of 11, +1 per hit die of the attacker. Failure indicates that the victim is enthralled by the music and does nothing to defend themselves. The positive side to this power is that these creatures are incapable of stealth, even the simple act of breathing causes a murmuring of sound.

Fire Mastery – an air draxxari's elemental heritage grants it the ability to 'snuff out' fires by depriving them of the air they need to burn. They may extinguish 5 square feet of mundane fire per hit die as an act of will, any fire based creatures within this area are allowed a reflex save versus a DC of 10, +1 per hit die of the draxxari to escape the area first. If the fire based creature fails this save they die instantly or are sent back to the elemental plane of Fire.

Masters of Flight – these creatures spend 75% of their lives in flight; with the rest of the time spent sleeping or rearing their young in land bound nests, or hollowed out ships at sea. Add 10 to their strength and stamina scores when determining their flight speeds and duration of hovering ability.

Immunities & vulnerabilities:

Vulnerable to earth – contact with earth causes them 1d8 points of damage per round of contact. When damaged, air draxxari take an extra 25% damage from metal weapons.

Vulnerable wings – their wings are so large and used so often for combat, that it is possible to target them directly. Each wing counts as 10% of the draxxari hit points and if damaged and still intact; air draxxari must succeed at a willpower save versus a DC of 10, + the damage dealt or they flee the area rather than risking death on the ground.

Air draxxari are immune to sonic based attack forms and only take half damage from fire attacks. They are afraid of electricity and if confronted by prodigious use of electricity attacks, these draxxari must succeed at a willpower save against a DC of 12, + the level of the spell used to create the effect to continue the fight. However, air draxxari take double damage from crushing and bashing attacks as well as metal weapons.

"The mythic structures known as the Elemental Gates, or Gates of Creation are thought by many cultures to be the first gates to the various Elemental Planes crafted by the Gods when they created the Material Plane. It was through these gates that they drew the titanic forces required to forge the multiverse. If these primal gates exist then knowledge of their locations has been long forgotten or deliberately hidden from the minds of mortals. Many societies differ upon the eventual fates of these primal connections; some claim that the gods sealed them off after they had finished Creation; others say the gates are still accessible to those who know their secrets; reliable data has proven difficult to attain. Rare indeed are the explorers hardy enough to traverse the vast skies, the deepest ocean depths, or the intense heat of the magma flows deep underground to search for the existence of these gates."

-Excerpt from the treatise: Celestial Geometry and its role in stabilizing the Material Plane; by Antwyn Delmagoot, Wizard of the 7th Circle of Akem, Prof. of Advanced Cosmology at the Institute for Arcane Studies; Investigator at large for the Royal Society for the Advancement of Arcane Research

Draxxari, Earth

Alignment: L

Type:	Hatchling	Young	Juvenile	Adult
Size:	Small	Medium	Large	Huge
Reach:	5ft	5ft	10ft	10ft
STrength:	14 / +1	15 / +1	17 / +2	19 / +4
AGILITY:	16 / +2	15 / +1	14 / +1	13 / +1
STamina:	13 / +1	14 / +1	16 / +2	18 / +3
INTElligence:	8+1d8	8+1d8	8+1d8	8+1d8
PERsonality:	6+1d7	6+1d7	6+1d7	6+1d7
LUCK:	9	9	9	9
Action Die:	1d16	1d20	1d20	1d24
Lift:	70lbs	150lbs	255lbs	475lbs
Drag	140lbs	300lbs	510lbs	950lbs
Carry:	70lbs	150lbs	255lbs	475lbs
Speed (Land)	20ft	30ft	40ft	50ft
Run:	70ft/ 52min	115ft/ 66min	170ft/ 64min	240ft/ 72min
Speed (burrow)	35ft	55ft	75ft	95ft
Run:	140ft/ 104min	225ft/ 112min	340ft/ 128min	475ft/ 144min
Initiative:	+2	+1	+1	+1
AC: (scales; +8)	21	19	18	17
HD:	4d14+4	5d14+5	6d14+12	7d14+21
Attack Die:	1d16+2	1d20+2,	1d20+4,	1d24+6
	2@1d14+2	2@1d16+2	2@1d16+4	2@1d20+6
	3@1d12+2	3@1d14+2	3@1d14+4	3@1d16+6
Damage:				
(Static aura)	1d4rds	1d5rds	1d6rds	1d7rds
(Bite)	1d8+1	1d10+1	1d12+2	1d14+4
(Claw)	1d4+1	1d5+1	1d6+2	1d7+4
(Breath weapon)	2d10	3d10	4d10	5d10
Critical Die:	None	1d14	1d16	1d20
Critical Table:	None	DR	DR	DR
Fortitude:	+3	+3	+5	+6
Reflex:	+4	+3	+4	+4
Willpower:	#+2	#+2	#+3	#+3

General Information:

Unlike their ancestors and kin, the earth draxxari are flightless burrowing, draco-forms that prefer sandy deserts with as little moisture as possible. They are entirely adapted to the arid environment and derive all the water they require from their food. Earth draxxari have smooth scales of variegated gold, copper and bronze coloring and almost no neck at all. On the surface they amble about upon six short, powerful legs that are paddle-shaped and tipped with digging claws. Since their chosen environment is so harsh, earth draxxari are more omnivorous and less fussy about their food than other draxxari. However, they do require nominal amounts of rare metals in their diets that they burrow to find; but they are just as happy to find the refined forms of these metals within the equipment of travelers. Earth draxxari are more common in the deep dry stone of the earth than on the surface because of their aqua phobia.

Attack profile:

Hunting represents wasted energy with no certitude of catching anything so desert dwelling earth draxxari favor ambush tactics. Earth draxxari will skulk about near roads and oases waiting to pounce upon unwary prey when near an oasis; they circle at a wary distance lest they come in contact with any water. Their static aura is effective even through the sand, so its effects precede any attacks by an earth draxxari. They are almost always solitary when encountered (90%), but the rest of the time there will be 1d4 earth draxxari. Those earth draxxari who live deeper in the earth are more mobile; due to the scarcity of prey.

Special attacks:

Static aura – This ability works at a range of 5ft per hit die of the draxxari and causes a static discharge between the draxxari and a random target within its aura every 1d3 rounds. The potential targets get a luck roll verses a DC of 11, +1 per hit die of the draxxari, with the greatest degree of failure indicating the one who gets zapped. If there is a tie, then the one with the lowest luck gets hit. If there is still a tie, just divide the damage between the victims. The DC for the luck roll is increased by one for medium metal armor, and by two for heavy metal armor. Victims of this attack are stunned, lose their agility bonus to Armor Class and are reduced to one action per round for 1d4 rounds, +1 round/ hit die of the draxxari. Multiple strikes just add more time to the effect.

Breath weapon – An earth draxxari can generate a powerful electrical discharge between its mouth and one target. The range for this attack is 10ft per hit die of the draxxari and follows a straight path to the target. The target gets a fortitude save versus a DC of 11, +1 per hit die of the draxxari for half damage. There is a +1 penalty to the DC for medium metal armor, and a +2 penalty for heavy metal armor. Any other living creatures on the line of effect or adjacent to it are allowed a reflex save at the same DC to avoid the attack; subject to the same modifiers for metal armor. Failure indicates they take half damage.

Special powers:

Burrowing – Earth draxxari move at the indicated speeds in loose, dry, and sandy soils. They are able to dig, but not run, through soft stone at one half the listed rate and through hard stone at one quarter of the listed burrowing speed. They shove the material behind them and keep moving, so their tunnels are always choked with debris. If the earth draxxari is traveling within 5ft of the surface they displace enough soil to possibly be seen on a successful spot check versus a DC of 10, modified for the situation as the Storyteller sees fit.

Immunities & vulnerabilities:

They are immune to electricity based attack forms even of a magical nature and only take half damage from crushing attacks and metal weapons. Earth draxxari take double damage from acid and cold based attacks, as well as +25% damage from sonic attack forms. Earth draxxari cannot abide the touch of water and it is treated like an acid causing 1d4 points of damage/ quart.



Draxxari, Fang

Alignment: N

Type:	Hatchling	Young	Juvenile	Adult
Size:	Tiny	Small	Medium	Large
Reach:	0ft	5ft	5ft	10ft
STRength:	13 / +1	15 / +1	17 / +2	19 / +4
AGILity:	20 / +5	19 / +4	18 / +3	17 / +2
STAMina:	11	12	14 / +1	16 / +2
INTelligence:	3+1d10	3+1d10	3+1d10	3+1d10
PERsonality:	5+1d8	5+1d8	5+1d8	5+1d8
LUCK:	9	9	9	9
Action Die:	1d14	1d16	1d20	1d20
Lift:	26lbs	75lbs	170lbs	285lbs
Drag	39lbs	150lbs	340lbs	570lbs
Carry:	26lbs	75lbs	170lbs	285lbs
Speed (Land)	15ft	30ft	50ft	70ft
Run:	65ft/ 90min	150ft/ 108min	255ft/ 126min	380ft/ 144min
Sprint:	145ft	330ft	510ft	760ft
Speed (Fly)	70ft	120ft	170ft	285ft
Acceleration:	20ft	50ft	70ft	130ft
Deceleration:	40ft	100ft	140ft	260ft
Glide:	0ft	0ft	10ft	15ft
Hover	11rds	12rds	No	No
Initiative:	+5	+4	+3	+2
AC: (scales; +6)	26	23	21	19
HD:	3d16	4d16	5d16+5	6d16+12
Attack Die:	1d14+2	1d16+2	1d20+3,	1d20+6,
	2@1d12+2	2@1d14+2	2@1d16+3	2@1d16+6
Damage:				
(Tail rasp)	1d4+1	1d6+1	1d8+2	1d10+4
(Spiky defense)	1d3	1d4	1d6	1d8
(Bite)	1d4+1	1d6+1	1d8+2	1d10+4
(Claw)	1d6+1	1d8+1	1d10+2	1d12+4
(Breath weapon)	1d3	2d3	3d3	4d3
Critical Die:	None	None	1d14	1d16
Critical Table:	None	None	DR	DR
Fortitude:	+2	+2	+3	+5
Reflex:	+7	+6	+5	+5
Willpower:	#+2	#+2	#+2	#+3

General Information:

The fang draxxari are the unholy cross between a powerful undead creature or other creature animated by profane energy and a dragon. Other than their scales and coloration, fang draxxari have the same body type as a fire draxxari and are often mistaken for such at a distance. Up close a fang draxxari appears black except when bright light shows the blood red depths of their scales. Each of the draxxari's scales have a bladed ridge with an outward flaring spike protruding from its center. The combined effect is similar to a porcupine with the spikes protruding several inches from the draxxari's body. Fang draxxari are carnivores, but they kill as often as it pleases them and usually as slowly as possible. They show no preference to any particular climate and have the hardiness of their draconic ancestors. These draxxari are constantly on the move searching for new victims to torment and tend to favor mountainous terrain within easy flying distance of as many cities and towns as possible when choosing a roosting site.

Attack Profile:

Fang draxxari are sadistic, nocturnal loners with a desire to kill humanoids for food and pleasure. As such, they are encountered most often near the fringes of humanoid society where they seek out the weak and the vulnerable for torment. A fang draxxari prefers the up close kill, but avoids a fair fight when possible. They usually lead with their breath weapon attack to weaken opponents. Then the fang draxxari use a series of fly-by-tail strikes to shred their opponent's armor and equipment. Then

they will land and enter into combat with tooth and claw. This creature has the odd dietary requirement that it must consume undead creatures to maintain some of its powers. Fang draxxari will often be found working with necromancers and other wizards with the ability to supply this need rather than waste time searching for undead in graveyards.

Special attacks:

Spiky defense – The spikes and horns of fang draxxari allow it to injure opponents who succeed with their melee attacks. Upon successfully biting or grappling a fang draxxari; the attacker suffers the listed die + attacker's STR bonus in damage. The fang draxxari then takes half of any physical damage from the attack.

Tail Rasp – the bladed and spiked scales of this draxxari are diamond hard, and capable of damaging armor and equipment as easily as flesh and bone. This is an agility based attack for the draxxari and is directed at the opponents shield, armor, and weapons; so the target only gains their agility bonus versus this attack form. Items struck by this attack are entitled to a fortitude save to avoid damage, and use their owner's save plus any bonuses for magic AC enhancements. Failure indicates that the item has become degraded by one step for each successful attack. (See p. 14 for details)

Breath weapon – this ghastly attack covers a 60° conical area that is 10ft long for every hit die of the fang draxxari. Any living creature caught within the effect makes a fortitude save for half damage versus a DC of 12, +1 per hit die of the draxxari. The damage is in the form of random ability drain. Roll 1d6 for target to determine which ability score is drained: 1= STR, 2= AGIL, 3= STAM, 4= INT, 5= PER, 6= LUCK. Creatures killed by this attack have a 30% chance of re-animating as a skeleton with half the hit dice that it had when it was alive, per the rules for Undead on page 198 of this manual.

Special powers:

Technically speaking, fang draxxari are only half alive or half dead, however you chose to see it. Either way these creatures are immune to negative energy based spells and attacks; including death-touch and evil eye attacks. These draxxari are immune to a cleric's turn unholy ability. Though fang draxxari may be subject to the *Consult Spirit*, *Binding*, or *Banishing* spells at the Storyteller's discretion.

Immunities & vulnerabilities:

Fang draxxari only take half damage from sonic, acid, and electricity attacks of either magical or mundane nature. They must consume half their hit dice in undead hit dice every week, or they lose their breath weapon attack and immunities to necromantic powers until this oversight is remedied. Starting at the 8th day and each following day they are out of dietary compliance; fang draxxari suffer 3 points of strength damage. Fang draxxari are also sensitive to sunlight, and suffer 2 points of stamina damage for every turn of exposure; as well as taking double damage from light based spells and attacks.



Draxxari, Fire

Alignment: C

Type:	Hatchling	Young	Juvenile	Adult
Size:	Tiny	Small	Medium	Large
Reach:	0ft	5ft	5ft	10ft
STRength:	9	11	12	14 / +1
AGILity:	19 / +4	18 / +3	17 / +2	16 / +2
STAMina:	10	12	13 / +1	15 / +1
INTelligence:	8+1d8	8+1d8	8+1d8	8+1d8
PERsonality:	5+1d8	5+1d8	5+1d8	5+1d8
LUCK:	9	9	9	9
Action Die:	1d14	1d16	1d20	1d20
Lift:	18/lbs	55lbs	120lbs	210lbs
Drag	27lbs	110lbs	240lbs	420lbs
Carry:	18lbs	55lbs	120lbs	210lbs
Speed (Land)	15ft	30ft	50ft	70ft
Run:	45ft/ 90min	110ft/ 108min	180ft/ 117min	280ft/ 135min
Sprint:	100ft	220ft	360ft	560ft
Speed (Fly)	45ft	90ft	120ft	210ft
Acceleration:	20ft	40ft	60ft	80ft
Deceleration:	40ft	80ft	120ft	160ft
Glide:	0ft	0ft	5ft	10ft
Hover	10rds	12rds	No	No
Initiative:	+4	+3	+2	+2
AC: (scales; +5)	24	21	19	18
HD:	3d12	4d12	5d12+5	6d12+6
Attack Die:	1d14+1	1d16+1	1d20+1,	1d20+3,
	2@1d12+1	2@1d14+1	2@1d16+1	2@1d16+3
Damage:				
(Heat aura)	1d3	1d4	1d5	1d6
(Bite)	1d4	1d6	1d8	1d10+1
(Claw)	1d3	1d4	1d5	1d6+1
(Breath weapon)	3d8	4d8	5d8	6d8
Critical Die:	None	None	1d14	1d16
Critical Table:	None	None	DR	DR
Fortitude:	+2	+2	+3	+4
Reflex:	+6	+5	+4	+5
Willpower:	#+2	#+2	#+2	#+3

Special attacks:

Heat aura – A fire draxxari radiates intense heat out to a range of 5ft per size category. This heat causes the listed damage per round of exposure; +1 for medium metal armor, and +2 for heavy armor. Victims of this attack are allowed a fortitude save versus a DC of 8, +1 per hit die of the draxxari for half damage. Metal items become too hot to touch after 3 rounds of exposure and a willpower save is required to continue holding them; and they take +1 point of damage per round they maintain

their hold. For those wearing metal armor, failing this check means running away until the armor cools off or is removed. The DC for this save is the same as the fortitude save. The aura has a 50% chance that it ignites flammable objects.

Breath weapon – the conical blast of fire reaches to a distance of 10ft per hit die of the draxxari and victims are allowed a reflex save versus a DC of 10, +1 per hit die for half damage.

Special powers:

Because of its hands and ability to walk upright, fire draxxari are able to utilize weapons and tools. They disdain armor and shields as cowardly, and most equipment doesn't last long due to their heat aura.

General Information:

Fire draxxari are most like their dragon ancestors. They have the standard draconic form with a supple neck and tail and thick leathery, bat-like wings. Their variegated scales of crimson, rust, and saffron cause them to appear as if they were sculpted of frozen flames. They have hands and feet allowing for an upright, humanoid gait if they choose. Unlike their dragon ancestors, fire draxxari are communal and sociable creatures. This is due to the need to share limited roosting space where the intense heat of lava flows or magma pools are used to incubate their eggs. They do not get along well with salamanders as they have a fondness for fire draxxari eggs. The fire draxxari are unaffected by such environments, but there is little food and no room to fly. When they are not roosting fire draxxari are found in hot deserts, or heat and sun blasted mountains where they use or dig tunnels in which to store their treasure. They will live in tropical and equatorial regions if they must, but will always seek arid climates and regions.

Attack profile:

Fire draxxari are pure carnivores with a taste for Halfling flesh, but any humanoid will suffice. They are solitary hunters with keen instincts, but will form flights of 2d5 when dealing with a large or fearsome opponent or caravan. Fire draxxari will spend hours tracking their chosen prey waiting for the opportune moment to strike. Then it is a fast dive and breath weapon attack followed up by the use of tooth and claw upon anything that survives the blasts of fire. Older draxxari often build lairs and spread rumors of treasure specifically to lure a steady supply of food. Fire draxxari speak many languages and if captured they will try to barter treasure or knowledge for their release.

Immunities & vulnerabilities:

Fire draxxari are unaffected by fire and heat based attack forms, even of a magical nature. Fire draxxari only take half damage from acid attack forms. They take double damage from sonic, cold, and ice based attacks. A fire draxxari in an air tight environment will suffocate and die from a lack of air within 1 round per each of the fire draxxari's hit dice; no save.



Draxxari, Rainbow

Alignment: L

Type:	Hatchling	Young	Juvenile	Adult
Size:	Tiny	Small	Medium	Large
Reach:	0ft	5ft	5ft	10ft
STRength:	8 / -1	10	11	13 / +1
AGILity:	19 / +4	18 / +3	17 / +2	16 / +2
STAMina:	12	14 / +1	15 / +1	17 / +2
INTelligence:	12+1d8	12+1d8	12+1d8	12+1d8
PERsonality:	9+1d7	9+1d7	9+1d7	9+1d7
LUCK:	9+1d4	9+1d4	9+1d4	9+1d4
Action Die:	1d16	1d20	1d20, 1d16	1d24, 1d20
Lift:	16lbs	50lbs	110lbs	195lbs
Drag	24lbs	100lbs	220lbs	390lbs
Carry:	16lbs	50lbs	110lbs	195bs
Speed (Land)	15ft	30ft	50ft	70ft
Run:	40ft/ 108min	100ft/ 126min	165ft/ 135min	260ft/ 153min
Sprint:	90ft	220ft	330ft	520ft
Speed (Fly)	40ft	80ft	110ft	195ft
Acceleration:	15ft	30ft	40ft	80ft
Deceleration:	30ft	60ft	80ft	160ft
Glide:	0ft	0ft	0ft	5ft
Hover	12rds	14rds	15rds	No
Initiative:	+4	+3	+2	+2
AC: (scales; +4)	23	20	18	17
HD:	3d16	4d16+4	5d16+5	6d16+12
Attack Die:	1d16	1d20+1	1d20+1, 2@1d16+1	1d24+3, 2@1d20+3
Damage:				
(Bite)	1d3-1	1d6	1d8	1d10+1
(Claw)	1d3-1	1d4	1d6	1d8+1
(Breath weapon)	*	*	*	*
(Wizard level)	1 st	3 rd	5 th	7 th
Critical Die:	None	None	1d14	1d16
Critical Table:	None	None	DR	DR
Fortitude:	+2	+3	+3	+5
Reflex:	+6	+5	+4	+5
Willpower:	#+3	#+3	#+3	#+4

General Information:

Born of the pairing between powerful angelic beings and a dragon; rainbow draxxari are the most beautiful of all the draxxari clan. They too resemble the fire draxxari in that they have hands and may walk upright or move on all four limbs with equal ease. Their wings are slightly larger than normal draxxari, but nowhere near the size of their air draxxari kin and possess no wing blades. As such, rainbow draxxari are nearly as graceful as an air draxxari in flight, but it is the prismatic coloration that sets the rainbow draxxari apart from all other draco-forms. Having the tiny smooth scales, rainbow draxxari scales throw off prismatic rainbows of scintillating color. Their wings have the dappled colors of a soap bubble, but these draxxari are not at all fragile and are every bit as dangerous as all other draxxari. At least they are when there is a need; generally these draxxari prefer a quiet and contemplative life. All rainbow draxxari have wizard levels equal to their hit dice and need no Patrons.

Attack profile:

These peaceful omnivores prefer fruits and nuts to hunting, but they have been known to enjoy fish, crayfish, and amphibians. When perturbed, usually by wizards seeking spell knowledge, rainbow draxxari will use their color spray breath weapon and spells to maximum advantage. Rainbow draxxari prefer to immobilize intruders and then send them away under powerful charms and compulsions. However, these draxxari won't hesitate to destroy enemies if they must. These draxxari are solitary by nature, but they prefer the foods of the civilized and exotic lands, so they often employ guards and henchmen for domestic purposes... this can include both humanoids and creatures.

Special attacks:

Breath weapon – Rainbow draxxari have 2 options for breath weapon attacks. One takes the form of a powerful version of the spell *Color Spray*. The other is a powerful version of the spell *Forget*. In either case the draxxari can only use one attack per round and the result on the spell table is equal to 12+ 1 per hit die of the draxxari. These spells function as written except that they have an area of effect equal to a 60° cone that is 10ft long per hit die of the draxxari and the spell effects apply to all who are within the breath weapon's attack area. Targets of these breath weapon attacks make the appropriate save as normal.

Special powers:

Healing touch – Rainbow draxxari have a powerful connection to the plane of positive energy which grants these draxxari a cleric's lay on hands ability. They roll their action die with a bonus equal to their hit dice to invoke this ability, but otherwise this ability functions as written in the core rules on page 31. Rainbow draxxari regenerate 1 hit point per hit die per round until they reach their racial maximum for each age category.

Spells – all rainbow draxxari are born with an understanding of how the multi-verse functions and how it may be manipulated to perform what others call magic. As such, they do not need patrons, but that doesn't mean they shun them either. Rainbow draxxari are sometimes sought out as teachers by those wishing to learn the arcane arts and aspirants with an aptitude for cooking as well as proffering gifts of fine foods will be well received. Rainbow draxxari will always be able to draw upon at least 4 to 15 spells depending on its age and intelligence; but will have access to twice that number of spells in its library. Since they frequently must duel with pernicious wizards; all rainbow draxxari teach their offspring the *Magic Shield* spell (Core Rules page 146). These draxxari have two action dice and may cast with both starting at age juvenile. Rainbow draxxari roll action die + wizard level + INT bonus for casting checks. They roll mercurial magic and mishaps as normal for wizards, but they are not subject to corruption. If they fail a casting check rainbow draxxari lose the spell per the normal rules, but if they roll a 1 on the casting attempt, then they lose access to that spell for 1d4 days.

Immunities & vulnerabilities:

All rainbow draxxari gain a +1 bonus to their willpower saves, and this is already reflected in the their save entry. They take half damage from magical and mundane elemental and energy attacks, but these draxxari take double damage from necromantic Spell effects, undead attack forms, evil eye attacks, and poisons. Anti-magic rays or fields have the potential to slay a rainbow draxxari instantly on a failed fortitude save versus the effect. A failed save versus dispel magic causes them 1d4 points damage per caster level of the attacking wizard and the draxxari's spell resistance does not function versus these attacks.



Draxxari, Water

Alignment: C

Type:	Hatchling	Young	Juvenile	Adult
Size:	Small	Medium	Large	Huge
Reach:	5ft	5ft	10ft	10ft
STRength:	12	13 / +1	15 / +1	17 / +2
AGILity:	16/ +2	15 / +1	14 / +1	13 / +1
STAMina:	11	12	14 / +1	16 / +2
INTelligence:	6+1d7	6+1d7	6+1d7	6+1d7
PERsonality:	5+1d8	5+1d8	5+1d8	5+1d8
LUCK:	9	9	9	9
Action Die:	1d16	1d20	1d20	1d24
Lift:	60lbs	130lbs	225lbs	425lbs
Drag	120lbs	260lbs	450lbs	850lbs
Carry:	60lbs	130lbs	225lbs	425lbs
Speed (Swim)	20ft	30ft	40ft	50ft
Run:	95ft / 99min	130ft / 108min	225ft / 126min	340ft / 144min
Skimming:	170ft	235ft	405ft	510ft
Speed (Fly)	*****no fly speed*****			
Glide:	5ft / 17rds	10ft / 11rds	15ft / 13rds	30ft / 8rds
Breach	11rds	12rds	14rds	16rds
Initiative:	+2	+1	+1	+1
AC: (scales; +4)	17	15	14	13
HD:	3d14	4d14	5d14+5	6d14+12
Attack Die:	1d16+1	1d20+1	1d20+1,	1d24+4,
	2@1d14+1	2@1d16+1	2@1d16+1	2@1d20+4, 3@1d16+4
Damage:				
(Tail spike)	1d3	1d4+1	1d5+1	1d6+2
(Bite)	1d3	1d6+1	1d8+1	1d10+2
(Claw)	1d6	1d12+1	1d16+1	1d20+2
(Breath weapon)	1d4	1d8	1d10	1d10
Critical Die:	None	1d12	1d14	1d16
Critical Table:	None	DR	DR	DR
Fortitude:	+2	+2	+3	+5
Reflex:	+4	+3	+3	+4
Willpower:	#+2	#+2	#+2	#+3

not known for their keen intellects, so their tactics are simple and strait forward. First off, half of the available adults will stay behind to protect the young while the rest seek out the intruders. Half of the attacking draxxari dive deep while the other half start skimming just above the surface of the water to gain speed and altitude for gliding. The aerial attackers will strafe the targets with their acidic breath weapons and then dive back into the water. The half that dove deep will then surface, attempting to overturn the craft if it is small enough or their numbers great enough. If this proves too difficult, water draxxari will attempt to grab the victims from the decks of the ship, or use their breath weapons and talons to sink the vessel.

Special attacks:

Breaching – a water draxxari can lift half of its body out of the water so that its shoulders are raised to the same value as listed for their reach. They can maintain this posture for the indicated number of rounds while making up to 2 attacks per round out to their indicated reach value.

Breath weapon – Water draxxari can produce a cloud of acidic gas that has a diameter of 10ft per hit die of the draxxari. The cloud lingers on the targeted area for 1d3 rounds, +1 round per hit die of the draxxari; modified by the prevailing winds to a minimum of 1 round. Victims of this attack are allowed a fortitude save versus a DC of 11, +1 per hit die of the draxxari. Victims take the listed damage (or half if they made the initial save) until they leave the cloud's area of effect.

General information:

These highly social and extremely territorial draco-forms are covered in tiny, smooth scales that appear silver; but ripple with the teal, blue, green, and jade hues of the mighty oceans. These draxxari vaguely conform to the features of their draconic kin, except that water draxxari have given up their wings for a better ability to swim. Water draxxari only have vestigial fin-like wings that are useless for serious flight, but allow these creatures a respectable gliding ability and increase under water agility. Their arms are somewhat longer than normal, as are their webbed hands with fingers that have wicked hook like talons for catching fish, squid, and aquatic mammals. They have short necks and bulging eyes that can be focused independently, granting them nearly 300 ° of vision. Water draxxari have no preference for fresh or salt water, as long as there are at least 3-5 square miles per adult in the pack available for hunting territory. Water draxxari most often come into conflict with the sailors and fishermen who cross into their territories. Water draxxari have both lungs and gills and are as capable of speech as any of their kin, but will not spend any more time out of water than is absolutely necessary, and are too territorial to be good or interesting conversationalists.

Attack profile:

These terrors of the deep travel in large numbers; there are always 1d4 family pods of 3d4 adults in any given territory and scout their territories in packs of 1d4+1 hunters. Water draxxari don't mind fresh water; but they require a lot of space, so they tend to be found in ocean environments where food is plentiful. They will attack anything that enters there territory within 2d4 turns. Fortunately they are

Skimming – this is a mode of movement where the draxxari sprints along just under the surface of the water and then unfurls its wing-fins; lofting themselves into the air to an altitude equal to half the draxxari's sprinting speed. After which, they glide normally for the indicated number of rounds.

Tail spikes – water draxxari have a vestigial toe claw on either side of their flukes at the end of their tail ribbon. They are used when the draxxari are attacking other water creatures, or as a single strike to a target while it is gliding. Targets of the aerial version of this attack must succeed at a strength check versus a DC of 12, +1/ hit die of the draxxari or they are thrown 15ft in the direction the draxxari was flying and lands prone. After such an attack the draxxari must land.

Special powers:

Water draxxari are unaffected by the crushing pressures and cold of the deep ocean; they may be encountered along the ocean floor while it is hunting squid, or at the surface driving off fisherman with equal ease. Likewise they are comfortable in both tropical and arctic environments.

Immunities & vulnerabilities:

Water draxxari are immune to acid and only take half damage from electricity, cold, and ice based attacks. They do take triple damage from fire and heat based attacks. These draxxari are afraid of fire and large or powerful pyrotechnic displays provoke a willpower save versus a DC of 10, +1 per die of damage the effect causes. Failure indicates the draxxari flee for 1d4 turns, but return with reinforcements.



E

Elephants

Alignment: L

Type:	Young	Juvenile	Adult	War elephant
Size:	Medium	Large	Huge	Gargantuan
Reach:	5ft	5ft	10ft	15ft
STRength:	14 / +1	16 / +2	18 / +3	20 / +5
AGILity:	12	11	10	9
STAMina:	13 / +1	15 / +1	17 / +2	19 / +4
INTelligence:	3 / -3	4 / -2	6 / -1	6 / -1
PERsonality:	8 / -1	7 / -1	6 / -1	5 / -2
LUCK:	9	9	9	9
Action Die:	1d16	1d20	1d20	1d24
Lift:	140lbs	240lbs	450lbs	800lbs
Drag:	420lbs	960lbs	1800lbs	3200lbs
Carry:	140lbs	320lbs	630lbs	1100lbs
Speed (Land):	30ft	40ft	50ft	60ft
Run:	70ft/ 65min	160ft/ 75min	270ft/ 85min	400ft/ 95min
Initiative:	+0	+0	+0	+0
AC: (thick hide; +4)	14	13	12	11
HD:	5d10+5	6d10+6	8d10+16	9d10+36
Attack Die:	1d16+2	1d20+4, 2@1d16+4	1d20+5, 2@1d16+5	1d24+8, 2@1d20+8, 3@1d16+8
Damage:				
(Trunk Constriction)	1pt	1d4+2	1d6+3	1d8+5
(Tusk Gore)	—	1d8+2	1d16+3	2d10+5
(Kick)	1d3+1	1d6+2	1d10+3	2d8+5
(Trample)	3d3+3	3d6+6	3d10+9	6d8+15
Critical Die:	None	1d12	1d14	19-20/ 1d20
Critical Table:	None	M	M	IV
Fortitude:	+3	+4	+5	+8
Reflex:	+2	+3	+3	+4
Willpower:	+1	+2	+2	+2

General Information:

Long lived and highly social herbivores, these are among the largest of terrestrial mammals. They live in patriarchal herds and are often found in jungles as well as on the open savannah, but these adaptable creatures may also be found in subarctic and tundra environments as well as on tropical islands. They spend 14 to 16 hours a day eating, and are thought to only need 2 to 3 hours of sleep every day. Modern elephants are gray with sparse, wiry hairs on their heads and backs. Their tundra wandering kin had thick red-brown fur to keep them warm, and both have the characteristic trunk and tusks. They are quite intelligent and self-aware, with complex vocalizations, some of which are in the ultra-low frequency range that can travel for dozens of miles. Elephants are intelligent creatures and are as gentle or cruel as the situation requires. However, male elephants are also prone to murderous rampages. Elephants are to nomadic and require vast ranges to be healthy and are not suited for captivity and as such they have never been truly domesticated. Most elephants that are trained by humanoids to work or fight capture the elephants young and start training starts early with males being used exclusively as war beasts.

Female elephants are utilized as beasts of burden and transport in much the same way as oxen are in other regions with the added ability to assist in complex construction and other heavy labor and industry because female elephants will always flee when confronted by a charging male elephant.

Attack Profile:

In the wild, most encounters will be with a solitary bull elephant, 30% of the time there will be at least 1d5 adult and juvenile males in a bachelor herd. They will charge anything they perceive to be a threat, but will only give chase during the winter months when they are most likely to be in a state of *musth*. When they attack, they charge in leading with the sharper and more dominant tusk and fling the opponent with a shake of their heads. Anything that lives through the gore charge gets trampled.

Females travel in much larger herds of 5d4 adults with an additional half of that number in juvenile males and females, and a similar number of young elephants. Adult females have tusks as well, and are just as dangerous as the males when defending their young. Their calls will also summon 1d6 adult males that will arrive in 2d6 rounds.

An adult elephant may be trained like a war horse and can carry 2 bowmen or spearman plus its mahout, plus all of the armor and equipment for the warriors and the elephant into battle and will itself fight with great vigor, and such elephants may or may not be equipped with a howdah. War elephants are specially selected for size, strength, and ferocity and are trained as warriors and may use armor and weapons, see *war beast* entry. War elephants are usually equipped with a howdah and the best armor their master can afford and the war elephant will only follow the commands of its master.

Special Attacks:

Trunk Sweep – after successfully hitting a target, the elephant can make a strength check to throw the victim to the side. The DC for this check is based on the size of the thrown object; small or less = 5, medium = 10, large = 15, huge = 20. The distance traveled is equal to the elephants reach +10ft.

War Beast – A war elephant is strong enough to carry light siege weapons into battle against other elephant cavalry. Designs will vary, but ballistae, catapults, and towers full of archers or spell casters are also an option. Half of a war elephant's hit dice count as warrior class levels; as such, they may use armor and any hefted melee weapon resembling an axe, club, hammer, or flail that is made for a medium sized creature in the same manner as any other warrior of their level. Furthermore, they have a warriors critical threat range, but no Mighty Deeds of Arms. See critters with class levels on p.14 for details. The attacking elephant may not use a weapon attack and another type of special attack in the same round unless they have multiple attacks. There are larger elephant specific versions of standard weapons available on the table below.

Special Powers:

Tool users – elephants are intelligent and highly trainable if captured young. Their trunks have the manual dexterity to pick the petals from a flower and the power to rip stout limbs from a healthy tree. They gain a +4 bonus to their Agility scores with for skill and agility checks using their trunk. Additionally, their trunk allows them to lift as a biped, but they drag and carry as any other quadrupeds.

Poor runners – elephants are heavier than other creatures of their size and are considered 1 size larger for determining how much they weigh. They are treated as 2 size categories smaller for calculating running speeds, they cannot sprint and they may only maintain their running speed for a number of minutes equal to 5 times their stamina score. However, when unencumbered they can walk at their move rate for up to 12 hours without fatigue.

Skittish – even trained elephants are difficult to control, and males especially have a reputation for going berserk. When an elephant is reduced to half of its hit points; fails a willpower save versus fear or similar situation, it panics and starts to attack anything in its path trying to escape the danger. This state lasts until the elephant has recovered at least 10 hit points beyond half, or has been undisturbed for 3d3 turns. Mahouts are known to keep a hammer and chisel handy for severing the spine of a rogue elephant.

Musth – an elephant in this state has a -2 penalty to armor class, and gets a +4 bonus on attacks and damage. Their damage die is also increased by one step on the dice chain. When an elephant is in this state, a mahout has a -6 penalty to control their Mount. If it is a war elephant with training, then it may continue to use its weapons and armor, but will not use any tactics. Wild elephants simply charge... without thought or concern to safety or survivability. Young elephants enter this state in the late winter months while older bulls tend to enter this state in late summer and *musth* can last for up to 4 months.

Mammoths

Other than size and an impressive layer of fur that grants an additional +3 to armor class, there is little difference between these ancient travelers of the sub-arctic forests and tundra and their modern descendants. They are comfortable at temperatures of -40 degrees Fahrenheit and their young are size medium, with adults reaching colossal proportions. All attempts to train and direct mammoths are DC 18 unless it was raised in captivity; the DC drops to 15. It is probably safe to assume that male mammoths likely suffered from the condition of *musth*, and during this state they are uncontrollable.

Howdah:

These are essentially woven baskets of lacquered wood or bamboo with sturdy roofs that are large enough for two or more medium sized creatures. The howdah has narrow windows on all sides to allow for weapons fire and navigation. They are further armored by quilted silks, rugs, or the various light and medium armor types available to humanoids. This armor drapes to the elephant's knees and covers its vital areas. The mahout may guide the elephant from within the howdah at a -2 penalty on ride or control checks to keep the elephant on task. Those within the howdah gain the benefits of its armor type as if they were wearing that armor. Allowing warriors to forgo the weight of their own armor. An elephant carrying a howdah or wearing metal armor may not sprint. More elaborate versions are made for generals, wizards, and Kings. The basic howdah weighs 150lbs plus the weight of the armor type and costs 500gp plus the cost of the armor. See DCC Core Rules p.71-2 for weapon and armor details.

Table 3-3: Elephant Barding

Armor Type	Weight in lbs	Move Penalty	Cost in GP
Padded	50	-	50
Leather	75	-	200
Studded Leather	100	-	450
Hide	125	5ft	300
Chainmail	200	10ft	2,250
Half Platemail	250	20ft	8,250
Full Platemail	325	30ft	18,000

Table 3-3a: Elephant Weapons

Size	Club, Hammer, Mace	Battle Axe, Spiked Club, Morningstar	Flail ¹
Large	1d10	1d12	1d7
Huge	1d12	1d14	1d8
Gargantuan	1d14	1d16	1d10
Colossal	1d16	1d20	1d12

1= this is the damage per head attached to the flail, maximum of five per flail and each head beyond the first impacts a -1 penalty to initiative.

F

Faeries & Critical Table F

General information:

These spirits of nature and the elements are found in nearly infinite guises and names to suit their needs. The little that is known of faerie lore tells us that they are powerful in the ways of magic and are mercurial of temperament: at least from the mortal perspective. The faerie have many factions, but they can basically be divided into two categories: the ones that are willing to help mortals and the ones who do not like mortals and simply use them for entertainment or food. The real problem from the human perspective is that faerie politics and opinions shift faster than sand in an earthquake: and for reasons that mortals rarely comprehend. Only long term association with a particular fey creature can yield insights as to its true nature, and by then it's usually too late to escape harm. These factions are most commonly referred to as the light or good fey; those who would help mortals, and the dark or evil fey who feel that mortals are toys. With a few exceptions that are noted in their entries, any of the faerie listed here can be members of either court; for many of them it is simply a matter of what mood they are in and how well they have been respected by the local population of mortals. Within some of the following entries there are references to common folk remedies for protecting oneself from faeries; it is up to the Storyteller to determine if these practices have validity within their game environment.

For some fey, their powerful connection to the magical and natural forces of the world allows them to wield tremendous power. As such many fey creatures which have at least 1d20 for their action die are allowed access to *Critical Table 'F'* upon scoring a critical success with their attack. The fey creature may choose a lesser result if it desires or if doing so will better suit their needs or whims. Any natural weapons, no matter how meager, will have the ability to do critical damage and may even have supernatural effects. The victim is entitled to a fortitude save versus a DC of 13, +1 per hit die of the fey spirit for half of the listed damage or duration and the victim only gets one save versus the effect even if it should last for more than 1 round. Only the fey spirit that bestowed the effect can remove any lingering effects whenever it chooses to do so. The effects of any given critical result last for the duration indicated or they are permanent; otherwise damages inflicted heal in the normal fashion.

As spirits, faeries are subject to the *Consult Spirit* spell, but are rarely glad to see the summoner and there is a 30% penalty to the roll for determining if the spirit is hostile. The summoner may call forth any faeries from the area or a specific faerie if their name is known to the summoner. Either way trouble is likely, as the faerie's cohorts will follow along so see what happened to their companion. Such tag-along-spirits are free to act as they wish.

All faerie spirits have damage and spell resistance equal to their hit dice +2; see page 14 for information on these. All fey know the following languages: *common*, *elven*, *draconic*, and the *elemental* language of their kind. Faeries are also vulnerable to Star-metal; aka meteoric iron. Weapons and items made of this metal as well as spells effects from their contrary element will bypass spell resistance and damage reduction, causing faeries double damage. Faeries must eat, sleep and breath as other living creatures, but only require 4 hours of sleep to be fully rested.



Critical table F

1	The victim rolls a willpower save versus a DC of 10, +1 per hit die of the fey creature. Failure indicates that the victim is in a blind panic for the next 3d4 minutes or until the panic is dismissed by the creature who provoked the fear. The victim must flee from their tormentor.
2	The victim suffers an additional 1d10 points of damage from the influx of chaotic energy into the attack.
3	The victim sees boogeymen, specters, and the ravings of the darkest parts of the victim's mind. These horrific apparitions attack the victim without mercy and the victim suffers 1d10 points of subdual damage from these imaginary villains. This lasts for 1 round.
4	The victim is teleported up to 10ft per hit die of the fey creature to a random location. The victim will not materialize within an object, but they are subject to falling damage.
5	The victim is polymorphed into a woodland creature; retaining their own intelligence, personality, and luck scores. Otherwise they are the creature into which they've been transformed. This condition last for 1d10 hours or until dismissed by the creature who provoked the condition.
6	The victim sees boogeymen, specters, and the ravings of the darkest parts of the victim's mind. These horrific apparitions attack the victim without mercy and the victim suffers 1d12 points of subdual damage from these imaginary villains. This lasts for one round.
7	The victim is teleported up to 15ft per hit die of the fey creature to a random location. The victim will not materialize within an object, but is subject to falling damage.
8	The victim is polymorphed into a woodland creature; or medium sized shrubbery; retaining their own intelligence, personality, and luck scores. Otherwise they are the creature into which they've been transformed. This condition last for 1d10 days or until dismissed by the creature who provoked the condition.
9	The victim sees boogeymen, specters, and the ravings of the darkest parts of the victim's mind. These horrific apparitions attack the victim without mercy and the victim suffers 1d14 points of subdual damage from these imaginary villains. This lasts for one round.
10	The victim is teleported up to 20ft per hit die of the fey creature to a random location. The victim will not materialize within an object, but they are subject to falling damage.
11	The victim is polymorphed into a woodland creature; a medium sized shrubbery, or small tree. The victims retain their own intelligence, personality, and luck scores. Otherwise they are the creature into which they've been transformed. This condition last for 1d10 weeks or until dismissed by the creature who provoked the condition.
12	The victim sees boogeymen, specters, and the ravings of the darkest parts of the victim's mind. These horrific apparitions attack the victim without mercy and the victim suffers 1d16 points of subdual damage from these imaginary villains. This continues for 1d5 rounds or until the victim falls unconscious. For every round that they remain conscious they must also roll a willpower save against a DC of 8, +1/ hit die of the fey creature which provoked the condition. Failure indicates that the victim mistakenly attacks one of their allies.
13	The victim is teleported up to 20ft per hit die of the fey creature to a location of the attackers choosing. The victim will not materialize within a solid object, but is subject to falling damage.
14	The victim is polymorphed into a woodland creature; a medium sized plant, a shrubbery, or a small tree. Additionally, the victim may be turned into an inanimate object, but the victim still retains their own intelligence, personality, and luck scores. Otherwise they are the creature or object into which they've been transformed. This condition last for 1d10 months or until dismissed by the creature who provoked the condition.

Critical table F

{Continued}

15	The victim sees boogeymen, specters, and the ravings of the darkest parts of the victim's mind. These horrific apparitions attack the victim without mercy and the victim suffers 1d20 points of subdual damage from these imaginary villains. This continues for 1d5 rounds or until the victim falls unconscious. For every round that they remain conscious they must also roll a willpower save against a DC of 10, +1/ hit die of the fey creature which provoked the condition. Failure indicates that the victim mistakenly attacks one of their allies.
16	The victim is teleported up to 30ft per hit die of the fey creature to a location of the attackers choosing. The victim will not materialize within a solid object, but they are subject to falling damage.
17	The victim is polymorphed into a woodland creature, a medium sized plant, a shrubbery, or a small tree. If the victim is given a vegetative form, then they retain half of their physical ability scores and a move rate of 10ft, but with no running ability... if the fey creature allows them this privilege. Additionally, the victim may be turned into an inanimate object. In either case, the victim retains their own intelligence, personality, and luck scores. Otherwise they are the creature or object into which they've been transformed. This condition last for 1d10 years or until dismissed by the creature who provoked the condition.
18	The victim sees boogeymen, specters, and the ravings of the darkest parts of the victim's mind. These horrific apparitions attack the victim without mercy and the victim suffers 1d24 points of subdual damage from these imaginary villains. This continues for 2d5 rounds or until the victim falls unconscious. For every round that they remain conscious they must also roll a willpower save against a DC of 12, +1/ hit die of the fey creature which provoked the condition. Failure indicates that the victim mistakenly attacks one of their allies.
19	The victim is teleported up to 100ft per hit die of the fey creature to a location of the attackers choosing. The victim will not materialize within a solid object, but is subject to falling damage...
20	As a result of 17, except the duration is permanent unless it is dispelled by the being who evoked the curse.
21	The victim is cursed by the fey creature to suffer from an insatiable thirst for something to be named by the attacking creature. This condition is permanent unless removed by the fey creature which evoked this curse.
22	The victim is teleported up to 1000ft per hit die of the fey creature to a location of the attackers choosing, including other planes; and they are subject to falling damage. The victim rolls a luck check against a DC of 10, +1 per hit die of the fey creature. Failure indicates the victim materializes inside another object and is slain instantly. Success indicates the victim takes 5d16 points of damage from the shock of materializing partially within another object.
23	The victim suffers from an uncontrollable urge to: Roll 1d6; (1) dance; (2) sing; (3) whistle; (4) act like a cat; (5) act like a dog; (6) climb the tallest structure they can find and leap off flapping their arms. The victim must make a willpower save versus a DC of 12, +1 per hit die of the fey creature that caused the affliction anytime they wish to act normally in any round. Even if they succeed, the action is at a -3 penalty. They must make a fortitude save every hour against the same DC or permanently lose 1 point of stamina from the inability to properly see to their daily needs.
24	Victim is aged 1d5 x 10 years, if this is longer than the remaining lifespan of the target then they die as a shriveled mummy, and may be reanimated as such with the proper rituals. If the victim survives they have all the hair, finger and toe nails, liver spots, etc. to go with all those extra years. The target is immediately reduced to 0ft of movement and must make a luck roll against a DC of 12 to avoid entanglement from the unclipped toe and fingernails and all that hair.
25	All memories beyond the age of 5 are lost. The victim reverts to a child of 5 years of age, but is otherwise healthy and normal. They may relearn anything that was forgotten if they spend the time to be reeducated.

Critical table F

{Continued}

26	Victim is aged 5d30 years, if this is longer than the remaining lifespan of the target then they die as a shriveled mummy, and may be reanimated as such with the proper rituals. If the victim survives they have all the hair, finger and toe nails, liver spots, etc. to go with all those extra years. The target is immediately reduced to 0ft of movement and must make a luck roll against a DC of 15 to avoid entanglement from the unclipped toe and fingernails and all that hair.
27	Victim is aged 10d100 years, if this is longer than the remaining lifespan of the target then they die as a shriveled mummy, and may be reanimated as such with the proper rituals. If the victim survives they have all the hair, finger and toe nails, liver spots, etc. to go with all those extra years. The target is immediately reduced to 0ft of movement and must make a luck roll against a DC of 18 to avoid entanglement from the unclipped toe and fingernails and all that hair.
28	Victim is given one of the following curses: Roll 1d7; (1) Greed, the victim becomes the miser's miser and will risk the lives of others and themselves to gain more profit. (2) Ennui, the victim becomes disinterested in the world and slowly starves to death in 1d7+3 days, losing 3 points of strength, agility, and stamina per day and the victim must make a willpower save against the original DC anytime they wish to act with success indicating a -3 penalty to the action. (3) Lust, the victim is at a -3 on all actions, they may gain 1 hour of freedom from this curse for every time they succumb to the carnal whims of another being. The victim will lose 3 points of stamina per day from the lack of rest and all that... activity. (4) Gluttony, the victim of this curse is at -3 on all actions, they gain 1 hours respite from this curse for every full meal they consume, they will even resort to cannibalism if there is no other source of food; the victim loses 2 points of stamina per day from the effects of over consumption. (5) Envy, the victim's class levels now count as thief levels and the victim has all of the bonuses and abilities of a thief; except for regenerating luck. They also have a craving to possess that which others deem valuable and an understanding that their own possessions are valueless. (6) Pride, the victim of this curse must challenge everyone they meet to a brawl, spell duel, or other competition of merit to prove themselves the better person, they will not except a second place finish and will continue to re-challenge the opponent until they succeed or die in the attempt. (7) Anger, the victim of this curse is so overcome by anger that they will become incandescent with rage at the slightest of provocations and instantly fall into a battle rage that last for 1d10 rounds. During which time they gain +3 strength and stamina, as well as +1d8 to their combat damage, but they are too incoherent to perform MDoA. The victim of this rage loses 1d3 points of intelligence with every fit of rage until their intelligence score reaches 0; then they stay enraged for 1d6 hours and die of exhaustion if they survive combat.
29	Cursed to sleep for 1d1000 years, this sleep may only be lifted by the fey creature that bestowed the affliction or by a condition set by that spirit. [Note: a d1000 is simulated by rolling three easily distinguished 10-sided dice at the same time. The player or storyteller will declare that one of the dice represents the 100's, one represents the 10's, and the last represents the 1's position; so, a roll of 1,2, & 3= 123; and a roll of 0,0, & 0= 1000.]
30	Cursed to join the Midnight Hunt. The Hunter and his otherworldly host arrive on the lead edge of a terrible, savage wind. The screams of their nightmare horses mixing with the howls of his 3 demon dogs. If the faerie is feeling beneficent, then the victim is allowed to join the host of hunters. If the victim accepts the offer they are given a phantom horse if they have no mount of their own; and are then cursed to ride with the other spectral hunters for eternity. The victim's only escape from this torment is to dismount: whereupon they and their horse will crumble into dust. Those who refuse this offer, or if the faerie is feeling malevolent will become the one that is hunted. The victim will be seen to run in terror and then fade into a ghostly apparition and then finally disappear as the spectral hunters begin to chase them into eternity.

Air spirits

General information:

Spirits of the air all have a vulnerability to earth and won't abide its touch for long. An air spirit has a cumulative -1 penalty (Max of -15) to all actions for every round they are in contact with earth, but the penalty disappears as soon as the contact is broken. Gloves, clothing, and boots are sufficient protection from casual contact, but only if the faerie creature's form allows for the use of such items. Air spirits take double damage from electricity attacks as well as taking an additional 50% damage from metal weapons. Air spirits are immune sonic attacks and only take half damage from fire. Air spirits are also immune to the effects of the cold and lack of air pressure that come with altitude. Air spirits count as flying creatures for lifting, carrying, weight, and flying rules, but humanoid spirits have hands and so they may drag and push items.

Sprites

Alignment: C

Type:	Pixie, Peskie	Lillith, Cherub	Nymph
Size:	Tiny	Small	Medium
Reach:	0ft	5ft	5ft
STrength:	8 / -1	10	11
AGility:	20 / +5	19 / +4	18 / +3
STAMina:	11	13 / +1	14 / +1
INTelligence:	12+1d6	12+1d7	12+1d8
PERsonality:	10+1d3	10+1d4	10+1d6
LUCK:	10+1d7	9+1d7	8+1d8
Action Die:	1d20	1d20	1d20, 1d16
Lift:	4lbs	10lbs	33lbs
Drag:	6lbs	20lbs	66lbs
Carry:	3lbs	5lbs	22lbs
Speed (Land):	10ft	20ft	30ft
Run:	40ft/ 82min	80ft/ 97min	110ft/ 105min
Sprint:	80ft	145ft	200ft
Speed (Fly):	80ft	100ft	165ft
Acceleration:	30ft	40ft	70ft
Deceleration:	60ft	80ft	140ft
Glide:	0ft	0ft	5ft
Hover	11rds	13rds	7rds
Initiative:	+5	+4	+3
AC: (no armor)	20	17	15
HD:	1d10	3d10+3	6d10+6
Attack Die:			
(Melee)	1d20-1	1d20+1	1d20+2, 2@1d16+2
(Ranged)	1d20+5	1d20+5	1d20+5
Damage:			
(Fist / kick)	1d2-1	1d3	1d4
(Dagger)	1d3-1	1d4	1d4
(Bow; 15/30/45ft)	1d4-1	1d6	1d8
(arrows; 2d10)			
Critical Die:	1d6	1d8	1d12
Critical Table:	F	F	F
Fortitude:	+1	+3	+4
Reflex:	+6	+6	+6
Willpower:	#+1	#+2	#+3

General Information:

These beautiful humanoid spirits of the air flit about on gossamer wings attending to important tasks that no mortal can truly comprehend. There are both male and female sprites. Males are known as peskies and cherubs, and never grow larger than size small, but have the same powers and abilities as pixies and lillithi. Collectively they are all referred to as sprites, and prefer to abide within meadows full of grass and flowers, but are found where ever life is teeming and vibrant. They will typically center their efforts upon tending a particular site, usually the nodes created by the intersection of ley lines. What they are doing is anyone's guess, but they are usually private about it and don't appreciate interlopers. If the transgression into their area is accidental, or the trespassers are good hearted then they may only have to deal with pranks and getting lost. If the faeries are angered then things can go badly for the intruders. As sprites gain hit dice they gain size as well as new powers.

Attack Profile:

Sprites are rarely interested in fighting, and will use their natural invisibility to observe potential trouble makers. The armor class in the table assumes that the sprite is flying when encountered. If they feel threatened or the intruders seem dangerous then sprites will often summon animals or other fey to chase the intruders away. If pressed, sprites will use their spells and abilities to chase off, and if necessary, to kill an opponent. Sprites can call on up to 1d4+1 of their kindred to help. This help arrives in 2d3 rounds and may be any type of sprite as fits the story and setting.

Special Attacks:

Sprite's weapons are considered magical and are conduits for faerie spells and magic. These weapons are usually constructed of natural materials and the fey creature may place any of their known spells into their weapons, usually arrows. The spell is cast first, with the weapon as its focus, then the weapon is used which discharges the spell normally with a successful strike to their foe. These enchantments linger within the weapon or piece of ammunition for 1 round per hit die of the sprite who cast the spell.

Special Powers:

Invisibility – at will, with infinite duration, and the pixie never needs to concentrate on their own invisibility. Otherwise this power functions as the spell with a result of 21+the pixies intelligence bonus, See DCC Core Rles page 172. Sprites are required to concentrate upon the effect if it is applied to other, non-fey creatures.

Spells – Sprite hit dice are counted as wizard levels for casting, but are limited to one spell per round and have their own attack dice and saves. Air spirits cannot learn earth based spells and sprites detest fire, so they avoid these spells as well. Sprites start with 2 random spells, plus extras for great intelligence, but all sprites are taught the *Sleep* spell. Sprites don't need Patrons, but they can choose to serve one if they wish; favoring nature deities and powerful elementals similar to their spell restrictions. Sprites that suffer corruptions often, but not always, become Spriggans.

Fire Mastery – a sprite's elemental nature grants them the ability to 'snuff out' fires by depriving them of the air they need to burn. They may extinguish 10 square feet of mundane fire per hit die as an act of will, any fire based creatures within this area are allowed a reflex save versus a DC of 12, +1 per hit die of the sprite to escape the area first. If the fire based creature fails this save they die instantly or are sent back to the elemental plane of Fire.

Lillithi & Cherubim

General information:

At this stage sprites resemble beautiful winged girls and boys of 6 or 7 years of age. Their larger size and polymorph ability gives them more combat options, but lillithi and cherubim are still cautious. These sprites often take the forms of animals to attack and spy upon mortals, but they are subject to penalties when in contact with the ground, or stone, or metal. Lillithi and cherubim are more willing to engage in melee fighting and they retain all of the powers of a pixie or peskie, but like all sprites they will retreat to a point of strength if they are over matched.

Polymorph – sprites at this age have learned how to take on the shapes of natural animals of up to size large 1 time per day, per 2 hitdice of the sprite without risk. They have all of the abilities and hit points of the new form, but retain their own intelligence, personality, and luck scores. The transformation lasts for 1d6 turns, +1 turn/ hit die of the sprite, or until the sprite takes enough damage that they are reduced to their normal level of hit points. So, a 3HD lillithi with 27 hit points can change into a Kodiak bear that has 6d12+12, and have 52 hit points. As soon as the bear shaped lillithi takes 25 points of damage she reverts to her natural form.

Nymphs

General information:

Nymphs are stunningly attractive female humanoids with elven features. While they retain gossamer wings of their race, they are clumsy flyers by virtue of their size. Being medium sized, nymphs are not afraid to enter melee combat and will use their powers and spells to full advantage.

Stunning visage – a nymph's beauty is so profound that it can warp the minds of mortals, making people do crazy things. This gaze attack provokes a willpower save by the target. The DC for the save is equal to 11, +1 per hit die of the nymph. Failure indicates the victim is suffering the effects of a *Charm* spell with a casting result equal to the DC plus the nymphs personality bonus. A critical failure indicates total devotion from the victim and they will follow suicidal commands, including attacking former allies. (See DCC Core Rules p. 131)

Immunities & vulnerabilities:

In addition to the standard vulnerabilities, the chaotic nature of sprites means they have a -3 penalty on saves versus *charms* and other such magic. This has the functional effect of lowering their spell resistance by 3 versus these kinds of spells.

Spriggan

General information:

Any sprite that has chosen the darker fey path, become corrupted, those who have devoted themselves to profane Patrons, or suffered terribly at the hands of mortals will become a spriggan. These dark fey delightfully torment mortals whenever and however it suits them. Spriggans are drab and forlorn in their colorations and their moods. They have the same powers and growth potential of any other sprite and can be encountered as pixie's and peskies, all the way up to dark nymphs.

Special attacks:

Stunning visage - Spriggans of 6 hitdice are as hideously ugly as a nymph is beautiful, and the sight of their horrific faces provokes a fortitude save versus a DC equal to 11, +1 per hit die of the spriggan. Failure indicates that the victim is paralyzed for 1d4 rounds, +1 per hit die of the spriggan from shock and revulsion. This effect is cumulative with additional failures by the victim extending the duration of the paralysis.

Special abilities:

Spriggan of 3 hit dice have the polymorphic abilities of their spritely counterparts, but spriggan can polymorph into creatures of size huge when they get angry. However, they can only hold this huge shape for 1d6 rounds, +1 per hit die of the spriggan.

Immunities & vulnerabilities:

Spriggan are also susceptible to charm spells and suffer a -3 on saves versus such magic.



Vanir

Alignment: C

Size:	Medium	Medium	Medium
Reach:	5ft	5ft	5ft
STrength:	13 / +1	13 / +1	13 / +1
AGILITY:	16 / +2	16 / +2	16 / +2
STAMINA:	12	12	12
INTELLIGENCE:	10+1d6	10+1d6	10+1d6
PERSONALITY:	12+1d8	12+1d8	12+1d8
LUCK:	7+1d6	7+1d6	7+1d6
Action Dice:	1d20	1d20	1d24, 1d20
Lift:	39lbs	39lbs	39lbs
Drag:	78lbs	78lbs	78lbs
Carry:	26lbs	26lbs	26lbs
Speed (Land)	35ft	35ft	35ft
Run:	130ft	130ft	130ft
Sprint:	235ft	235ft	235ft
Speed (Fly)	195ft	195ft	195ft
Acceleration:	85ft	85ft	85ft
Deceleration:	170ft	170ft	170ft
Glide:	0ft	0ft	0ft
Hover:	Infinite	Infinite	Infinite
Initiative:	+2	+2	+2
AC:	13	13	13
(shield; ph. Ch. -1)			
HD:	1d10	3d10	8d10
Attack Die:			
(Melee)	1d20+1, 2@1d16+1	1d20+2, 2@1d16+2	1d24+3, 2@1d20+3, 3@1d16+3
(Ranged)	1d20+2	1d20+3	1d24+4
Damage:			
(Light spear)	1d8+1	1d8+1	1d8+1
(Short bow, 50/100/150ft)	1d6	1d6	1d6
(Cleric spells)	*	*	*
Critical Die:	1d6	1d8	1d14
Critical Table:	F	F	F
Fortitude Save:	+1	+2	+3
Reflex Save:	+3	+4	+5
Willpower Save:	#+1	#+2	#+3

Special Powers:

Air spirits have the ability to become invisible, and can invoke this ability at will. For the vanir this ability functions as the spell with a casting result of 13, +1/ hit die of the Vanir, + the vanir's personality bonus.

Half of a vanir's hit dice count as cleric hit dice for spell casting, turning unholy spirits, and fire elementals. Vanir can be found worshipping any Gods of good heart and chaotic alignment. Vanir suffer deity disapproval like any other cleric. They may only cast once per round regardless of their number of action dice.

General Information:

These spirits live at the sky's highest reaches and appear to be human, though they are generally between 7 and 8ft tall. They are fair to look upon, good hearted, prone to laughter and good cheer. Vanir have no wings but may fly as an unconscious reflex. They are not usually seen in the lower atmosphere and live most of their lives in cities made from enchanted clouds. Dutifully tending to the winds and watching the lives of mortals. When they do drift earthward, it is usually in search of fun and adventure. The Vanir, like their spritely kin, have the ability to become invisible: but it is not their natural state. Vanir must concentrate to maintain this ability and become visible when they attack, are asleep, or have become unconscious.

Attack Profile:

The Vanir are willing to join a fight for a good cause, and can muster small or large armed groups that specialize in skirmishing and harassing tactics. They will usually start an attack by launching as many volleys of arrows as they can get away with; always firing from on high. Then using their invisibility to continue the barrage from another local. If they are noticed before an attack, or their arrows prove ineffective vanir will make diving attacks with their spears of light.

Special Attacks:

Vanir can make diving attacks upon a foe that cause double normal damage. If the Vanir succeeds at an invisibility check, the victim is caught totally by surprise. Such targets gain no benefits from their agility or shields.

As long as they are in the open air, Vanir may summon a spear of pure light once per round to use as a melee weapon. These weapons are treated as a spear in all respects unless the vanir is diving or charging their opponent; at such times, the weapon is treated as a lance.



Earth spirits

General Information:

These faerie creatures are composed of spirit and earth ; as such, they are tough and slow moving. They are immune to electricity based attack forms and only take half damage from slashing damage, and cold attacks. Earth spirits take double damage from acid and water based spells or attacks. An earth spirit has a cumulative -1 penalty to all actions as well as 1 point of damage for every round they are in contact with water, but gloves boots, and protective gear is sufficient to block contact. All earth spirits are considered one size larger for their, lifting, carrying, and dragging calculations; but they are considered 1 size smaller for movement calculations

Gnomes

Alignment: L

Type:	Apprentice	Journeyman	Workman	Master
Size:	Tiny	Tiny	Tiny	Tiny
Reach:	0ft	0ft	0ft	0ft
STREngth:	13 / +1	13 / +1	13 / +1	13 / +1
AGILity:	10	10	10	10
STAMina:	16 / +2	16 / +2	16 / +2	16 / +2
INTelligence:	6+2d7	8+2d6	10+2d5	12+2d4
PERsonality:	3+1d10	5+1d8	8+1d8	10+1d8
LUCK:	9+1d7	9+1d6	9+1d5	9+1d4
Action Die:	1d20	1d20	1d20, 1d16	1d24, 1d20
Lift:	65lbs	65lbs	65lbs	65lbs
Drag:	130lbs	130lbs	130lbs	130lbs
Carry:	65lbs	65lbs	65lbs	65lbs
Speed (Land)	5ft	5ft	5ft	5ft
Run:	25ft/ 120min	25ft/ 120min	25ft/ 120min	25ft/ 120min
Sprint:	50ft	50ft	50ft	50ft
Initiative:	+0	+0	+0	+0
AC:	13	13	13	13
(Gnomes may wear armor, see Core Rules p.72)				
HD:	1d6+2	3d6+6	6d6+12	9d6+18
Attack Die:				
(melee)	1d20+1	1d20+2	1d20+3, 2@1d16+3	1d20+3, 2@1d16+3
(Ranged)	1d20+1	1d20+1	1d20+2	1d20+2
Damage:				
(Fist/ kick)	1d2+1	1d2+1	1d2+1	1d2+1
(Pick)	1d3+1	1d3+1	1d3+1	1d3+1
(Spells)	*	*	*	*
Critical Die:	1d6	1d8	1d12	1d14
Critical Table:	F	F	F	F
Fortitude:	+3	+4	+5	+6
Reflex:	+1	+2	+3	+4
Willpower:	#+1	#+2	#+3	#+4

General Information:

Unlike their more pedantic cousins, these gnomes never left the fey realm for the material plane and as such they are quite different in many respects. Their skin is colored in earth tones and is slightly pebbly to the touch. Their hair is wiry and colored with metallic hues. They prefer leather to metal armors, as it is more comfortable and less bulky. If you want magic items then fey gnomes are who you want to deal with; and as long as you are willing to pay for it, they will keep trying until they get it done correctly. They are curious about all things arcane and are willing to test the boundaries, especially if it is dangerous. They retain the immunities and vulnerabilities of their elemental heritage and they have the ability to channel Faerie magic with both their weapons and physical attacks. Fey gnomes are much smaller than their mundane kin with a natural talent for the arcane and a fascination for experimental magic. Fey gnomes are most at home when they are underground and spend much of their time mining for the materials they need for their experiments, but they have no penalty for being out in the open sun beyond mild agoraphobia.

Attack Profile:

When encountered, it is usually a mining troop of 3d4 gnomes while they are working, or on their commute to and from the mining tunnels. There will be at least one workman and two journeymen in the group. They will fight with grim determination and take full advantage of their numbers and lack of height; but they are not suicidal and will run from danger if they can.

Special Attacks:

Scientifik knowledge – Fey gnomes cannot cast as normal wizards. They create devices to mimic wizard spells that their level would normally grant. These machines are quite small at low levels, but gain in size and complexity as they grow in power. These devices do not register as magic and they require a gnome or wizard with specialized training to operate the device. This is nothing more than the standard casting check as for any other wizard; with results of the check determining the device's level of performance. Spell failure indicates the machine won't work for 24hrs. Misfires take affect as listed in the spell table, and the spell is lost for 24 hours. Corrupted devices explode and everyone caught in the blast zone (including the gnome) is affected by the corruption on a failed reflex save versus a DC of 10, +1 per level of the spell indicates only half damage and no corruption. Minor corruption = repair device at a cost of 150gp and 1 week per level of spell; major corruption = explodes for 1d8 damage/ level of spell to a radius of 10ft/ spell level; greater corruption = explodes for 1d10 damage/ level of spell to a radius of 20ft/ spell level. Patron tainted device's effects are altered in form and function by the taint by the Storyteller...

Spells – Fey gnome wizards apply their luck bonus in the same ways as wizards; but unlike most wizards, fey gnomes are not as free in their spell choices and have their own spell list that they draw from. Building the device to emulate the spell function costs 200gp and 1d3 days per spell level. At the end of this time the gnome will make a normal casting check for a wizard of its hit dice and the results of this check will determine the maximum capability of this device in all future casting checks. Failures destroys the device and may cause an explosion. An apprentice gains 2 spells, plus any bonus spells for great intelligence as well as two new spells every level. The unique nature of gnomish magic means tha they can wear armor without penalty while operating their devices, but not while building or repairing them. All spells are chosen from the following list, with any other spell selections subject to the Storyteller’s approval. (See Core Rules pages 127-8 for spell directory)

- **1st level** – *Cantrip, Color spray, Feather fall, Flaming hands, Food of the gods, Force manipulation, Magic missile, Mending, Read magic, Ropework, Runic alphabet (mortal), and Ward portal.*
- **2nd level** – *Arcane affinity, Detect invisibility, Fire resistance, Invisible companion, Locate object, Magic mouth, Mirror image, Phantasm, Scare, Shatter, Stinging stone, and Wizard Staff.*
- **3rd level** – *Breathe life, Dispel magic, Gust of wind, Lightning bolt, Make potion, Remove curse, Runic alphabet (fey), Slow, Sword magic, True name, Turn to stone, and Write magic.*
- **4th level** – *Cause earthquake, Control fire, Make wand, and Transmutation.*
- **5th level** – *Magic bulwark, Replication, and Whirling doom.*

Special Powers:

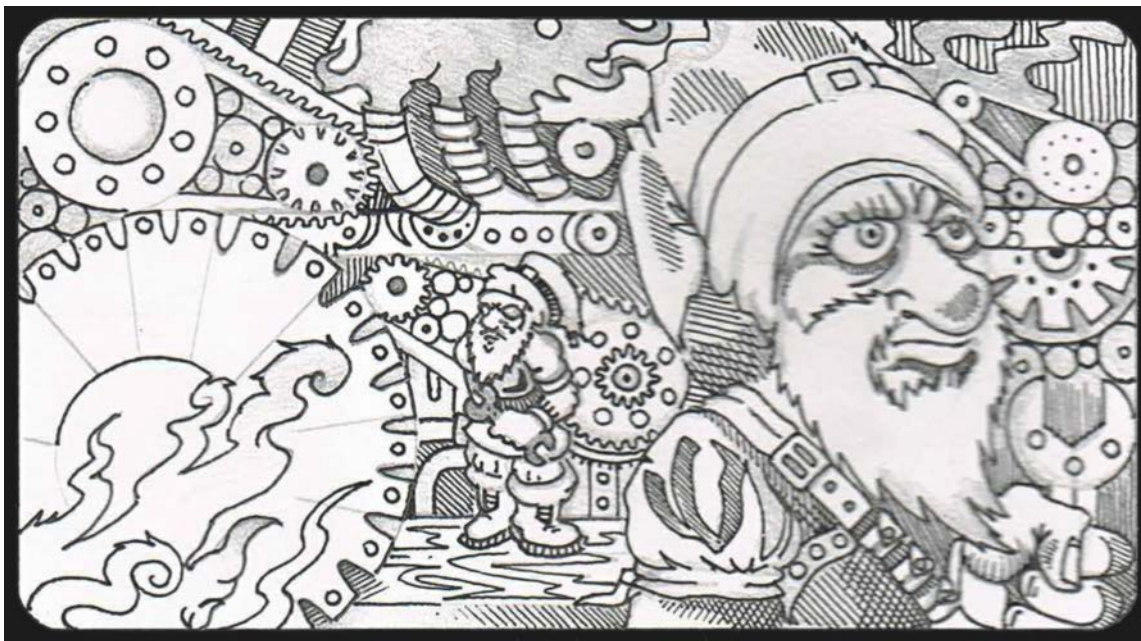
Tunnel vision – Fey gnomes can see in total darkness, but are still affected normally by magic darkness. This isn’t infravision either; it’s simply that these gnomes navigate with a continually active *Wizard Sense* spell. The spell functions with a result equal to 17, + intelligence bonus + hit dice of the gnome. (See DCC Core Rules page 245.) This ability is at the heart of fey gnome society and ability confers status. This is also why fey gnomes are continuously shuffling personnel from one shop to another; so that they create a vast communications and surveillance networks

Never lost – Like dwarves, fey gnomes don’t get lost in the labyrinthine mazes that they excavate in search of metals, gems, and rare earth compounds.

Immunities & vulnerabilities:

Fey gnomes have the solidity of stone in their soul which makes them harder to corrupt. If a gnome becomes corrupted, the gnome can make a fortitude save to let the earth absorb the corruption. Avoiding a minor corruption is a of DC of 10, major corruption is a DC of 15, greater corruption is a DC of 20, and there is a +1 penalty to the DC for every previous corruption the device has suffered. Failure indicates that the device breaks or explodes and the gnome is corrupted.

Fey gnomes suffer a racial hatred of kobolds with whom they compete for resources and living space. Fey gnomes must roll a willpower save versus a DC equal to 20 – the gnome’s hit dice for every minute they are in the presence of a kobold and forced to restrain themselves from killing it. Failure indicates they attempt the act regardless of any ramifications...



Kobolds

Alignment:

C

Type:	Grunt	Screamer	Chieftain
Size:	Tiny	Small	Medium
Reach:	0ft	5ft	5ft
STRength:	10	12	13 / +1
AGILity:	15 / +1	14 / +1	13 / +1
STAMina:	13 / +1	15 / +1	16 / +2
INTelligence:	3+1d10	5+1d8	7+1d6
PERsonality:	5 / -2	6 / -1	7 / -1
LUCK:	5+1d8	5+1d8	5+1d8
Action Die:	1d14	1d16	1d20
Lift:	50lbs	120lbs	195lbs
Drag:	100lbs	240lbs	390lbs
Carry:	50lbs	120lbs	195lbs
Speed (Land)	5ft	10ft	20ft
Run:	20ft/ 95min	60ft/ 112min	105ft/ 120min
Sprint:	40ft	120ft	190ft
Initiative:	+1	+1	+1
AC: (Thick scales; +2)	16	14	13
HD:	1d4+1	3d4+3	6d4+6
Attack Die:			
(Melee)	1d14	1d16+1	1d20+3, 2@1d16+3
(Ranged)	1d14+1	1d16+2	1d20+3
Damage:			
(Bite)	1d2	1d3	1d4+1
(Claw)	1d3	1d4	1d5+1
Sh. Bow; 25ft/50ft/75ft)	1d4	1d4	1d6
(Short Sword)	1d4	1d4	1d6+1
(Spear)	1d6	1d6	1d8+1
Critical Die:	None	None	1d12
Critical Table:	None	None	F
Fortitude:	+2	+3	+5
Reflex:	+2	+3	+4
Willpower:	-1	+1	+2

General Information:

These earth spirits always choose to walk the path of the dark fey, and delight in building clever traps to strike down the unwary. These tiny, canine faced and brightly colored humanoids are yellow, green, red, orange, and even blue. Kobolds thrive within old forgotten mines, dusty old ruins and any arid wastelands or mountains. They prefer gnome flesh (of any kind) and seek out gnomish mines and workshops to overrun. What makes them so very dangerous to everyone; is that they are pure carnivores that travel in huge numbers. While they prefer gnomes, they will happily eat any humanoid.

Attack Profile:

Individual kobolds are pathetic creatures, but they are usually encountered in troops of 12 grunts and one screamer shouting the orders to the rest and boxing the ears of the cowardly. There is usually 1d6 such troops as well as one chieftain in a typical kobold nest; but some infestations can get rather large. Kobolds will always attack in large numbers; and use their camouflage ability to strike from ambush whenever possible.

Special Attacks:

Camouflage – drawing on their earthen heritage they can briefly appear as stones or stalagmites for 1 round per point of intelligence score. The DC to pierce this illusion is 9, +1 per hit die of the kobold. There is a +2 bonus to the DC if the kobold is underground, or in the rocky terrain that they prefer.

Special Powers:

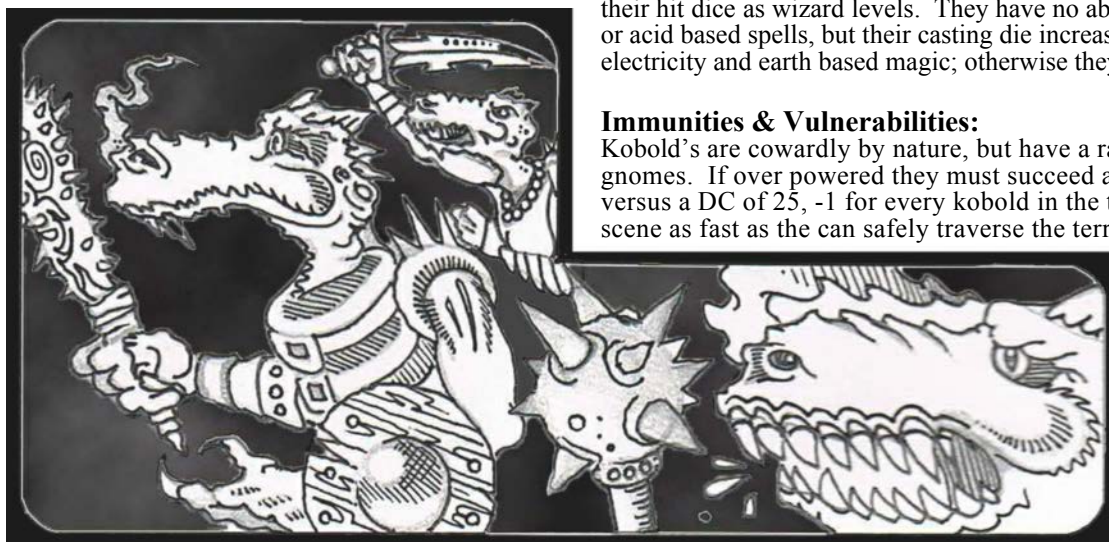
Low light vision – Kobolds can see out to 60ft even in starlight, but are at a -1 penalty to all actions and armor class in bright light.

Spells - Kobolds with an intelligence score of 10+ may consider half of their hit dice as wizard levels. They have no ability to cast cold, water, or acid based spells, but their casting die increases by +1 step for electricity and earth based magic; otherwise they function as wizards.

Immunities & Vulnerabilities:

Kobold's are cowardly by nature, but have a racial hatred towards gnomes. If over powered they must succeed at a willpower save versus a DC of 25, -1 for every kobold in the troop, or they flee the scene as fast as they can safely traverse the terrain. A kobold will

rarely pass up a chance to attack a gnome, and they gain a +5 bonus to their fear save when fighting against gnomes. Otherwise they have the same strengths and weaknesses as any other earth spirit.



Fire spirits

A blending of elemental fire and primal spirit essences, these powerful faerie spirits are rarely found upon the material plane as they cause great devastation where they roam freely. Salamanders are at home in the magma flows and calderas of volcanic regions and are completely immune to magical and mundane fire. They take half damage from acid and water attacks, because half the liquid boils away before impact; but take double damage from cold, ice, electricity, and sonic attacks.

Salamanders

Alignment: C

Size:	Medium
Reach:	5ft
STrength:	9
AGILity:	16 / +2
STAMina:	13 / +1
INTElligence:	5 / -2
PERsonality:	5 / -2
LUCK:	9
Action Die:	1d20
Lift:	9lbs
Drag:	27lbs
Carry:	90lbs
Speed (Land)	25ft
Run:	No
Sprint:	No
Speed (Swim)	50ft
Run:	135ft
Sprint:	270ft
Initiative:	+2
AC: (thick hide; +2)	14
HD:	6d8+6
Attack Die:	1d20+2, 2@1d16+2
Damage:	
(Bite)	1d4
(Claw)	1d4
(Flame aura)	2d6
Critical Die:	1d12
Critical Table:	F
Fortitude:	+4
Reflex:	+5
Willpower:	+1

General Information:

These creatures are identical to their amphibious cousins in shape and other physical characteristics; they have leathery skin of orange, yellow, red, and gold. They are much larger than their river dwelling kin; but Salamanders reside within the hearts of volcanoes, swimming through the magma flows. They hunt for any living creatures they can find (usually each other) and will ingest liquefied metals and minerals as well, but fire draxxari and their eggs are a salamander's favorite food. They are only seen at the surface during volcanic eruptions and when they are summoned by wizards and others with poor judgment.

Attack Profile:

These creatures are fairly lazy about their attacks and depend mostly upon their flame aura to kill opponents. Anyone who can assault salamanders on their own turf won't be affected by the salamander's flame aura and only needs to contend with claw and bite attacks. In their natural habitat, salamanders are common and an encounter will usually include 1d4 salamanders. Most wizards and evil clerics who know how to summon a salamander will only risk calling one of these creatures into their service with great preparation and care. Usually they do this for the purpose of crafting magic items, but they could order it to other tasks. Salamanders are occasionally used as siege equipment by wizards with few scruples...

Special Attacks:

Flame aura – this is a continuous effect when the salamander is on any plane other than fire, or in a fiery environment. The aura has a 15ft radius centered on the salamander. Creatures and objects entering the aura must succeed at a fortitude save versus a DC of 15 for half damage, with +2 to the DC for wood and leather, but paper and hair ignite without a save. To catch and retain a salamander it's flame aura must be compressed or contained within a flame resistant box or other vessel large enough to securely restrain the salamander. The container may eventually melt if it is not of sufficiently sturdy construction; and the creature must be fed several times a day.

Special Powers:

The blood of a salamander can be used as a temporary shield against magical and mundane fires. The item requires ½ pint of blood per size category to be sufficiently covered. The protection is total, but only lasts 1 turn versus mundane fire and 1d5 minutes of exposure to magical fire. The skin of a salamander may be used to construct garments that are permanently proof against mundane fire, these garments reduce mundane and magical fire damage by half.



Forest spirits

General information:

These faithful servants of the natural world are imbued with mighty magic and great powers to enforce the will of the deities of nature. Forest spirits are unhindered by the forest; they may run and sprint through even the densest of forests without fear of harm or needing to slow down. Forest spirits come in too many guises to generalize their strengths and weaknesses beyond the fact that they take triple damage from fire based attacks and will become dormant through the winter months. See the individual entries for more information on immunities and vulnerabilities.

Dryads

Alignment:

N

Size:	Small	Medium	Medium
Reach:	5ft	5ft	5ft
STrength:	9	10	10
AGility:	14 / +1	13 / +1	13 / +1
STamina:	15 / +1	16 / +2	16 / +2
INtelligence:	12	13 / +1	13 / +1
PERsonality:	15 / +1	16 / +2	16 / +2
LUCK:	10+1d6	10+1d8	12+1d6
Action Die:	1d20	1d20	1d20, 1d16
Lift:	45lbs	100lbs	100lbs
Drag:	90lbs	200lbs	200lbs
Carry:	45lbs	100lbs	100lbs
Speed (Land)	20ft	30ft	30ft
Run:	70ft/ 135min	100ft/ 144min	100ft/ 144min
Sprint:	130ft	180ft	180ft
Initiative:	+1	+1	+1
AC: (wooden body, +6)	18	17	17
HD:	1d12+1	3d12+6	6d12+12
Attack Die: (Melee)	1d20	1d20+1	1d20+2, 2@1d16+2
(Ranged)	1d20+1	1d20+2	1d20+3
Damage: (Fist / kick)	1d3	1d4	1d4
(Staff)	1d4	1d4	1d4
		+magic	+magic
(Sling; 40/80/160ft)			
(3d12 Magic Acorns)	1d4	1d4	1d4
	+magic	+magic	+magic
(Cleric Spells)	*	*	*
Critical threat Range	19-20	19-20	18-20
Critical Die:	1d6	1d8	1d10
Critical Table:	F	F	F
Fortitude:	+2	+4	+5
Reflex:	+2	+3	+4
Willpower:	+2	+4	+5

General Information:

These nature spirits are fierce protectors and healers of the temperate and subtropical forests in which they reside; guarding the plants and animals that live there from hunters and woodsmen. Both dryads and their hamadryad mothers look as if beautiful women were carved by master sculptors in the highest quality oak. They all have streamers of moss for hair, green glowing eyes, and find little need for clothing. They rarely kill, but will exact bloody vengeance upon any that harm the oak trees in which they reside. A dryad and her tree share the same soul. Anything that happens to one happens to the other and as long as the tree is healthy and nourished, so too is the dryad. They are the very eyes and ears of the nature deities as well as the sharp teeth and claws of those gods when necessary. They are natural clerics in the same way that elves are natural wizards and dryads do not hesitate to use their spells to disable and confuse their foes. They are quite capable in combat from long practice and defense of their forests from the axes of ship builders who prize the wood from a dryad's oak above all other materials. Woodland creatures, wounded by careless hunters seek out dryads for healing and protection. Dryads gain 1 hit die for every 75 years of age.

Attack Profile:

Dryad groves are clustered over large areas, but a dryad cannot roam freely about the world and may not travel more than one half mile per hit die from their home tree. The number of dryads in a forest will vary greatly, but dryads will always be clustered in groves centered around clusters of Hamadryads. There will usually be 2d3+1 dryads per grove; and at least one hamadryad per grove. There are usually no more than 5 of these groves per square mile of forest and may or may not know of each other due to their severely limited movements. Dryads will usually have contact with any fey or other powerful creatures in their area to aid in their defense and in communication with other groves. Dryads gain sustenance from their trees and have no need to eat or drink, but they must sleep for at least 6 hours per day. Dryads are able fighters from long practice and threaten critical hits on an attack roll of 19 or better.

Special Attacks:

Oaken Weapon – All dryads of 3 or more hit dice may use the *Wizard Staff* spell (DCC Core Rules p.199) to make this weapon

and it is constructed from the wood of their trees. At first the weapon is a club; at 6 hit dice it is a staff. This represents a personal weapon made from the fallen wood from her tree; and once its powers are determined they are immutable until the dryad gains another hit die, then she may remake or augment the weapon. If broken the dryad and her tree suffer 3d8 points of damage, but another weapon can be fashioned within a week's time, assuming the dryad survives the breaking of the weapon. The dryad need not spend any gold to create this weapon and it may be given to another creature only under extraordinary circumstances; usually after the dryad has died, but the weapon will break in the hands of any who aid in the dryad's death.

Special Powers:

A dryad's hit dice count as cleric levels and she may choose spells from the lists as she needs them rather than having to prepare in advance. A Dryad may also choose from the following wizard spells: *Animal Summoning*, *Enlarge*, *Reduce*, *Sleep*, and *Wizard Staff*. A dryad's hit dice are added to her casting check, and she may cast up to two spells in a round. If she incurs the disapproval of her deity, she rolls on the deity disapproval table as any other cleric. A dryad has the ability to heal by touch as a cleric of equal hit dice.

Magic acorns - the dryad will always have a few of these enchanted seeds. Roll on table 3-4 to see what happens upon impact with the target.

Table 3-4: Magic Acorns

Magic acorns – plucked from the dryads own tree, they are sanctified conduits of fey power and she will have the indicated number in her possession, or 2 times this amount if within 10ft of her tree. This is a touch attack, so anyone struck by one of these acorns takes 1d4 force damage and the victim must succeed at a fortitude save versus a DC of 8, +1 per hit die of the dryad or suffer one of the following effects in addition to any results from Critical Table F, roll 1d6:

1	Extra 1d6 damage
2	Blinded – 1d4 rounds, +1 round per hit die of the dryad.
3	Extra 1d8 damage
4	Deafened – 1d4 rounds, +1 round per hit die of the dryad.
5	Extra 1d10 damage

Immunities and vulnerabilities:

Dryads have a body that is nearly solid oak and suffer all the vulnerabilities of forest spirits. Dryads sleep within their trees through the cold winter months at higher elevations and latitudes. They are immune to crushing and bashing attacks, and only take half damage from piercing weapons. Furthermore, any damage to her tree is shared by its dryad and vice versa. It is possible for the tree to outlive its dryad, but it will never flourish or produce acorns again. It is also possible for a dryad to outlive her tree; but she will never gain hit dice, and dryads lose their cleric abilities. In either of these cases the dryad or the tree is given a fortitude save versus a DC of 20, with failure indicating that both tree and dryad have perished. Most treeless dryads die avenging the death of their tree: any dryads who survive this tend to become malicious dark fey creatures.



Hamadryads

Alignment:

N

Size:	Medium	Large
Reach:	10ft	10ft
STRength:	13 / +1	15 / +1
AGILity:	8 / -1	7 / -1
STAMina:	18 / +3	20 / +5
INTelligence:	16 / +2	16 / +2
PERsonality:	18 / +3	19 / +4
LUCK:	12+1d6	12+1d6
Action Die:	1d20, 1d16	1d24, 1d20, 1d16
Lift:	130lbs	225lbs
Drag:	260lbs	550lbs
Carry:	130lbs	255lbs
Speed (Land)	20ft	20ft
Run:	No	No
Sprint:	No	No
Initiative:	-1	-1
AC:	19	18
(wooden body, +10)		
HD:	7d12+21	9d12+27
Attack Die:		
(melee)	1d20+3, 2@1d16+3	1d24+4, 2@1d20+4, 3@1d16+4
(Ranged)	1d20+1	1d24+2, 2@1d20+2
Damage:		
(Fist / kick)	1d8+1	1d8+1
(Staff)	1d10+1 + magic...	1d10+1 + magic...
(Sling; 40/80/160)		
(4d24 Magic acorns)	1d4 +magic...	1d6 +magic...
(Cleric Spells)	*	*
Critical range:	18+	17+
Critical Die:	1d12	1d14
Critical Table:	F	F
Fortitude:	+6	+9
Reflex:	+2	+3
Willpower:	+6	+8

General information:

A hamadryad is any dryad that has 7 or more hit dice (700 years old) and acts as regents for large areas of any given forest. A hamadryad cannot roam freely and must stay within 50 yards of her tree. There will always be at least one at the heart of every grove and the eldest leads the others. It is from the acorns of a hamadryad's oak tree that new dryads are born, and each grove will have many daughters that will defend the hamadryads at the center of their groves. A Hamadryad's main concern is seeing that her acorns are spread throughout the forest to better coordinate its defense with other hamadryad clans. There will be many 'families' of dryads within a large forest; but as few as one hamadryad and a few daughters in a small wood.

Attack Profile:

Only in defeating her daughters will there be any access to their hamadryad matrons of the grove. Hamadryads are potent fighters when pressed into service and have a greater than normal threat range for critical hits, but their main strength is in supporting her daughters with summoning spells, wands, and other enchantments while sending streams of magic acorns or enchanted arrows into the enemy ranks. Hamadryads become size large when they attain 9HD. However many actions a hamadryad may have, she is limited to one move and one attack per round; and no more than two spell castings.

Special Attacks:

Oaken Weapon – As the weapon of their daughters, but with greater versatility and it is constructed from the wood of their trees: at 7 hit dice the weapon may transform itself instantly to become a club, or staff as needed. At 9 hit dice the staff may also become a long bow. As a long bow, an arrow is summoned by the user simply by drawing the bow. The dryad rolls a casting check on the *Wizard Staff* spell (DCC Core Rules p.199) table to determine the potency of the weapon she wields; including any secondary spells. This represents a personal weapon made from the fallen wood from her tree; and once its powers are determined they are immutable until the dryad gains another hit die, then she may remake or augment the weapon. If broken the dryad and her tree suffer 5d8 points of damage, but another weapon can be fashioned within a week's time, assuming the dryad survives the breaking of the weapon. The hamadryad need not spend any gold to create this weapon; it may be given to another creature only under extraordinary circumstances, usually after the hamadryad has died, but the weapon will break in the hands of any who aid in the hamadryad's death.

Magic wands – a hamadryad will have 1d3 wands at her disposal based upon the spells she prefers. These wands may each be used 1x/ day per 3 hit dice of the hamadryad who constructed the wand. When it is first constructed, it the hamadryad will make a casting check for the spell to be placed into the wand along with any mercurial magic and manifestations that will also become part of the wand. This result must beat the minimum result necessary for a successful casting by 5, but doesn't add to the power level of the spell. So a 1st level spell needs a result of 17 on the casting check to make it a wand, but still only functions as if a result of 12 had been rolled. The wand is a single action to use and functions exactly the same every time it is used. Each new user rolls a caster check upon acquisition of the wand to determine its power level, but the wand cannot have more power for a new owner than it did for the wand's creator and it will still have the original mercurial magic and manifestations imbued by the wand's creator. The hamadryad need not spend any gold to create these wands but may need exotic materials that are difficult or impossible for her to procure on her own. These wands may be gifted to another creature as long as that creature burns 1 ability point per level of the spell contained within the wand in order to bind it to the new owner's control. All burned points are chosen from one attribute score of the player's choice; one of these points is lost permanently.

Special Powers:

A hamadryad's hit dice count as cleric levels and she may choose spells from the lists as she needs them rather than having to prepare in advance. A hamadryad may also choose from the following spells: *Animal Summoning*, *Enlarge*, *Reduce*, *Sleep*, *Wizard Staff*, *Make Wand*, *Runic Alphabet (fey)*, and *Polymorph*. A dryad's hit dice are added to her casting check, and she may cast up to two spells in a round. If she incurs the disapproval of her deity, then she rolls on the deity disapproval table as any other cleric. A hamadryad has the ability to heal by touch as a cleric of equal hit dice.

Magic acorns (Greater) - the hamadryad will always have a few of these enchanted seeds, but they will be much more powerful than those of a dryad. Roll on Table 3-5 to see what happens upon impact with the target.

Immunities and vulnerabilities:

Hamadryads are dryads with more hit dice, and share the same advantages and disadvantages. However, neither Hamadryad, nor her tree will survive the death of the other; and each of her daughters takes 1d4+9 points of damage upon their mother's death. The eldest surviving daughter will take over as the matriarch of the clan.

Table 3-5: Magic Acorns (Greater)

Magic acorns – plucked from the hamadryads, they are sanctified conduits of fey power, and she will have the indicated number in her Possession, or 4 times this amount if within 10ft of her tree. This is a touch attack, so anyone struck by one of these acorns takes 1d8 force damage and the victim must succeed at a fortitude save versus a DC of 10, +1 per hit die of the hamadryad or suffer one of the following effects in addition to any results from Critical Table F, roll 1d6:

1 Extra 1d8 damage

2 *Blinded* – permanent unless treated by remove curse; or similar spell or ability.

3 Extra 1d10 damage

4 *Deafened* – permanent unless treated by remove curse or similar spell or ability.

5 Extra 1d12 damage

6 Imbue with 1st level spell



Meliai

Alignment: L

Type:	Novice	Adult	Elder
Size:	Medium	Medium	Medium
Reach:	5ft	5ft	5ft
STrength:	18 / +3	19 / +4	20 / +5
AGility:	13 / +1	13 / +1	13 / +1
STAMina:	13 / +1	13 / +1	13 / +1
INTElligence:	10	10	10
PERsonality:	13 / +1	13 / +1	13 / +1
LUCK:	9+1d7	9+1d7	9+1d7
Action Die:	1d20	1d20, 1d16	1d24, 1d20, 1d16
Lift:	180lbs	190lbs	200lbs
Drag:	360lbs	380lbs	400lbs
Carry:	180lbs	190lbs	200lbs
Speed (Land)	40ft	35ft	30ft
Run:	180ft/ 30min	190ft/ 30min	200ft/ 30min
Sprint:	325ft	340ft	360ft
Initiative:	+1	+1	+1
AC: (wooden body; +7)	18	18	18
HD:	4d14+4	8d14+8	12d14+12
Attack Die:	1d20+4	1d20+6, 2@1d16+6	1d24+9, 2@1d20+9, 3@1d16+9
Damage:			
(Fist / kick)	1d6+3	1d6+4	1d6+5
(Magic Spear)	1d8+3	1d10+4	1d12+5
Critical Die:	2d5	2d7	3d10
Critical Table:	F	F	F
Fortitude:	+3	+4	+6
Reflex:	+3	+4	+6
Willpower:	+3	+4	+6

General Information:

These are a rare forest spirit that lives within ash trees and constitutes but 1 in 50 encounters with a dryad of any kind. Like their oaken sisters, meliai seem to be beautiful naked women, but instead they are carved from the finest pale ash wood with dark brown hair of bark strips and glowing amber eyes. They are masters of spear combat, but are not as powerful at spell craft. Unlike dryads, meliai can wander up to 10 miles per hit die from their trees to check on the forest's health. They do not form groves like their sisters, though there may be several within a large forest working with the hamadryads, especially if the forest is in a mountainous area. Unlike dryads, meliai stay size medium and may continue to roam throughout their lives. Meliai protect themselves by placing their daughters in craggy, remote areas that are difficult to access. Meliai gain 1 hit die every 150 years.

Attack Profile:

These battle sisters relish a good fight and will gladly come to the aid of those who respect the forest and its ways. Their wrath against those who would defile their forests is legendary. Meliai use their command of the vegetation to entangle their foes and then destroy their foes with enchanted spears.

Special Attacks:

Masters of battle, they have a critical threat range of 2 numbers regardless of their attack die, but only when using their spear. These forest spirits gain strength and their spear will do more damage as they gain hit dice.

Death throes – any allies within the radius of the animating aura of a dying meliai are healed by 1d10 points, plus 1 point/ each of the meliai's hit dice. Enemies will be damaged by the same amount, but they receive a fortitude save versus a DC of 8, +1 per each of the meliai's hit dice for half damage.

Special Powers:

Animating aura – A meliai projects an aura out to a distance of 5ft per hit die that causes all vegetation to come alive and attempt to grab or pummel anything the meliai wishes. The vegetation has a combined strength of 13, and can inflict 1d6 points of damage, +1 point/ hit die of the meliai through constriction or pummeling. This is a continuous effect, but may be suppressed if desired and the plants won't attack without a command from the forest spirit. Each successful attack provokes a reflex save from the victim versus a DC of 8, +1 per each of the meliai's hit dice. Failure indicates the victim has become entangled. These victims must win an opposed strength check versus a DC of 13 to escape weak vegetation, but the DC could be as great as 18 if the victims are being held by a tree or lots of heavy vines; the Storyteller will determine the necessary DC for each situation..

Spells – Unlike dryads or hamadryads, meliai have very limited spell casting; though their hit dice count as cleric levels for casting purposes. They may only cast the *Make Potion*, and *Sword Magic* spells (See Core Rules page 223 & 229); though their version of the *Sword Magic* spell only creates spears. Otherwise the spell follows the same process listed in the core rules, except that the spear always has the same alignment as the maker and they need not spend any gold in its creation. As with staves for dryads and hamadryads, destroying the spear of a meliai causes her great harm. A meliai gets a fortitude save versus a DC of 18 or she is slain; success indicates she takes 6d8 points of damage. The spear is destroyed with the death of the meliai, but any of the remaining potions may be of use to others.

The meliai talent for the *Make Potion* spell is limited to healing potions which are useless to the meliai; but may restore health and ability points to others. The restorative prowess of these potions includes Luck restoration and the removal of corruptions.

Table 3-6: Meliai Potions



Spell check result	Potion healing dice	Alternate effects
1-6	2d4	Minor Healing potion
7-14	2d6	Remove curse
15-21	3d8	Restore 1 point of ability burn
22-27	3d10	Restore 1d3 points of ability burn
28-32	4d12	Restore 2d4 points of ability burn, or remove 1 corruption result.
33-36	5d14	Restore 2d6 points of ability burn, or removes 1d3 corruption results.

Immunities and vulnerabilities:

Meliai have a body that is nearly solid ash wood and have all of a forest spirit's advantages and disadvantages; but they are immune to crushing and bashing attacks and only take half damage from piercing weapons. Furthermore, any damage to her tree is shared by its meliai and vice versa: neither will survive the death of the other. Meliai share most of the same habitat as dryads, and will sleep within their trees through the cold winter months at higher latitudes. At such times she relies upon her fey kindred to watch over her and the needs of the forest.



Faun

Alignment: C

Size:	Medium
Reach:	5ft
STRength:	9
AGILity:	16 / +2
STAMina:	13 / +1
INTelligence:	12
PERsonality:	18 / +3
LUCK:	8+1d8
Action Die:	1d20
Lift:	90lbs
Drag:	180lbs
Carry:	90lbs
Speed (Land)	40ft
Run:	90ft
Sprint:	160ft
Initiative:	+2
AC:	12
HD:	3d8+3
Attack Die:	
(Melee)	1d20+1
(Ranged)	1d20+3
Damage:	
(Fist)	1d3
(Kick)	1d4
(Dagger)	1d4
(sling; 40/80/160ft)	1d4
Critical Die:	2d4
Critical Table:	F
Fortitude:	+3
Reflex:	+4
Willpower:	+5

General Information:

Normally considered one of the more peaceful of the faerie spirits, these goat legged, and horned humanoid creatures tend to ignore most travelers through the countryside unless those folk are causing harm or mischief. Faun are known to be most unforgiving to those who hunt more than they need for food. They prefer to linger near forested streams and pools where they dance and cavort. A faun's only real desire is to have fun, to sing and dance, but most especially to play music. Only on the very rarest of occasions will they surrender their double pipes to anyone. If they have a weakness, it is for the attentions of attractive humanoid females. The music of a faun can have a powerful charming effect upon mortals, and faun's are known to use their music to lure women deep into the forest to join the fey revelry. This music is also the primary means by which a faun can lead a hunter to their deaths. These frolicsome fey are the bards of the Faerie Kingdom and carry news and act as diplomats between different groves. Faun are a well-spring of lost knowledge and if approached cautiously and by making many offerings, it may be possible to gain their trust. Since more than one faun has been lured into servitude they are still quite wary. The person may find themselves lost or worst depending of the forest spirit's whims; but may also gain long lost lore and forgotten *true-names*.

Attack Profile:

They are as uninterested in combat as they are interested in having fun. To that end, fauns will always resort to their musical magic to beguile their opponents. The source of the music leading opponents on a merry chase that leads the attackers to their doom; usually at the hands of some nasty forest denizen, or hidden cliff. If this fails, then faun's will run away and hide until the attackers give up and go away. Usually encountered in groups of 1d6, and there will likely be other forest spirits attending their performance. Roll 1d100 for each type of fey creature to see who attends the faun's performance: 40% 1d4 pixies; 30% 1d3 dryads; 15% Treants; 5% Thorns. If the performance is near a spring or other body of water, then the nyad will always attend a Faun's performance.

Special Attacks:

Magical double flute – having one mouthpiece and two sounding tubes, each with their own finger positions and carved from the fallen wood of a dryad's tree. No two ever sound the same. When played by a faun, they can cast a powerful charm spell that will beguile or frighten the listener. This charm effect even works upon faeries and other spirits.

Beguiling – victims of this song must succeed at a willpower save versus a DC of 12, +1 per hit die of the faun or the victim becomes so enchanted by the music that they will do whatever the faun desires. Like a charm spell; the victims gain an additional save if they are asked to do something suicidal or otherwise out of character. The effects of this song are in effect as long as the faun continues to play and for 30 minutes per hit die of the faun after the song ends.

Frightening – the victims of this song must succeed at a willpower save versus a DC of 12, +1 per hit die of the faun or the victim becomes so frightened that they must run away from the source of the music for 3d4 minutes. Usually this causes the victims to become separated and totally lost.

Special Powers:

Low light vision – Faun sees as well by starlight as by daylight.

Licentiousness – Fauns are always interested in a good time and if offered fine wines or rare foods, etc. fauns suffer a -3 penalty to their willpower saves to resist the ideas of any petitioners who have made such offerings.



Leshy

Alignment: N

Size:	Medium
Reach:	5ft
STrength:	10
AGility:	16 / +2
STAMina:	13 / +1
INTelligence:	12
PERsonality:	12+1d8
LUCK:	9+1d4
Action Die:	1d24, 1d20
Lift:	100lbs
Drag:	200lbs
Carry:	100lbs
Speed (Land)	40ft
Run:	100ft/ 117min
Sprint:	180ft
Speed (Swim)	20ft
Run:	50ft/ 58min
Sprint:	No
Initiative:	+2
AC:	
(Thick hide; +4)	16
HD:	6d10+6
Attack Die:	
(Melee)	1d24+2,
	2@1d20+2
(Ranged)	1d24+4
Damage:	
(Fist / kick)	1d6
(Club)	1d8
(Spells)	
Critical Die:	2d8
Critical Table:	F
Fortitude:	+4
Reflex:	+5
Willpower:	#+3

- 3rd level – *Exorcise, Remove Curse, True Name*
- 4th level – *Affliction of the Gods, Sanctify/ Desecrate*
- 5th level – *Weather Control, Whirling Doom**

* This version animates loose stones and branches rather than blades. As such, half of the damage is non-lethal.

Special Powers:

Leshy also have the ability to heal by touch as a cleric, as well as the turning unholy ability. This turning ability also functions against fire spirits, creatures, and fire elementals.

Immunities & vulnerabilities:

If the forest that the leshy calls home is damaged they take a similar proportion of the forest's damage. If the forest loses half of its area to a fire or some other blight, then the leshy is reduced to half its hit points.

General Information:

These fey creatures prefer temperate, tropical, and sub-tropical forests and generally live solitary lives of contemplation while tending to the forests' needs and defense. Leshy are medium sized humanoids with the leathery wrinkled faces of old men and their bodies are covered in long shaggy, green-brown fur. They do not like the company of others and will live as far from the 'civilized' world as possible. They are masters of wilderness lore and the bane of hunters, trappers, and furriers. Herbivores by nature, leshy try to drive off larger predators from their territories; they will not abide trophy hunting. Leshy are compassionate spirits and will sometimes take on a humanoid apprentice or forest child long enough for them to survive on their own. Leshy keep in contact with the rangers, druids, and clerics of nature deities that may live or range through their territories in order to help coordinate the defense of the forest.

Attack Profile:

Leshy will only kill as a last resort and prefer to drive off intruders with spells and the aid of the other fey spirits in their territory. They spy on travelers through their territories, checking to see that they respect the land as they travel. Should the travelers cause wanton destruction or otherwise offend the Leshy it will confront the travelers and give them a choice to either fix the mess and leave peaceably: or suffer the forests wrath.

Special Attacks:

Spells – a leshy's hit dice count as cleric levels and they serve the deities of nature from whom they draw their power and will suffer deity disapproval just as any other cleric would. (See DCC Core Rules pgs 127-8 for spell directory)

Leshy spell list:

- 1st level – *Blessing, Detect Evil, Detect Magic, Food of the Gods, Holy Sanctuary, Protection from Evil, Resist Heat or Cold, Word of Command*
- 2nd level – *Banish, Binding, Curse, Neutralize Poison or Disease, Restore Vitality, Wood Wyrlding*



Mosskin

Alignment: C

Type	Young	Adult	Elder
Size:	Smallest	Smallest	Smallest
Reach:	0ft	0ft	0ft
STRength:	5 / -2	5 / -2	5 / -2
AGILity:	20 / +5	20 / +5	20 / +5
STAMina:	13 / +1	13 / +1	13 / +1
INTelligence:	9	9	9
PERsonality:	13 / +1	13 / +1	13 / +1
LUCK:	9+1d7	9+1d7	9+1d7
Action Die:	1d20	1d20, 1d16	1d20, 1d16, 1d14
Lift:	5oz	5oz	5oz
Drag:	6oz	6oz	6oz
Carry:	5oz	5oz	5oz
Speed (Land)	10ft	10ft	10ft
Run:	25ft/ 97min	25ft/ 97min	25ft/ 97min
Sprint:	50ft	50ft	50ft
Initiative:	+5	+5	+5
AC:	21	21	21
HD:	1d4+1	5d4+5	10d4+10
Attack Die: (Melee)	1d20-2	1d20-1, 2@1d16-1	1d20+1, 2@1d16+1, 3@1d14+1
(Ranged) Damage:	1d20+5	1d20+6	1d20+8
(Fist / kick)	1pt	1pt	1pt
(Spear)	1d4-2	1d4-2	1d4-2
(Bow; 10/30/50ft)	1d2	1d2	1d2
(10+1d10 arrows)			
Critical Die:	1d6	1d10	1d16
Critical Table:	F	F	F
Fortitude:	+2	+3	+5
Reflex:	+6	+6	+9
Willpower:	+2	+3	+5

behalf once per day. The success of the summoning result is equal to 11, +1 per hit die of the mosskin performing the summoning, + the mosskin's intelligence bonus. The duration of the spell is 1 turn per hit die of the mosskin.

Immunities & Vulnerabilities:

Mosskin have the standard vulnerability to fire and star-metal, but they are also vulnerable to negative energy as well as necromantic spells and effects. These attacks bypass their damage and spell resistance and cause double their normal Damage. Mosskin also have a -2 penalty on all saves versus poisons and other toxins.



General Information:

Also known as river folk, these fun loving forest spirits are rarely more than 18 inches tall and run about wearing animal skins and rough, hand-stitched breaches. They enjoy a simple rural life gathering what they need from the river and the forest or jungles around them. They generally avoid travelers for the trouble they usually cause, but have been known to join in with the festivities of their fey and mortal neighbors from time to time. They are fierce guardians of the wild places of the world and will band together with anyone who would aid in the defense of the forests that they call home. Mosskin who have been threatened or bullied by mortals, or who have had their homes destroyed will tend to stray down the dark path and will often seek out ways to avenge the injustice.

Attack Profile:

Their size means mosskin are not that dangerous as melee combatants, but they are excellent marksman with the ability to channel fey magic through their weapon damage; especially since mosskin never have a penalty for shooting into melee combat. They are also known to ride eagles into diving attacks in order to maximize the damage of their spears and lances. A typical village has 2d16 families of 2d3 members; half of which will rush to the village defense while the others will call animals to help defend the young. Mosskin will also enlist these creatures to help the village fight or escape from dangers that they cannot easily defeat.

Special Attacks:

Mounted combat – all mosskin apply their luck bonus, if any, to their mounted attack and damage rolls as well as ride checks.

Special Powers:

Beast summoning – By means of a special ululating call, any of the mosskin can summon animals to work or fight on their

Hearth spirits

General Information:

These faerie spirits have the most contact with mortals and when treated with respect they can be quite helpful. Especially to those who endure their pranks and mischievous natures with good cheer. They are considered one size larger for movement, running, and lifting calculations. Hearth spirits always have a +4 bonus on checks involving any domestic duties or crafting checks they choose to perform. Hearth spirits, like all fey, have damage and spell resistance equal to their hit dice +3. This damage resistance may be overcome by weapons of meteoric iron or that are enchanted with an attack bonus of at least +2. Additionally, the spell resistance of hearth spirits are overcome by divine powers and spells.

Hobs

Alignment:

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Type:	Young	Adult	Elder
Size:	Tiny	Tiny	Tiny
Reach:	0ft	0ft	0ft
STrength:	9	9	9
AGility:	16 / +2	16 / +2	16 / +2
STamina:	10	10	10
INtelligence:	8+1d10	8+1d10	8+1d10
PERsonality:	8+1d8	8+1d8	8+1d8
LUCK:	9+1d4	7+1d4	7+1d4
Action Die:	1d20,	1d20,	1d24,
		1d16	1d20,
			1d16
Lift:	45lbs	45lbs	45lbs
Drag:	90lbs	90lbs	90lbs
Carry:	45lbs	45lbs	45lbs
Speed (Land)	20ft	20ft	20ft
Run:	70ft/90min	70ft/90min	70ft/90min
Sprint:	130ft	130ft	130ft
Initiative:	+2	+2	+2
AC:	15	15	15
HD:	1d6	5d6	10d6
Attack Die:			
(Melee)	1d20+1	1d20+1	1d24+3
		2@1d16+1	2@1d20+3,
			3@1d16+3
(Ranged)	1d20+2	1d20+3	1d24+5
Damage:			
(Fist / kick)	1d3	1d3	1d3
(Cudgel; crit 19-20)	1d4	1d4	1d4
(Spells)	No	1 st level	3 rd level
Critical Die:	1d6	1d10	1d16
Critical Table:	F	F	F
Fortitude:	+1	+2	+4
Reflex:	+3	+4	+6
Willpower:	#+1	#+2	#+4

General Information:

Of the faeries, hob's are perhaps the most kindly disposed to the mortal races. They appear as kind faced old men or women no more than 10 inches tall. They wear simple homespun garb and delight in the tasks of domestic life. They prefer homes and castles that are at least 100 years of age and try very hard not to be noticed; though the results of their labors are the first sign that a home is blessed with their presence. If treated with respect they will likely continue their association with the family (or families) who live within the house or manor for many generations. All they ask in return is the right to a little private space they can call their own. Usually no bigger than a closet or crawl space per family of hobs. As long as these spaces are undisturbed the hobs will coexist happily with their mortal neighbors.

Attack Profile:

If they are particularly fond of their residence or there are more than one family of mortals in residence; the hobs will resort to a campaign pranks that will embarrass the victim(s) enough to force them to leave. They will employ all of their mighty fey spirit when defending their homes (and those of their mortal neighbors by extension) from any perceived threats. Hobs are not violent by nature and their attacks are usually non-lethal unless it is absolutely necessary to do otherwise; hoping that the confusion and frustration they cause will be sufficient to drive off would be attackers. Hob's live in family clusters that will grow over time to include 1d5 families of 2d5 members each. They can reach impressive populations in particularly large or old castles, but younger hobs will move out to find new homes if things get too crowded. Hobs use their agility rather than strength for melee attacks. If the hob has turned to a dark path or has been ill-treated they will wreak havoc; and such spirits as these don't hesitate to maim or kill the residents if possible.

Special Attacks:

Spells – half of a hob's hit dice count as wizard levels; so a 1 hit die hob has no casting ability and a 10 hit die hob casts as a 5th level wizard and will know at least 8 spells of up to 3rd level plus bonus spells for great intelligence. These spells are drawn from the following list, but the Storyteller should feel free to add new spells; keeping in mind that hobs are not fond of destructive or harmful magic. Hob's do not suffer corruption and have no need of a Patron to gain access to their magic, but they are not able to learn new spells in the traditional sense. At new spell casting levels spells simply materialize in their minds; and these are the only spells they will ever know. Should they roll a 1 on a casting check, a hob simply loses access to the spell for 1d3+1 days. (See Core Rules pgs. 127-8 for spell directory)

Hob Spell List

- 1st level – *Animal Summoning, Cantrip, Ekim's Mystical Mask, Comprehend Languages, Enlarge, Feather Fall, Force Manipulation, Magic Shield, Mending, Ropework, sleep, Ventriloquism, Ward Portal*
- 2nd level – *Detect Invisible, ESP, Fire Resistance, Forget, Invisibility, Invisible Companion, Knock, Levitate, Locate Object, Magic Mouth, Mirror Image, Scare, Spider Web*
- 3rd level – *Fly, Gust of Wind, Haste, Slow, Transference, Water Breathing*

Special Powers:

Polymorph – a hob can take on new forms at will. They can assume the form of any common animal up to size small or any item (including a burning candle) up to 1 cubic foot. They have all of the abilities of the new form, but retain their own Intelligence, Personality, and Luck scores; as well as awareness of their surroundings when in the form of an object. A hob can hold this new form for up to 30 minutes per hit die.

Immunities and vulnerabilities:

Hobs are very private folk and do not like people prying into their affairs. As long as the space set aside for the hob remains undisturbed the hob(s) will remain in residence and on good terms with the big folk with which they share premises. If the space is disturbed they will become quite vexed. If the space is destroyed the hob(s) take 4d6 damage. The survivors will exact retribution and then leave the building.



Leprechaun

Alignment:	L
Size:	Small
Reach:	5ft
STRength:	10
AGILity:	13 / +1
STAMina:	10
INTelligence:	16 / +2
PERsonality:	10
LUCK:	10+1d10
Action Die:	1d24, 1d20
Lift:	100lbs
Drag:	200lbs
Carry:	100lbs
Speed (Land)	30ft
Run:	100ft/ 90min
Sprint:	180ft
Initiative:	+1
AC:	12
HD:	5d8
Attack Die:	
(Melee)	1d24+1, 2@1d20+1
(Ranged)	1d24+2
Damage:	
(Fist / kick)	1d3
(Shillelagh; crit 18-20)	2d3
Critical Die:	2d5
Critical Table:	F
Fortitude Save:	+2
Reflex Save:	+3
Willpower Save:	+2

Wishes - these are a trap for the unwary fool who thinks that a trapped Leprechaun will act kindly in the interpretations and the granting of these powerful curses. A leprechaun cannot directly harm the one making the wish, but will use any loop-hole or interpretation to find a way to twist the intent of the wish to make the petitioners life as miserable as possible. The limits and acceptable bounds of possibility for the wishes granted are entirely up to the Storyteller's needs.

Pot of Gold - the cauldron contains 1d30 x 10,000 coins that weigh 0.1 pounds each and will evaporate in 24 x 3d10 hours.

Immunities & vulnerabilities:

For some odd reason only known to leprechauns, but they are quite keen on shoes. The better the quality of craftsmanship the more enticing the pair of shoes will be to the leprechaun. When offered fine footwear a leprechaun must succeed at a willpower save to resist the temptation to bargain for them. The DC for the save is equal to 8, +1 per 100gp of the value of the footwear. If the leprechaun fails this save they will offer anything short of their lives to purchase the shoes or boots. If the owner refuses to sell the apparel; the leprechaun will become quite angry, but they are lawful and will not steal the footwear. Instead, the leprechaun will plague the owner of the footwear with problems until they surrender the desired item just to end the jinxes.

General Information:

Ever wary of unscrupulous mortals who would trap them and force their labors, these well-dressed, green clad faerie spirits of the hearth are quite knowledgeable in the ways of crafting and making. Leprechauns are most commonly encountered in workshops, and other places of industrious activity; they are usually looking to borrow tools and materials. If treated with respect, they will sometimes lend aid to humanoids and are known to make especially fine boots and shoes; though they are quite skilled at many common trades. They are also known for their practical jokes, mischief making, and are easily offended... especially if they are not paid for their labors.

Attack Profile:

Leprechauns are not interested in fighting, they will likely hide and wait until it's safe to come out again. However, they won't hesitate to follow someone who has angered them and will blight the fools with malicious pranks, or even curses if the leprechaun is feeling particularly affronted. If cornered or otherwise captured a leprechaun will surrender their pot of gold to their captors, or grant each of them 3 wishes in exchange for the leprechaun's freedom.

Special Attacks:

Cursing – Leprechauns can imbue their words with ancient fey magic that grants them the ability to bestow lasting curses. Only the leprechaun that cast the jinx can set the conditions that will abolish the curse. The Storyteller is encouraged to be creative, but these curses don't usually cause damage directly to the victim. See Core Rules p. 438 for more details on curses. The leprechaun burns 2 points of luck to empower the curse.

Luck drain – the touch of a leprechaun will drain the target of 1d3 points of luck which are then adds to its own luck score at a 1 to 1 ratio. This must be a physical attack and not delivered via the leprecahun's weapons.

Special Powers:

Luck – these creatures will roll their luck score randomly when encountered; the bonus applies to stealth and escape checks. They also apply this bonus to any crafting checks in addition to the normal bonus for hearth spirits.



Clurichaun

Alignment:	N
Size:	Small
Reach:	5ft
STRength:	8 / -1
AGILity:	13 / +1
STAMina:	16 / +2
INTelligence:	8 / -1
PERsonality:	5 / -2
LUCK:	10+1d10
Action Die:	1d20
Lift:	80lbs
Drag:	160lbs
Carry:	80lbs
Speed (Land)	25ft
Run:	80ft/ 144min
Sprint:	145ft
Initiative:	+1
AC:	12
HD:	3d8+6
Attack Die:	
(Melee)	1d20
(Ranged)	1d20+2
Damage:	
(Fist / kick)	1d3-1
(Knife; crit 18-20)	2d3-1
Critical Die:	2d4
Critical Table:	F / II
Fortitude Save:	+4/ +6
Reflex Save:	+3
Willpower Save:	+0

General Information:

Clurichauns are humanoids that resemble a disheveled and unkempt leprechaun; and are nearly as mean as their fear dearg cousins in temperament. A clurichaun is uninterested in craft work or fighting like their cousins. The only activity they enjoy more than the sport of harassing mortals with mean spirited pranks is the consumption of large quantities of alcohol. Clurichauns are masters of the brewing, distilling, and consumption of alcohol. If respected and well treated a clurichaun can sometimes be convinced to help in the making and guarding of these precious beverages, assuming that the Brewer doesn't mind that a keg or three come up missing every now and again. Clurichauns are most often encountered singly, or in small groups of 2d3 individuals within taverns, inns, wine cellars, vineyards, or breweries... usually helping themselves to the very best of the home brew.

Attack Profile:

Clurichauns are a roguish lot and are more than willing to knife you when you're not looking. They will only engage in a fair fight if there is no other choice. Clurichauns will often run away rather than stand toe to toe in combat. Of course, they are known to hold a grudge for centuries and have a love for malicious and gruesome practical jokes. A clurichaun's hit dice count as thief levels. They have all the same skills and abilities of a thief except for regenerative luck, and critical tables; clurichauns retain their own base saves and attack bonuses, but may use weapons and armor as any thief of equal hit dice.

Special Attacks:

Back Stab – anytime a clurichaun can catch their victim unaware, a successful attack is considered a critical hit. However, a clurichaun rolls 1d8 and may choose the result from critical table F or table 2 as it pleases them, but any results from table F are purchased with 2 points of luck burn.

Luck drain – the touch of a clurichaun will drain the target of 1d3 points of luck which are then added to its own luck score at a 1 to 1 ratio. This must be a physical attack and not delivered via the clurichahun's weapons. The clurichaun may not combine this attack with their back stab ability.

Special Powers:

Luck – these creatures will roll their luck score randomly when encountered and a clurichaun's luck bonus applies to all non-combat thief ability checks as well as to all fortitude saves. When in an industrious mood, they can also apply their luck bonus in addition to their hearth spirit craft bonus when brewing or distilling alcohol.

Immunities & vulnerabilities:

Clurichaun's have a legendary thirst for fine alcohol and gain a +2 bonus on fortitude saves verses its effects. The higher the quality, the more enticing the beverage becomes to the clurichaun. When offered a fine bottle or keg of spirits, a clurichaun must succeed at a willpower save to resist temptation. Failure indicates that the clurichahun will stop at nothing to possess the proffered beverage; even if it means attempting to steal the alcohol at a later time. The DC for the save is equal to 8, +1 per 100gp of the value of the alcohol, though quantity will play a factor in the decision.

Clurichaun are not as generous as their leprechaun cousins and if they are captured they will grant their captor(s) a permanent +2 bonus either for stealth checks, or fortitude saves. The captor's have also earned a permanent place upon the clurichaun's grudge list...



Fear Dearg

Alignment:

C

Size:	Small
Reach:	5ft
STrength:	13 / +1
AGility:	16 / +2
STamina:	13 / +1
INTElligence:	10
PERsonality:	10
LUCK:	10+1d10
Action Die:	1d24, 1d20
Lift:	130lbs
Drag:	260lbs
Carry:	130lbs
Speed (Land)	35ft
Run:	130ft/ 117min
Sprint:	235ft
Initiative:	+2
AC:	13
HD:	6d8+6
Attack Die:	
(Melee)	1d24+3, 2@1d20+3, 3@1d16+3 1d24+4
(Ranged)	
Damage:	
(Fist / kick)	1d5+1
(Shillelagh; crit 18-20)	2d5+1
Critical Die:	2d6
Critical Table:	F
Fortitude Save:	+4
Reflex Save:	+5
Willpower Save:	+3

Special Powers:

Luck – these creatures will roll their luck score randomly when encountered, a fear dearg's luck bonus applies to stealth, initiative, armor class, and craft checks involving dyeing.

Immunities & vulnerabilities:

Each fear dearg needs the blood of a medium sized humanoid to dye their clothing once per week. For each day that they are out of compliance, they lose 2 points to all of their ability scores; when their stamina or luck score reaches 0 they die. They have sometimes been known to assist evil wizards in exchange for a steady supply of fresh blood. Of course, the wizard's blood is acceptable should they ever fail to deliver the promised sacrifices to the fear dearg.

If captured, a fear dearg will grant their captor(s) a pardon valid for one year per hit die of the fear dearg; plus a day. This writ grants the captor(s) the right to exist unharmed by fey spirits of any kind. The writ also grants a permanent +2 bonus to the captor(s) armor class or initiative checks.

General information:

One of the most feared creatures of the faerie realms, a fear dearg is recognizable by their hats and suits of military cut. Their coats have bright gold buttons and trim, but the red of the fabric is continuously dyed with the blood of their victims. No matter their mood, a fear dearg cannot hide the murderous fire in its eyes, nor their delight in the ways of combat. Fear dearg are most often encountered around old battlefields, rotting mansions, and ruined castles. However, their need for fresh blood to continually dye their clothing drives them far afield in search of victims.

Attack Profile:

Fear dearg are more militant than their cousins and are often encountered singly as scouts, or in squads of 1d3+1 members. They have a distinctly military bearing and will often go to great lengths to formulate their plans. Taking the time to search out and take advantage of the terrain as well as their numbers. Their lairs will often be protected by elaborate, but non-lethal traps... there is no use wasting any of that precious blood. They always fight to subdue their victims; then return to their lair to sacrifice their prisoners to the dye pots.

Special Attacks:

Murderous glare – anyone who makes eye contact with a fear dearg is shown a glimpse into the raw heart of fey rage and must roll a willpower save versus a DC of 11, +1 per hit die of the fear dearg or be paralyzed with terror for 1d4 rounds, +1 round per hit die of the fear dearg. Using this ability costs the fear dearg 2 points of luck burn.

Luck drain – the touch of a fear dearg will drain the target of 1d3 points of luck which are then added to its own luck score at a 1 to 1 ratio. This must be a physical attack and not delivered via the fear dearg's weapons.



Plant Folk

General information:

This is a broad term that covers many faerie creatures, but the one thing they have in common, is that they are cast in the image of plants and trees rather than animals or humanoids. As such they have all of a plants advantages and disadvantages; they need to eat, breath, and drink, but as long as they have access to fresh healthy soil, water, and sunshine they have plenty of sustenance; and they require only 6 hours of sleep each night. Though being a plant does not preclude them from consuming other creatures if they have the need and if their form allows them to do so. Most of the mobile plant folk solve their need for fresh soil in a surprisingly mammalian fashion; they eat quantities of soil and store it for their internal root systems. Generally, half their body weight is from the soil they carry and it must be replaced once a month. Plant folk take triple damage from fire based attacks, and are dependent upon sunlight for their nourishment. When deprived of sunlight they are reduced to half speed and actions and lose 1 point of stamina for every full day they are without the suns nourishing rays for at least 8 hours. Plant folk are immune to crushing damage and only take half damage from electricity; but they all take an extra 50% damage from cold and frost attacks. Additionally, successful cold and frost attacks cause plant folk to become slowed to half their normal actions, movement, agility, and strength scores.

Thornes

Alignment:

L

Size:	Medium
Reach:	5ft
STrength:	13 / +1
AGility:	8 / -1
STAMina:	16 / +2
INTelligence:	9
PERsonality:	8+1d8
LUCK:	9+1d4
Action Die:	1d20
Lift:	130lbs
Drag:	260lbs
Carry:	130lbs
Speed (Land)	30ft
Run:	105ft/ 120min
Sprint:	190ft
Speed (Swim)	No
Initiative:	-1
AC:	
(Tough body; +4)	13
HD:	3d10+6
Attack Die:	
(Melee)	1d20+2
(Ranged)	1d20+3
Damage:	
(Fist / kick)	1d6+1
(Thorns)	2d4+1
(Short bow; 50/100/150)	1d6
(10+1d10 arrows)	
(Staff)	1d4
(10% chance of Spells)	
Critical Die:	2d4
Critical Table:	F
Fortitude:	+4
Reflex:	+1
Willpower:	#+2

General Information:

These humanoid shaped bundles of intertwined thorny branches are of medium size, and are generally formed from thistle, rose, blackberry, or raspberry plants. In the case of the thistle or rose variety, they have vibrant flower petals crowning their heads rather than hair. The others are covered with tiny flowers for most of the summer and then produce berries in the autumn. Unlike the plants they are patterned after; thornes live for many years in small communities deep within fey woods or in meadows tucked away in protected mountain valleys. The thistle and rose varieties need less water, and can sometimes be found in arid scrub lands. Thornes gain 1 hit die every 5 years and they are non-mobile for their first 3 hit dice. They reach old age at 10 hit dice and continue to live for an additional 5 years then lose sentience; reverting to a mundane, if larger variety of their normal kindred. One out of every ten thornes will have their hit dice count as cleric levels, and will tend to be the leaders of the community. Because of their love of life and the sun, thornes will choose deities that fit within these guidelines; very rarely turning to the dark path.

Attack Profile:

These fey derive their name from the fact that like their normal counterparts; these creatures are covered in thorns or stinging hair which are quite effective in melee combat. However, thornes are pacifists by nature and prefer to live in isolated and difficult to access regions so as to avoid conflicts. When threatened they rely upon their ability to animate and command the plants in their area to fight on their behalf; and are supported by the few spell casters in their community. Thornes rarely kill, even in the most heinous attacks from vile Creatures; usually choosing to subdue the aggressors. Once their foes are subdued, thornes separate the attackers and scatter them in random locations about the countryside.

Special Attacks:

Spiky Defense – because their bodies are covered in thorns or stinging hairs; attacking these creatures may cause damage. Any would be attackers choosing to bite or grapple these creatures are subject to this damage. This attack form is only effective against creatures wearing light or no armor. The target gets a reflex save each round to avoid/ escape damage. The DC for this check is equal to 8, +1 per hit die of the thorne

Special Powers:

Animating aura – A thorne projects an aura out to a distance of 5ft per hit die causing all vegetation to animate and attempt to grab or pummel anything the

plant-kin wishes. The vegetation has a combined strength of 16, and can inflict 1d10 points of damage, +1 point/ hit die of the thorne by constriction or pummeling attacks. This is a continuous effect that may be suppressed for 1 round per hit die of the thorne if desired and the plants won't attack without a command from the forest spirit. Each successful attack provokes a reflex

save from the victim versus a DC of 10, +1 per hit die of the thorne. Failure indicates the victim has become entangled and take the indicated damage. These victims must win an opposed strength check versus a creature with a strength score of 16 to escape the vegetation. The DC is lowered by 1 point for each point of damage the victim can inflict on the local vegetation on that round.

Thorns & stinging hair – These natural attacks are only effective versus unarmored opponents or those wearing non-metal, medium, and light armor types. Additionally, any creature that succeeds at a physical attack or attempts to grapple these plant-kin must succeed at a reflex save versus a DC of 10, +1 per hit die of the thorne or suffer 1d6, plus the attacker's strength bonus in piercing damage.

Blackberry and raspberry thornes produce 2d10 edible berries per week in late summer and early autumn that can have beneficial effects upon those who consume them. Generally they heal one point of physical or ability point per berry, but the Storyteller is free to make other varieties with powers to suit the local story needs. Additionally, the damaged pieces of these fey creatures will eventually grow roots and propagate new thornes given sufficient time.

Thistles have stinging hairs, and anytime they succeed in at simply touching a lightly armored or unarmored foe they may cause excruciating pain. The victim receives a willpower save versus a DC of 10, +1 per hit die of the thorne or the victim suffers enough pain to cause a -2 penalty on all actions, including armor class for 1d4 rounds, +1 round per hit die of the thorne. Additionally, any creature grappling or striking one of these creatures inflicts 1d4 points of damage, +1 point for each of the attacker's strength or attack bonus.

Spells – A thorne with spell access has all the abilities of any other cleric of equal hit dice. They may turn fire elementals and fire spirits as well as the unholy. However, thornes draw there spells from the following list (See DCC Core Rules pgs. 127-8 for spell directory):

1st level – *Blessing, Detect Evil, Detect Magic, Food of the Gods, Holy Sanctuary, Paralysis, Protection from Evil, Word of Command*

2nd level – *Banish, Binding, Divine Symbol, Lotus Stare, Neutralize Poison or Disease, Restore Vitality, Wood Wyrldling*

3rd level – *Exorcise, Remove Curse, True Name*

4th level – *Affliction of the Gods, Sanctify/ Desecrate*

5th level – *Weather Control, Whirling Doom*

Immunities & Vulnerabilities:

Thornes have all the weaknesses of plant-folk and other fey creatures, but they also have a -2 penalty on saves versus magical or mundane poisons and toxins. Additionally, their spell and damage resistance be overcome by negative and necromantic energies and spells.

* This version of the spell animates loose stones and branches rather than blades. As such, half of the damage is non-lethal.



Treants

Alignment:

N

Size:	Huge	Gargantuan	Colossal
Reach:	15ft	20ft	30ft
STrength:	16 / +2	18 / +3	20 / +5
AGility:	7 / -1	6 / -1	5 / -2
STAMina:	15 / +1	17 / +2	19 / +4
INTelligence:	10	10	10
PERsonality:	11	12	13 / +1
LUCK:	9+1d4	9+1d4	9+1d4
Action Die:	1d20, 1d16	1d24, 1d20, 1d16	1d30, 1d24, 1d20, 1d16
Lift:	400lbs	720lbs	2400lbs
Drag:	800lbs	2160lbs	7200lbs
Carry:	400lbs	720lbs	2400lbs
Speed (Land)	30ft	40ft	50ft
Run:	No	No	No
Sprint:	No	No	No
Initiative:	-1	-1	-2
AC: (wooden body; +10)	17	16	15
HD:	6d14+6	9d14+18	12d14+48
Attack Die:	1d20+4, 2@1d16+4	1d24+6, 2@1d20+6, 3@1d16+6	1d30+9, 2@1d24+9, 3@1d20+9, 4@1d16+9
Damage: (Fist / Kick)	1d12+2	1d14+3	1d16+5
(Stomp)	1d16+2	1d20+3	1d24+5
Critical Die:	1d4/ 1d12	1d4/ 1d14	1d6/ 1d20
Critical Table:	G/ F	G/ F	G/ F
Fortitude:	+4	+6	+9
Reflex:	+2	+3	+3
Willpower:	+3	+4	+6

Special Powers:

Individual powers - the Storyteller is encouraged to research individual tree species for additional possible powers. For example, a willow tree might have better agility, reach, and a whip-style attack; but a fruit tree may bare fruit with strange fey powers.

Multiple critical tables – when a treant scores a critical hit on their attack they roll both sets of indicated dice and consult the tables; then choose from these results.

Immunities and vulnerabilities:

Standard advantages and disadvantages for plant and forest spirits, but their wooden form can over heat with too much action. A treant must succeed at a fortitude save versus a DC of 8, +2 for each additional attack action beyond their first as well as a +1 for each previous save. This roll is made at the end of the round and failure indicates the treant must spend the next 1d3 rounds cooling off for every point by which they fail their save; a critical failure indicates the treant takes 3d6 heat damage and begins to smolder. A second failure causes 3d8 heat damage and the treant catches fire, taking 3d4 damage per round until extinguished. So a treant that made 4 attacks must succeed at a DC 14 save at the end of the round to avoid overheating. Doing the same in the next round would mean success versus a DC of 15.

General Information:

These ancient fey creatures are among the largest of the faeries and have the bodies of huge trees of many varieties. Treants have a vaguely humanoid arms and legs which allow them to slowly wander about the temperate and tropical forests they love, managing the forests and keeping them healthy. They live for thousands of years and collect knowledge and stories of the world as they wander the forests they call home. Their love for their forests can sometimes lead them down a dark path, especially if their forest has been poisoned, corrupted, or destroyed.

Attack Profile:

Slow to anger and to release a grudge, treants are a patient folk. When moved to anger or vengeance they become implacable killing machines. Utilizing their size, strength, and the durability of their wooden form to terrible advantage. Noticing a treant when it is pretending to be a normal tree requires a successful spot or search check against a DC of 15, plus modifiers. Failure indicates the targets have been ambushed.

Special Attacks:

Stomping – a treant can perform this attack upon anything that is three size categories smaller than itself, and success indicates damage plus an automatic critical strike.

Arm sweep – once per round and in place of any other attacks, a treant can sweep their arm through a 120 degree arc in front of them, or to their left or right side. This provokes an attack on anyone within that arc out to the treant's reach value. Targets are allowed a reflex save to avoid the attack, the DC is equal to 7, +1 per hit die of the treant making the attack. A treant may only use this attack if there is sufficient room for it to maneuver. Victims of up to size large taking damage from this attack must succeed at an additional save against the same DC or they are thrown 5ft in the direction of the swing for every 2 hit dice of the treant.



Water spirits

General Information:

All waters flow to the oceans, be they celestial or terrestrial, or the bilious ichors that trickle in from the abyssal Outer Darkness. Water spirits are born from the blending of elemental water and living consciousness and these powerful, intelligent beings cannot tolerate fire and receive thrice normal damage from these attacks. Water spirits are immune to acid, electricity, and sonic damage. Water spirits cannot survive long outside of a water source of considerable size; and most occupy rivers and lakes, but there are others which inhabit the oceans and live in communities like mortals. Many have additional immunities and vulnerabilities based on their unique situations and needs.

Green Hags

Alignment: C

Type:	Lesser	Greater
Size:	Medium	Large
Reach:	10ft	15ft
STrength:	15 / +1	17 / +2
AGILITY:	18 / +3	17 / +2
STamina:	14 / +1	16 / +2
INTElligence:	9	9
PERsonality:	13 / +1	13 / +1
LUCK:	9	9
Action Die:	1d20	1d24, 1d20
Lift:	225lbs	425lbs
Drag:	450lbs	850lbs
Carry:	225lbs	425lbs
Speed (Land)	15ft	20ft
Run:	x2/ 14rds	x2/ 16rds
Sprint:	No	No
Speed (Swim)	35ft	50ft
Run:	150ft/ 126min	255ft/ 144min
Sprint:	270ft	460ft
Initiative:	+3	+2
AC: (Hide; +3)	16	14
HD:	4d10+4	6d10+12
Attack Die:	1d20+2	1d24+4, 2@1d20+4
Damage:		
(Bite)	1d6+1	1d8+2
(Claw)	2d4+1	3d5+2
Critical Die:	1d10	1d12
Critical Table:	F	F
Fortitude:	+3	+5
Reflex:	+5	+5
Willpower:	+3	+4

General Information:

These horrifying apparitions of the water are vile to the core of their black and shriveled hearts. They are roughly female in shape and temperament, but they are the immortal personifications of the bogs and swamps in which they manifest. There are two varieties of green hag, *greater* and *lesser*, and both varieties may be found lurking in swamps, bogs, fens, and even lurking near the banks of turgid rivers. They are pure carnivores that hunt anything, even alligators and crocodiles, but prefer the taste of humanoids. Green hags are coated in layers of swamp muck, and their sparse hair is matted with algae and moss. Their breath is the stench of rot and decay and their gray-green flesh is crawling with maggots, chiggers, and ticks. They all possess long arms with wickedly powerful hands tipped by cracked and broken claws. Green hags are immortal and know their environments well. And will have gathered considerable amounts of lore, but rarely engage in conversation with mortals. If slain, a green hag re-manifests in 6d4 months.

Attack Profile:

Pure ambush hunters that lay waiting below the water for something to wander within reach so they can take advantage of their strength and large hands. Though they will sometimes attempt to sneak up to campsites looking for sleeping targets. Generally they are uninterested in a protracted fight, but greater hags are known to enjoy playing with their food for a while to make it taste better.

Special Attacks:

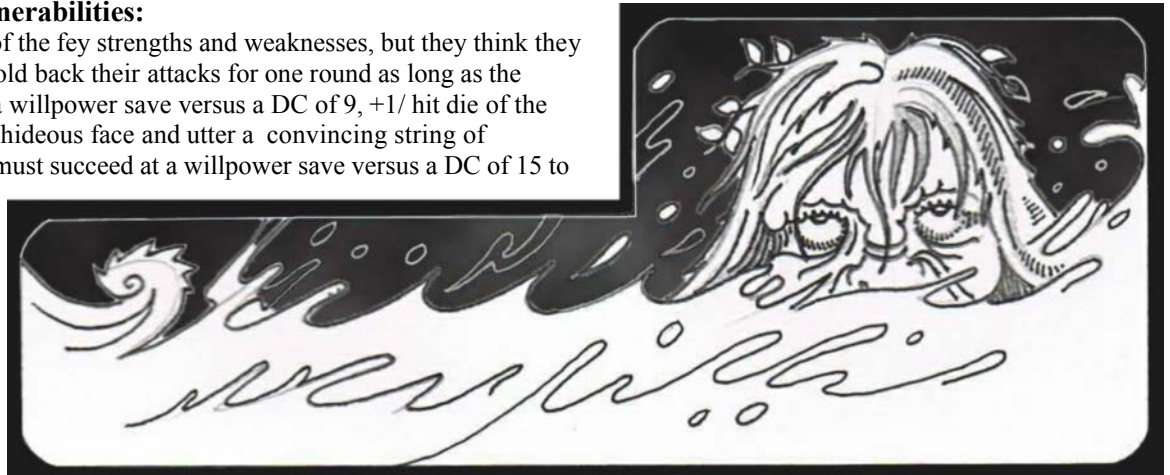
Surprise – green hags have an extra 5ft of reach beyond what is normal for creatures of their size. Spotting a green hag waiting at ambush from a safe distance is difficult and requires a spot or search check DC of 15. If no one spots this aquatic fey then she gets to go first and her initiative is set to one greater than the fastest of the targets. Successfully snatching a surprised target allows the hag to automatically drag the victim under water if possible.

Special Powers:

Strength – green hags count as one size larger for calculating lifting, dragging, and grappling. Anyone hit by a hag's claw must succeed at an opposed strength check to avoid or escape after getting pulled under water.

Immunities & vulnerabilities:

Green hags have all of the fey strengths and weaknesses, but they think they are naiads and will hold back their attacks for one round as long as the flatterer succeeds at a willpower save versus a DC of 9, +1/ hit die of the hag to look upon her hideous face and utter a convincing string of compliments. Hags must succeed at a willpower save versus a DC of 15 to resist focusing her gentle attentions upon the flatterer: but woe to he who fails at this tactic...



Naiads

Alignment: C

General Information:

Born of the Gods of the Sea, naiads take the form of beautiful, scantily clad maidens of intoxicating beauty. Naiads are actually the living spirits of lakes, rivers, wells, and springs who act as the guardians and benefactors of these watery realms. Their nature and wiles are as fluid as their elemental construction and one never knows if they mean to help or hinder ones causes. All naiads have the ability to deliver powerful curses to those who give offense. Paradoxically, many naiads are renowned for their healing and curative powers, while others delight in luring the unwary to a watery grave. Naiads are creatures of enchanting beauty, and like their nymph cousins they may use this charming power for good or ill, as it pleases them.

Size:	Tiny (Creeks)	Small (Springs)	Medium (Small Rivers)	Large (Lakes & average rivers)	Huge (Large lakes & Rivers)	Gargantuan (Oceans & inland seas)
Reach:	0ft	5ft	5ft	10ft	15ft	20ft
STrength:	8 / -1	10	11	13 / +1	15 / +1	17 / +2
AGility:	18 / +3	17 / +2	16 / +2	15 / +1	14 / +1	13 / +1
STamina:	11	13 / +1	14 / +1	16 / +2	17 / +2	19 / +4
INTelligence:	8+1d5	8+1d5	8+1d5	8+1d5	8+1d5	8+1d5
PERsonality:	10+1d8	10+1d8	10+1d8	10+1d8	10+1d8	10+1d8
LUCK:	8+1d5	8+1d5	8+1d5	8+1d5	8+1d5	8+1d5
Action Die:	1d14	1d16	1d20, 1d16	1d20, 1d16	1d24, 1d20, 1d16	1d30, 1d24, 1d20, 1d16
Lift:	16lbs	50lbs	110lbs	195lbs	375lbs	680lbs
Drag:	24lbs	100lbs	220lbs	390lbs	750lbs	2040lbs
Carry:	16lbs	50lbs	110lbs	195lbs	375lbs	680lbs
Speed (Land)	10ft	20ft	30ft	40ft	50ft	60ft
Run:	40ft/ 82min	80ft/ 97min	110ft/ 105min	195ft/ 120min	300ft/ 127min	425ft/ 142min
Sprint:	80ft	145ft	200ft	350ft	450ft	635ft
Speed (Swim)	15ft	30ft	50ft	70ft	90ft	110ft
Run:	40ft/ 99min	100ft/ 117min	165ft/ 126min	260ft/ 144min	375ft/ 153min	510ft/ 171min
Sprint:	90ft	220ft	330ft	520ft	675ft	920ft
Initiative:	+3	+2	+2	+1	+1	+1
AC:	16	13	12	11	9	8
HD:	1d10	3d10+3	5d10+5	7d10+14	9d10+18	11d10+44
Attack Die:	1d14+3	1d16+3	1d20+3	1d20+3	1d24+4	1d30+4
			2@1d16+3	2@1d16+3	2@1d20+4, 3@1d16+4	2@1d24+4, 3@1d20+4, 4@1d16+4
(Water blast)	1d6, 25ft	3d6, 50ft	5d6, 75ft	7d6, 100ft	9d6, 125ft	11d6, 150ft
(Longsword)	1d6-1	1d8	1d10	1d12+1	2d10+1	2d24+2
Critical Die:	None	None	1d10	1d12	1d14	1d16
Critical Table:	None	None	F	F	F	F
Fortitude:	+1	+3	+3	+5	+6	+8
Reflex:	+4	+4	+4	+4	+5	+5
Willpower:	#+1	#+2	#+2	#+3	#+4	#+4



Attack Profile:

These spirits of water are given an appropriately sized long sword that they can use with deadly accuracy, but it is the naiads enchanting beauty and their ability to manipulate water that cause them to be feared by sailors and any who would dwell near large bodies of water. Naiads rarely engage in melee combat. When they do they use their agility rather than strength for their attack rolls to savagely attack those who would despoil their waters. Naiads have a weakness for attractive males, so any male character or NPC with a Personality score of 14+ will always gain a naiad's attention. This could go badly for the male in question if he spurns her interests and even if the victim is receptive to the naiad; he may still end up dead as a result of the naiads shifting moods. Larger naiads of lakes, large rivers, and oceans are fond of using their water manipulation abilities to hamper a ships movement, or crush it outright with a wall of water. The naiad is then free to skewer those she pleases with her sword, or use her spells and abilities to make fast or slow work of the sailors demise.

Special Attacks:

Stunning visage – a naiad's beauty is so profound that it can warp a man's mind and make him do crazy things. This is a gaze attack that provokes a willpower save by the target with a DC of 11, +1 per hit die of the naiad with failure indicating that the victim has been charmed. The casting result of the *Charm* spell is equal to the DC plus the nymph's intelligence bonus. Any victims who critically fail this save will follow the naiads commands, including attacking former allies and suicidal commands.

Spells – A naiad's hit dice are considered cleric levels for the purpose of gaining and casting spells; but they can draw their spells from both the wizard and cleric lists. However, they are incapable of using fire, or earth based spells. Naiads do not suffer corruption and have no need of a Patron to gain access to their magic; it is an innate ability. Like a cleric, a naiad will incur a casting penalty for previously failed casting check that will cause them to stop casting for the day. They do suffer deity disapproval. Naiads can heal with a lay on hands ability as a cleric of the same hit dice; but they cannot turn unholy or any other type of creatures.

Special Powers:

Water manipulation – Naiads' have an ability to command water and may use it only for manipulating water or items that contain large amounts of water... including living creatures. This power may be used once per round and requires a casting check with failure indicating that the power cannot be used that round. This power functions similarly to the *Force Manipulation* spell (See DCC Core Rules p. 143) except that it is water rather than arcane force that is affected by the spell. The naiad makes a normal casting check, but with a +3 bonus to the roll. A result of 12-13 indicates the naiad creates a blast of water that they may throw at the target. A result of 14-17 does not create a watery platform, but it does allow the naiad to lift and move watery items within the same limits. Unwilling participants are allowed a willpower save against

this effect just as they would for any spell. Open water, or unattended containers of water or potions, etc have no save versus this effect. This ability may only be used once per day per hit die of the naiad.

All naiads, regardless of their number of hit dice, are capable of casting the make potion spell with a +5 bonus. They must go through all the work necessary to prepare the potion, but pay no gold costs. Naiads have no need or concern for gold and may often be able to find the ingredient they need, or require the petitioner to find such materials as are needed for preparation of the potion. This potion making ability is subject to misfire results and any results of corruption or misfire during the creation of the potion are transferred to the one imbibing the potion; not the naiad. Victims of this effect are entitled to a fortitude save versus a DC of 10, plus the naiads hit dice to avoid the corrupting effect.

Immunities and vulnerabilities:

Naiads have the standard advantages and disadvantages of water spirits and they are considered one size larger for calculating their swim speeds. Additionally, successful ice or cold based attacks cause the naiad to make a fortitude save or be slowed to half movement and actions for the duration of the spell effect, or 1 round per each of their foe's caster levels; whichever is greater. Naiads may not travel beyond their land speed sprinting distance from the edge of the body of water they call home.



Selke

Alignment:

C

Size:	Medium (Humanoid)	Medium (Seal)
Reach: (land / water)	5ft / 0ft	0ft or 5ft
STrength:	12	13 / +1
AGILITY:	13 / +1	13 / +1
STamina:	13 / +1	16 / +2
INTElligence:	8+1d5	8+1d5
PERsonality:	10+1d8	10+1d8
LUCK:	7+ 1d6	7+ 1d6
Action Die:	1d20, 1d16	1d20, 1d16
Lift:	120lbs	13lbs
Drag:	240lbs	39lbs
Carry:	120lbs	130lbs
Speed (Land)	30ft	5ft
Run:	120ft/ 97min	No
Sprint:	215ft	No
Speed (Swim)	None	40ft
Run:	No	130ft/ 120min
Sprint:	No	260ft
Initiative:	+1	+1
AC: (seal hide; +2)	11+armor	13
HD:	5d8+5	5d8+10
Attack Die: (Melee)	1d20+1 2@1d16+1	1d20+2 2@1d16+2
(Ranged)	1d20+2	1d20+2
Damage: (Bite)	1pt	1d3+1
(Fist / kick)	1d3	
Critical Die:	1d10	1d10
Critical Table:	F	F
Fortitude:	+3	+4
Reflex:	+3	+3
Willpower:	#+2	#+2

General Information:

The natural form of this aquatic fey spirit is a seal of medium size with a gray or silver hide sprinkled with soft black dapples. They prefer the cold waters of arctic and sub-arctic climates, but are found in all waters except tropical; migrating to follow the fish. They live in large colonies on lonely islands and ice sheets, or in isolated coves far from dry landers. This need for secrecy is due to the fact that when they are on shore a selke slips out of their seal skin and takes on a humanoid appearance. Their appearance is somewhere between human and elf, but with jet black hair and sea green eyes. They are vulnerable when they do this because anyone who steals a selke's skin has absolute mastery over that selke. These shy creatures speak little of the common language, but are fluent in the elven dialects. Selke are perfectly happy to live out their lives in quiet communities isolated from any humanoid fishing villages. Selke are omnivorous, but have a preference for fish and shellfish. It is also generally known that selkes act as protectors of the merfolk for reasons only they understand. Sages suspect that the merfolk once did the selkes a great service and for this deed has forever earned the gratitude and loyalty of this fey race.

Attack Profile:

Selke villages are well guarded by rough terrain and cunningly built traps. They will attack in squads of 2d3 adults using guile and stealth to maximum advantage, always seeking to drive off hunters and the larger predators around their homes. If severely pressed, selkes will retreat to the sea and find a new home. It is very difficult to surprise a selke, mostly because they are rarely alone and because of their natural thieving abilities. They may use any weapon that is normally available to a thief and have their own secret language.

Special Attacks:

They have a thief's ability to backstab their targets and gain the chaotic thief's backstabbing bonus to attacks according to the selkes hit dice. See DCC Core Rules p. 34-38 for thief abilities.

Special Powers:

A selkes hit dice count as thief levels for the purposes of determining any bonuses to the thieving abilities: backstab, sneak silently, hide in shadows, pick pockets, climb sheer surfaces, pick lock, find trap, disable trap, and disguise self. Selke's do not gain the thief's regenerative luck ability; but they use table II or F for critical hits at their discretion.

Immunities & vulnerabilities:

Whether in seal or humanoid form selkes ignore the environmental effects from mundane or environmental cold, but this protection does not extend to magical cold or ice based attacks. A selke who has its seal skin stolen is affected as if the thief of the skin had cast a charm person spell with a result of 32+. This spell only affects that particular selke; which receives no save and the effect lasts until they can regain possession of their skin. While they are in this state they cannot swim at all and will drown if thrown into water. A Selke is always vulnerable to fire and has a -1 penalty on all saves versus the effects of fire as well as taking an additional 50% damage from these kinds of attacks.

Selke Skin (additional powers):

Whether in seal or humanoid form selkes ignore the environmental effects from mundane or environmental cold and this protection is granted to any non-selke who wears the skin as a cloak. This protection still does not extend to magical cold or ice based attacks. Anyone wearing this skin as a cloak also gains the ability to speak with marine mammals and may hold their breath for thrice their normal duration.

Siren

Alignment: C

Size:	Large	Large
Reach:	10ft	10ft
STRength:	13 / +1	15 / +1
AGILity:	10	10
STAMina:	16 / +2	16 / +2
INTelligence:	10	10
PERsonality:	10	10
LUCK:	9+1d7	9+1d7
Action Die:	1d20	1d20
Lift:	130lbs	225lbs
Drag:	260lbs	450lbs
Carry:	130lbs	225lbs
Speed (Land)	30ft	30ft
Run:	195ft/ 144min	150ft/ 144min
Sprint:	350ft	270ft
Speed (Swim)	50ft	50ft
Run:	260ft	300ft
Sprint:	520ft	600ft
Initiative:	+1	+1
AC: (thick hide;+3)	13	13
HD:	4d8+8	6d8+12
Attack Die:	1d20+2, 2@1d16+2	1d20+3, 2@1d16+3
Damage: (Bite/ peck)	1d8+1+ special	1d8+1+ special
(Claw kick)	1d6+1	1d6+1
Siren Song (Casting check)	1d10+11	1d12+11
(Acid attack)	3d6/ DC16	3d6/ DC18
Critical Die:	1d10	1d12
Critical Table:	F	F
Fortitude:	+4	+5
Reflex:	+2	+3
Willpower:	+2	+3

General Information:

These evil fey appear as the most beautiful of females. Siren prefer equatorial waters where they can more effectively appear to cavort in obscene dances when they sing out to male sailors. Enticing these hapless souls to their doom with lascivious promises and lurid songs, it is only when the sailors reach the arms of their lusty lovers that the truth is revealed. In reality a siren appears as a flightless and unsightly cross between a pelican and a vulture which has had all its feathers plucked out. They live in colonies dominated by the female with the most hit dice. Siren are always looking for new victims, because they have an insatiable hunger for humanoid flesh.

Attack Profile:

These dark fey creatures live in colonies of 3d4+1 individuals and use their beguiling songs and lascivious illusions to charm male targets. This is one of the rare examples of natural ritual magic, with each member of the colony making its own casting check and the leader of the colony acting as the master of the ritual. When a victims are within range, the closest siren will stop singing and strike with their pelican-like beaks: which are large enough to swallow a medium sized creature. The songs of the other siren mask the screams of the dying, or any commotion from combat.

Special Attacks:

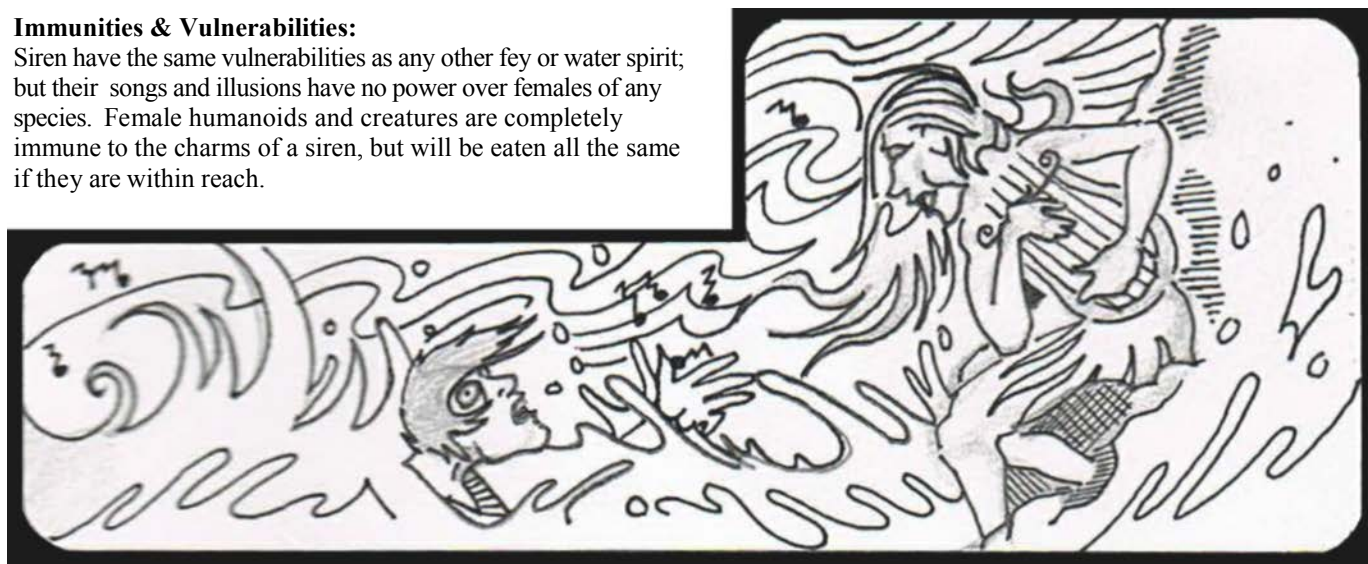
A siren's bite attack provokes a reflex save from the victim versus a DC of 12, +1 per hit die of the siren to avoid being swallowed whole. Failure subjects the victim and their equipment to confinement and a further 3d6 acid damage per round. Victims and items get a fortitude save against the same DC as the reflex save for half damage. In following rounds, the victim may attempt an escape with a successful contested strength check against the siren. The acid only effects organic materials.

Special Powers:

Siren Song – As long as there is at least one siren singing, all male creatures who can hear the song will view any siren as a beautiful, naked female of their own species. This enchanting melody can be heard above the noise of the surf and clearly discerned out to a distance of 100ft per siren in the colony. Otherwise it functions as a *Phantasm* spell equal to the results of the sirens ritual casting check. Under the power of the siren's song, they will do practically anything to gain the favor of one of these lovely creatures. Males suffer a -2 penalty to willpower saves, with sailors having an additional -1 penalty to this save per month they've been at sea.

Immunities & Vulnerabilities:

Siren have the same vulnerabilities as any other fey or water spirit; but their songs and illusions have no power over females of any species. Female humanoids and creatures are completely immune to the charms of a siren, but will be eaten all the same if they are within reach.



Foxes

Alignment:

C

Size:	Tiny	Small	Medium
Reach	0ft	5ft	5ft
STRength:	5 / -2	7 / -1	8 / -1
AGILity:	14 / +1	13 / +1	12
STAMina:	10	12	13 / +1
INTelligence:	4 / -2	4 / -2	4 / -2
PERsonality:	14 / +1	14 / +1	14 / +1
LUCK:	1d8+10	1d8+10	1d8+10
Action Die:	1d14	1d16	1d20
Lift:	5lbs	7lbs	8lbs
Drag:	10lbs	21lbs	24lbs
Carry:	10lbs	35lbs	80lbs
Speed (Land)	15ft	30ft	50ft
Run:	25ft / 80min	70ft/ 96min	120ft / 104min
Sprint:	55ft	155ft	240ft
Initiative:	+1	+1	+0
AC:	14	12	10
HD:	1d4	1d6	1d10+1
Attack Die:	1d14+1	1d16+1	1d20+1
			2@1d16+1
Damage:			
(bite)	1d4-2	1d6-1	1d8-1
Critical Die:	None	None	1d6
Critical Table:	None	None	M
Fortitude:	+1	+1	+2
Reflex:	+2	+2	+1
Willpower:	+2	+2	+2

Special Powers:

Foxes have extremely sensitive ears and gain a +3 bonus on listen and spot checks involving sound. They also have excellent night vision; as long as there is at least moon light foxes can see just fine for 120ft.

General Information:

Foxes are the smallest of the wild canine species. There are two basic types: the smaller versions inhabit semi-arid and desert climates. The larger and more common red fox and its arctic cousins prefer temperate and alpine forests as well as sub-arctic tundra. All foxes share the common characteristics of bushy tails, large ears, and sharp angled muzzles. Many types of fox are nocturnal, but most are active at dawn and dusk. Most are omnivorous, but the red fox and the arctic fox are primarily carnivores. With the exception of the red fox, the coloring of their fur tends to blend in with their environment. Males are referred to as 'reynards', females are called 'vixens', and their offspring are called 'kits'. Some of the larger types, including the Red fox will form tight family units of a mated pair and their offspring, but not all that often.

Attack Profile:

Hunters and trackers of small vermin and insects, but will flee from larger enemies. Foxes have an odd reputation for appearing to be crazy, this is largely from their chaotic and seemingly random movements. This behavior tactic has the ability to move the fox incrementally closer to its targets. Unlike most canine species, foxes hunt alone or with their mate. Foxes use their agility rather than strength for melee combat.

Special Attacks:

Crazy Like a Fox- The fox leaps and cavorts in a seemingly random fashion, but is actually distracting the target while it creeps incrementally closer. Target must succeed at a Willpower save versus a DC of 12 or they lose their shield and agility bonus for the round because they cannot figure out where the attack will be coming from.



Frogs

General Information:

These amphibians prefer fresh water environments, but have adapted themselves to many regions ranging from temperate wetlands to tropical rainforests. Frogs all share the same basic shape and characteristics, regardless of size. They may breathe through their skins or with their lungs as needed and have very sensitive hearing. All frogs have a long, sticky tongue attack that is used to snare their prey. Most frogs are green or brown, but may take on wildly bright colors and patterns which usually serve as a warning to all that the frog exudes incredibly toxic poisons.

Alignment: N

Size:	Smallest	Tiny	Small	Medium	Large	Huge
Reach (kick)	0ft	5ft	5ft	5ft	10ft	15ft
Reach (Tongue)	2ft	5ft	15ft	15ft	30ft	45ft
STrength:	1 / -5	4 / -2	6 / -1	7 / -1	9	11
AGILITY:	18 / +3	17 / +2	16 / +2	15 / +1	14 / +1	13 / +1
STAMINA:	10	13 / +1	15 / +1	16 / +2	18 / +3	20 / +5
INTELLIGENCE:	1 / -5	1 / -5	1 / -5	1 / -5	1 / -5	1 / -5
PERSONALITY:	9	9	9	9	9	9
LUCK:	9	9	9	9	9	9
Action Die:	1d12	1d14	1d16	1d20	1d20	1d24
Lift:	1oz	4lbs	6lbs	14lbs	27lbs	110lbs
Drag:	2oz	12lbs	18lbs	56lbs	180lbs	440lbs
Carry:	1oz	8lbs	30lbs	70lbs	180lbs	385lbs
Speed (Land)	5ft hop	10ft hop	15ft hop	35ft hop	50ft hop	70ft hop
Speed (crawl)	0.5ft	1ft	5ft	10ft	15ft	20ft
Run:	No	No	No	No	No	No
Sprint:	No	No	No	No	No	No
Speed (Swim)	5ft	10ft	30ft	50ft	70ft	90ft
Run:	20ft / 40min	20ft / 104min	60ft/ 120min	105ft / 128min	180ft / 144min	275ft/ 160min
Sprint:	25ft	45ft	130ft	210ft	360ft	495ft
Initiative:	+3	+2	+2	+1	+1	+1
AC:	19	15	13	11	10	9
HD:	2hp	1d4+1	2d5+2	3d6+6	5d7+15	6d8+30
Attack Die:	1d12+3	1d14+2	1d16+2	1d20+2	1d20+2, 2@1d16+2	1d24+3, 2@1d20+3
Damage:						
(tongue strike)	----	1d4-2	2d6-1	2d8-1	2d10	2d12
(kick)	----	----	1d6-1	1d8-1	1d10	1d12
Critical Die:	None	None	None	1d8	1d10	1d12
Critical Table:	None	None	None	M	M	M
Fortitude:	+1	+2	+2	+4	+5	+8
Reflex:	+4	+3	+3	+3	+3	+4
Willpower:	+1	+1	+1	+2	+2	+3

Attack Profile:

All frogs use their tongue attack for anything that they consider prey. The range for this attack is equal to thrice their kicking reach and while armor is not a factor; if the victim of this attack is using a shield, the victim may elect to lose the shield and remain free of entanglements. Victims of this attack can make a contested strength check to resist being dragged into the frogs mouth where the victim suffers the listed damage every round until it escapes, suffocates, or gets digested. Frogs use their agility bonus for melee and ranged attacks and are considered 1 size larger for dragging and lifting calculations.

Where there is one frog, there are many frogs and 2d4 frogs are encountered regardless of size. They don't have any cooperation when they hunt and are cannibalistic towards their weak and wounded. Frogs patiently wait for anything edible to wander within reach and even if the frog is poisonous; this is merely a passive defense. The larger versions tend to be more aggressive, but still rely on their patience and stealth to get their meals. Frogs of size medium and larger have singing voices so loud that they can stun and deafen other creatures on a failed fortitude save versus a DC of 8, +1 per hit die of the frog.

Special Attacks:

Poison – there is a 60% chance that the frog is poisonous, -10% for each size category greater than *smallest*. If the frog is poisonous then there is a further 20% chance that it is a contact poison; otherwise the poison only affects creatures which bite or attempt to eat the frog. Poison DC= 11, +1 per hit die of the frog.

Roll 1d6 to determine the type of poison:

1-4: *Pain inducing*- A failed save means victim suffers a -1 penalty on all actions, re-roll save with modifier every 10 minutes with failure increasing the penalty by a cumulative -1 to the pain penalty. Success reduces penalty by 1, when penalty is 0 then the victim is no longer afflicted. If the penalty from the pain reaches -10 then the victim receives one final save, with failure indicating death. The toxin is cleansed if the victim receives magical healing equal to 3 dice, or the use of the appropriate spell.

5: *Neurotoxin (paralysis)* – the venom causes a numbing paralysis to spread outward from the wound sight as the venom blocks the communication of neurons. The victim loses 2 points from their agility score and 5ft of movement every turn. Death occurs from an inability to breathe within 2d3 turns of envenomation. This venom requires 3 dice of magical healing or the appropriate spell to cure.

6: *Toxic*: a failed save means the victim takes 1pt of damage per size category of the frog in the first round, and again every turn until the victim dies or can receive mundane healing with a check versus a DC of 15 or 4 dice of magic healing.

Powerful voice – frogs of size *small* or greater can use their vocalizations to deafen and even stun potential prey. Any creatures with ears other than frogs are subject to this powerful sonic attack at a range of 10ft per hit die of the frog. Victims roll a fortitude save versus DC of 8, +1 per hit die of the frog. Failure indicates that the victim is deafened for 1d4 rounds, +1 round per hit die of the frog. If the victim fails their save by more than 5 points they are also stunned for an equal number of rounds.

Special Powers:

Amphibious – creature may breathe through its skin while under water, but they must keep their skins moist to avoid taking 1 point of damage/ hour without soaking in water for at least 5 minutes/ hit die of the frog. Additionally, if the water is dirty or toxic, then they are subject to it as if it were inhaled. The frog is immune to its own poison and others of its kind.

Keen Hearing – creature gains +3 on all listen checks.

Ambush hunter – these creatures have perfected the art of sitting still and using their environment to hide from potential prey. When in its preferred terrain, the creature gains +4 on stealth checks.

Cold Blooded – this creature is comfortable between 50⁰ and 100⁰ Fahrenheit, but will be reduced to half of its normal move speed actions per round if the temperature is between 35⁰ F and 49⁰ F; below this temperature the creature is paralyzed, but will thaw out in the spring and probably be just fine. The creature takes 1 point of heat damage per minute of temperatures above 100⁰ F, and gains an extra action per round, until they reach shelter or over heat. Larger sized frogs can tolerate greater variance in temperature, so expand the zone of comfort by 5 degrees at each extreme for every size category beyond *small*. All cold blooded creatures will eventually succumb to the cold and they have a -2 penalty to saves versus cold attacks and spells.



G

Goats

Alignment: N

Size:	Small	Medium
Reach	5ft	5ft
STrength:	12	13 / +1
AGILity:	16 / +2	15 / +1
STAMina:	13 / +1	14 / +1
INTelligence:	3 / -3	4 / -2
PERsonality:	5 / -2	6 / -1
LUCK:	9	9
Action Die:	1d14	1d16
Lift:	12lbs	13lbs
Drag :	36lbs	39lbs
Carry:	60lbs	130lbs
Speed (Land)	20ft	40ft
Run:	120ft/ 104min	195ft/ 112min
Sprint:	265ft	390ft
Initiative:	+2	+1
AC:	13	11
HD:	1d10+1	2d8+2
Attack Die:	1d14	1d16+1
Damage:		
(Gore)	1d3	1d4+1
(Trample)	3d3	3d4+3
Critical Die:	None	None
Critical Table:	None	None
Fortitude:	+2	+2
Reflex:	+3	+2
Willpower:	-1	+0

General Information:

Domestic goats have a long history with humanoids, and are intelligent and curious creatures that can be easily trained to a variety of tasks: pulling loads, and carrying packs, etc. They are size small creatures, usually only 3ft high at the shoulder. They have varied markings and most are bred for their meat and milk, but some are also raised for their fur which will be spun into fiber for textiles. They are herbivores and can eat nearly anything organic that has not spoiled, but goats prefer the new leaves of shrubs and weeds. Goats are also known to be escape artists with a knack for climbing. Their horns are firmly anchored and can be rather dangerous if the goat decides to charge. Their wild mountainous kin are a larger in size, but otherwise share common temperament and habits. Mountain goats protect themselves by roaming in places that are near impossible for other creatures to reach, living on a diet of moss, lichen and any other plants they find.

Attack Profile:

Goats are stubborn and territorial herbivores which vigorously challenge and defend themselves from intruders. When attacking, they charge from at least half their land speed and then make an attack with their horns.

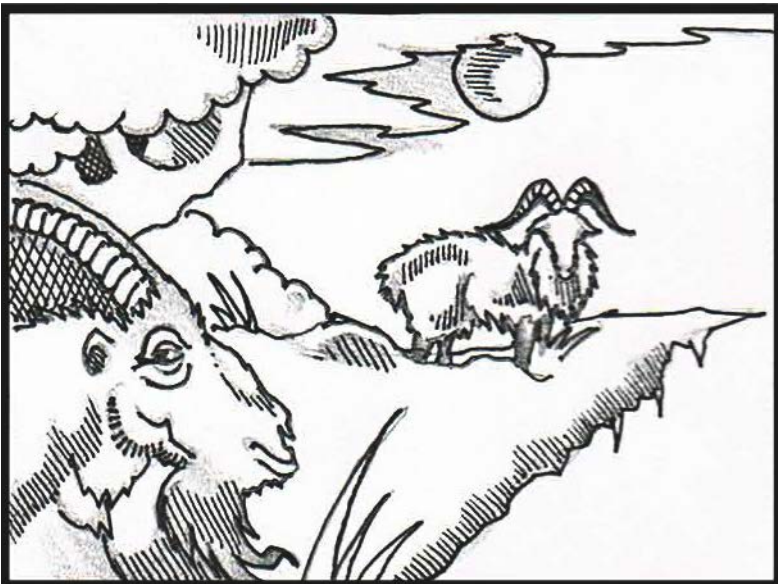
Special Attacks:

Domestic goats and their mountain kin may ignore rough terrain modifiers while moving and charging. Mountain goats are unhindered when traveling in the mountains and may even make jump checks during a charge if necessary to reach the target. Their gore attacks cause double damage on a charge attack.

Special Powers:

Strong Stomach- goats can digest nearly anything organic and gain a +2 bonus on Fortitude saves versus ingested poisons and toxins.

Sure Footed- they gain a +3 bonus on balance, jump, and climb checks.



Goats make excellent beasts of burden and may carry half the listed carrying weight for up to 10 hours a day. The medium sized version is also quite a popular mode of transportation for small sized humanoids, and dwarves; especially if they live or travel through the mountains.

Through long domestication, there are goat varieties for every land environment and climate except aquatic. Some races have even bred goats as war mounts. These battle goats are size medium; have a +2 bonus to their strength and stamina scores; and use 1d20 as an action die. Battle goats roll on Critical Table M and gain +1 die step for both gore and trample attack damage.

Goblins

Alignment: C

Type:	Grunt	Chief	Cultist	Cook
Size:	Small	Small	Small	Small
Reach	5ft	5ft	5ft	5ft
STRength:	8 / -1	10	8 / -1	9
AGILity:	8 / -1	10	8 / -1	8 / -1
STAMina:	10	13 / +1	10	13 / +1
INTelligence:	13 / +1	14 / +1	13 / +1	13 / +1
PERsonality:	8 / -1	9	8 / -1	8 / -1
LUCK:	9	11	9	10
Action Die:	1d16	1d20, 1d16	1d20	1d20
Lift:	40 lbs	50 lbs	40 lbs	45 lbs
Drag:	80 lbs	100 lbs	80 lbs	90 lbs
Carry:	40 lbs	50 lbs	40 lbs	45 lbs
Speed (Land)	20ft	20ft	20ft	20ft
Run:	65ft / 75min	80ft / 97min	65ft / 75min.	70ft / 95min
Sprint:	115ft	145ft	115ft	130ft
Initiative:	-1	+0	-1	+0
AC:	10+	11+	10/ no armor	10+
Leather	+2, -1Ph, 1d8			
Studded Leather	+3, -2Ph, 1d8			
Hide	+3, -3Ph, 1d12			
Chainmail	+5, -5Ph, 1d12, -5' move			
Shield	+1, -1Ph			
HD:	1d6	5d8+5	1d6	3d8+3
Attack Die:				
(Melee)	1d16-1	1d20+1, 2@1d16+1	1d20-1	1d20+1
(Ranged)	1d16-1	1d20+1	1d20-1	1d20+1
Damage:				
(Bite)	1d3-1	1d3	1d3-1	1d3
(Fist)	1d3-1	1d3	1d3-1	1d3
(Sh. Bow; 25ft/50ft/75ft)	1d6	1d6	1d6	
(Short Sword)	1d6-1	1d6	1d6-1	
(Spear)	1d8-1	1d8	1d8-1	
(Bleeder)				1d7
Critical Die:	None	1d10	1d6	1d8
Critical Table:	None	III	I	III
Fortitude:	+1	+3	+1	+3
Reflex:	+0	+2	+0	+1
Willpower:	+0	+2	+0	+1

General Information:

Goblins are small, evil, cannibalistic bipeds with gray, tan, brown, or green skin. They have yellow or red beady eyes and live in caves or the ruins of civilized lands. Goblins are too lazy to build their own tunnels and warrens when they can modify those that others have left behind. They are cruel and mischievous denizens of dark woods and forgotten dungeons always looking for easy prey.

Attack Profile:

Goblins are inveterate cowards and avoid direct conflict at all costs, prostrating and genuflecting with slaving, whimpering protestations of innocence; at least until you turn your backs on them. Typically, they would rather flee into their lair than fight openly unless they are accompanied by their evolutionary cousins: bugbears or hobgoblins. Goblins are often used as fodder troops for orcs, ogres, and ogre magi who rule some goblin tribes motivating them to aggression with threats and beatings. If a goblin tribes' leader is killed, goblins in combat must make a DC 16 morale check or rout. Their hierarchy from bottom up: Goblin-> Goblin Cultist->Goblin Cook-> Goblin Chief-> Orc-> Hobgoblin-> Bugbear-> Ogre-> Ogre Magi-> Something horrible indeed...

Special Attacks:

Bold in numbers – because of their cowardly nature goblins have learned to attack in large numbers when they cannot avoid fighting; for every 5 goblins in the combat, they gain +1 to attacks and damage. This bonus applies to their morale checks as well.

Special Powers:

Infravision – goblins can detect heat signatures out to 60ft, but suffer a -1 penalty on all actions in strong light.

Clever Defenders – with their scrawny physique and inherent cruelty, goblins have learned to be clever trap makers. Their lairs are modified with defense in mind and they are able to create rather effective traps to grind down their attackers. Their traps do from 1 to 5d6 damage, usually of a crushing and/or piercing nature. Goblin traps are of poor quality and are rarely made to trigger more than once.

Born to Skulk – if you practice anything long enough then you are bound to get better at it, and goblins are no exception. Goblins gain a +2 bonus on stealth checks from having to live their lives constantly avoiding the cook-pots. Goblins with at least 3 hit dice are allowed to make sneak attacks as if they were thieves of the same hit dice, but their attack bonus is equal to their hit dice. This attack does not stack with a goblin's bold in numbers ability.

Goblin Chief

General Information:

The chief goblin of any tribe is little more than the goblin who managed to bully his way to the top of the tribe's hierarchy and he has the hit points and ruthlessness to prove his worth. The chief is obeyed until he gets replaced, usually by a hobgoblin or something else more brutal, otherwise assassination is the preferred method of forcing a succession.

Attack Profile:

The goblin chief only fights when he can't bully one of his minions into dying for him; or, there is a chance to swipe at his opponent from the shadows. When the chief fights, he fights dirty and will use every nasty trick he can think of to kill his opponent or escape, with a preference for the latter.

Special Attacks:

It's good to be the King – the chief will always have the best armor and equipment of the tribe's warriors, possibly even having a magic weapon or armor: 35% chance of either.

Special Powers:

As any basic goblin

Swelling the ranks- Because of their cowardly nature goblins have learned to attack in large numbers. The presence of the goblin chief grants a +3 bonus to goblin willpower saves and morale checks. The goblin chief also counts as 5 goblins for these calculations, but only when there is at least 1 additional goblin present. When the chief bellows he is obeyed; his shouts will usually call up to 3d4 goblins to his location within 2d3 rounds. If he is slain the remaining goblins must succeed at a DC16 morale check with a +1 bonus to their save for every 5 goblins remaining or they are too terrified to keep fighting and run away.

Goblin Cook

General Information:

The Cook is the second most feared goblin in any tribe after the chief. It is the Cook that decides who goes into the pot for the evening meal. The Chief may recommend someone to the repast, but tradition dictates that the Cook is the final arbitrator of anything that affects the flavor. These powerful members of the tribe act as the only form of justice or restitution within the community. Any goblins who petition the cook to resolve a complaint or grudge will be summarily tossed into the dinner pot... this system is surprisingly effective at maintaining order within the goblin tribe.

Attack Profile:

Like the Chief, the tribe's Cook doesn't fight on the front lines. His value is in the fact that the rest of the goblins of the tribe are so frightened of being the evening meal, that in the cook's presence, goblins redouble their food gathering efforts. When he fights the Cooks implement of choice is the Bleeder and counts as 3 goblins for the bold in numbers ability as long as there is at least 2 other goblins present.

Special Attacks:

Bleeder- This elongated and sharpened metal spoon is designed to cause a wound that continues to bleed after the attack. After each successful attack the victim must succeed at a fortitude save versus a DC equal to 8, +1 per point of damage from the attack. If the victim fails then they will bleed 1 point per round per wound until they receive at least 1 die of magic healing or a healing check equal to the save DC. This weapon also acts as an atl-atl, or throwing stick and when used to propel a sling stone, javelin, or potion/alchemical attack the goblin cook may extend the items range and non-alchemical attack damage by +50%.

The spice of life – a goblin cook's favorite tactic is to use alchemical grenades commonly composed of spice blends such as cayenne pepper, black pepper, and chili powder. The spice blends used will vary by season and regional availability. Regardless of the blend, the minimum effect is a 10ft radius cloud of powder that burns the eyes and throats of their victims. This cloud provokes a fortitude save versus a DC of 10 or the victims suffer a -2 penalty on all actions; including AC and saves and they are blinded for 2d3 rounds or until they can wash out their eyes. Critically failing this save causes blindness for 2d24 hours.

Special Powers:

As any other goblin.

Intimidate the masses – if the cook goes to war with the rest of the tribe his presence grants a +2 bonus for goblin willpower saves and morale checks. If the chief is slain, then the Cook has one chance to intimidate the tribe back into the battle. He must sacrifice one of the tribe, but as he does so he reminds them that weaklings go into the dinner pot because they taste better. The goblins of the tribe get a second morale check, but if they fail this one there is no chance that they will continue the fight.

Goblin, Cultist (Wizard Level 1)

Alignment: By Patron

General Information:

Goblin cultists have dedicated themselves to a dark power of some kind, but they must seal the pact with the ritual consumption of a creature with magical abilities. This could be a cleric or wizard, but is more likely to be some wild creature with a strange magical power or mutation. Goblin cultists start with the *Patron Bond* spell which does not count against their total spells known. Cultists are often the 3rd most powerful goblin in the hierarchy because of their inherent power, even the tribe's Cook will give the cultist respect. However, any cultist with hit dice equal to or greater than the Chief will likely challenge the chief for tribal dominance. Goblin tribes led by cultists pose the greatest danger to their neighbors... regular goblins will just kill and eat you, but cultists usually have darker plans.

Attack Profile:

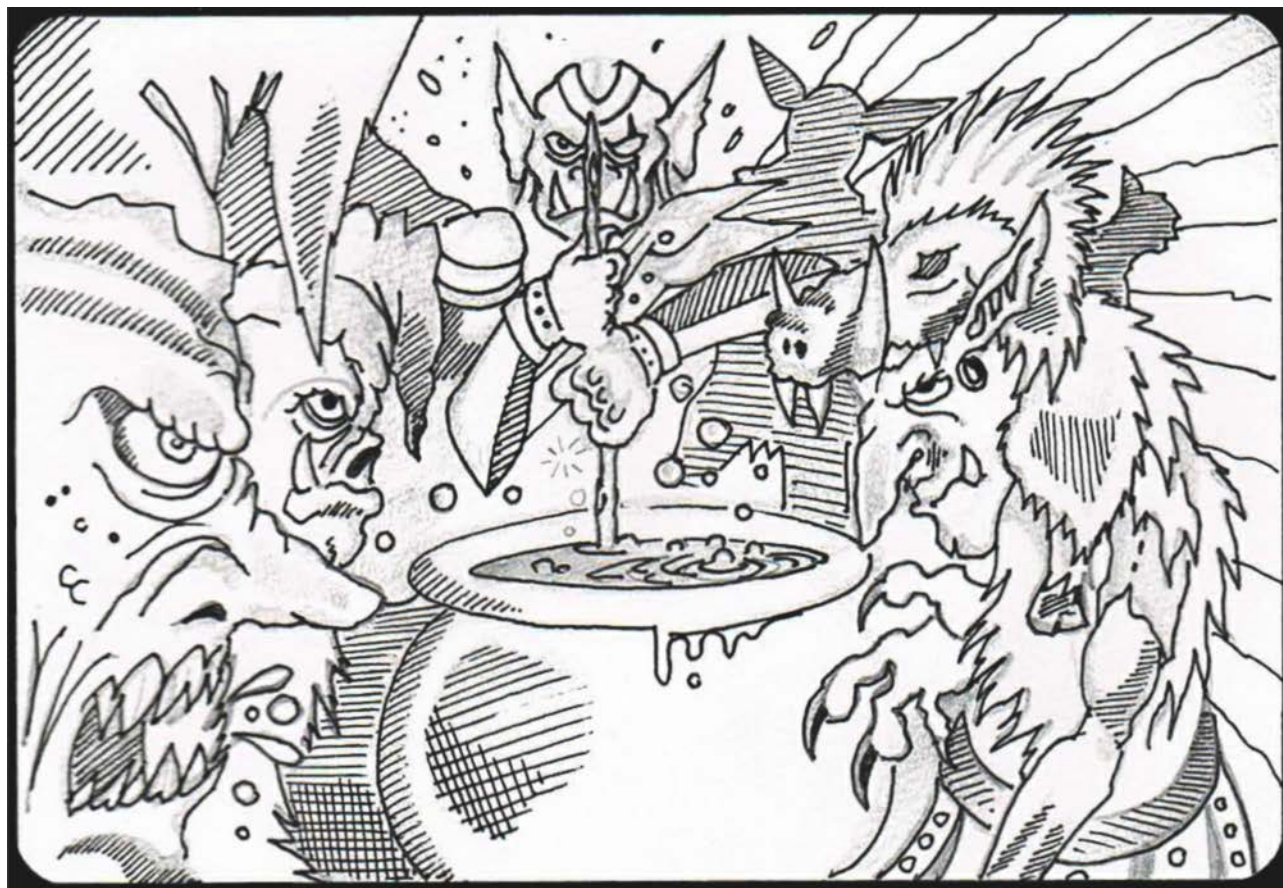
Goblin cultists, for all of their power are still inveterate cowards and avoid direct conflict. When forced to fight they will employ their spells to best advantage; always fighting from the rear of the horde when possible. They are so feared by the rest of the tribe, that Goblin cultists do not gain any advantage from the number of goblins in the fight... beyond the general 'cover' from enemy attacks that they provide.

Special Attacks:

Spells – a goblin cultist's hit dice count as wizard levels for the purpose of casting and knowledge checks. They start with 1 random spell, +1 spell per hit die beyond the first. Their casting check is 1d20+ intelligence bonus +1 for each hit die. Goblins suffer a -2 penalty on corruption rolls and spell mishaps from general ineptitude. Common patrons include: Azi Dakha, Bobugubilz, Obitu-Que, and Krelvax the Weaver. (New patron, see p. 60 for details.)

Special Powers:

As any other goblin, except they gain no benefits from the number of goblins in the fight; due to the goblin cultist's innate power they are as feared as the tribe's cook. Additionally, goblin cultist's don't gain the born to skulk abilities of lesser goblins do to the amount of time they devote to seeking arcane power. Goblin cultists gain an additional language for each point of intelligence bonus just as any other wizard, with a general preference for vile and demonic languages.



Grondar

Alignment:	C						
Size:	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
Reach:	0ft	5ft	5ft	10t	15ft	20ft	30ft
STrength:	6 / -1	8 / -1	9	11	13 / +1	15 / +1	17 +2
AGILity:	18 / +3	17 / +2	16 / +2	15 / +1	14 / +1	13 / +1	12
STAMina:	+5hp	+10hp	+15hp	+25hp	+40hp	+60hp	+120hp
INTelligence:	3 / -3	4 / -2	5 / -2	6 / -1	7 / -1	8 / -1	9
PERsonality:	3 / -3	4 / -2	5 / -2	6 / -1	7 / -1	8 / -1	9
LUCK:	--	--	--	--	--	--	--
Action Die:	1d14	1d16	1d20	1d20	1d24	1d30	1d30+2
Lift:	12lbs	40lbs	90lbs	165lbs	195lbs	600lbs	2040lbs
Drag:	18lbs	80lbs	180lbs	330lbs	390lbs	1800lbs	6120lbs
Carry:	12lbs	40lbs	90lbs	165lbs	195lbs	600lbs	2040lbs
Speed (Land):	10ft	20ft	30ft	40ft	50ft	60ft	70ft
Run:	30ft	65ft	90ft	165ft	260ft	375ft	510ft
Sprint:	60ft	115ft	160ft	295ft	390ft	560ft	665ft
Initiative:	+3	+2	+2	+1	+1	+1	+0
AC:	16	13	12	10	9	8	6
HD:	2d6	2d7	2d8	2d10	2d12	2d14	2d16
Attack Die:	1d14-1	1d16-1	1d20	1d20,	1d24+1,	1d30+1,	1d30+4,
				2@1d16	2@1d20+1	2@1d24+1	2@1d24+2
Damage:	Choose the most applicable damage type for the construction of the grondar.						
(Bashing)	1d3-1	1d4-1	1d5	1d6	1d7+1	1d8+1	1d10+2
(Slicing)	1d4-1	1d5-1	1d6	1d7	1d8+1	1d10+1	1d12+2
(Piercing)	1d3-1	1d4-1	1d5	1d6	1d7+1	1d8+1	1d10+2
(Squeezing)	1pt/rd	1d3-1/rd	1d4/rd	1d5/rd	1d6+1/rd	1d7+1/rd	1d8+2/rd
(As weapon)	*	*	*	*	*	*	*
(Drain attack)	1 pt	2 pts	3 pts	4 pts	5 pts	6 pts	7 pts
Critical Die:	None	None	1d4	1d5	1d6	1d7	1d8
Critical Table:	None	None	M	M	M	M	M
Fortitude:	+1	+1	+1	+1	+1	+1	+1
Reflex:	+4	+3	+3	+2	+2	+2	+1
Willpower:	-2	-1	-1	+0	+0	+0	+1
Points of stamina consumption & drain DC	2/ Day	3/ Day	12/ Week	25/ Week	50/ Month	80/ Month	1000/ Year
	DC 9	DC 10	DC 11	DC 12	DC 13	DC 14	DC 15

General Information:

These creatures are strange conglomerations of magic and loose debris gathered from their surroundings. In the wild, they tend to be humanoid in form if they are at least size small. Tiny objects that become grondors will hover in the air as if held by a medium sized humanoid, but these creatures are too hostile to work in packs or swarms. They are usually found at the edges of Druid groves, faerie circles, and along ley-lines of moderate strength. They can also be found in wizard towers, old battlegrounds, and dungeons where mighty magical forces have been unleashed. Regardless of where they form Grondar all have some similarities in that they are self-animating, require nourishment, and they do not need to sleep or breathe. They can be as simple as a feral dagger floating in a hallway, or as large and complex as the stairway of a wizard's tower. Grondar all have the same general ability scores with respect to their size, but they may have radically different abilities and powers based upon their construction and where they live. For example: a grondar made from a jumble of broken glass will have a really powerful slicing attack, but it is as fragile as the glass it is made from and will melt under high temperatures, etc. Grondar can perceive the world as a human, but only to a range of 30ft; however, their primary hunting sense is smell. This sense is ordinary and they gain no bonuses, but they may track with this ability. The weight of a grondar will vary greatly depending upon its composition; they are considered to have a stamina score of 10 for calculating their total weight. So on avaeage, a tiny grondar weighs 20 pounds and a colossal grondar weighs 7.5 tons. Grondar made mostly of metal have +4AC, Stone grants a +3 bonus to AC, and grondar made mostly of wood have a +2 bonus to armor class.

Attack Profile:

These creatures are neither subtle, nor quick witted and simply charge forward in a hungered frenzy. They have little ability to function in concert with each other and will turn on each other if there are no other targets. A grondar's only concern is to drain as many ability points as they can from any living creatures they encounter. Grondar are quite agile, but they rarely use ranged attacks and prefer to ambush their targets when possible.

Special Attacks:

Essence Drain – any time a grondar scores damage against a living target or another grondar, the victim must succeed at a fortitude save versus a DC of 8, +1 size category of the grondar starting with tiny. Failure indicates that the victim takes 1d3 points of stamina loss, +1 point for each size category starting with small. It then adds these points as healing or new bonus hit points. Should the grondar collect enough hit points, it will accumulate more items and substance to itself and grow larger.

Special Powers:

The conditions that give rise to the grondar will determine any special powers. A grondar made entirely from snow could have a chill touch effect, or a grondar made of scrap iron might have double hit points (and double the feeding cost); the Storyteller will need to determine this on a case by case basis and will generally refer to the most appropriate spell table to govern the success of the power. In general the save DC's or casting checks for these attacks are equal to the minimum result necessary for the spell to function properly; grondar do not suffer mishaps or corruption.

Durable – grondars are made from inanimate items, so they have no stamina score and are immune to poisons, back stabs, and critical hits. A grondar's total hit points are equal to the points listed under stamina score, plus the dice total listed under hit points. They may not be healed, but the *Mending spell* cast at 18+ can be just as useful.

Immunities & vulnerabilities:

Grondar are immune to spell damage targeted at them and are instead healed by 1 hit point per level of the spells cast upon them specifically. However, grondar will still take full damage from area effect spells.

Feeding – A grondar's normal source of food would be the ambient arcane energy flowing from a ley-line or basking in the divine glow of a druid's grove, or other temple, etc. and are considered a serious nuisance by druids and faeries. However, if the magical source fades away or is otherwise defunct; a grondar may drain the life from living creatures. A grondar must absorb the listed number of ability points during the listed time or it loses one size category (and any hit points that came with that size) as different bits and pieces fall off its body. Larger grondars that are reduced below size tiny simply dissolve into dust if they fail to feed, though swarms of smaller grondar do occur (see swarms entry).

As a grondar takes damage, it gets smaller, so a colossal grondar that takes enough damage to drop it to 78 hit points becomes size gargantuan. If that same grondar dropped to 29 hit points, then it would shrink to size huge. The process continues until it gets to be smaller than size tiny: then it dies.

Dispel Magic – Any grondar hit by this spell must succeed at a willpower save versus the casting check. If the grondar succeeds then it takes 1d4 point of damage for each of the casters levels and is reduced appropriately in size. Failure indicates that the force animating the grondar vanishes and it falls apart.

"Perhaps one of the most hotly contested subjects within the meta-zoological community is on the nature of the Grondar. Be they a natural species or manifestation of errant, yet persistent arcane energy. Most reliable reports of grondar are from locations where wizardry is in common practice and specifically within proximity to arcane laboratories, ritual centers, &cetera. It is interesting to note that as yet there have been no reliable reports of grondar near temples or other places of divine power. It should also be noted that there have as yet been no reliable accounts of grondar with greater than an instinctual level of intelligence; though there are several notable examples of grondar having been retained as familiars or pets. Regardless of their construction these oddities will function within their habitat as any other predator of their size; with the exception that they need not consume any material from their victims. However, we shall never know if these are a natural species in their own right until reliable field reports can be retrieved from natural locations of substantial power..."

"Grondar are distinctly different from homunculi and golems in to two important regards. The first being that well fed grondar grow in a semi-organic process and will accumulate greater amounts of material. Secondly, there is direction and purpose to the form and abilities in the construction of golems and homunculi; but the construction of grondar is a dangerous gamble involving broken magic items, stale arcane ingredients, and other refuse one would expect a wizardly household, lab, or ritual area to generate... and time. How much time needed is random, but usually requires the accumulation of debris for at least one year. During this time there is a substantial risk that the pile of arcane junk will destabilize and wreak havoc in the local environment. The research ban on this are of inquiry was the Imperial response to the St. Elberville Implosion and has greatly hindered understanding of this peculiar creature."

-Excerpts from the testimony of Thaladidius Phlympton, Esq., Wizard of the 9th Order of Vorelmyr, Dean of Meta-zoological Studies, Imperial College of Kassantia during the Inquiry into the events surrounding the Migelburg Incident.

H

Hippogriffs

Alignment: L

Size:	Young (Medium)	Adult (Large)
Reach:	5ft	5ft
STrength:	15 / +1	17 / +2
AGILITY:	14 / +1	13 / +1
STAMINA:	16 / +2	18 / +3
INTELLIGENCE:	6 / -1	6 / -1
PERSONALITY:	13 / +1	13 / +1
LUCK:	9	9
Action Die:	1d20	1d20
Lift:	30lbs	34lbs
Drag:	90lbs	136lbs
Carry:	150lbs	340lbs
Speed (Land)	50ft	70ft
Run:	225ft/ 128min	340ft/ 144min
Sprint:	450ft	680ft
Speed (Fly)	270ft	305ft
Acceleration:	60ft	70ft
Deceleration:	120ft	140ft
Glide:	10ft	15ft
Hover:	No	No
Initiative:	+1	+1
AC: (tough hide; +4)	15	14
HD:	3d8+6	5d8+15
Attack Die:	1d20+2	1d20+3, 2@1d16+3
Damage:		
(Bite)	1d6+1	1d8+2
(Claw)	1d4+1	1d6+2
(Dive attack)	4d4+4	4d6+8
(Trample)	3d4+3	3d6+6
Critical Die:	1d8	1d10
Critical Table:	M	M
Fortitude:	+4	+5
Reflex:	+3	+3
Willpower:	+3	+3

Special Powers:

Hunter's vision – on a clear day a hippogriff can see a small sized creature from a half of a mile away with ease; and they gain a +3 bonus on spot and search checks.

Loyalty - As war mounts they gain a +4 bonus on all saves versus charms and fear checks as long as their rider is within 30ft.

Immunities & vulnerabilities:

Hippogriffs are unaffected by the cold and lack of air at high altitudes, but they are terrible afraid of fire. When confronted by large amounts of fire, or if it is attacked with flaming weapons or fiery spells they must succeed at a DC 15 willpower save or flee the area as fast as possible flying for at least 1 turn.

General Information:

These majestic creatures are similar to griffons and olar, but the hippogriff is a combination of a falcon or hawk with a horse. They have the head of a bird of prey and their front hooves are replaced by talons. They are covered with feathers and fur with colors tending towards silver, gray, black, and brown mottling. Hippogriffs prefer to roost in mountainous regions close to plains or savannahs where large herds of gazelle and other large undulates roam. They are as strong in the air as they are on the ground and as such; many humanoids seek out hippogriffs as riding beasts. The inherent loyalty and fierceness of the hippogriff make them excellent war mounts; however, hippogriffs do not get along well with gryphons, as both species compete for both food and nesting sights.

Attack Profile:

In the wild, hippogriffs are solitary like their avian ancestors, but they mate for life and are occasionally seen in pairs or small family groups in late autumn. They have the same hunting tactics as any other bird of prey; using their keen eyes to spot likely targets from great altitude then they swoop down for the quick kill. Like birds of prey, a hippogriff must make a reflex save after each attack to stay airborne. The armor class listed in this table does not include the standard +2 bonus for flying.

Special Attacks:

Dive attack – the hippogriff makes one attack roll to hit with both talons. If this first attack succeeds the hippogriff gets an immediate extra attack with its beak. It must then succeed at its reflex save to stay in the air at half of its fly speed like any other aerial predator; see page 14. The damage listed in the table entry accounts for the extra damage from the dive, but damage from a successful beak strike is double what is listed. If the Hippogriff stays in the air, then they can fly off with their prey without further strength checks.



Homunculi

General Information:

These creatures are created by a wizard or group of wizards casting the *Breathe Life* spell (Core Rules p. 202). As such homunculi are limited in the number of hit dice they can have by the relative success of the spell casting. The homunculus has all of the normal senses of the creature that created it as well as a limited blindsight ability. It is possible for a wizard or group of wizards casting this spell as a ritual to summon more power than necessary for the target of the spell. For example if the constructed form of the homunculus has 2 hit dice and the wizard(s) result on the casting check is 22+ which grants enough power to animate a creature with 3d8 hit dice. In this case the remaining 'die' of power may be used to add powers to the homunculus per the tables listed in the Constructed Dead entry on page 203. Additionally, a wizard may opt to train their homunculus in a non-spell casting class using the rules for critters with class levels on page 14; otherwise it uses a wizard's critical die and tables, but has no spell casting ability.

Homunculus, Basic

Alignment: As master or Neutral

Size: Roll 1d6	1-5= Small; 6= Medium
Reach	by size
STrength:	1d8+8
AGility:	1d8+8
STamina:	1d8+8
INtelligence:	as creator or 3d6
PERsonality:	as creator or 3d6
LUCK:	half of creators or 9
Action Die:	As creator, or 1d20
Lift:	# (See CCD p. 4 for details)
Drag:	# (See CCD p. 4 for details)
Carry:	# (See CCD p. 4 for details)
Speed (Land)	# (See CCD p. 7 for details)
Run:	Yes (See CCD p. 8 for details)
Sprint:	Yes (See CCD p. 8 for details)
Initiative:	# as Agility bonus
AC:	12+ size bonus+ agility bonus
HD:	Half masters HD as d7's
Attack Die:	as wizard of same HD + Strength bonus + base attack
Damage (fist):	1d4+Strength bonus+1
Critical Die:	as wizard of same HD
Critical Table:	as wizard of same HD
Fortitude:	as wizard of same HD +Bonus
Reflex:	as wizard of same HD +Bonus
Willpower:	as wizard of same HD +Bonus

Immunities & vulnerabilities:

Durable - as a constructed life form, it has no need to sleep, eat, or breathe, nor are they vulnerable to back stabs. Homunculi take only half damage from non-magic weapons, but take full damage from fire. They are no more flammable than their material components when determining if they ignite. An homunculus has an 80% chance to outlive its master, but it will most likely suffer some sort of aberrant behavior. Depending upon how it was treated by its master, homunculi who survive their masters usually this becomes a desire to avenge the death of its master; but not always. Sometimes they just go on a killing spree until someone destroys it.

Magic Creature - Homunculi targeted by a Dispel Magic spell take 1d6 points of damage per caster level of the attacker on a failed save.

General Information:

Whether it is a shambling clump of spare parts and leather and brass coverings, or an amorphous mass of animated clay is up to its creator; regardless, it will be a generally humanoid shape and a loyal servant to its master. The Stats of the homunculus cannot exceed the abilities of its creator, but ritual magic may be employed to create more powerful Homunculi. The homunculus is limited to half its master's class levels, but uses d7's instead of d4's for hit dice. The homunculus uses the base attacks and saves of a wizard of the appropriate level, or the wizard trains their homunculus in a non-spell casting class. An homunculus cannot speak, though its face may be quite emotive if so designed and they have a telepathic bond with their master that allows communication within ¼ mile per hit die of the homunculus. They understand any language that their masters know; as well as any skills, subject only to the limits of the intelligence and construction of the homunculus.

Attack Profile:

These mute constructions are likely to use weapons, but otherwise employ bashing and kicking attacks. They follow the orders of their masters unless freed. If trained in a non-spell casting class, then the homunculus will adapt its attack routines to fit the available options.

Special Attacks:

They have mastery over any weapons and tools that their masters know how to use, as well as any class related special attacks other than spell.

Special Powers:

Blind-sight: They have blind sight equal to 20ft, +5ft per hit die or level. The creature or character can "see" invisible and ethereal creatures as well as in magical darkness.



Homunculus, Greater

Alignment: as creator or Neutral

Size: Roll 1d6:	1-5= Large, 6= Huge
Reach:	by size
STrength:	1d8+12, +1/ 2 wizards in ritual
AGility:	1d8+12, +1/ 2 wizards in ritual
STamina:	1d8+12, +1/ 2 wizards in ritual
INTelligence:	as creator or 3d6
PERsonality:	as creator or 3d6
LUCK:	half of creators or 9
Action Die:	As Warrior of 5 th or greater hit dice. Tenth level is max.
Lift:	# (See CCD p. 4 for details)
Drag:	# (See CCD p. 4 for details)
Carry:	# (See CCD p. 4 for details)
Speed (Land)	# (See CCD p. 7 for details)
Run:	Yes (See CCD p. 8 for details)
Sprint:	Yes (See CCD p. 8 for details)
Initiative:	# as Agility bonus
AC:	15+ size bonus+ agility bonus
HD:	5d16+ Stamina Bonus or more
Attack Die:	As Warrior of 5 th or greater hit dice. Tenth level is max.
Damage (fist):	1d10+Strength bonus+2
Critical Die:	As warrior of same HD
Critical Table:	M
Fortitude:	As warrior of same HD + bonus
Reflex:	As warrior of same HD + bonus
Willpower:	As warrior of same HD + bonus

Special Powers:

Blind-sight: They have blind sight 20ft, +5ft per hit die or level. The creature or character can “see” invisible and ethereal creatures as well as in magical darkness.

Additional powers may be available due to powerful ritual casting of the *Breathe Life* spell.

Immunities & vulnerabilities:

Durable- as a constructed life form, it has no need to sleep, eat, or breathe, nor are they vulnerable to back stabs. Homunculi take only half damage from non-magic weapons and fire as they are usually built from non-flammable material components. An homunculus has an 80% chance to outlive its master, but will most likely suffer some sort of aberrant behavior. Depending upon how it was treated by its master, homunculi who survive their masters usually this becomes a desire to avenge the death of its master; but not always. Sometimes they just go on a killing spree until they are destroyed.

Magic Creature - Homunculi targeted by a Dispel Magic spell take 1d6 points of damage per caster level of the attacker on a failed save.

General Information:

These behemoths are rare and only a 10th level wizard can summon one into existence using the *Breathe Life Spell* with a result of 32+ and it will have half of its creator’s hit dice. Most often these massive constructions are created by cabals of wizards to defend their towers, or for their liege lord’s armies. Regardless, it will be a generally humanoid shape and a loyal servant to its master. If a ritual was employed to summon a greater homunculus then the leader of the ritual is considered the master and creator of the homunculus, and it may have a maximum number of hit dice equal to ¼ of the total wizard levels involved in the ritual with a maximum of 10 hit dice. The greater homunculus is treated as a warrior of the same hit dice except that it uses d16’s for hit dice and uses critical table M. The ability scores of the homunculus can exceed those of its creator(s). If summoned as a familiar the wizard has all the same options available for his homunculus as any other familiar. An homunculus cannot speak, though its face may be quite emotive and it has a telepathic connection to its master at a distance of ½ a mile per hit die of the greater homunculus. Greater homunculi understand any language that their masters know and share any skills; subject only to the limits of the homunculi’s intelligence and manipulative abilities.

Attack Profile:

These mute automatons are likely to use weapons, but otherwise use fists. They follow the orders of their masters unless freed. They may not be trained in another class and the homunculus adapts its attack routines to fit the available options. Most of these massive constructions are built with specific purposes in mind. Most are designed as heavy duty infantry, but unlike its smaller kin, these brutes are large enough to carry siege weaponry.

Special Attacks:

They have the ability to use any of the weapons and tools that a warrior knows how to use as well as shields, but not armor. These war machines have a variable attack die, but no access to the MDoA tables. If created by a ritual then it may have several additional powers based on the skills and spells available to the summoning wizards.



Homunculus, Lesser

Alignment: as creator or Neutral

Size: Roll 1d6: 1-5= Tiny, 6= small

Reach: by size

STrength: 1d6+7

AGility: 1d6+7

STamina: 1d6+7

INtelligence: Half of creator or 2d6

PERsonality: Half of creator or 2d6

LUCK: Half of creators or 9

Action Die: As wizard of same HD

Lift: # (See CCD p. 4 for details)

Drag: # (See CCD p. 4 for details)

Carry: # (See CCD p. 4 for details)

Speed (Land): # (See CCD p. 7 for details)

Run: Yes (See CCD p. 8 for details)

Sprint: Yes (See CCD p. 8 for details)

Speed (Fly): Yes

Acceleration: = normal land speed

Deceleration: = 2x normal land speed

Glide: varies, but generally poor capability

Initiative: # as Agility bonus

AC: 12+ agility bonus

HD: 1d5+ Stamina Bonus

Attack Die: As wizard of same HD, +base attack

Damage (fist): 1d3+Strength bonus

Critical Die: As wizard of same HD

Critical Table: As wizard of same HD

Fortitude: As wizard of same HD, + bonus

Reflex: As wizard of same HD, + bonus

Willpower: As wizard of same HD, + bonus

General Information:

These are the smallest of the Homunculi and they are often used as absolutely loyal spies, and inexhaustible messengers. Because of their ease of construction, these tiny constructs are the most commonly encountered of the homunculi. With a maximum of one hit die, lesser homunculi are also more likely to harbor special powers beyond those listed here. They are usually built with flight capability; otherwise these tiny constructs are identical to basic Homunculi except that they have a fixed telepathy range of 1 mile from their master.

Attack Profile:

These mute automatons are much smaller than the basic model and are more likely to use weapons and sneak attacks, but use biting and kicking attacks otherwise. They follow the orders of their masters unless freed and are most often employed as tireless spies by their masters. These creatures may roll on the occupation table and function as helpers in that trade; or may be given thief class levels, but they are not durable enough to be warriors. They have the ability to use any of the weapons and tools that their masters know how to use.

Special Attacks:

Chameleon – These tiny constructions have a chameleon-like ability to blend with their surroundings. The power is always active unless the homunculus decides to drop the power, and it provides a +2 bonus to stealth checks as long as they are not moving.

Special Powers:

Blind-sight: 25ft - The creature an “see” invisible and ethereal creatures as well as in magical darkness.

Immunities & vulnerabilities:

Durable- as a constructed life form, it has no need to sleep, eat, or breathe, nor are they vulnerable to back stabs. Homunculi take only half damage from non-magic weapons, but take full damage from fire. Lesser homunculi are no more flammable than their material components when determining if they ignite. An homunculus has an 80% chance to outlive its master, but will most likely suffer some sort of aberrant behavior. Depending upon how it was treated by its master, homunculi who survive their masters usually this becomes a desire to avenge the death of its master; but not always. Sometimes they just go on a killing spree until someone destroys it.

Magic Creature - Homunculi targeted by a Dispel Magic spell take 1d6 points of damage per caster level of the attacker on a failed save.

Simple Construct - these creature’s are so easy to build that they frequently have extra powers and attacks; especially if the wizard who creates it is advanced in levels. However, if the wizard opts to train the lesser homunculus in any other class, the creature is still limited to only 1 hit die.



Horses

Alignment:	N	N	L	N
Size:	Medium (Pony)	Large (Riding)	Large (War)	Large (Dray)
Reach	5ft	5ft	5ft	5ft
STrength:	12	14 / +1	16 / +2	18 / +3
AGILity:	16 / +2	15 / +1	14 / +1	13 / +1
STAMina:	13 / +1	15 / +1	15 / +1	17 / +2
INTelligence:	3 / -3	3 / -3	4 / -2	2 / -4
PERsonality:	7+1d4	7+1d4	8+1d6	7+ 1d4
LUCK:	9	9	9	9
Action Die:	1d16	1d20	1d20	1d20
Lift:	12lbs	28lbs	32lbs.	36lbs
Drag:	36lbs	112lbs	128lbs	144lbs
Carry:	120lbs	280lbs	320lbs.	360lbs
Speed (Land)	50ft	70ft	60ft	45ft
Run:	190ft / 117min	295ft / 144min	335ft / 144min	340ft / 136min
Sprint:	380ft	590ft	670ft	515ft
Initiative:	+2	+1	+1	+1
AC:	12	10	10*	10
HD:	1d10+1	1d12+1	2d7+2	2d6+4
Attack Die:	1d16, 2@1d14	1d20+1, 2@1d16+1	1d20+2, 2@1d16+2	1d16+3, 2@1d14+3
Damage:				
(Bite)	1d3	1d4+1	1d5+2	1d6+3
(kicks)	1d4	1d6+1	1d8+2	1d10+3
(Trample)	3d4	3d6+3	3d8+6	3d10+9
Critical Die:	None	1d6	1d7	1d8
Critical Table:	None	M	M	M
Fortitude:	+2	+2	+2	+3
Reflex:	+3	+2	+2	+2
Willpower:	#+1	#+1	#+1	#+1

For the horses that are purchased, found, or stolen by the players; the Storyteller should feel free to use the following table to randomize the horses that are found as well as their Strength, Agility, and Stamina scores. The Storyteller will need to take the time to recalculate the various running and lifting entries. It is worth the time and can add new levels of role play challenge for your players. See *Land Speed* on p. 7.

Table 3-7: Random Horses

Chance of occurring	Type	STR	AGIL	STAM
01-30%	Pony	9+1d4	12+1d5	11+1d4
31-70%	Riding Horse	10+1d6	12+1d6	11+1d6
71-80%	Dray Horse	14+1d6	8+1d5	12+1d8
81-94%	War Horse	12+1d8	10+1d6	10+1d8
95-96%	Flying Horse	10+1d6	12+1d6	11+1d6
97-98%	Flying Horse	14+1d6	8+1d5	12+1d8
99% +	Flying Horse	12+1d8	10+1d6	10+1d8

General Information:

These noble, herbivorous animals are found wherever there are wide open savannahs or grasslands. They gather in large herds for safety and are nimble upon their hooves. They come in a variety of uniform colors ranging from roan to white and true black, as well as any number of mottled, multi-hued coats. Long domestication by humanoids has allowed for selective breeding to specific tasks.

Attack Profile:

In the wild, a horse's primary defenses are great numbers and the ability to out run danger. They occur in herds of 10d100 horses or more, depending upon the available grazing lands. When they must attack, horses rear up and make up to two hoof strikes, or a bite attack. Horses are also capable of delivering a double rear-leg kick upon any pursuers, but horses cannot kick sideways. In a herd or at the command of their rider, horses may choose to trample a target.

*War horses are trained to use armor and are usually equipped with leather barding. It weighs 40 pounds and grants a +2 armor bonus.

Special Attacks:

Trample – See CCD page 14 for details.

Special Powers:

All horses except for dray's are excellent runners, gaining a +1 bonus to their running and duration multipliers. Dray horses are bred for strength and pulling power and have a -1 penalty on their running modifier as well as a sprinting multiplier of 1.5; run duration is standard.



Horses, Flying

Alignment: L

Movement rates for flying horses

Size:	Medium (Pony)	Large (Riding)	Large (War)	Large (Dray)
Speed (Fly)	130ft	300ft	340ft	360ft
Acceleration:	50ft 100ft	130ft 260ft	140ft 280ft	160ft 320ft
Deceleration:				
Glide:	10ft	10ft	0ft	15ft
Hover:	No	No	7rds	No

General Information:

Flying horses are rare and wondrous creatures that are identical to horses and follow all the same rules, but they have great feathered wings that can carry themselves and a rider aloft with ease. The movement rates table shows the listed flight capabilities for these magnificent creatures based upon the standard strength and stamina scores listed for similar sized horses.

Attack Profile:

Flying horses have all the same skills and attacks as a regular horse of their size, but they have the advantage of being able to attack from the air. Flights of stallions will circle the herd while it grazes, ever ready to swoop down upon attackers. In the wild, they live in much smaller herds than their terrestrial kin and are encountered in groups of 10d10, two-thirds will be adults, and less than half of these will be male; 4d10 on average out of every herd and they will lead the charge to drive off predators.

Special Attacks:

Diving trample – this operates exactly like a regular trample attack except that flying horses are not restricted to a maximum size class for their targets and the damage from the attack is multiplied by 1.5 times normal. They are not aerial predators and must land after this attack, successful or not.

Special Powers:

As hardy as any other horse, they use the same carrying and lifting statistics whether they are on the ground or in the air. Unlike most flying creatures which are limited to 6hour of flight while carrying, flying horses can do so for 7 hours: war and dray flying horses can carry a rider or burden for 8 hours.



Imps

Alignment:

L

Size:	Tiny (basic)	Small (greater)
Reach:	0ft	5ft
STrength:	11	13 / +1
AGILITY:	20 / +5	19 / +4
STAMINA:	13 / +1	15 / +1
INTELLIGENCE:	13 / +1	13 / +1
PERSONALITY:	16 / +2	16 / +2
LUCK:	--	--
Action Die:	1d20	1d24
Lift:	22lbs	65lbs
Drag:	33lbs	130lbs
Carry:	22lbs	65lbs
Speed (Land)	15ft	25ft
Run:	55ft	105ft
Sprint:	110ft	190ft
Speed (Fly)	120	200ft
Acceleration:	50ft	90ft
Deceleration:	100ft	180ft
Glide:	0ft	0ft
Hover:	13rds	16rds
Initiative:	+5	+4
AC: (iron skin; +6)	24	21
HD:	1d10+1	3d10+3
Attack Die:	1d20+5, 2@1d16+5	1d24+5, 2@1d20+5, 3@1d16+5
Damage:		
(Fist / kick)	1d2	1d3+1
(Wing slap)	1pt	1d2+1
(Dagger)	1d3	1d4+1
(Tail; greater Imp)		1d5+1+ Poison
(Spells; casting check)	1d20+2	1d24+3
Critical Die:	1d4	1d4
Critical Table:	DN	DN
Fortitude:	+2	+3
Reflex:	+6	+6
Willpower:	+3	+4

Special Powers:

Invisibility – instead of moving, an imp may choose to become visible or invisible as an act of will. There is no roll for this and it has no duration, but any time they attack it causes the imp to become visible again.

Wish fulfillment – drawing on the resources of the 13 kingdoms of hell, an imp can grant most any wish for power, wealth, knowledge, magic items, etc. with just

General Information:

These tiny, troublesome devils are the very lowest of the casts of devils and are always looking for ways to increase their power. They gain power and prestige for every soul they take as payment for services rendered. Need a new spell or magical toy, want someone removed or otherwise discouraged from an activity... NO PROBLEM. If you need fame, fortune, or worldly power they will bend the world in half, or even tie it in a pretty bow for you... all it costs is your soul; delivery upon your death. When imps drop their natural invisibility they are seen as tiny red humanoids with a pair of sharp horns sprouting from their foreheads, and tiny bat like wings, but have no tails unless they are Greater Imps. Imps are easily summoned, it only requires that the mortal dearly desire something and have given voice to that request and a few drops of the wizards blood. Greater imps are those who have garnered some status and rank through the accumulation of souls. The mark of that status is their scorpion like tail.

Attack Profile:

An imp would rather negotiate than fight, as killing someone means that they have lost the soul. Imps will employ any promise, threat, or even arrange for problems in order to press the target of their sales pitch into making a deal for the target's soul. If pressed into an attack, an imp will take advantage of its natural invisibility to gain surprise, allowing it to attack using its agility bonus with a dagger or its tail stinger from ambush. The imp will use spells to distract, or disable more dangerous opponents from a distance. They will, of course, offer to save anyone reduced to near death: for the bargain price of one soul.

Special Attacks:

Spells – A basic imp knows all first level spells, and may cast them per the normal rules except they must expend the power of one soul per level of the spell from their stash of souls to empower the spell. A greater imp knows all second level spells. Imps only cast spells when absolutely necessary.

Tail and stinger – having a tail is very important to an imp, as it is a sign of their station. Greater imps gain limited powers to command lesser imps, often extorting souls from lower ranking imps when possible. The poison in the stinger causes the victim to permanently lose 1d4 agility points if they fail a fortitude save versus a DC of 12,



an instant of thought. The problem is that they will only act upon the exact wording of the wish, not its intent. For example: if someone wanted to live forever, then they would never die. They will still continue to suffer all of the ill effects from advanced age... but none of these ailments, nor any normal means of death, will ever kill the victim. This wish can take the form of any spell effect listed in the DCC Core Rules, or grant monetary wealth or items worth up to 1 million gold pieces. The effect is usually personal to the one making the wish, but it can include assassination of up to one target equal to the bargainer's hit dice as well as any other effect that the Storyteller is willing to grant.

Limited immortality – If an imp is killed while upon the material plane it loses 20 souls and returns to the kingdoms of hell and is stuck there for 1d100 years and a day. An imp may spend 1 soul to heal itself of 1d6 damage, and it may expend 2 souls to remove any lingering spell damage or effects or reattach a severed limb.

The power of souls – Every humanoid soul that the imp buys counts towards their advancement. Every 10 souls they buy grants them +1 to their *hit point* total; every 100 souls grants them an extra hit die. Greater Imps who gather 100 souls go on to become other types of devils.

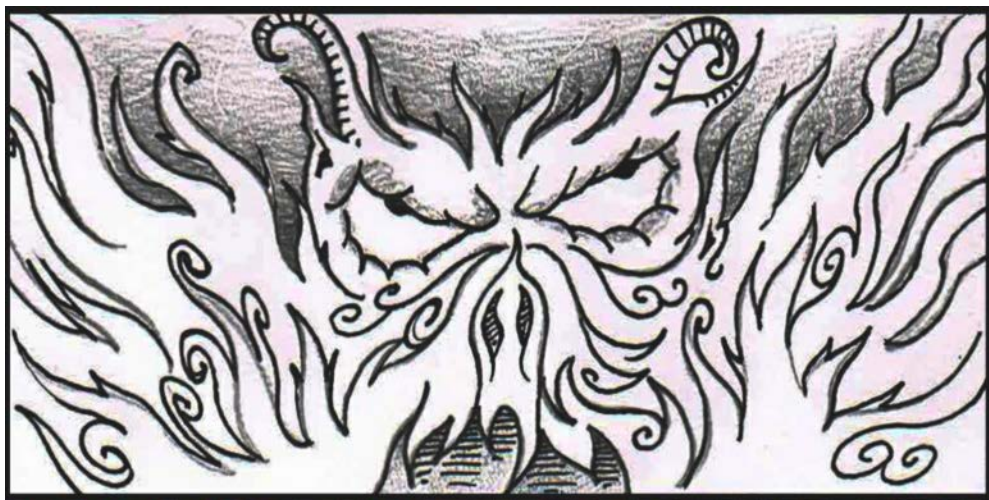
Immunities and vulnerabilities:

Imps are immune to both mundane and magical fire as well as non-magical weapons. All imps take double damage from acid attack forms. Imps are subject to the *Consult Spirit*, *Binding*, and *Monster Summoning* spells and are vulnerable to any creature that learns an imp's true name. A wizard or other being with this knowledge has total power and control of that particular imp; though the imp may still be able to twist its master's commands to foul endings with selective interpretations of the wording of their master's commands. When summoned via the *Consult Spirit* spell, Imps are usually quite glad of the opportunity to do some business. The summoner has a -20% bonus to the check to determine the imp's attitude.

Spell and Damage Resistance - Imps have damage and spell resistance of 5; a greater imp has damage and spell resistance of 10. The damage resistance may be overcome by holy weapons, Star-metal weapons, and weapons of at least +1 enchantment. Their spell resistance may be bypassed with divine spells. See page 14 for further information on these abilities.

Soul Cage:

These vile devices constructed from crystallized anguish and are used by imps to store the souls they have collected. No two of these minuscule, yet intricate cages are alike, but they are rarely bigger than a couple of inches in diameter and about 3 inches tall and have a DC of 20 to break them. They have an infinite capacity for storing soul energy, but no more than 5 souls may be accessed in any round. When an imp is encountered they will have up to 2d6 souls, +1 soul per hit die of the imp within their cage. Evil and corrupt wizards as well as clerics of profane gods will often try to steal or barter for one of these horrid devices to increase their arcane might. The owner of the cage simply needs to touch the target with the cage to attempt to steal the target's soul. Unwilling victims of this attack receive a willpower save versus a DC of 7, + 1 per level of the attacking spell caster to escape or resist entrapment. Mortals may use the collected souls in the same manner as an imp: each soul spent grants the owner of the cage +1d6 hit points of healing, or a +3 bonus to any casting check result.



Insects

Table 3-8: Lifting, Carrying, & Dragging for Insects

STR= Creature's strength score.

Size	L.o.G.	Push & Carry	Drag Mod	Weight Increment
Smallest	STR	2x STR	x2	ounces
Tiny	1.5x STR	3x STR	x4	pounds
Small	2x STR	5x STR	x4	pounds
Medium	4x STR	15x STR	x4	pounds
Large	8 x STR	30x STR	x5	pounds
Huge	16 x STR	50x STR	x5	pounds
Gargantuan	32 x STR	400x STR	x5	pounds
Colossal	64 x STR	800x STR	x6	pounds

Table 3-9: Movement table for Insects

Size	Insect Base Speed	Running Multiplier	Sprinting Multiplier
Smallest	15ft/rd	x4	x3
Tiny	20ft/rd	x10	x2.8
Small	35ft/rd	x12	x2.6
Medium	60ft/rd	x20	x2.4
Large	75ft/rd	x25	x2.2
Huge	100ft/rd	x30	x2.0
Gargantuan	115ft/rd	x35	x1.8
Colossal	135ft/rd	x40	x1.6

Special powers, immunities & vulnerabilities:

Alien mind – bugs are immune to charm and mind affecting spells or powers. The mind of a bug is too different from that of any humanoid caster.

Armored – The chitin that constitutes the outer shell of most insects is heavy, but effective armor. Most bugs take only half damage from slashing attacks, but they take 50% more damage from crushing damage. Additionally, most bugs below size huge will float given a large enough body of water; but they are poor swimmers unless specifically adapted to live in the water. Furthermore, chitin may be used instead of metal in the construction of armor (other than chainmail) for humanoids and others. Metal armor and barding constructed with chitin is 50% lighter than the metal version. Additionally, chitin armor is thick and bulky so the fumble die is increased by 1 step on the die chain. However, chitin is buoyant compared to steel and iron so anyone wearing chitin armor has their check penalty reduced by half on swimming checks; round up. Armor made in this fashion functions normally in all other respects and as a specialty item, costs will vary with general availability.

General Information:

No fantasy or horror sci-fi is complete without the appearance of at least one type of giant bug. They are iconic in their ability to strike fear in people, especially if it is a spider or scorpion the size of a luxury sedan. Insects are much different in construction and operation than animals. Many do have muscle tissue that connects to the internal surfaces of their carapaces, but with the weight of chitin, an arthropod the size of a school bus wouldn't be able to carry the extra weight of muscles and are instead articulated via hydraulics. In the FRPG settings, the oxygen transport issue is easily ignored or solved with the existence of magic and/or alchemy.

Bugs of the scale seen in myth and legend must then be hydraulically driven creatures allowing them to move much faster and have greater strength than other creatures of the same size class. Insects have no hands to grasp with, but nature has equipped them with powerful and dexterous mandibles to manipulate their environment. Additionally, having six legs allows them to use the forward pair of legs to aid in grasping and lifting anything that is too large or awkward for their jaws alone to grasp. Use tables 3-8 and 3-9 for all insect type creatures.

Insects are also highly morphogenic and can tolerate a greater degree of mutations and/or corruptions. Insects can have 1 mutation for every 4 hit points and still remain stable. Furthermore, any useful mutations will get passed on to their progeny.

Ants

Alignment: L

Size:	Tiny	Small	Medium	Large
Reach	0ft	5ft	5ft	5ft
STRength:	9	11	12	14 / +1
AGILity:	17 / +2	16 / +2	15 / +1	14 / +1
STAMina:	10	12	13 / +1	15 / +1
INTelligence:	*	*	*	*
PERsonality:	*	*	*	*
LUCK:	9	9	9	9
Action Die:	1d14	1d16	1d20	1d20
Lift:	14lbs	22lbs	48lbs	112lbs
Drag:	56lbs	88lbs	192lbs	560lbs
Carry:	27lbs	55lbs	180lbs	420lbs
Speed (Land)	20ft	35ft	60ft	75ft
Run:	90ft/ 90min	130ft/ 108min	240ft/ 117min	350ft/ 135min
Sprint:	250ft	345ft	575ft	770ft
Initiative:	+2	+2	+1	+1
AC: (+2 from chitin)	17	15	13	12
HD:	1d6	2d6	4d6+4	8d6+8
Attack Die:	1d14	1d16	1d20+1, 2@1d16+1	1d20+3, 2@1d16+3
Damage:				
(Bite)	1d3	1d4	1d6	1d8+1
(special attack form)	*	*	*	*
Critical Die:	None	None	1d10	1d16
Critical Table:	None	None	M	M
Fortitude:	+1	+1	+3	+4
Reflex:	+3	+3	+4	+4
Willpower:	#+1	#+1	#+2	#+3

10d100 ants in the war party. Furthermore, when an ant dies it effectively coats the attackers within a 5ft radius area with pheromones labeling them as a threat to the hive. This means that until the targets of these pheromones can clean everything they own; they will be plagued by ever increasing numbers of angry ants attempting to deal with the threat or drive it off. Even if the heroes manage to outwit and out run one colony of ants, the fact that they smell like dead ants will be a beacon to other colonies of ant killing intruders. The pheromones are airborne and continue to exude from the dead ants for days. Coated creatures will also leave a ground track that lingers for quite some time. Any foraging ants that run across these trails will be sure to investigate.

Lastly, anthills have a caste system that creates specific ants for each task; the statistics above are for the 'soldiers & scouts. Worker ant drones are identical except that their bite attacks use one smaller die on the dice chain. This means that tiny worker ants do no damage on a successful bite attack, but they can clamp onto attackers in overwhelming numbers that will at least immobilize their opponent; ants are more than happy to starve to death if it kills their enemy as well. Queen ants are 3 size categories larger than soldiers, are immobile and have +3HD. They also have lost any real combat ability, but as the repository of the hive mind, queen ants always have 20 INT and PER scores as well as the ability to communicate telepathically with anything that has a language. The range of this telepathy is line of sight for non-ants, but she can communicate with all her children within 1.5 miles per size category of the queen. The Queen of the hive is always heavily guarded and this defense will include 'princelings' which are soldiers that gain +1hit die; +1 die step greater damage on their attacks, as well as a +1 to save DC's versus their special attacks.

General Information:

Descended from wasps who gave up their wings to conquer the ground, ants are quite possibly one of the most successful of creatures. Only the harshest arctic climates have no indigenous species of ants, though they can still survive around arctic humanoid habitations. Ants have not yet learned to live under water, but they can function in aquatic environments for some time before they drown. These highly organized and social creatures are typically of a red, brown, orange or black coloration, but can be most any color. Ants live to serve their hive and Queen in whatever fashion is required of them. If the hive mind says forage; they forage. If the hive mind demands their sacrifice, they obey to protect the hive. The ant does not think about it and the orders are carried out. Most ants are omnivorous and some specialize to one extreme or the other, but even herbivorous ants are ferocious defenders of their territory.

Attack Profile:

Ants are utterly devoted to providing for their hive mates, and protecting the hive. Ants are not subject to morale or fear checks of any kind and they won't hesitate to sacrifice themselves. Encounters will most likely break down as follows: 70% will be with a single scouting ant of any non-queen type; 20% will be with 3d6 ants; 8% of encounters will be with 4d12 ants in a foraging troop; and 2% will be with

Special Attacks:

Soldier and Princeling ants have developed a variety of special attack forms and can even have more than one type; roll and check table 3-10 up to 1d3 times. These results will be consistent throughout the ant colony. These special attacks are either passive or are available every round with the exception of Acid Spray and Venomous Stinger, which may be used 3 times, plus 1 per 3 hit dice of the ant.

Table 3-10: Ant Special Attacks

Roll 1d4	Special attack
1	Acid Spray
2	Ferocious Jaws
3	Locking Jaws
4	Body Spikes
5	Venomous Stinger
6	Lightning Attack
7	1d6 twice on this table

Acid spray – the ant spits a 60° acidic cone to a distance of 5ft/ hit die. Organic material struck by the spray suffers 1d4 acid damage per hit die of the ant. Victims and objects struck by the spray receive a fortitude save versus a DC of 11, +1/ hit die of the ant for half damage and items are degraded. See page 20 for details.
Body Spikes – the ant is covered in sturdy, needle sharp spikes that cause 1d4+ the attacker's strength bonus piercing damage upon each successful physical attack on the ant. The victim only takes half damage upon a successful save versus a DC of 7, +1 per 3 hit die of the ant.

Ferocious jaws – The soldiers in this colony have truly monstrous jaws. The damage from the bite attacks of these ants are two steps greater on the dice chain and their critical strike range and critical table are increased by one step.

Lightning Attack – These ants have somehow tapped into the energies of the elemental plane of earth and through long exposure and ingestion have granted them odd powers. They have +2 on armor class and any physical contact with these ants causes the victim to suffer 1d4 electrical damage per 3 hit dice of the ant; this charge may travel along conductive metal weapons. The victims receive a fortitude save versus a DC of 8, +1 per 3 hit dice of the ant for half damage. Victims wearing heavy metal armor add 2 to the DC and victims wearing medium metal armor add 1 to the save DC.

Locking jaws – most ants employ this tactic in addition to other forms of attack. Ants with this ability lock their jaws closed after the first successful attack on a foe. A failed reflex save by the victim versus a DC of 8, +1/ hit die of the ant allows the ant to do automatic damage in each following round. Killing the ant won't help either, as its death cements the jaws into the clamped position. Victims of this attack must succeed on an opposed strength check with the ant to break the clamp and this success also means that ant cannot use this ability any further... it is quite literally broken. Dead ants get twice their strength bonus rounded down on these checks.

Venomous stinger – being related to wasps, some ants have retained their stingers and venom. This is used as a separate attack at one lower die step from that used for a bite attack. If successful, then the victim is stung for 1 point of damage per hit die of the ant. The victim then rolls a fortitude save versus a DC equal to 11, +1/ hit die of the ant. Failure indicates that the victim suffers the effects of the listed venom unless they receive at least 3 dice of magic healing or other applicable spells.

15% - Acidic- target suffers as the acidic venom courses through its blood stream, causing damage the whole time. The target suffers 1d4 points of acid and stamina damage each round for 1 round per hit die of the ant.

85% - Paralytic- victims of this poison are paralyzed but conscious of their environment. Check Table 3-11 for duration of effect. Ants that employ this type of poison usually do not kill the paralyzed victim, but take it back to the nest to ensure that the larval young have live fresh food. The ant will stop to sting and re-paralyze a victim if they start to revive. Ants will kill and dismember the prey if it is too big for more than a few ants to move.

Table 3-11: Paralysis duration by size.

Tiny	1d6 rounds
Small	1 Minute, +1 round per HD
Medium	1turn, +1 minute per HD
Large	1 hour, +1 turn per HD

Special Powers:

Ants have a group mind, so the more ants there are, the greater their combined intelligence and personality scores. A single ant has an intelligence and personality score of 1; for every 4 ants in the group they all gain a +1 bonus to their intelligence and personality scores. This means that 76 ants acting in concert have intelligence and personality scores of 20 and a +5 bonus on intelligence and personality based checks and saves. In this state ants are more than capable of manipulating their environment and using advanced tactics. Ants are also capable of farming, playing games, and have an understanding of, and the ability to make war upon their chosen enemies.

Beetles

Alignment: N

Size:	Smallest	Tiny	Small	Medium	Large
Reach	0ft	0ft	5ft	5ft	5ft
STrength:	3 / -3	6 / -1	8 / -1	9	11
AGility:	10	8 / -1	8 / -1	8 / -1	8 / -1
STAMina:	9	12	14 / +1	15 / +1	17 / +2
INTelligence:	1 / -5	1 / -5	1 / -5	1 / -5	1 / -5
PERsonality:	2 / -4	2 / -4	2 / -4	2 / -4	2 / -4
LUCK:	9	9	9	9	9
Action Die:	1d10	1d12	1d14	1d16	1d20
Lift:	3oz	9lbs	16lbs	36lbs	88lbs
Drag:	6oz	36lbs	64lbs	144lbs	440lbs
Carry:	6oz	18lbs	40lbs	135lbs	330lbs
Speed (Land)	10ft	15ft	30ft	50ft	65ft
Run:	No	No	No	No	No
Sprint:	No	No	No	No	No
Speed (Fly)	15ft / 81min	30ft / 108min	50ft / 135min	70ft / 126min	90ft / 144min
Acceleration:	5ft	15ft	25ft	35ft	45ft
Deceleration:	10ft	30ft	50ft	70ft	90ft
Glide:	No	No	No	No	No
Initiative:	+0	-1	-1	-1	-1
AC: (+8 from chitin)*	24	20	18	17	16
HD:	1d4	2d6	3d8+3	4d10+4	6d12+12
Attack Die:	1d10-3	1d12-1	1d14	1d16+1	1d20+2, 2@1d16+2
Damage:					
(Bite)	1pt	1d4	1d5-1	1d6	1d7
(Kick)	--	1d3	1d4-1	1d5	1d6
(Trample)	--	--	3d5-3	3d6	3d7
(Special Attack)	60%	50%	40%	30%	20%
Critical Die:	None	None	None	None	1d12
Critical Table:	None	None	None	None	M
Fortitude Save:	+1	+1	+3	+3	+5
Reflex Save:	+1	+0	+1	+1	+2
Willpower Save:	-3	-3	-2	-2	-1

* Beetles gain no AC bonus for flight, they are too slow and clumsy.

General Information:

These armored insects are perhaps the most prolific insect species on the planet and they are found in every climate and terrain except arctic... In a fantasy RPG setting this last condition can be ignored; and beetles are not limited to the material plane. The majority of beetles are omnivorous in both larval and adult forms, though grubs are more aggressive and voracious. Adults have thick chitin in a variety of bright and metallic hues and patterning. Thickened wing segments called elytron act as extra armor for the dorsal surface of their abdomens and folded wings. Dwarves and gnomes have been known to either strap down the elytra or clip a beetle's wings to use the insects as beasts of burden or war.

Attack Profile:

Most beetles are solitary foragers, but they can be found in large numbers where ever there is a sufficiently large food source. They will always attempt to take advantage of an easy meal, but are quick to take flight (literally) when presented with any serious threat. A beetle is immune to the special attacks of its own species. Unfortunately for beetles of size medium and greater, their wings take time to deploy. It takes 1 round per size category of beetle starting with size medium for the wings to be readied for flight. The beetle's elytra may be sacrificed as a shield would be if the beetle has the need. Beetles may charge into combat from a distance equal to twice their land speed.

Special Attacks:

Some beetles have developed amazing active and passive special attacks. These powers may be chosen by the Storyteller to fit a particular encounter, or rolled randomly. Roll once on Table 3-12 to determine the power and its effects.

Table 3-12: Beetle special attack type; roll 1d7

1	Anti-magic Aura
2	Acidic Spray
3	Allomones
4	Light pulse
5	Choking gas
6	Stridulation
7	Corroding

1. *Anti-magic aura* – this beetle has the ability to cancel out arcane and divine energies within a zone equal to 5ft per hit die of the beetle. This field is constant as long as the beetle is alive and has no effect on spell damage from area effect spells targeted outside the beetle's aura. There is a -12 penalty applied to anyone casting a spell that targets the beetle or anything within or on line-of-sight passing through its aura. If a spell successfully hits one of these beetles, they take only half damage even if they fail their save and success completely negates the spell targeting the beetle. Any personal spell effects within the aura are subject to a *Dispel Magic* spell with a result of 16. Lingering within the field adds to the *dispel effect* as indicated on page 208 of the DCC Core Rules.

2. *Acidic spray*- Beetles with this ability secrete volatile organic compounds that they mix within their abdominal cavity. The explosion of caustic steam may be fired with great accuracy in any horizontal direction, but may not be aimed at anything more than 10ft off the ground. The beetle's spray is a 30° cone out to a range of 5ft per hit die of the beetle. Succeeding at a fortitude save versus a DC of 8, +1 per hit die of the beetle indicates the victim takes half damage. The caustic steam does 1d4 points of damage per hit die of the beetle to all organic material and may be used 1x/ day per hit die of the beetle. The caustic spray causes no lingering damage, but items that fail their fortitude saves are degraded; see page 14 for details.

3. *Allomones*- This is a passive form of attack and defense continually exudes from the beetle as long as they are alive. These chemicals only affect creatures that need to breathe that are within a radius of 10ft per hit die of the beetle; but the area will be somewhat scattered in the presence of strong breezes and may still affect anyone down wind. The effects from a specific beetle can be avoided with a successful fortitude save versus a DC equal to 10, +1 per hit die of the beetle and each new beetle prompts a new fortitude save from the target. If a creature makes 3 of these saves, then they no longer need to make save rolls versus that beetle's allomone attack and gain +1 on saves versus any other beetles of that type. If the victim critically fails their save the condition is permanent unless the *Restore Vitality* spell is cast upon the victim with a result of 20+.

Charm – victims of this chemical attack consider the beetle to be their beloved offspring and will fight zealously to defend it as long as they are exposed to the cloud of allomones and for 1d6 rounds afterwards.

Hallucination- The victim loses their sense of reality, cannot distinguish between friend and foe; has no ability to cast spells, and cannot communicate intelligibly. There is no fixed theme for the visions and distortions; the victim suffers a -2 penalty on all actions, AC, and has all movement reduced to 10ft per round. This lasts as long as they are within the area of effect and for 1d6 rounds, +1 round per hit die of the beetle after the victim leaves the area.

Fear- The victims of this chemical attack become terrified of the source of the odor, and are affected as if under the influence of a *Scare* spell; see Core Rules p. 191, with a result and DC equal to 12, +2 per hit die of the beetle. The ranges and number of targets remain as indicated in the entry on allomones.

4. *Light pulse* – this type of beetle has developed the ability to lure prey with hypnotic pulses of light. Victims of this attack must succeed on a willpower save versus a DC of 9, +1 per hit die of the beetle. Failure indicates that the victim willingly moves towards the light with a zombie like shuffle of 10ft per round regardless to the risks... Eventually they are within striking distance of the beetle and the victim has no agility or shield bonuses to their armor class; failed attacks provoke another willpower saves against this effect with a +2 bonus for the victim. The beetle may use this attack 1/ round until it has taken half of its hit points in damage.

5. *Choking Gas* – the victim of this attack is subjected to acidic gasses. All targets who fail a fortitude save versus a DC of 10, +1/ hit die of the beetle are subject to a -2 penalty on attacks, saves, and ability checks and take 1 point of acid damage per round of exposure to the gas. A beetle may release these clouds 1x/ day per hit die. The clouds will drift with the wind.

6. *Stridulation*- By rubbing either their legs against their abdomen, or grinding their mandibles together these beetles create a high pitched sonic attack. The effective range for damage is only 10ft per hit die of the beetle. Victims who fail a fortitude save versus a DC of 7, +1 per hit die of the beetle suffer 1d4 points of damage per hit die of the beetle and are deafened for a number of rounds equal to the damage dealt in the attack. The sound producing body-parts of the beetle have hit points equal to 10% of the creature's starting hit points; targeted attacks which score at least this much damage will destroy the sound producing parts. If the beetle's legs produce the sound then each leg has 10% of the beetle's starting hit points and each will need to be destroyed, but damage from the stridulation attack is reduced by half and the DC is dropped by 2 if a leg is missing.

7. *Corroding* – this type of beetle is much like any other except its diet requires the consumption of metal; check Table 3-13. Normally they would burrow for raw ore, but they react to refined metals the way mammals respond to refined sugar; it's irresistible... and makes the beetle hyperactive. Their attacks do the same amount of damage as a normal beetle; it's just that they attack the target's metal armor and items first. On a successful bite attack the target rolls a fortitude save for the metal item in question; failure indicates that the item has become degraded, see page 14. For every 5 points of armor value consumed, the beetle gains +1 action per round, to a maximum of 4 actions per round. The chitin of corroding beetles takes on the luster of their preferred metal, and grants them an additional +2 on their armor class.

**Table 3-13:
Corrosive Beetle's
preferred metal**

1	Iron
2	Steel
3	Copper
4	Nickel
5	Lead
6	Gold
7	Silver
8	Mythril

Beetle Grubs

Grubs have the same feeding habits and special attacks of an adult, and are extremely aggressive towards any potential food source. The grubs of any species listed here are the same size and have the same hit points, saves, and action dice as adults; but do not have chitin armor. They are protected by a thick rubbery skin that only grants +1 to their armor class in addition to any size or agility bonuses or penalties. Grubs have half of their adult movement rate, cannot fly and may or may not have the special attack forms of the adult versions. They may have no special attacks or a completely different special attack as a grub than they do as an adult at the Storytellers discretion. Check Table 3-14 for each grub encounter.

Table 3-14: Grubs are encountered in numbers...

Size:	Tiny	Small	Medium	Large	Huge
Number					
Occurring:	1d12+5	1d10+4	1d8+3	1d6+2	1d4+1

Giant Dung Beetle

Alignment: N

Size:	Huge (male)	Huge (female)
Reach	10ft	10ft
STrength:	15 / +1	13 / +1
AGility:	10	10
STamina:	18 / +3	19 / +4
INtelligence:	1 / -5	2 / -4
PERsonality:	2 / -4	3 / -3
LUCK:	9	9
Action Die:	1d24	1d24
Lift:	240lbs	208lbs
Drag:	1200lbs	1040lbs
Carry:	750lbs	650lbs
Speed (Land)	100ft	100ft
Run:	No	No
Sprint:	No	No
Speed (Fly)	150ft/ 162min	150ft/ 162min
Acceleration:	50ft	50ft
Deceleration:	100ft	100ft
Glide:	No	No
Initiative:	+0	+0
AC (Chitin; +10)*	18	18
HD:	8d14+24	10d14+40
Attack Die:	1d24+3, 2@1d20+3, 3@1d16+3	1d24+4, 2@1d20+4, 3@1d16+4
Damage:		
(Kick)	1d14+1	1d16+1
(Stridulation)	3d4 sonic	No
(Dung ball)	3d8+3	3d6+3
(Trample)	3d14+3	3d16+3
Critical Die:	1d14	1d16
Critical Table:	M	M
Fortitude:	+6	+8
Reflex:	+3	+4
Willpower:	-1	+1

* Beetles gain no AC bonus for flight, they are too clumsy.

Special Powers:

Born to dig – these creatures are capable of digging with great speed through dirt and soft rock. Dung beetle's can clear a section of tunnel equal to their diameter and one and a half times their body length for every turn in soil; and for every hour of digging in limestone or other softer rock.

General Information:

These scarab beetles have no ability to chew flesh or vegetable matter; instead, they congregate upon piles of feces in order to feed upon the bacteria within the festering dung. Males and females gather the freshest dung they can find and roll it up into as large a mass as possible and wander off to feast and look for mates. The females lay their eggs only within the largest masses of dung and then both parents work to bury the mass to protect it from predators. These beetles are revered by most civilized cultures for the blessings they bring to the soil. However, when startled or angered, these beetles are known to fling the dung ball at their attackers in order to flee the area. The dung ball limits the beetle's movements speeds by half.

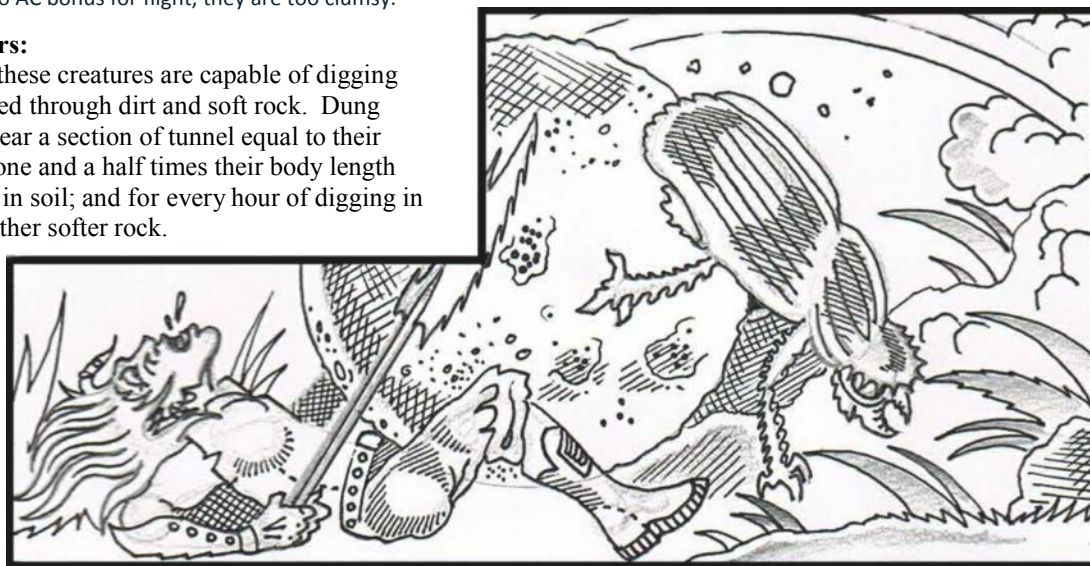
Attack Profile:

In nature these scarab beetles are harmless to those smart enough to stay out of their way. Like their minuscule cousins these gigantic beetles are not capable of digesting bulk matter. When threatened, they can deliver 3 powerful kicks every round. Some male dung beetles can also forgo any other attacks in order to use their hind legs to create a powerful chirping like a cricket. As a last resort, these insects will hurl their mass of fecal matter at a pernicious attacker. Various species of humanoids have learned to use giant dung beetles as beasts of burden and war beasts with varying degrees of success; in such cases *geotrupidae titanicus* is a formidable foe.

Special Attacks:

Males (60% of encounters) have the ability to use a stridulation attack by rubbing their hind legs against their abdomen like a cricket. This is an area effect, sonic attack to those within an 80ft radius of the beetle. Targets roll a fortitude save versus a DC equal to 8 + 1/ hit die of the beetles; 14 usually. Failure means the victims take 3d4 sonic damage and are deafened for 1d3 turns; a critical failure indicates the deafness is permanent. Success on the save means no deafness and the victim only takes half damage. The other 40% of encounters will be with a female; they have +2 hit dice, their damage dice are increased by one step on the dice chain, and they will not have a ball of fecal matter.

Dung ball attack – the weight of the dung ball is limited to the beetle's carrying weight; but the gathered debris makes it quite dangerous. It only has a 60ft range, but does 3d4+4 damage.



Cicadas

Alignment: N

Size:	Tiny	Small
Reach	0ft	5ft
STrength:	4 / -2	6 / -1
AGility:	18 / +3	17 / +2
STAMina:	12	14 / +1
INTelligence:	1/ -5	1/ -5
PERsonality:	9	9
LUCK:	9	9
Action Die:	1d12	1d14
Lift:	6lbs	12lbs
Carry:	12lbs	30lbs
Speed (Land)	20t	35ft
Run:	No	No
Sprint:	No	No
Speed (Fly)	40ft	75ft
Acceleration:	10ft	35ft
Deceleration:	20ft	70ft
Glide:	No	No
Initiative:	+3	+2
AC:	18	15
HD:	1d4	1d6+1
Attack Die:	1d12	1d14
Damage:		
(Kick)	1d3-2	1d4-1
(Sonic: penalty to Casting, etc.)	-3	-5
Critical Die:	None	None
Critical Table:	None	None
Fortitude:	+1	+2
Reflex:	+4	+3
Willpower:	+1	+1

General Information:

These placid, sap sucking insects are found in most non-arctic, non-aquatic environments where vegetation is plentiful. They climb out of the ground in late spring and by summer; their song is a steady drone across the landscape. They are harmless, but the monotony of their call can cause serious problems over the long term. Sleeplessness and the increase in predator density takes its toll especially from the larger varieties of cicada.

Attack Profile:

These creatures have a diet of plant sap, so unless a mad wizard has spent some serious time in the lab mutating them, cicadas are mostly harmless. They have no interest in being hostile unless they are provoked. Even then, they are more likely to fly off than fight, but they can deliver a good kick to an opponent if needed, and they have a sharp proboscis normally used to access their food, but that can be dangerous if pressed into service. Their characteristic stridulation's are heard long before the cicadas are seen, and there is never just one. Cicadas are encountered as a swarm... When they emerge from the ground, it is in such numbers that they are able to feed the local predators to the point where they stop feeding. Such events can be a yearly occurrence in tropical locations where vegetation is plentiful, but they also occur in 7 and 13 year cycles. Unlike locusts, these events have fewer numbers and leave the countryside relatively undamaged; but it can still take place over incredibly large areas with densities of 1000 to 10,000 per acre; but with tiny and small varieties this is more like 500 to 2000 individuals per acre. What makes encountering them dangerous is that characters that are not inculcated to the sound over a lifetime will have difficulty communicating, sleeping, and casting spells do to the droning noise. A lack of sleep can kill most humanoids in 5-6 days. It is still considered fairly good luck to travel when cicadas are swarming, While the number of predators attracted to the area goes up; attacks from predators decrease usually decrease significantly due to the over abundance of prey they are likely to be satiated when encountered.

Special Attacks:

The songs of even the smallest of cicadas cause a -3 penalty to speaking, listening, and spell casting to those within 50ft of a cicada swarm on a failed

fortitude save versus a DC of 7, +1 for every day of sleeplessness. A critical failure indicates the victim has acquired a permanent -1 penalty to listening and spell casting checks. This permanent penalty is cumulative with any additional critical failures. This damage may be healed with a *Restore Vitality* spell cast with a result of 20+; see DCC Core Rules, page 278. Anyone who succeeds at 3 consecutive fortitude saves has learned to ignore the noise; sleeps normally, is immune to any further hearing damage, and need not roll fortitude saves any longer for these cicada songs: but their communication and spell casting are still effected at a penalty 2 lower than normal. Aside from the increase in cranky, sleep deprived predators the real danger to the player characters are the cumulative effects of sleeplessness. Exhaustion and irritability in the early stages, but after 4-5 days they can go insane or even die from chemical imbalances in the brain. On the fifth and consecutive nights of insomnia creatures and characters who fail their saves have gone insane, Storyteller's choice of malady. On the next failure the PC dies from a heart attack.

Special Powers:

Luck Boon – these creatures are an essential ingredient in alchemical recipes for potions of vigor and luck enhancement.

Nutritious – if eaten by a cleric while they are casting *Food of the Gods* the number of people fed per result on the spell table doubles.

Mutagenic - It is possible that they have been tampered with or mutated to create a specific effect with their songs. Cicada's can tolerate 1 mutation for every 3 total hit points. Magi have been known to use them in their arcane experiments...



Praying Mantises

Alignment: N

Size:	Tiny	Small	Medium	Large	Huge
Reach:	0ft	5ft	10ft	10ft	15ft
STrength:	7 / -1	9	10	12	14 / +1
AGility:	19 / +4	18 / +3	17 / +2	16 / +2	15 / +1
STAMina:	7 / -1	9	10	12	14 / +1
INTelligence:	1 / -5	1 / -5	1 / -5	1 / -5	1 / -5
PERsonality:	9	9	9	9	9
LUCK:	9	9	9	9	9
Action Die:	1d14	1d16	1d20	1d20	1d24
Lift:	10lbs	18lbs	40lbs	96lbs	224lbs
Drag:	30lbs	72lbs	160lbs	480lbs	1120lbs
Carry:	21lbs	45lbs	150lbs	360lbs	700lbs
Speed (Land)	10ft	15ft	20ft	30ft	40ft
Charge:	20ft	30ft	40ft	60ft	80ft
Sprint:	No	No	No	No	No
Chance of flight	100%	80%	60%	40%	20%
Speed (Fly)	70ft	110ft	200ft	300ft	420ft
Acceleration:	20ft	30ft	50ft	90ft	110ft
Deceleration:	40ft	60ft	100ft	180ft	220ft
Glide:	No	No	No	No	No
Initiative:	+4	+3	+2	+2	+1
AC (chitin; +2)	20	17	15	14	12
(+2 from flight)	22	19	17	16	14
HD:	1d6-1	2d8	3d8	4d8	6d10+6
Attack Die:	1d14+4	1d16+3	1d20+3, 2@1d16+3	1d20+3, 2@1d16+3	1d24+3, 2@1d20+3, 3@1d16+3
Damage (Bite)	1d4-1	1d6	1d8	1d10	1d12+1
(Kick)	1d6-1	1d8	1d10	1d12	1d14+1
(Clutch)	2d4-1	2d6	2d8	2d10	2d12+1
Critical Die:	None	None	1d8	1d10	1d12
Critical Table:	None	None	M	M	M
Fortitude:	+0	+0	+2	+2	+4
Reflex:	+5	+4	+4	+4	+4
Willpower:	+1	+1	+2	+2	+3

General Information:

The mantis is a master of disguises, and will alter its body over successive generations to better mimic the features of something in its environment. Typically this includes leaves, twigs and flowers and the multitude of colorations within the natural world. Larger mantises have more limited choices, and so they often mimic trees, fallen logs, or rock formations in order to disguise their bulk. Unlike most insects mantises don't have a larval stage, so their young simply look like smaller versions of their parents. Generally they prefer temperate and tropical locals where they have ample prey as well as more options for camouflage.

Attack Profile:

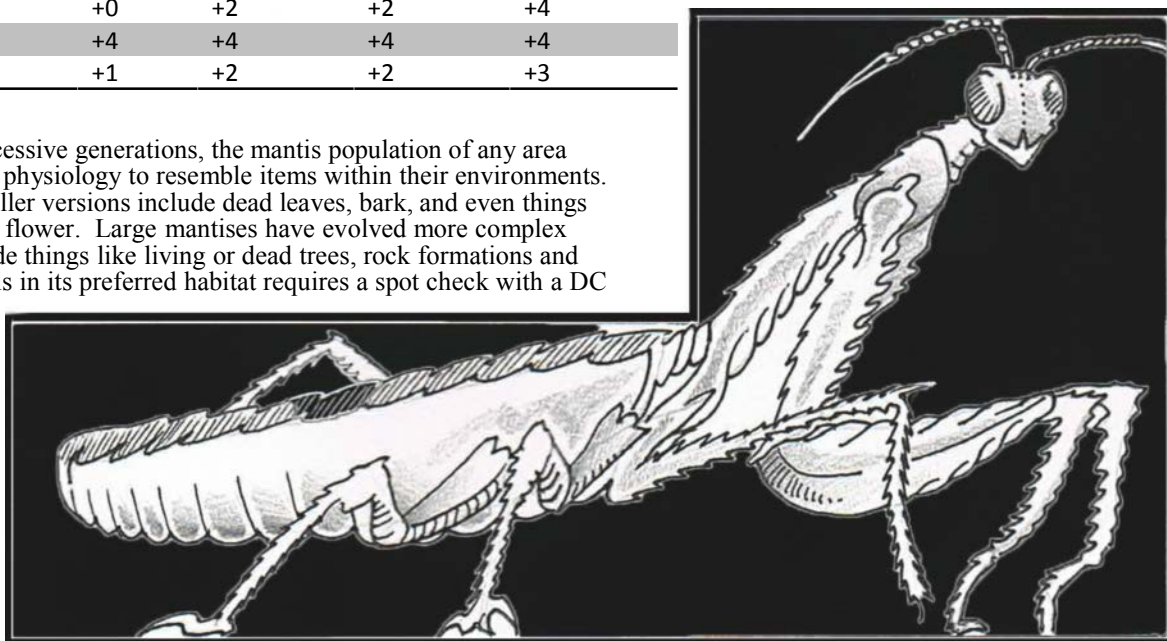
Masters of patience and camouflage the mantis waits for prey to come within reach and then strikes with blinding speed to clutch its meal tightly within its spiked forelimbs. This is its primary attack mode, and targets of a successful attack find themselves pinned within a deadly spiked vice-like grip. Mantises won't attack anything that they cannot drag to their mouths, and they are fairly good at estimating the weight of their targets. If needed they can deliver powerful kicks to defend themselves; but they rarely make bite attacks against foes unless feeding. These creatures use Agility for their attacks and once pinned, the mantis automatically succeeds with its bite and clutch attacks. If the victim survives the initial clutch attack, they must succeed at an opposed strength check to escape the mantis' clutches.

Special Powers:

Camouflage – over successive generations, the mantis population of any area will slowly morph their physiology to resemble items within their environments. Common forms for smaller versions include dead leaves, bark, and even things as intricate as an orchid flower. Large mantises have evolved more complex shapes which can include things like living or dead trees, rock formations and such. To notice a mantis in its preferred habitat requires a spot check with a DC equal to 13, +1 per hit die of the mantis.

Immunities & Vulnerabilities:

Praying Mantises are masters of patience and the quick strike, but they may not run or sprint. They may still charge up to 2x their land speed.



Wasps

Alignment:

N

Size:	Medium	Large	Huge
Reach:	5ft	5ft	10ft
STrength:	12	14 / +1	16 / +2
AGILity:	13 / +1	12	11
STAMina:	10	12	14 / +1
INTelligence:	2 / -4	2 / -4	2 / -4
PERsonality:	9	9	9
LUCK:	9	9	9
Action Die:	1d20	1d20	1d24
Lift:	48lbs	112lbs	256lbs
Drag:	192lbs	560lbs	1280lbs
Carry:	180lbs	420lbs	800lbs
Speed (Land)	40ft	60ft	75ft
Run:	No	No	No
Sprint:	No	No	No
Speed (Fly)	240ft	350ft	480ft
Acceleration:	100ft	160ft	200ft
Deceleration:	200ft	320ft	440ft
Glide:	No	No	No
Hover:	10rds	12rds	14rds
Initiative:	+1	+0	+0
AC:			
(+2 from chitin)	13	11	9
(+2 aerial attacks)	15	13	11
HD:	2d6	3d8	4d10+4
Attack Die:	1d20+1, 2@1d16+1	1d20+1, 2@1d16+1	1d24+1, 2@1d20+1, 3@1d16+1
Damage:			
(bite)	2pts	4pts	5pts
(Ovipositor)	1d2	1d3+1	1d4+2
Critical Die:	1d4	1d4	1d4
Critical Table:	II	II	II
Fortitude:	+1	+2	+3
Reflex:	+2	+2	+2
Willpower:	+1	+2	+2

the host is a DC 15 healing check with a +1 penalty to the DC per week the larvae was feeding. The laying of hands has no affect upon the larva or host, but a *Remove Curse* spell will kill the larva and lower the DC for the heal check by 10.

Special Attacks:

Venom – the wasp needs its victims alive for their offspring so it will have fresh food. A wasp's venom attacks the victim's nervous system causing them to slip into a coma. Victims of envenomation require fortitude saves against a DC of 12, +1 per hit die of the wasp and for previous failures. Failure causes 1d3+1 INT damage per hit die of the wasp, and the coma is induced when the victims Intelligence score drops below 3. A wasp won't carry away any victim that is still conscious as their struggling may damage the nest.

General Information:

These cousins to the ant family are found in many climate zones from temperate forests to sandy deserts. The variations in color and patterning are many-fold with shiny metallic blues and red/browns being dominant, but this isn't a fixed trait. While some species of wasps have no wings, the species described here is based upon the flying variants. The one trait that truly defines all wasps is their parasitic breeding habits. Most wasps are specific about what they prey upon, choosing to specialize their tactics for spiders, or caterpillars, etc.; but this species as learned to use humanoids as its preferred hosts. The female's only goal is to envenom as many victims as possible to act as hosts for her progeny.

Attack Profile:

Most wasps are solitary hunters, but where there is one wasp there are many in the general area and throngs of 3d4+1 individuals from various hives and burrows may be encountered. When they spot likely prey, wasps immediately attempt to sting as many victims as they can using their agility bonus for melee attacks, and then drag them off to the nest. Wasps do not stick around for a protracted fight staying for only half their normal hovering time. Subdued victims are returned to the hive and sequestered within cells to allow time for the larval wasps to consume their hosts and then pupate. Wasps hives are a simple affair of clustered cells and it is well engineered to stay dry and circulate fresh air. The cells are sealed off with a paste of wasp mucus and soil that is laid down in thick layers to form a cement-like cap. This requires a DC 18 Strength check for non-wasps to break through. Wasps use their agility bonus for all attacks.

The egg hatches in 1d3+1 days and begins to feed, the host loses 1 point of stamina per day until they reach 0 and die. The wasp then pupates for 1 week, +1 week per hit die of the victim. Should the victim be rescued before the larva pupates; any ability point losses are permanent and may only be restored by divine interaction. Removing the larva from



L

Lizards

Alignment:

N

Size:	Tiny	Small	Medium	Large	Huge
Reach	0ft	5ft	5ft	5ft	10ft
STrength:	5 / -2	7 / -1	8 / -1	10	12
AGility:	16 / +2	15 / +1	14 / +1	13 / +1	12
STAMina:	12	14 / +1	15 / +1	17 / +2	19 / +4
INTElligence:	1 / -5	1 / -5	1 / -5	2 / -4	3 / -3
PERsonality:	9	9	9	9	9
LUCK:	9	9	9	9	9
Action Die:	1d14	1d16	1d20	1d20	1d24
Lift:	5lbs	7lbs	16lbs.	30lbs.	60lbs.
Drag:	10lbs	21lbs	48lbs	120lbs	240lbs
Carry:	10lbs	35lbs	80lbs.	200lbs.	420lbs.
Speed (Land)	15ft	35ft	55ft	75ft	95ft
Run:	25ft / 96min	70ft / 112min	120ft/ 120min	200ft/ 136min	300ft/ 152min
Sprint:	60ft	155ft	240ft	400ft	540ft
Initiative:	+2	+1	+1	+1	+0
AC (Scales; +2):	17	14	13	12	10
HD:	2d4	3d6+3	4d8+4	5d10+10	6d12+24
Attack Die:	1d14+2	1d16+2	1d20+2, 2@1d16+2	1d20+2, 2@1d16+2	1d24+2, 2@1d20+2, 3@1d16+2
Damage:					
(Bite)	1d4-2	1d4-1	1d6-1	2d8	2d10
(Claw)	1pt	1d3-1	1d4-1	1d5	1d6
Critical Die:	None	None	1d8	1d10	1d12
Critical Table:	None	None	M	M	M
Fortitude:	+1	+3	+3	+4	+7
Reflex:	+3	+3	+3	+3	+3
	+1	+2	+2	+2	+3

prey. The range for this attack is equal to thrice their normal reach and the victim only uses their agility bonus and size for their armor class; but if the victim of the tongue strike is using a shield, they may elect to lose the shield and remain free of entanglements. Victims of this attack can make a contested strength check to resist being dragged into the lizards mouth where the victim suffers bite damage every round until it escapes or gets eaten.

Special Powers:

Lizards have a 35% chance of having a chameleon's ability to blend into the surroundings. This grants the lizard +12 on stealth checks, but only when motionless. Lizards with this ability have a long, frog-like tongue.

Immunities & Vulnerabilities:

Cold Blooded- this creature is comfortable between 50⁰ and 110⁰ Fahrenheit. The creature is reduced to half of its normal move speed and actions per round if the temperature is between 35⁰ F and 49⁰ F; below 35⁰ F, the creature is paralyzed. The creature takes 1 point of heat damage per minute if the temperatures above 110⁰ F, and gains an extra action per round until they reach shelter or die. Larger lizards can tolerate greater variance in temperature, so bigger lizards can expand their zone of comfort by 5 degrees at each extreme for each size category beyond small. All cold blooded creatures will eventually succumb to the cold and suffer a -2 penalty versus cold attacks and spell effects.



General Information:

These cold blooded hunters are quite populous in warm climates. Supremely adapted to arid environments, lizards need little water and are fast for their size. Lizards come in a variety of colors that vary according to the dominant colors of their environment. Most are active in the late morning or mid to late afternoon, but rarely active at night or at the hottest parts of the day. Most lizards hibernate through the winter months if the temperature consistently drops below 32⁰ F.

Attack Profile:

Lizards are solitary hunters that rely on Quickness, stealth, or any special abilities to catch their prey. A lizard's climb speed is equal to their land speed and they need not make climbing checks unless they are doing something risky. Their land speed also counts as a swim speed if there are rivers and lakes in their habitat, but they may not run or sprint while swimming. Lizards use their agility bonus for melee attacks.

Special Attacks:

Lizards have a 15% chance of having a tongue attack similar to a frog of the same size. Lizards use their tongue attack for anything that they consider

Lycanthropy

The curse of lycanthropy threatens all species without discrimination; any humanoid may contract the curse from a were-creature's bite. While wolves, rats, and bears are common carriers of this curse; the sages teach that there are many other forms of this curse spanning the natural kingdom. When someone is afflicted with this curse there are few outward signs or changes to their normal humanoid statistics or abilities; the victim of this curse may not even be aware of the problem for the first few months. However, it is only a matter of time before they wake up wearing torn rags for cloths and have blood on their hands...

Lycanthropes can deliver this curse by biting their intended victim. The victim then rolls a fortitude save versus a DC equal to 10, +1 per point of damage from the bite. Failure indicates that the victim is now cursed to take on their new animal form upon each night of the full moon. The transformation takes 1 full minute of agonizing reorganization and splitting of the skin to complete the transformation, and they may take on a new size that is up to two size categories larger or smaller than normal. They may change between their various forms at will during the nights of the full moon, but each transformation still takes 1 minute and is agonizingly painful. If the cursed creature murders at least one innocent victim on one of the nights of the full moon, or passes on the curse to at least one victim, the were-creature is given the ability to instantly and painlessly transform at will for the next month. Clothing and armor can be worn by humanoid and hybrid lycanthropic forms (assuming there is armor available that will fit their hybrid form) but all equipment is left behind or destroyed when they change to their animal form; magic items receive fortitude saves versus the initial bite DC, with success indicating that it fell off. Failure destroys the item.

The bite of a lycanthrope is the traditional method for afflicting others with this curse, but it can be passed from mother to child in utero. However, this doesn't confer any ability to control the change: it's a curse, not a boon. A lycanthrope can always detect another; even of a different species, and they tend to form associations based upon the habits and traits of their animal's nature. While were-bears are solitary loners, were-rats and were-wolves form swarms and packs respectively. Removing this curse is a difficult affair at the best of times. If the victim of the curse hasn't yet changed, then there is hope. The curse can be revealed with a healing check result of 18 or better. The victim must be bathed in tea made from holy water and wormwood during a ritual casting of the *Remove Curse* spell which takes 2 days to perform. The cleric must succeed at the ritual with a value greater than the bite DC that delivered the curse to the victim. If the victim of the curse has transformed, but not yet killed or passed on the curse to anyone then the ritual may be performed; but with +3 penalty to the bite DC. If the victim of the curse has killed anyone while in animal or hybrid form, then their only hope is to quest for a cure or beg for divine/ demonic aid.

Making a lycanthrope:

The first step is to find the average between the victim's strength, stamina, and agility scores from the animal's strength, stamina, and agility scores. The results of this math will give you the ability scores whenever the victim transforms into their hybrid form. The cursed creature's mental abilities and luck score remain normal regardless of their present form.

Example: a human with a strength score of 15 joined via the curse with the spirit of a bear with strength 20 would have a strength score of 18 when they are in hybrid form: $((20+15)/2) = 17.5 = 18$.

A human with a strength score of 15 joined via the curse with the spirit of a rat with strength 3 would have a strength score of 9 when they are in hybrid form: $((15+3)/2) = 9$.

Immunities & Vulnerabilities:

In its normal form the cursed creature gains no benefits other than the resistance to normal weapons and this is often their first clue that something is wrong. However, this resistance to damage doesn't manifest until after the victim's first transformation. In hybrid form, the cursed creature has all of the best abilities and traits of both species: keen senses, thicker hide, wings, weapon use, claws, armor use, etc., but they have an insatiable blood lust and desire to pass on their curse. In animal form they retain their humanoid intellect, personality and luck scores, but are otherwise as any other creature of that type. Regardless of their form a were-creature is immune to normal weapons; but silver, enchanted weapons: and spell damage have full effects upon a failed save as normal.

Were-rat Goblins

Alignment: C

Type:	Goblin	Hybrid	Rat
Size:	Small	Small	Tiny
Reach	5ft	5ft	0ft
STRength:	8 / -1	6 / -1	4 / -2
AGILity:	10	14 / +1	18 / +3
STAMina:	10	10	10
INTElligence:	13 / +1	13 / +1	13 / +1
PERsonality:	5 / -2	5 / -2	5 / -2
LUCK:	9	9	9
Action Die:	1d20	1d20	1d14
Lift:	40lbs	30lbs	8lbs
Drag:	80lbs	60lbs	12lbs
Carry:	40lbs	30lbs	8lbs
Speed (Land)	20ft	20ft	15ft
Run:	65ft / 75min	48ft / 75min	20ft / 80min
Sprint:	115ft	85ft	45ft
Initiative:	+0	+1	+3
AC:	11+ armor	12+ armor	16
(Leather)	+2, -1Ph, 1d8		
(St. Leather)	+3, -2Ph, 1d8		
(Hide)	+3, -3Ph, 1d12		
(Chainmail)	+5, -5Ph, 1d12, -5ft mv		
(Shield)	+1, -1Ph		
HD:	1d6	1d6	1d6
Attack Die:	1d20	1d20+1	1d14+3
Damage:			
(Bite)	1d3-1	1d5-1	1d5-2
(Fist / claw)	1d3-1	1d4-1	---
(Chance of disease)	No	100%	100%
(Sh. Bow; 25ft/50ft/75ft)	1d6	1d6	No
(Short Sword)	1d6-1	1d6-1	No
(Spear)	1d8-1	1d8-1	No
Critical Die:	1d6	1d8	None
Critical Table:	III	III	None
Fortitude:	+1	+1	+1
Reflex:	+1	+2	+4
Willpower:	-1	-1	-1

Movement – in hybrid and rat forms these creatures have a climb speed equal to their base land speed.

Keen Nose– They have a rat's keen sense of smell in their hybrid and rat forms and they are unaffected by the powerful odors of their environment. This ability gives them a +2 bonus on all search and tracking checks involving scent.

General Information:

These goblins have been cursed with Lycanthropy (rat), and they find that their enhanced agility for their hybrid form and the ability to take on the form of a rat greatly improves their survivability. As such this affliction is fairly common among goblins. Those goblins who have sworn their devotion to the Rat Gods, may alter their form as an act of will, and their equipment will disappear and then reappear when they change back to humanoid forms. These afflicted goblins are most often encountered within civilized lands, and are a fearsome and persistent problem in the sewers and abandoned areas in many cities. Goblinoid tribes with a lycanthropic infection will always be lead by a lycanthrope, other members of the hierarchy may or may not be afflicted... it depends of the tribes politics. See entry on page 132 for more details on goblins and their social structure. See page 181 for more information on rats.

Attack Profile:

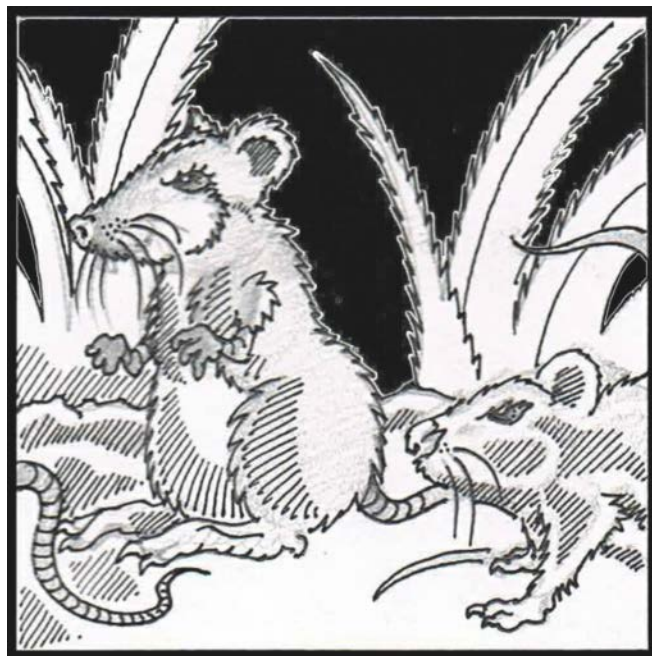
They enjoy the ability to transform into rats because it amplifies their ability to pilfer valuables and to escape danger. Many tribes of goblins actually seek out were-rats and beg to become afflicted. Were-rat goblins quickly find themselves in positions of power within the tribe; their invulnerability to normal weapons and their innate quickness serve them well in climbing the hierarchy.

Special Attacks:

Curse of Lycanthropy (rat)– They can deliver this curse only by biting their intended victim. The victim rolls a fortitude save versus a DC of 10, +1 per point of damage from the bite. Failure indicates that the victim is now cursed to take on the shape of a rat upon each night of the full moon. See *Lycanthropy* on p. 155 for the details on this curse.

Special Powers:

Infravision 60ft, but they still have a -1 to all actions when exposed to bright lights.



Were-rat Ogres

Alignment: C

Form	Ogre	Hybrid	Rat
Size:	Large	Large	Small
Reach:	10ft	10ft	5ft
STrength:	17 / +2	12	6 / -1
AGility:	10	14 / +1	17 / +2
STAMina:	16 / +2	14 / +1	12
INTelligence:	3+1d6	3+1d6	3+1d6
PERsonality:	2 / -4	2 / -4	2 / -4
LUCK:	9	9	9
Action Die:	1d20	1d20	1d16
Lift:	255lbs	180lbs	6lbs
Drag:	510lbs	360lbs	18lbs
Carry:	255lbs	180lbs	30lbs
Speed (Land)	40ft	40ft	30ft
Run:	255ft/ 120min	180ft/ 105min	60ft / 96min
Sprint:	460ft	325ft	130ft
Initiative:	+0	+1	+2
AC:			13
(Ogre; tough hide; +4)	13	14	
HD:	5d12+10	5d12+5	2d4
Attack Die:	1d20+3, 2@1d16+3	1d20+1, 2@1d16+1	1d16+2
Damage:			
(Bite)	1d6+2	1d8	1d6-1
(Fist, claw)	1d8+2	1d8	1d3-1
(Club)	1d10+2	1d10	No
(Disease Chance)	0%	100%	100%
Critical Die:	1d10	1d10	None
Critical Table:	III	III	None
Fortitude:	+4	+3	+1
Reflex:	+2	+3	+3
Willpower:	-2	-2	-3

Special Powers:

Night vision – ogres can see just as well by starlight as they do during the daylight hours.

Unstable – Ogre's are one of the few creatures that have a random chance of mutations whether an outside agent is involved or not. When creating an ogre, there is a 5% chance per hit die that it will have a mutation.

Keen Nose– They have a rat's keen sense of smell in their hybrid and rat forms and they are unaffected by the powerful odors of their environment. This ability gives them a +2 bonus on all search and tracking checks involving scent.

Movement – in rat or hybrid form, were-rat ogres have a climb speed equivalent to their base land speed.

General Information:

These large humanoids prefer forested hills, craggy mountains, or jungles where they can find plenty of cover to set up ambushes. Ogres were created by the efforts of dark faeries for use as shock troops and in mockery of humanity to fight against their good hearted kin, as well as the mortal races; particularly humans. These hairy, overly muscled humanoids have an intense craving for human flesh which keeps them constantly roaming the fringes of their environment. These ogres have contracted the affliction of lycanthropy (rat), but are otherwise the same as other ogres. Since they crave humanoid flesh normally; when encountered, these creatures usually have the ability to change form at will, but are not normally in the service of the Rat Gods and these transformations still take one full minute to complete. See entry on page 174 for more details on ogres and see page 181 for more information on rats.

Attack Profile:

Simple and brutish, ogres have no subtlety and no interest in tactics beyond Scream and charge from ambush. Were-rat ogres use their strength bonus on melee attacks in normal form, but their other two forms rely upon agility to strike their opponents. They are smart enough to use most weapons, but have no skills at crafting anything beyond a club. They enjoy hand-to-hand fighting almost as much as they enjoy eating what they kill. Were-rat ogres are more likely to be encountered in numbers, and they are also more likely to employ stealth in their tactics.

Special Attacks:

Curse of Lycanthropy (rat) – in rat and hybrid forms, the bite of this creature may pass the curse of lycanthropy onto its victim. The victim then rolls a fortitude save versus a DC equal to 10, +1 per point of damage from the bite. Failure indicates that the victim is now cursed to take on their new animal form upon each night of the full moon. (See *lycanthropy* on p.155 for more details.)



M

Mephits

General Information:

These tiny mostly omnivorous creatures come in two types; pure elements, and hybrids created by some demented wizard or wizards now long forgotten. The pure elemental mephits live on their respective planes and are the lowest order of elementals. They may travel to the material plane if they are summoned by a wizard using any of the regular means for elemental summoning; but they sometimes find their own way. The heart of a tornado could allow a few air mephits passage to the material plane, the heart of a forest or brush fire or an erupting volcano can be very attractive to fire mephits. Where there is fire, there is always smoke. If not dismissed, these pure elemental forms will likely die from exposure to contrary elements given enough time on their own.

Hybrid mephits were made in a lab by crossing the various pure types and it must have taken a great deal of time and effort. The dual-nature of these creatures renders them incapable of existing anywhere other than the material plane. Hybrid mephits are considered normal monsters and may be summoned in the same manner by wizards and other casters. Regardless of their nature, mephits mostly conform to the same basic physiology. All are tiny humanoids, most with smooth skin colored and patterned by the plane or planes they were born from. Mephits of air, smoke, cloud, dust, and fire all have wings, while water and steam mephits have fish-like tails.

Attack profile:

All mephits use either their strength or agility bonus, whichever is greater as their melee attack bonus.

All mephit breath weapon save DC's are equal to 12, +1 per hit die; and they may be used once every 1d6 rounds. The DC's for other (non-spell) powers follow this same formula.

Special Powers:

A mephit's luck bonus, if any, increases the DC's of its special attacks, spells, and other powers.

Mephits speak common, and any of their elemental languages. They may know other languages based on greater intelligence scores. In these cases the mephits usually know the Draconic and Elven languages as well.

Cloud, dust, and mud Mephits are able to squeeze through tiny openings, but this can take a round or more to accomplish. The Storyteller will determine how long this takes on a case by case basis.

Immunities & vulnerabilities:

Mephits have damage and spell resistance equal to their hit dice; the damage resistance is applied after any penalties or bonuses listed in the mephit's entry. This damage resistance may be bypassed with magic weapons and damage from their contrary element(s). All mephits take extra damage from contact with their contrary element and hybrid mephits take the same damage from both of their contrary elements. See page 14 for further information on spell and damage resistance.



Mephits, Basic

Mephits, Air

Alignment: C

Size:	Tiny
Reach:	0ft
STrength:	5 / -2
AGility:	20 / +5
STAMina:	6 / -1
INTelligence:	12+1d8
PERsonality:	10+1d8
LUCK:	9+1d7
Action Die:	1d20
Lift:	3lbs
Drag:	6lbs
Carry:	2lbs
Speed (Land)	0ft
Run:	No
Sprint:	No
Speed (Fly)	55ft
Acceleration:	25ft
Deceleration:	50ft
Glide:	0ft
Hover:	6rds
Initiative:	+5
AC:	20
HD:	2d10-2
Attack Die:	1d20+5
Damage:	
(Bite)	1pt sonic
(Claw)	1d3-2
(Breath weapon)	1d10 Sonic
Critical Die:	1d8
Critical Table:	III
Fortitude:	+0
Reflex:	+6
Willpower:	#+1

General information:

Air mephits have large diaphanous wings that become a sparkling shimmer as their tiny, silvery white humanoid form darts through the air. Like most creatures of elemental air, they scrupulously avoid contact with earth, stone, and metal. Air mephits are found in impressive numbers roosting within the trees of old elven and faerie forests due to the fact that air mephits get along well with both the elven and fey races. Because of this, air-mephits are the second most commonly encountered of the mephit class of elemental after water mephits. Because air mephits spend nearly all their time in the air, they count as flying creatures for calculating their wight and lifting values, but may drag items as bipeds.

Attack Profile:

These frail seeming creatures always attack with their breath weapons from the air, and are sometimes confused with sprites. There are usually 1d4+1 air mephits when they are encountered and they will work together in order to escape or subdue their enemies; but they will maim and kill when necessary. They take full advantage of their agility to attack by surprise whenever possible. They are among the smartest of the mephits and will generally use spells as their primary attack form.

Special Attacks:

Breath Weapon – this attack covers a 10ft radius from the mephit as it screams in fury at its opponents. This attack causes the listed damage as well as shattering any glass or crystal that fails a fortitude save against a DC of 14. Their long associations with the elven and faerie races, and the air mephits proclivity for co-residence with them means that whenever an air mephit use their breath weapons, there is a 30% chance of 1-4+1 elves arriving, and a further 10% chance of 1d2 sprites or forest sprites showing up to investigate the ruckus.

Special Powers:

Air Mastery – an air mephit's elemental nature grants them the ability to summon up great blasts of wind 3 times per day. This is the equivalent of a *Gust of Wind* spell (See DCC Core Rules, page 219) cast as if with a result of 15+1d4+intelligence bonus of the air mephit.

Spells – An air mephit's hit dice count as wizard levels for the purposes of spell casting. Air mephits have a casting check of 1d20+2 + intelligence bonus and failure means they lose access to that spell for 24 hours, but they do not suffer corruption or patron taints. They know the following spells: (See DCC Core Rules pg. 127 for spell directory)

- 1st level – *Cantrip, Charm Person, Comprehend languages, Feather Fall, Force Manipulation, Magic Missile, Read Magic, and Sleep.*

Immunities & vulnerabilities:

An air mephit's damage and spell resistance are overcome by earth based spells and attacks. Air mephits cannot abide the touch of earth and will take 2 points of damage for every round of contact. They take double damage from electricity and metal weapons cause +50% damage. These mephits are immune to sonic and cold damage and they take no penalties for altitude beyond dealing with wind speeds and visibility.



Mephits, Earth

Alignment: L

Size:	Tiny
Reach:	0ft
STrength:	13 / +1
AGility:	9
STAMina:	20 / +5
INTelligence:	7+1d6
PERsonality:	12+1d8
LUCK:	9+1d7
Action Die:	1d20
Lift:	26lbs
Drag:	39lbs
Carry:	26lbs
Speed (Land)	20ft **
Run:	65ft/ 150min
Sprint:	130ft
Initiative:	+0
AC:	13
HD:	2d14+10
Attack Die:	1d20+1
Damage:	
(Bite)	1d3+1+1 electricity
(Claw)	1d4+1+1 electricity
(Breath weapon)	1d14 electricity
Critical Die:	1d8
Critical Table:	III
Fortitude:	+6
Reflex:	+1
Willpower:	#+1

Special Powers:

Crystal Health - Earth mephits heal 1 hit point per 100gp of gem value consumed.

Quicksilver – for every round an earth mephit has spent devouring metal, they gain a +1 bonus on armor class, initiative, reflex saves and add 10ft to their land speed for 1d4 rounds. These bonuses are cumulative for up to 5 rounds of metal consumption by the earth mephit.

Immunities & Vulnerabilities:

Earth mephit's spell and damage resistance are overcome by water based attacks and spells. They cannot abide the touch of water and take 2 points of damage per round of contact, or 2d4 points of damage for each round of full immersion. They are immune to electricity and slashing damage, but they take an extra 50% damage from piercing and bludgeoning weapons and spells. Earth mephit's also gain a -1 penalty to all attacks, damages, and ability checks whenever they lose physical contact with the earth.

General information:

These mephits are the least humanoid of the entire mephit clan. Earth mephits resemble horseshoe crabs, but with powerful digging and burrowing abilities. They will have the colors of the surrounding stones, and prefer dry cavernous regions, mines, and dry desert environments where water is always scarce. They are omnivorous scavengers and metalivores always on the move looking for their next meal. They will dig tunnels in solid rock, but prefer to swim through dry, loose, sandy soils.

**Their land movement speeds are also their burrowing speed for dry and loose soil or sand; but it is reduced by half for dense soil or solid rock and they may not tunnel through refined metals. Earth mephits may eat their way through pure or refined metals, but it takes 1 turn per foot of distance they move. An earth mephit can smell the type and quantity of metals and gems at a distance of 5 miles.

Attack Profile:

Generally earth mephits are solitary hunters, the few that manage to survive upon the material plane are found wandering the driest of deserts wastelands. They are not interested in flesh; they seek out any and all refined metals and consider gems and crystals to be sugary snacks. When encountered it is usually with 1d3 earth mephits, but they will aggregate in large numbers (3d4 or better) if there is a sufficiently large source of metal or gems, etc. They are uninterested in tactics beyond the basic ambush, and rarely work together. Earth mephits only come into conflict with those who try to prevent the mephit from feeding. Earth mephits are not the smartest of the species, but they are able to use attacks from below to surprise their targets when necessary. They will consume dry rock or sand to survive, but only when they have no other alternatives.

Special Attacks:

Breath Weapon – They release a lightning bolt that affects all conductive objects along a 20ft line starting at the earth mephit's mouth. Targets are allowed a reflex save to avoid damage, and items are allowed a fortitude save for half damage. There is a -1 penalty for medium metal armor, and a -2 penalty for plate-mail and other bulky metal armor/ shield combinations.



Mephits, Fire

Alignment: C

Size:	Tiny
Reach:	0ft
STrength:	6 / -1
AGILITY:	19 / +4
STAMINA:	7 / -1
INTELLIGENCE:	8+1d8
PERSONALITY:	7+1d6
LUCK:	9+1d7
Action Die:	1d20
Lift:	12lbs
Drag:	18lbs
Carry:	12lbs
Speed (Land)	15ft*
Run:	No
Sprint:	No
Speed (Fly)	65ft
Acceleration:	25ft
Deceleration:	50ft
Glide:	0ft
Hover:	5rnds
Initiative:	+4
AC:	17
HD:	2d10-2
Attack Die:	1d20+4
Damage:	
(Bite)	1pt fire
(Claw)	1d3-1 fire
(Breath weapon)	1d10 Fire
Critical Die:	1d8
Critical Table:	III
Fortitude:	+0
Reflex:	+5
Willpower:	#+1

General information:

Tiny crimson humanoids with wings made from feathers of super heated air are more common than lava mephits, but only exist on the material plain when summoned by a spell or ritual. They are too destructive to exist for long due to the fact that they either burn out their fuel and die, or their destructive flames are quenched by the local population and the fire mephits die anyway. Most commonly they are summoned by wizards who contain them in spell warded hearths and forges for the construction of arcane items; feeding them precisely rationed and formulated fuel to keep the fire mephit alive, but docile.

Attack Profile:

These fearsome little creatures are fire made solid and as such they radiate heat out to a distance of 5ft from their bodies that can damage or ignite flammable objects. Fire mephits have a fiery breath weapon attack that it uses without hesitation. Fire mephits don't leave the comfort of fire unless they must; when they do, they move like a humanoid at 15ft per round and they cannot run or sprint. A fire mephit's preferred method of travel is to teleport from one fire to another within range. This fire need not be magical or under the mephit's control, but the targeted fire must be at least the size of a torch. Said torch will flare for one round and then turn to ash, but the fire mephit will have dropped onto the torch bearer by then. If the fire is large enough then they can use their fly speed within the boundaries of the fire. If encountered on the material plane, there are rarely more than one when encountered; unless there is some great conflagration of fire. A forest fire, or a city under siege are likely to see a dozen or more of these creatures naturally summoned and flying about, spreading fires in their search for more fuel.

Special Attacks:

Breath Weapon – they can belch a 60° cone of fire out to 15ft. Targets are entitled to a fortitude save for half damage. Items damaged by this attack are degraded, see CCD p. 14.

Special Powers:

Heat aura – causes 1d3 damage to all targets within its radius with only half damage on for those who succeed at a fortitude save. It automatically ignites hair, paper, etc; but more durable items are not damaged and will simply heat up. Wood, clothing, glass, and metal items will begin to burn or melt after 1d4+2 rounds of constant exposure. Magic items are allowed a fortitude save versus this effect to avoid damage.

**Fire portal* – a fire mephit can teleport to any other fire that is within twice its normal land speed. The fire must be at least the size of a torch. A normal camp fire will be consumed within 2d3+1 rounds, a bonfire (1 full hex @ melee scale) will last for 1d3turns for one mephit, but fuel must be shared by multiple fire mephits. The Storyteller will have to decide what works best for each situation, and the weather is always a factor.

Immunities & Vulnerabilities:

These denizens of the plane of fire are unaffected by magic or mundane fire, but their spell and damage resistance are overcome by air based spells and attacks. They only take half damage from water and cold based attacks and spells. Fire mephits take double damage from sonic attacks and are fuel Dependent. When they leave the safety of a fuel or air source, a fire mephit takes three points of damage per round until it can find or create a new refuge. Eventually it will burn out if deprived of air or fuel.



Mephits, Water

Alignment: N

Size:	Tiny
Reach:	0ft
STrength:	9
AGILity:	18 / +3
STAMina:	17 / +2
INTelligence:	10+1d8
PERsonality:	8+1d8
LUCK:	9+1d7
Action Die:	1d20
Lift:	18lbs
Drag:	27lbs
Carry:	18lbs
Speed (Land)	5ft
Run:	No
Sprint:	No
Speed (Swim)	20ft
Run:	45ft/ 127min
Sprint:	100ft
Initiative:	+3
AC:	16
HD:	2d12+4
Attack Die:	1d20+3
Damage:	
(Bite)	1d3 acid
(Claw)	1d3
(Breath weapon)	1d12 Acid
Critical Die:	1d8
Critical Table:	III
Fortitude:	+3
Reflex:	+4
Willpower:	#+1

General information:

Water mephits are amphibious humanoids with fishlike tails that travel in large schools on the elemental plane of water; they are also the most likely to survive outside of their natural plane of existence. When summoned, a caster always gets more than they asked for and some may escape into the closest body of water large enough to have its own ecosystem. These turquoise and indigo denizens of the elemental plane of water will find each other in the wild and form ever larger schools that scour the oceans and lakes of the prime material plane for fresh meat.

Attack Profile:

In the wild they usually coalesce into schools of 1d10+2 mephits or more and they are every bit as voracious as piranha, but don't seem to have any preference for climate. Water mephits are smart enough to use tactics and will often use their breath weapons to weaken the hulls of larger boats and ships. Mostly they rely upon overwhelming numbers and use their tiny size to greatest advantage.

Special Attacks:

Breath Weapon – this takes the form of a 15ft line that affects everything in its path. Immovable objects get fortitude saves for half damage, and creatures get a reflex save to avoid any damage. This acid damages organic material and oxidizes after one round becoming harmless. Damaged items are degraded, see CCD p. 14.

Special Powers:

Amphibious – they have lungs, but they can breathe through their skins as well. This makes them vulnerable to poisons and other toxins released in the water; treat water born contact poisons and toxins as 'inhaled'. Water mephits have legs and may walk on land, but they take 1 point of desiccation damage for every round they are out of the water.

Infravision – these creatures can track the body heat of their targets out to 60ft.

Immunities & Vulnerabilities:

Water mephits are immune to acid, cold, and crushing damage; but their damage and spell resistance are overcome by fire based attacks and spells. They take double damage from heat and fire attacks and spells.



Mephits, Hybrid

Mephits, Cloud

Alignment	N
Size:	Tiny
Reach:	0ft
STrength:	9
AGility:	20 / +5
STAMina:	17 / +2
INTElligence:	12+1d8
PERsonality:	10+1d8
LUCK:	9+1d6
Action Die:	1d20
Lift:	18lbs
Drag:	27lbs
Carry:	18lbs
Speed (Swim)	20ft
Run:	45ft/ 127min
Sprint:	90ft
Speed (Fly)	100ft
Acceleration:	40ft
Deceleration:	80ft
Glide:	0ft
Hover:	17rds
Initiative:	+5
AC:	20
HD:	1d12+2
Attack Die:	1d20+5
Damage:	
(Bite)	1pt
(Claw)	1d3
(Breath weapon)	1d10 Sonic or Acid
Critical Die:	1d8
Critical Table:	III
Fortitude:	+3
Reflex:	+6
Willpower:	#+1

General Information:

These mephits are an harmonious combination of the elements of water and air; as such they are diaphanous in appearance, and are easy to overlook when they are flitting through the clouds they resemble. These mephits are rarely seen, as they spend most of their time in the form of a cloud. They live in small communities and drift with the clouds. They are generally peaceful in disposition, but when they are angered, they can summon up storms and throw lightning around. They are not too fond of cloud or storm giants, who like to capture and keep cloud mephits like pets or as familiars.

Attack Profile:

Cloud mephits prefer stealth and trickery to gain the advantage on their foes. They will drift in on the fog, or sneak up on their targets pretending to be naught but clouds; take what they need or want via spells and trickery, and then drift away again unnoticed. When they must fight, they use the same tactics as thieves and have a +2 bonus from flight to their AC already included on the table.

Special attacks:

Breath weapon – A cloud mephit has two choices of breath weapon; it can spew forth a 60⁰ cone of caustic vapors out to 15ft. Targets get a fortitude save for half damage. Or the mephit can let loos with a howl of furious sonic damage over a 10ft radius. Creatures and items are allowed a fortitude save for half damage. Items damaged become degraded, see page 14 for details on armor degradation.

Special Powers:

A cloud mephits hit dice count as thief levels for the purposes of *Back-stabbing* their targets, *Sneak silently*, *Hide in shadows*, *Pick locks*, *Pick Pockets*, *Find traps*, *Disable traps*, and *Disguise self*; see core rules on page 38, Neutral thieves' table. Though cloud mephits use their own saves, luck, critical dice, and tables for successful sneak attacks.

Spells – a cloud mephit retains some of the air mephits spell casting ability; their hit dice count as wizard levels for learning and casting spells, their casting check is 1d20 +2 + their intelligence bonus. They may cast the following spells: *Cantrip*, *Charm Person*, *Color Spray*, *Force Manipulation*, *Magic Shield*, *Sleep*, and *Ventriloquism*. Cloud mephit's are not subject to corruption or patron taint; if a spell fails then they suffer any mishaps and then lose access to the spell for the next 24hrs. Multiple cloud mephits acting in concert can ritually cast the *Weather Control* spell. See Core Rules, page 127-8 for spell directories and page 124 for ritualized magic.

Shape Shift – their bodies are composed of vapors and with a full round of concentration, they can shift and expand their volume to become medium sized wisps of cloud that can

drift without any effort. They cannot propel themselves and are subject to the local winds for their movements. When in this form they may not grab or lift anything, but they still have the ability to cast spells. It takes 3 rounds for them to return to a humanoid form.

Immunities & Vulnerabilities:

Cloud mephits are immune to acid and sonic damage, and they only take half damage from weapons. In their cloud form, all weapon damage is reduced by 75%. Cloud mephit's damage and spell resistance are overcome by fire and earth based spells and attacks. They take double damage from fire and electricity attacks and suffer one point of damage per round they are in contact with earth.



Mephits, Dust

Alignment N

Size:	Tiny
Reach:	0ft
STrength:	5 / -2
AGility:	9
STAMina:	6 / -1
INTElligence:	10+1d8
PERsonality:	7+1d6
LUCK:	9+1d4
Action Die:	1d16
Lift:	10lbs
Drag:	15lbs
Carry:	10lbs
Speed (Land)	10ft
Run:	25ft/ 45min
Sprint:	50ft
Speed (Fly)	65ft/ 30min
Acceleration:	15ft
Deceleration:	30ft
Glide:	10ft
Hover:	No

Initiative:	+0
AC:	13
HD:	1d10-1
Attack Die:	1d16-2
Damage:	
(Bite)	1pt electricity
(Claw)	1d3-2+1 elec.
(Breath weapon)	1d4 rounds of blindness & deafness
Critical Die:	None
Critical Table:	None
Fortitude:	+0
Reflex:	+1
Willpower:	#+1

Immunities & Vulnerabilities:

Dust mephit's spell and damage resistance may be overcome by acid, electricity, and water based attacks and spells. They take double damage from acid based attacks, but take only half damage from metal weapons and electricity attacks. A dust mephit takes 2 points of damage per round of contact with water, or 1d8 points for each round of full immersion. Dust mephits that fail a save versus the Gust of Wind spell also take 1 additional point of damage per caster level of the attacking wizard.

General Information:

These odd and highly unstable conglomerations of air and earth seem to be made of living sand, dust, ash or various combinations of small particulates. Like earth mephits, these creatures cannot abide the touch of water and seek out the driest of climates to call home. However, they could find refuge in other places like attics and dry, dusty workshops, etc.

Attack Profile:

Like their earth mephit kin, these creatures are uninterested in flesh, they use their whirlwind form to break and destroy things and consume the smaller bits. Where there is one dust mephit, there are more; usually at least 2d3 of them, though they don't work well in groups and tend to squabble over resources.

Special attacks:

Breath Weapon – Dust mephits send forth a 10ft radius cloud of dust along with a mighty roar. Targets are allowed a reflex save to avoid the dust. Failure indicates that the victims take the listed damage, and are blinded and deafened for the next 1d4 rounds.

Special Powers:

Spells - A dust mephit's air elemental heritage grants them minor spell casting ability and they will know 1d3 random first level spells. They have a casting check of 1d16+1+INT bonus if any. Dust mephits are not subject to corruption or misfire rules, but failure to cast results in losing access to that spell for 24 hours.

Static Charge - the touch of a Dust mephit delivers 1 point of electrical damage with each successful bite or claw attack.

Whirlwind – though it has wings, they are ineffective appendages. When a dust mephit takes flight it is in the form of a whirlwind of dust, sand, etc that travels along the ground and lasts for up to 30 minutes after which they must rest for as much time as they were using this power. Despite their size, this mode of travel creates a similar effect to the Dust cloud special attack, see page 14 for details.



Mephits, Lava

Alignment: N

Size:	Tiny
Reach:	0ft
STRength:	13 / +1
AGILity:	19 / +4
STAMina:	20 / +5
INTelligence:	8+1d8
PERsonality:	12+1d8
LUCK:	9+1d6
Action Die:	1d20
Lift:	26lbs
Drag:	39lbs
Carry:	26lbs
Speed (Land)	25ft
Run:	65ft/ 150min
Sprint:	No
Speed (Swim)	25ft ⁺
Run:	65ft/ 160min ⁺
Sprint:	130ft ⁺
Initiative:	+4
AC:	17
HD:	1d14+5
Attack Die:	1d20+4
Damage:	
(Bite)	1d3+1+2 fire
(Claw)	1d4+1+2 fire
(Breath weapon)	1d10 Fire or Electricity
Critical Die:	1d8
Critical Table:	III
Fortitude:	+6
Reflex:	+5
Willpower:	#+1

+ this swim speed counts for magma pools and lava flows only.

General Information:

Lava mephits are tiny humanoids made of smoldering, semi-liquid rock and rarely encountered upon the surface world except in places of active volcanic eruptions. They are severely limited in their movements at the surface and there are rarely enough metals and dense stone to satisfy their appetites. Like their fire mephit ancestors, these creatures have a 5ft heat aura and delight in spreading fire and generally frolicking in the destruction they can cause. Lava mephits are more likely to be encountered the deeper one travels. They frequently come into conflict with both dwarves and gnomes who delve deeply and sometimes even tap into the flows of magma to power their smithies and foundries.

Attack Profile:

Like their fire mephit kin the lava mephits feed by burning materials into ash or vapor, they have a preference for dense stone, platinum, and gems of all kinds. They rarely interact with other creatures, as the deep magma pockets and such places where they live are too extreme for most other creatures to survive. Lava mephits feast on salamanders and fire draxxari when they can catch them, but are otherwise uninterested in flesh. They are as attracted to large quantities of metal and gem stones as their earth mephit kin. On the surface lava mephits congregate in numbers of 2d4 or better; depending on the size of the eruption and lava flowing along to the surface. When traveling deep into the earth, they are more common, and can be encountered in groups of 3d6 or more.

Special attacks:

Breath weapon – a lava mephit can spew out a cone of super-heated, liquefied rock out to a distance of 10ft with a 60° arc. The targets are allowed a Fortitude save for half damage. The liquefied rock stays molten for an additional 1d4 rounds; during which the cooling rock continues to damage anything that it touches. Hair, paper, and wood instantly turn to ash; glass, silver, and gold items melt instantly and are only allowed a save if they are magical. Metal items larger than tiny become too hot to touch after 1 round of contact, +1 round for each of its size categories.

Special Powers:

Heat aura – causes 1d5 damage to all within its radius, with half damage on a successful save roll. It automatically ignites hair, paper, etc; but more durable items are not damaged and will simply heat up. Wood, clothing, glass, and metal items will begin to may burn or melt after 1d3+1 rounds of constant exposure.

Immunities & Vulnerabilities:

A lava mephit's spell and damage resistance is overcome by sonic and water based spells and attacks. Furthermore, lava mephits take double damage from sonic, acid, and water based spells and attacks. If a lava mephit is completely immersed in liquid they take 1d4 points of damage per round of immersion and they are reduced to half speed and actions. Their heat aura renders mundane weapons useless, and magic weapons do not last very long, but they will damage a lava mephit normally. The cooled off body of a lava mephit is usually loaded with rare metals and gemstones.



Mephits, Mud

Alignment N

Size:	Tiny
Reach:	0ft
STrength:	9
AGility:	9
STAMina:	17 / +2
INTElligence:	7+1d6
PERsonality:	8+1d8
LUCK:	9+1d4
Action Die:	1d16
Lift:	18lbs
Drag:	27lbs
Carry:	18lbs
Speed (Land)	15ft
Run:	45ft/ 127min
Sprint:	No
Speed (Swim)	10ft
Run:	45ft/ 127min
Sprint:	No
Initiative:	+0
AC:	13
HD:	1d12+2
Attack Die:	1d16
Damage:	
(Bite)	1pt acid
(Claw)	1d3+1point acid
(Breath weapon)	1d3 acid & lasts for 1d3 rounds
Critical Die:	None
Critical Table:	None
Fortitude:	+3
Reflex:	+1
Willpower:	#+1

General Information:

These mephits are humanoid and composed of equal parts of the contrary elements earth and water. One of the most successful of the hybrid mephit species mud mephit's are always oozing mud and briny muck. They are commonly encountered in bogs, marshes, deltas, and sewage systems; anywhere that mud, silt, and muck gather in large quantities. They eat anything they can catch and are always hungry and in need of replacing the lost material that oozes out of them and sticks to the area as they pass.

Attack Profile:

Mud mephit's are simple creatures that use simple tactics. They don't bother to coordinate their attacks and rarely employ more than fists, teeth, or the occasional club when they attack. There are usually 3d5 of them when encountered, but there can be substantially greater numbers if the bog or swamp is large enough.

Special attacks:

Breath weapon – they spew a swath of briny, odiferous mud along a 15ft by 5ft line that affects everything on its path. Targets are allowed a reflex save and unattended items and terrain are allowed fortitude saves for half damage; but the viscous mud is sticky and clings to the target for 1d3 rounds before it oxidizes and becomes harmless. Targets take acid damage and items that fail their fortitude saves become degraded, see CCD page 14 for degradation rule.

Special Powers:

Mud mephits are unaffected by muddy, slippery terrain, and can allow brambles and sticks and such to pass right through their bodies as the walk or swim. They lose 1 hit point for every 15ft of such terrain covered from loss of material.

Immunities & Vulnerabilities:

Mud mephit's spell and damage resistance may be overcome by acid, fire, and water based spells and attacks. They are immune to electricity and piercing damage, and take only half damage from acid, bludgeoning, and slashing attacks. They suffer 1 point of damage for every turn they are on dry land.



Mephits, Smoke

Alignment: N

Size:	Tiny
Reach:	0ft
STrength:	5 / -2
AGility:	19 / +4
STAMina:	5 / -2
INTelligence:	8+1d8
PERsonality:	7+1d6
LUCK:	9+1d4
Action Die:	1d16
Lift:	3lbs
Drag:	12lbs
Carry:	2lbs
Speed (Land)	15ft
Run:	25ft/ 37min
Sprint:	50ft
Speed (Fly)	55ft
Acceleration:	20ft
Deceleration:	40ft
Glide:	0ft
Hover:	6rds
Initiative:	+4
AC:	17
HD:	1d10-2
Attack Die:	1d16+4
Damage:	
(Bite)	--
(Claw)	1d3-2
(Breath weapon)	1d4 rounds of nausea & blindness
Critical Die:	None
Critical Table:	None
Fortitude:	-1
Reflex:	+5
Willpower:	#+1

Immunities & Vulnerabilities:

A smoke mephit's spell and damage resistance may be overcome by acid, electricity, and water based spells and attacks. They are immune to fire damage and take half damage from sonic spells and attacks. They cannot abide the touch of earth and suffer 2 points of damage for every round of contact and metal weapons of any kind do +50% damage. They are immune to the *Choking Cloud* spell or any similar effect.

General information:

These pathetic creatures are a cross between the contrary elements of air and fire that resemble winged humanoids made of smoldering soot and ash that gain the worst traits of both elements. They can fly, but not very well and they cannot teleport through fire or tolerate its touch for long. They prefer living in urban areas where there is a lot of heavy industry like foundries, charcoal makers, and crematoria. Anywhere that there is a steady stream of smoke is home for these creatures which means they are a common problem in dwarven and other humanoid settlements. Because smoke mephits spend nearly all their time in the air, they count as flying creatures for calculating their wight and lifting values, but may drag items as bipeds.

Attack Profile:

They will not engage in combat if it can be avoided, but they do retain some spell casting ability in addition to their breath weapons for when things get rough. They will take advantage of the cover from their smoke cloud or spells to escape as soon as possible. Their bodies' produce enough heat that they can cause painful welts with prolonged contact, but they can only cause things to smolder. When encountered, there are rarely more than 2d3 smoke mephits in any given area unless there is a great deal of heavy industry.

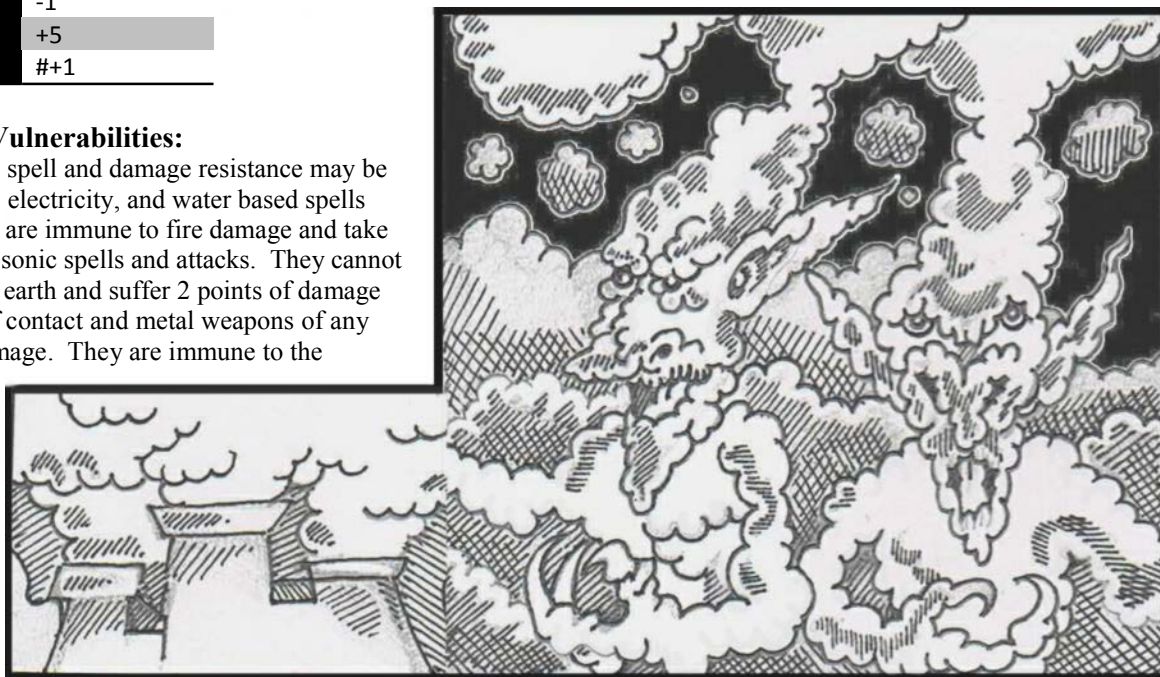
Special Attacks:

Breath Weapon – they can blast out a 15ft cone of noxious smoke with a 60° arc that irritates the eyes and causes severe nausea to any who fail their fortitude saves for the time indicated. This smoke will linger in the blast zone for 1d3 rounds, unless the wind disperses it.

Spells – Smoke mephit's only know the spells *Cantrip* and *Choking Cloud*. Their casting check is 1d16+1+Intelligence bonus and failure means they lose access to that spell for 24 hours, but they do not suffer corruption or patron taints. (See the DCC Core Rules, pages 130 and 134 for spell details.)

Special Powers:

Because smoke mephits are so loath to leave these rare smoky sanctuaries, the environments they are encountered within will cause problems for the attackers. The Storyteller will determine any of these modifiers as needed. Smoke mephits gain a +3 bonus on hide checks in their preferred terrain.



Mephits, Steam

Alignment: N

Size:	Tiny
Reach:	0ft
STrength:	6 / -1
AGility:	18 / +3
STAMina:	5 / -2
INTelligence:	8+1d8
PERsonality:	8+1d8
LUCK:	9+1d4
Action Die:	1d16
Lift:	12lbs
Drag:	18lbs
Carry:	12lbs
Speed (Land)	10ft
Run:	30ft/ 37min
Sprint:	60ft
Speed (Swim)	15ft
Run:	60ft/ 35min
Sprint:	130ft
Speed (Fly)	No
Acceleration:	No
Deceleration:	No
Glide:	10ft
Hover:	No
Initiative:	+3
AC:	16
HD:	1d10-2
Attack Die:	1d16+3
Damage:	
(Bite)	1pt steam
(Claw)	1d3
(Breath weapon)	1d8 Steam
Critical Die:	None
Critical Table:	None
Fortitude:	-1
Reflex:	+4
Willpower:	#+1

General Information:

These tiny purple skinned humanoids are a combination of the contrary elements of fire and water and have the fishlike tail and stubby wings of their water and fire mephit kindred. They may be found frolicking in hot pools and other such environments; even kitchens, if they are large enough. They are communal creatures due to limited living space, and they cannot travel far from their source of heat and water. They crave flesh as much as most other mephits, but with such a limited and hostile living environment, they prefer colder climates and high altitude where the need for warmth drives prey closer to the hot pools.

Attack Profile:

Steam mephit are ambush hunters, and wait like crocodiles just below the surface of the water for prey to wander too close. Steam mephits take advantage of animals and humanoids who are seeking refuge from the cold. Since hot springs, pools, and geysers are often part of one cohesive network, these creatures gain a surprising degree of mobility in volcanic or geothermal regions. It can take some time for them to traverse these distances, but they can 'follow' a herd or caravan through the cracks and fissures in the geyser network for several days if the conditions allow. Steam mephit's use their breath weapons and numbers to quickly overwhelm their prey; there are usually 3d6 or more steam mephits per colony, and scouting parties of 2d3 steam mephit's are common in geothermal regions.

Special attacks:

Breath weapon – each steam mephit can breathe out a 60° cone of super-heated steam out to 15ft when they attack. Targets are allowed a fortitude save for half damage.

Special Powers:

Like fire mephits, these creatures have a limited teleporting ability. Steam mephit's can transfer themselves to any other hot pool within 50ft of their present location as a full round of activity.

Gliding wings – they have rudimentary wings from their fiery heritage, but lack the ability to truly fly. However, when conditions are favorable, steam mephit's can launch themselves via nearby geysers to respectable heights and then glide back towards their hot pool or their starting point. On the way down they take full advantage of their altitude to make strafing runs on targets using their breath weapon attacks. A steam mephit takes 1 point of damage per round of gliding from the increased evaporation.

Immunities & Vulnerabilities:

A steam mephit cannot travel more than its land sprinting distance from the edge of a hot pool or geyser. Beyond this point they are slowed to half speed and actions as they cool down and dry out; suffering 1 point of damage per round spent outside their safe Zone. A steam mephit's spell and damage resistance may be overcome by sonic and fire based spells and attacks. They take double damage from sonic attacks, but only take half damage from fire based spells and attacks. Successful cold based damage causes them to be slowed to half attacks and actions for the duration of the spell or 1d3 rounds, whichever is greater.



Merfolk

Alignment: **Varies**

Size:	Medium
Reach:	5ft
STrength:	13 / +1
AGILity:	10
STAMina:	16 / +2
INTelligence:	5+1d12
PERsonality:	6+1d12
LUCK:	9
Action Die:	1d20
Lift:	110lbs
Drag:	242lbs
Carry:	110lbs
Speed (Land)	5ft
Run:	No
Sprint:	No
Speed (Swim)	35ft
Run:	130ft/ 144min
Sprint:	235ft
Breach:	2.5ft/ 16 rounds
Initiative:	+0
AC: (tough hide; +2)	12
HD:	3d12+6
Attack Die:	
(Melee)	1d20+1d5+2
(Ranged)	1d20+1d5+1
Damage:	
(Fist)	1d3+1d5+1
(Tail slap)	1d4+1d5+1
(Barbed Spear)	1d6+1d5+1
(Blowgun; 20/ 40/60ft)	1d3 or 1d5
Critical Die: (19-20)	1d8
Critical Table:	III
Fortitude:	+4
Reflex:	+2
Willpower:	#+2

General Information:

These dolphin tailed humanoids live in large, semi-nomadic villages that roam the seas. They will not tolerate fishing within their territory; fouling nets and venting their wrath upon the fisherman whenever they can. Otherwise merfolk avoid contact with dry landers. They have no need for gills, having a magical ability to breath underwater, but cannot tolerate the pressures and cold of deep oceans. As such merfolk generally prefer tropical waters for their warmth, clarity, and the abundance of food.

Attack Profile:

Semi-nomadic omnivores who live in tribes of 7 to 10 families of 3 to 7 individuals. They will have two or more deep lagoons within their territory that are large enough for the whole tribe to sleep within. The rest of the time merfolk roam the reefs searching for food and to drive off sharks and other large predators. If treated with respect, merfolk will sometimes talk with dry landers and can teach many things to those who have the wisdom to listen. Usually encountered as foraging troupes of 5d3, but in times of war or strife, they form large multi-tribe armies that can be most formidable. Their favorite tactic is to use deadly poisonous darts from below the water line, while the other half of the raiding party tries to capsize small boats, or knock holes in the bottom of larger ships. The few members of the merfolk race that take up the casting of magic tend towards the occupation of cleric and gain +1 die step when casting water or weather based magic.

Special Attacks:

Warriors – a merfolk's hit dice count as warrior dice for the purpose of calculating Deed Dice, threat range, critical die and tables, but not saves. (See DCC Core Rules page 44.) They may not use metal armor, but most mermen shun the use of armor and shields because they are cumbersome and slow their movements through the water.

Barbed spears – the same damage as a regular spear, but as it is made for catching fish. It has wicked barbs that cause the same amount of damage when they are pulled from the victim. Merfolk have several of these spears and will leave them sticking into their victims; causing 1 point of bleeding damage per round. Additionally, each spear adds a cumulative +2 penalty to the DC for any of the victim's swim checks and reduces swim speeds by half.

Blowgun – Using the blow gun from below the water line to gain surprise, they may apply their warrior attack die for damage. See Table 3-1, Core Rules p. 71.

Conus Snail Venom – Victim's failing at a DC 18 fortitude save suffer 6d3 permanent damage their Strength and Agility scores. Succeeding at the save means the victim only takes half damage.

Special Powers:

Because they live in the water merfolk may carry and drag heavier items when they choose to do so. When using Table 1-7 on page 4, use *x11* for the lifting and carrying multiplier. Their dragging multiplier is increased to a *x2.2* multiplier. Merfolk use a *x9* multiplier when calculating the duration of their running attempts.

Immunities & Vulnerabilities:

If removed from the water for more than ten minutes; merfolk start to dry out, taking 2 points of damage per round until they can immerse themselves in the sea. Freshwater will slow the damage to 1 point per 20 minutes, but merfolk need salt water and the great expanse of the oceans to thrive.

Monkeys

Alignment: L

Size:	Tiny (Macaque)	Small (Gibbon)	Medium (Baboon)
Reach	0ft	5ft	5ft
STrength:	6 / -1	8 / -1	9
AGility:	18 / +3	17 / +2	16 / +2
STamina:	10	12	13 / +1
INtelligence:	4 / -2	4 / -2	4 / -2
PERsonality:	8 / -1	8 / -1	8 / -1
LUCK:	9	9	9
Action Die:	1d14	1d16	1d20
Lift:	12lbs	40lbs	90lbs
Drag:	18lbs	80lbs	180lbs
Carry:	12lbs	40lb	90lbs
Speed (Land)	10ft	20ft	30ft
Run:	30ft / 75min	65ft / 90min	90ft/ 97min
Sprint:	60ft	115ft	160ft
Initiative:	+3	+2	+2
AC:	16	13	12
HD:	2d3	2d5	3d6+3
Attack Die: (Melee)	1d14-1	1d16-1	1d20+1, 2@1d16+1
Attack Die: (Ranged)	1d14+3	1d16+2	1d20+3
Damage:			
(Bite)	1d3-1	1d3-1	1d4
(Fist/kick)	1d3-1	1d4-1	1d5
(Thrown item)	by item	by item	by item
Critical Die:	None	None	1d8
Critical Table:	None	None	M
Fortitude:	+1	+2	+3
Reflex:	+4	+2	+4
Willpower:	+0	+0	+1

Ranged attacks – Anyone who has watched a documentary or been to the zoo knows that monkeys will always take advantage of the humiliation factor from urine and feces attacks. Victims must succeed at a fortitude save versus a DC of 10 or lose 1d4 rounds to the nausea and revulsion these attacks engender.

Urine – 15ft effective range; 4x per day

Feces – 10ft/ 20ft/ 30ft; 2x per day

Special Powers:

Movement – monkeys have climb speeds equal to their base land speed, and need not make climbing checks unless they are doing something dangerous.

Quadra-dexterous - aside from granting climbing speeds equal to land speeds, they gain a +2 bonus on all balance and jump checks while climbing. Monkeys trained in class levels may make skill checks and attacks with hands or feet interchangeably.

General Information:

These highly social animals are mostly found in tropical and subtropical forest climates, but they are amazingly adaptable and can be found from grass covered savannah's to mountainous heights. Some have even been known to adapt to urban environments. Their coloration will vary by climate with a general trend towards browns and grays, but much livelier colors are also found. Monkey's are omnivorous, favoring insects, fruits, nuts, tiny mammals and on rare occasions even other monkeys. Mostly active during the day, but some are entirely nocturnal.

Attack Profile:

Monkeys prefer to attack in groups of at least 5, but a typical monkey troop has 5d8 members available for a conflict. With the exception of Baboons, they will always fight from the high ground and all monkeys are able to employ tactics when they fight. They are more than capable of improvising clubs, sharp sticks and thrown stones for various levels of damage. Monkeys are not limited to damage attacks either; they are also smart enough to use psychological attacks against powerful foes. In such cases, they have been known to both urinate and defecate on their attackers. Sometimes they will opt to make enough noise and clamor to draw the attention of more powerful predators into the area to deal with any intruders while the monkeys sneak off.

Special Attacks:

Monkeys are smart enough to use basic tools like clubs and throwing stones, but may be trained as thieves or warriors with a level cap equal to half their intelligence score. Non-baboons get 40% chance of having a prehensile tail. A prehensile tail isn't as strong as the other limbs, but it is more dexterous; Strength checks with the tail are at -1, and agility checks performed with the tail gain an extra +1 on the check.



Moose

Alignment: N

Size:	Large	Huge (Gallicus)
Reach	5ft	10ft
STrength:	17 / +2	19 / +4
AGility:	14 / +1	13 / +1
STAMina:	17 / +2	19 / +4
INTElligence:	2 / -4	2 / -4
PERsonality:	13 / +1	13 / +1
LUCK:	9	9
Action Die:	1d20	1d20
Lift:	34lbs	95lbs
Drag:	136lbs	380lbs
Carry:	340lbs	665lbs
Speed (Land)	70ft	90ft
Run:	340ft/ 136min	495ft/ 152min
Sprint:	680ft	890ft
Initiative:	+1	+1
AC:	11	11
HD:	2d10+4	5d10+20
Attack Die:	1d20+3, 2@1d16+3	1d20+5, 2@1d16+5
Damage:		
(Antlers)	1d12+3	1d16+4
(Hoof)	1d6+3	1d8+4
(Trample)	3d6+6	3d8+12
Critical Die:	1d8	1d10
Critical Table:	M	M
Fortitude:	+3	+6
Reflex:	+2	+3
Willpower:	+2	+3

Special Attacks:

Antler charge – the creature can attack from a distance up to twice its base speed and swing its huge antlers into motion. Causing severe damage to targets on a successful attack. The moose has a -2 penalty on attackst and AC for the round, but causes double damage if they hit their target.

Powerfully Built – any attack from a moose provokes an opposed strength check with any target smaller than themselves. The DC= damage from attack +2, or the target is knocked prone.

Special Powers:

L. gallicus is unhindered by rough terrain and has evolved to be a very efficient runner; making it somewhat faster than other creatures of its size and build. As members of the deer family, both moose and *L. gallicus* are naturally nimble so their armor class is not penalized for size, and they gain a +2 bonus on all their stealth checks in forests and swamps.

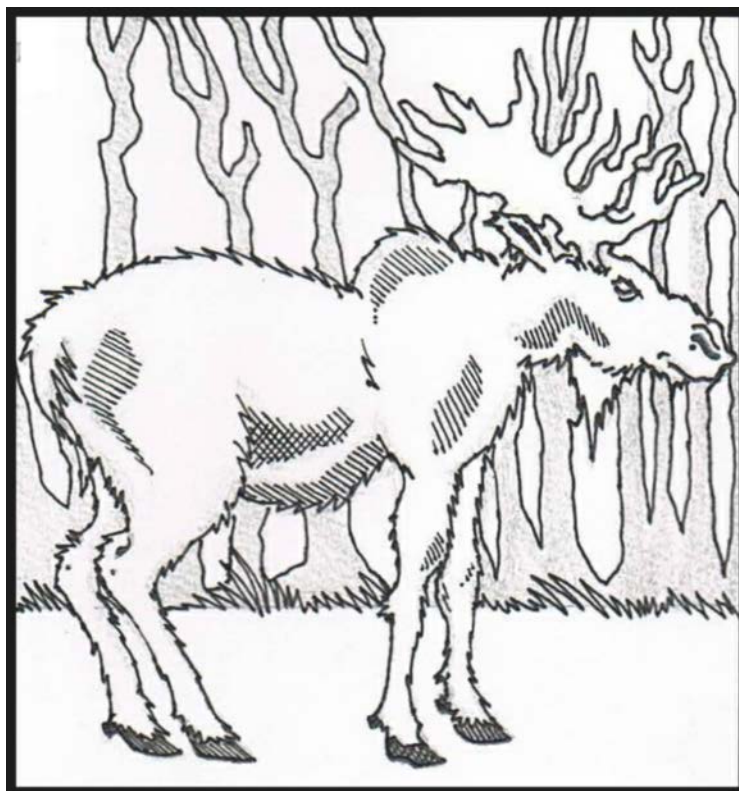
General Information:

The majestic moose, largest of the elk family, standing tall and moving gracefully through temperate forests and wetlands is an iconic image of the wilderness. Unlike their smaller kin the moose prefers to wander alone and unafraid through the wild places of the world. Placid and slow, they are often thought to be harmless, but males can be quite territorial and aggressive during the autumn mating season. Their 6 to 7 foot span of antlers powered by stout neck and shoulder muscles are more than sufficient to disembowel the unlucky predator.

Libralces gallicus one of the ancient forebears of the modern moose lived in the Pliocene epoch about 2 million years ago. It was twice as massive and stood nearly ten feet tall at the shoulder and seemed to prefer temperate forest, savannah, or grasslands. These ancient moose have a pointed deer-like snout and a much larger, but simpler antler structure consisting of an 8 and a half foot wide horizontal bar parallel to their shoulders. This massive rack had the same paddle shape as the modern moose, but without any tines.

Attack Profile:

A bull-moose or *L. gallicus* is more than capable of defending itself or fleeing from most predators. These large herbivores will charge and trample any threat that they cannot gut with their antlers. Male moose have huge racks of antlers that are quite dangerous, and they won't hesitate to charge a perceived threat. Females can still deliver powerful kicks and will often trample their targets. Moose tend to be found solitary or in small family groups. When encountered there is a 70% chance that the moose is a male, if female, there is a 50% chance she has 1d2 foals with her and won't hesitate to attack if she is threatened. *L. gallicus* prefers rolling plains and grasslands; its antlers and skull/ neck architecture tells us that it fought with a charging and head butting style, like wild sheep.



Mules

Alignment: N

Size:	Medium (pack)	Medium (war)	Large (dray)
Reach	5ft	5ft	
STrength:	15 / +1	17 / +2	19 / +4
AGILity:	13 / +1	13 / +1	12
STAMina:	14 / +1	15 / +1	17 / +2
INTelligence:	4 / -2	4 / -2	4 / -2
PERsonality:	6+1d7	6+1d7	6+1d7
LUCK:	9	9	9
Action Die:	1d16	1d16	1d20
Lift:	15lbs	17lbs	38lbs
Drag:	45lbs	51lbs	152lbs
Carry:	150lbs	170lbs	380lbs
Speed (Land)	40ft	40ft	60ft
Run:	225ft/ 119min	255ft / 144min	380ft/ 161min
Sprint:	450ft	510ft	760ft
Initiative:	+1	+1	+0
AC:	11	11	9
HD:	1d12+1	1d14+1	2d12+4
Attack Die:	1d16+1 or, 2@1d14+1	1d16+2 or, 2@ 1d14+2	1d20+4 or, 2@1d16+4
Damage:			
(Bite)	1d3+1	1d3+2	1d4+4
(kicks)	1d4+1	1d5+2	1d6+4
(Trample)	3d4+3	3d5+6	3d6+12
Critical Die:	None	None	1d4
Critical Table:	None	None	III
Fortitude:	+2	+2	+3
Reflex:	+2	+2	+1
Willpower:	#+1	#+1	#+1

General Information:

Sterile crossbreeds between male donkeys and female horses; these nimble and hardy equines are an adventurer's best and most loyal friend. Stronger than a horse of the same size and more surefooted in rugged Terrain, a mule can carry heavy loads or a rider with ease. As a crossbreed this domestic animal is mostly found wherever humanoids have settled; though escapee's and survivors can be found wandering the wilds. Gelded males are referred to as 'Johns', while females are generally called 'Mollies'. They have a misplaced reputation for dull wittedness and only become obstinate when you try to force them to do something that offends their sense of self preservation.

Attack Profile:

Mules rear up and make two hoof strikes or make a bite attack when ordered to by their rider. When in a herd or at the command of their rider; mules may choose to trample a target.

Special Attacks:

Unlike horses, mules can kick sideways.

Special Powers:

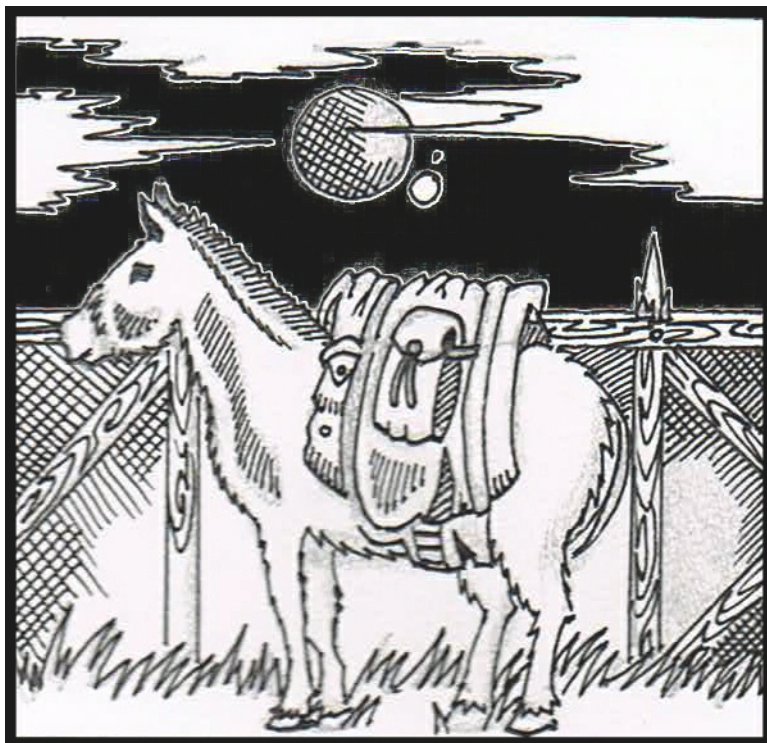
All mules are bred for strength and pulling power and as such they do not share a horses running bonus modifier. However, they multiply their Stamina score by 8.5 to calculate the duration that they can run.

They are sure footed which grants them a +2 bonus on balance, climb, and any other such activity checks. Additionally, they have personality scores of 8+1d4.

For mules purchased, found, or stolen by the players the Storyteller should feel free to use the following table to randomize the mule's Strength, Agility, and Stamina scores. However, the creature's running and carrying capacities will need to be re calculated

Table 3-15: Random Mules

Encounter chance	Type	STR	AGIL	STAM
1-80	Mule (pack)	12+1d4	10+1d4	12+1d4
81-95	Mule (war)	14+1d4	10+1d6	12+1d4
95+	Mule (dray)	15+1d5	9+1d4	15+1d5



Newts

Alignment: N

Size:	Smallest	Tiny	Small	Medium
Reach	0ft	0ft	5ft	5ft
STrength:	1 / -5	4 / -2	6 / -1	7 / -1
AGILITY:	18 / +3	17 / +2	16 / +2	15 / +1
STamina:	13 / +1	16 / +2	18 / +3	19 / +4
INtelligence:	1 / -5	1 / -5	1 / -5	1 / -5
PERsonality:	6 / -1	6 / -1	6 / -1	6 / -1
LUCK:	9	9	9	9
Action Die:	1d12	1d14	1d16	1d20
Lift:	0.5oz	4lbs	6lbs	7lbs
Drag:	1oz	8lbs	18lbs	21lbs
Carry:	1oz	8lbs	30lbs	70lbs
Speed (Land)	5ft	10ft	20ft	30ft
Run:	No	No	No	No
Sprint:	No	No	No	No
Speed (Swim)	5ft	10ft	30ft	50ft
Run:	15ft / 104min	20ft / 128min	60ft / 145min	105ft / 152min
Sprint:	35ft	45ft	130ft	210ft
Initiative:	+3	+2	+2	+1
AC:	19	15	13	11
HD:	1d3+1	1d6+2	2d8+6	3d10+12
Attack Die:	1d12+3	1d14+2	1d16+2	1d20+2, 2@1d16+2
Damage:				
(Bite)	1pt	1d6-2	1d6-1	1d8-1
(Claw)	--	1d4-2	1d5-1	1d6-1
Critical Die:	None	None	None	1d8
Critical Table:	None	None	None	M
Fortitude:	+2	+3	+4	+6
Reflex:	+4	+3	+3	+3
Willpower:	+0	+0	+0	+1

Special Powers:

Amphibious- creature may breathe through its skin while under water, but they must keep their skins moist to avoid damage. Additionally, if the water is dirty or toxic they are subject to it as if it were inhaled. Aquatic newts must be kept wet or they suffer 1 point of damage for every 30 minutes on land.

Regeneration- A newt can heal 1 point of damage every six hours, and may re-grow severed limbs other than its head over the course of a few days. It needs to be well fed and consumes twice its normal amount of calories until completely healed.

Mutagenic- with their powerful healing abilities, newts are highly prone to mutations. Newts may have 1 mutation per 3 hit points and remain stable; all newts have a base 15% chance per hit die for mutations without any help.

General Information:

Newts are semi-aquatic amphibians that mostly inhabit fresh water rivers and lakes; even the species which have become terrestrial need fresh flowing water for rearing their offspring. From the tropics to the sub-arctic cold of alpine forests; the regenerative power of newts along with their many forms of passive self-defense has allowed them to thrive. Newts are the species preferred for study by wizards with a passion for experimental zoology. As with most creatures in nature, the more brightly colored they are, the more deadly... most of the time.

Attack Profile:

Newts are carnivorous foragers that will eat most anything they find. When encountered there are usually 2d3 individuals in the encounter. They are slow, prefer ambush tactics and don't coordinate their efforts; but might employ odd powers if available.

Special Attacks:

Poisonous- 40% of newts are toxic when ingested. If toxic there is a 20% they are contact poisonous.

Paralytic: DC= 13; on a failed save roll 3d10+15 to determine onset time in minutes. During this time the victim may notice the growing numbness and lethargy creeping over them. When the poison takes effect the victim has a -3 penalty on all actions, AC, Saves, etc. as they suffer uncontrollable salivation, intense abdominal cramping, numbness moving inward from the extremities, and difficulty in breathing. Re-roll save every 20 minutes with failure increasing the action penalty by 1. Each success lowers penalty by 1, when penalty is 0 then no longer afflicted. If the penalty reaches -10, the victim gets one last save or they die. Furthermore, anything that dies as a result of this poisoning will re-animate as a zombie 2d3 rounds after death.



Ogres & Ogre Magi

Alignment: N

Type:	Grunt	Sergeant	Magi
Size:	Large	Large	Large
Reach:	10ft	10ft	10ft
STRength:	17 / +2	19 / +4	16 / +2
AGILity:	10	13 / +1	10
STAMina:	16 / +2	17 / +2	13 / +1
INTElligence:	3+1d6	5+1d10	7+1d12
PERsonality:	2 / -4	3 / -3	6 / -1
LUCK:	9	9	4+1d12
Action Die:	1d20	1d20	1d20
Lift:	255lbs	285lbs	240lbs
Drag:	510lbs	570lbs	480lbs
Carry:	255lbs	285lbs	240lbs
Speed (Land)	40ft	40ft	40ft
Run:	255ft/ 120min	285ft/ 120min	240ft/ 120min
Sprint:	460ft	515ft	430ft
Initiative:	+0	+1	+0
AC: (tough hide; +4)	13	14	13
HD:	5d12+10	6d12+12	9d10+9
Attack Die:			
(Melee)	1d20+3, 2@1d16+3	1d20+6, 2@1d16+6	1d20+5, 2@1d16+5
(Ranged)	1d20+1	1d20+3	1d20+3
Damage:			
(Bite)	1d6+2	1d6+4	1d6+2
(Fist)	1d8+2	1d8+4	1d8+2
(Club)	1d10+2	1d10+4	
(Great sword)			3d8+2
Critical Die:	1d4	1d4	1d5
Critical Table:	G	G	G
Fortitude:	+4	+5	+5
Reflex:	+2	+4	+4
Willpower:	-2	+0	+3

Special Powers:

Night vision – ogres can see just as well by starlight as they do during the daylight hours.

Mutagenic – ogre's are one of the few creatures that have a random chance of mutations whether an outside agent is involved or not. When creating an ogre, there is a 10% chance per hit die that it will have mutations. Furthermore, ogres are highly susceptible to the *Unholy Union* mutation and if the ogre only has one mutation then it will most likely be this one; alternately, the Storyteller should feel free to give this mutation to the ogre as a free choice among many. See chapter 2 of this book for details about mutations.

Immunities and vulnerabilities:

Thick witted – many ogre's lack the intelligence needed to use weapons and armor. An ogre must have an intelligence of 4 to use anything other than a club and an intelligence score of 5 is required to use armor and shields.

General Information:

These large humanoids prefer forested hills, craggy mountains, or jungles where they can find plenty of cover to set up ambushes. They were created by the efforts of dark faeries in mockery of humanity for use as shock troops to fight against their good hearted kin and the mortal races; particularly humans. These hairy, overly muscled humanoids have an intense craving for human flesh which keeps them constantly roaming the fringes of their environment. Ever searching for humans and anything else they can catch; they are smart enough to recognize roads and rivers as places where humans are frequently encountered.

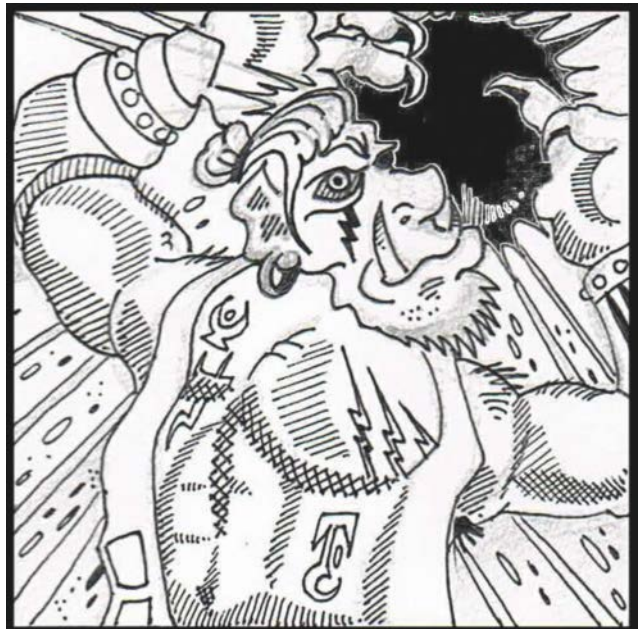
Attack Profile:

Simple and brutish, ogres have no subtlety and no interest in tactics beyond 'scream and charge'. They are smart enough to use most weapons, but have no skills at crafting anything beyond a club. They enjoy hand-to-hand fighting more than anything; except for eating what they kill. Very rarely found in groups, but smarter ogres have been known to round up other ogres to assault larger towns and encampments; one 'smart' ogre and 2d4 'grunts'. Even then their tactics are simple: smash everything and take what they can.

Special Attacks:

Any ogre with an intelligence score of 10+ has enough of its faerie heritage in tact so that half of its hit dice count as wizard levels for acquiring and using spells. Otherwise they only have the special abilities brought about by mutations.

Spells – Half of an ogre magi's hit dice count as wizard levels for spell casting and luck bonus; they may have a Patron, but otherwise use their normal attacks, saves, critical tables, etc. Ogre magi are subject to Patron taint and corruptions, but suffer a -2 penalty on all rolls to determine the severity of corruptions and taints due to their mutagenic nature.



Olar

Alignment: N

Size:	Large
Reach:	5ft
STrength:	18 / +3
AGILity:	13 / +1
STAMina:	13 / +1
INTelligence:	2 / -4
PERsonality:	2 / -4
LUCK:	9
Action Die:	1d20, 1d16
Lift:	36lbs
Drag:	144lbs
Carry:	360lbs
Speed (Land)	70ft
Run:	360ft / 52min
Sprint:	720ft
Speed (Fly)	360ft
Acceleration:	85ft
Deceleration:	170ft
Glide:	20ft
Initiative:	+1
AC:	12
HD:	4d10+4
Attack Die:	1d20+4, 2@1d16+4
Damage:	
(Beak)	1d8+3
(Talon)	1d6+3
(Paw rake)	2d6+6
Critical Die:	1d10
Critical Table:	M
Fortitude:	+3
Reflex:	+3
Willpower:	-2

General Information:

These silent killers of the night are said to resemble a cross between an owl and a bear, in the same manner as a griffon is the amalgam of an eagle and a lion. Few who encounter them ever live to tell the tale, but the limited information available suggests fur and plumage that ranges from dusty brown to mottled roan. They are thought to have the hind quarters and general build of a grizzly bear, with an owl's head and wings. Its massively strong front talons are something all survivors confirm. The olar prefers to grab victims and disappear into the night: the victims' final scream fading with their dwindling silhouette in the night as the only sign of the olar's presence. They prefer mountainous terrain, but otherwise they are found in all climates except arctic, swamps, or marches. The only other thing that everyone agrees on is that unlike griffons; which are happy in the wilderness hunting herds of wild horses, the olar have a keen desire for the flesh of all humanoids. It is commonly known as a Night Griffon, or Man-stealer.

Attack Profile:

These merciless killers are not known for frontal assaults or ground based attacks unless they are really hungry; or otherwise compelled. Olar prefer to swoop down on unsuspecting and isolated prey using the cover of night and its own unnatural stealth. If it misses the first attack or fails to drag its target off into the night there is a 60% chance that the olar will fly off in search of easier prey. An olar is just smart enough to vary its tactics and most likely will use a ground assault for its second attack; or wait a few days and try to surprise the targets again. In an aerial attack olar will use their talons on medium and small targets, but for larger victims it will strike with its paw rake first, then each of its talons.

Special Attacks:

Any time an olar scores a successful attack with its talon, it may automatically grab the target. The target (assuming it is still alive) may make an opposed strength check with the olar; if the victim wins, then it struggles free and falls to the ground.

Stealthy creatures – an olar gains a +6 bonus on stealth checks for the combined bonuses from night time, aerial attack, and its owl ancestry. If they succeed at this check prior to an attack the victim loses their shield and agility bonuses against the olar's next attack.

Aerial Predator – See CCD page 14.

Dust Cloud – See CCD page 14.

Special Powers:

Supreme night vision – an olar can see with crystal clarity out to 250ft on a cloudy night with no moon. On a cloudless night with a full moon; they can see 5x that distance. In either case they can focus their attention down to anything as small as a rabbit. Olar have a -3 on saves versus light and sight based attack forms and it suffers for twice the normal duration of such spells and attacks.



Strong flyers – they calculate their lifting and dragging values as quadrupeds and may still fly normally carrying up to 70% of their maximum carrying value listed in the table without being encumbered.

Otters

Alignment: N

Size:	Small	Medium
Reach	5ft	5ft
STrength:	5 / -2	6 / -1
AGILity:	16 / +2	15 / +1
STAMina:	15 / +1	16 / +2
INTelligence:	4 / -2	4 / -2
PERsonality:	16 / +2	16 / +2
LUCK:	9	9
Action Die:	1d16	1d20
Lift:	5lbs	6lbs
Drag:	15lbs	18lbs
Carry:	25lbs	60lbs
Speed (Land)	10ft	20ft
Run:	No	No
Sprint:	No	No
Speed (Swim)	30ft	50ft
Run:	50ft/ 120min	90ft/ 128min
Sprint:	110ft	180ft
Initiative:	+2	+1
AC:	13	11
HD:	1d4+1	1d6+2
Attack Die:	1d16+2	1d20+1, 2@1d16+1
Damage:		
(Bite)	1d4-2	1d5-1
Critical Die:	None	1d6
Critical Table:	None	III
Fortitude:	+2	+3
Reflex:	+3	+2
Willpower:	+3	+3

General Information:

These aquatic and semi-aquatic heavy weights of the weasel family are found in both fresh and salt water environments and are rarely encountered out of the water. In fact, sea otters spend their entire lives at sea. They have the densest fur of all mammals and it comes in a variety of browns and blacks with their chests and heads being lighter in color. Otters are carnivores and will catch fish, frogs, or scavenge shellfish from lake and ocean floors. They are gregarious critters with a fair bit of playful curiosity about the world around them.

Attack Profile:

These playful creatures only attack if cornered on land; in the water they only defend themselves or attempt to drive off predators. Most types of sea otters are solitary, but some are quite social so 30% of encounters are with 1d6+2 adults. Otters are territorial and smart enough to use tactics. They are ungainly out of the water and will always choose to run away if encountered on land. These creatures use Agility for their attacks as long as they are in the water.

Special Powers:

Hardy divers - otters can hold their breath 2.5 times as long as other creatures of the same size; 8 minutes for small otters and 10 minutes for medium sized otters. Along with their webbed hands and feet, they can also seal off their ears and noses and have a second set of eyelids for goggles.

Clever critters – otters may be trained in 2 levels of thief per the critters with classes rule on page 14.

Thick fur – grant otters a +1 bonus on all saves versus cold damage.



P

Plant Creatures

Ambulatory and often carnivorous flora is common enough in the dense untamed forests and jungles; but they are natural, mortal creatures and not forest spirits. They need to breathe and drink, but as long as they have access to fresh healthy soil and sunshine they are well nourished; and only need 6 hours of sleep to be fully rested. Being a plant does not preclude them from consuming other creatures and many plants seek out additional nutrients in this fashion. Plant creatures take triple damage from cold and fire attacks and are dependent upon sunlight for their nourishment. When deprived of sunlight they are reduced to half speed and actions; losing 1 point of stamina for every 24 hours they go without the sun's nourishing rays. Plant creatures only take half damage from crushing and piercing attacks.

Sundew

Alignment:

N

Size:	Large	Huge	Gargantuan
Reach:	20ft	25ft	35ft
STrength:	16 / +2	18 / +3	20 / +5
AGility:	9	7 / -1	5 / -2
STamina:	13 / +1	15 / +1	17 / +2
INtelligence:	5 / -2	5 / -2	5 / -2
PERsonality:	3 / -3	3 / -3	3 / -3
LUCK:	9	9	9
Action Die:	1d20,	1d24,	1d30,
		1d20	1d24
Lift:	240lbs	450lbs	800lbs
Drag:	480lbs	900lbs	2400lbs
Carry:	240lbs	450lbs	800lbs
Speed (Land)	15ft	20ft	25ft
Run:	No	No	No
Sprint:	No	No	No
Initiative:	+0	-1	-2
AC:			
(Wooden body; +7)	16	14	12
(Tentacles; +3)	12	10	8
HD:			
(Body)	4d10+4	7d10+7	10d10+20
(Tentacles, each)	2d3+1	2d4+1	2d5+2
Attack Die:	1d20+3,	1d24+5,	1d30+8,
* Gains these extra attacks per each additional tentacle.	2@1d16+3,	2@1d20+5,	2@1d24+8,
	*3@1d14+3,	*3@1d16+5,	*3@1d20+8,
	*4@1d12+3,	*4@1d14+5,	*4@1d16+8,
	*5@1d10+3,	*5@1d12+5,	*5@1d14+8,
	*6@1d8+3	*6@1d10+5	*6@1d12+8
Damage:			
(Bite)	2d10+2	2d12+3	2d14+5
(Tentacle bash)	1d8+2	1d10+3	1d12+5
(Tentacle crush)	1d4+1	1d5+1	1d6+2
(Acid)	1d4/ 2rds	1d6/ 3rds	1d8/ 5rds
Critical Die:	1d10	1d12	1d16
Critical Table:	M	M	M
Fortitude:	+3	+4	+6
Reflex:	+2	+2	+2
Willpower:	-1	+0	+1

General Information:

These carnivorous, ambulatory plants prefer hot jungle environments and have a large, slightly barrel shaped central stalk set upon to thick human sized legs of intertwined roots. They have 2d3+2 eye buds on mobile stalks at the top of their torsos, and 1d5+1 tentacles sprouting from the sides of their bodies. The most horrifying aspect of this creature is that nearly every square inch of its leafy body and tentacles are coated with the sun-gold, sticky, acidic dew used that this creature uses to ensnare and pre-digest its victims. Which are then stuffed into the vertical slit of a mouth full of woody tooth barbs that runs the entire length of its central trunk.

Attack Profile:

This vegetative monstrosity has the ability to slowly ambulate when it needs to, but it is primarily an ambush hunter. At rest its vegetative nature allows them to pass for a large dead tree covered in thick, aromatic and glistening vines. It uses the enticing aroma of its nectar to entice animals and insects within range: then snatches them up and stuffs them into its Stomach. These creatures will attack anything that wanders into range.

Special Attacks:

Sticky acid – anything struck by the sundew will take the indicated acid damage for the listed number of rounds. This acid is only effective against organic material. Prey and vulnerable items struck by this acid must succeed at a fortitude save for every round of contact. The DC is equal to 8, +1 per hit die of the sundew; the items gain a bonus to their save for every +1 of magical ability. Success indicates half damage and items are not degraded. (See page 14 for item degradation.)

Special Powers:

Enticing aroma – living creatures that venture within 100ft of the sundew must succeed at a willpower save versus a DC of 6, +1 per hit die of the sundew, with a +1 increase to the DC for each previous failure; or it begins to travel towards the source of the appetizing scent. The effect lasts for 1d4 rounds, but if the victim

is still within 100ft of the sundew they must roll another willpower save. While under the effects of this aromatic assault, the victim has a -2 penalty on search and spot checks to notice the danger. Eventually they wander close enough for the sundew to strike, but this also ends the effects of the enticing aroma for anyone who survives the initial attack. Victims ensnared by the sundew make opposed strength checks with a -1 penalty from the sticky sap to escape, but acid damage continues for the indicated number of rounds.

Tentacles – Each of the sundew's extra tentacles has its own hit dice and grants extra attacks. The tentacles may be targeted separately from the body. They will grow back assuming that the body survives, but if the body dies so do the tentacles.

Immunities & vulnerabilities:

In the absence of light a sundew will become dormant, curling in its leaves for the night like many other plants. A *Darkness* spell cast upon the majority of the sundew's bulk will trick it into dormancy for the duration of the spell.



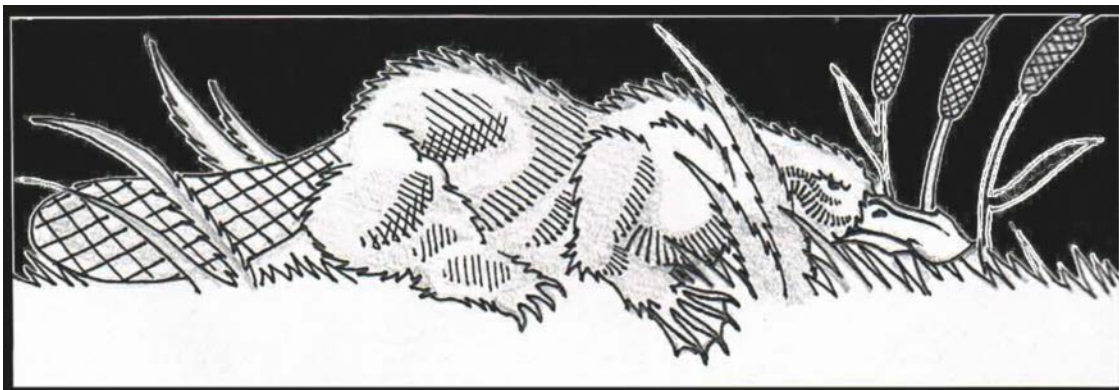
Platypus

Alignment: N

Size:	Tiny	Small	Medium
Reach	0ft	5ft	5ft
STrength:	4 / -2	6 / -1	7 / -1
AGility:	16 / +2	15 / +1	14 / +1
STamina:	10	12	13 / +1
INtelligence:	1 / -5	1 / -5	1 / -5
PERsonality:	6 / -1	6 / -1	6 / -1
LUCK:	9	9	9
Action Die:	1d14	1d16	1d20
Lift:	4lbs	6lbs	7lbs
Drag:	8lbs	18lbs	21lbs
Carry:	8lbs	30lbs	70lbs
Speed (Land)	5ft/ 1min	10ft/ 5min	15ft/ 10min
Run:	10ft	20ft	30ft
Sprint:	No	No	No
Speed (Swim)	10ft	20ft	40ft
Run:	20ft	60ft	105ft
Sprint:	45ft/ 80min	130ft/ 96min	210ft/ 102min
Initiative:	+2	+1	+1
AC: (swimming; +2)	15/ 17	12/ 14	11/ 13
HD:	1d4	2d4	4d8+4
Attack Die:	1d14-2	1d16-1	1d20
Damage:			
(Rear leg spur)	1pt	1d3-1	1d5
	plus venom	plus venom	plus venom
Critical Die:	None	None	1d10
Critical Table:	None	None	M
Fortitude:	+1	+1	+3
Reflex:	+3	+2	+3
Willpower:	+0	+0	+1

night's rest and 1 die of magic healing. Failure indicates victim is overwhelmed by pain. If afflicted, the victim must roll a willpower save versus a DC of 15 [pain modifier included] in order to act. Success indicates the action may be attempted with -2 pain penalty; while failure means no actions are possible. To remove this affliction the victim must succeed at 1 save every 24 hours, with each success lowering the DC for the next day by one; the fortitude save starts at 15, and the pain penalty is included. Failure raises the DC for the next day by one. The victim is no longer afflicted when the DC has dropped to 0, or the subject receives 4 dice of magic healing.

Electrolocation – the bill of a platypus can detect the electrical signals generated by the muscle tissue of living creatures; granting a +3 bonus on search and spot checks. Thunder storms, large magnets, and other similar spells or events negate this bonus like fog for sighted creatures. The range of this sense is 15ft per hit die of the platypus; half when they are on land.



Immunities & Vulnerabilities:

Poor eye sight – platypuses have a -4 penalty on search and spot checks that involve sight.

General Information:

With its lush, waterproof brown fur, purple-brown and leathery duck-bill and beaver tail there is no denying that the platypus is odd; even without the fact that it is also a venomous, egg laying mammal. Modern platypuses rarely grow more than 2 feet long, but they had distant relatives which could reach 3 to 4 feet in length. They prefer warm wet environments where they can burrow into the banks and have access to areas for hunting mollusks, crustaceans, worms and such. They have generally poor eyesight, but have the ability to detect the electric signals from twitching muscle fiber. This Electro-sense allows them to hunt murky waters that other foragers cannot utilize. They are poor runners and will always flee into the water or their dens when they feel threatened.

Attack Profile:

Grumpy and ill tempered, Platypi generally prefer to flee rather than fight. They are generally solitary, but sometimes as many as 1d3+1 are encountered. Only the males are venomous and 65% of platypuses encountered will be male. If encountered on land they only fight if they are trapped; choosing instead to flee to safety of water or burrow. A platypus uses its agility for attack rolls when it is in the water.

Special Attacks:

Venom – victim rolls a Fortitude save versus a DC of 12 plus cumulative pain modifier every 24hrs. If this initial save succeeds then character has a -1 penalty on all actions from pain and swelling until they can get a

R

Raccoons

Alignment: N

Size:	Tiny	Small	Medium	Large
Reach	0ft	5ft	5ft	10ft
STrength:	4 / -2	6 / -1	7 / -1	9
AGILity:	19 / +4	18 / +3	17 / +2	16 / +2
STAMina:	8 / -1	10	12	14 / +1
INTElligence:	5 / -2	5 / -2	6 / -1	9
PERsonality:	10	10	13 / +1	13 / +1
LUCK:	9	9	1d6+7	1d8+10
Action Die:	1d14	1d16	1d20	1d20, 1d16
Lift:	8lbs	30lbs	70lbs	135lbs
Drag:	12lbs	60lbs	140lbs	270lbs
Carry:	8lbs	30lbs	70lbs	180lbs
Speed (Land)	15ft	30ft	50ft	70ft
Run:	20ft/ 64min	60ft/ 80min	105ft/ 96min	180ft / 112min
Sprint:	45ft	130ft	210ft	360ft
Initiative:	+4	+3	+2	+2
AC:	17	14	12	11
HD:	1d4-1	2d4	3d4	5d6+5
Attack Die:	1d14+2	1d16+2	1d20+2	1d20+3, 2@1d16+3
Damage:				
(Bite / Claw)	1d4-2	1d3-1	1d4-1	1d5
Critical Die:	None	None	1d8	1d12
Critical Table:	None	None	III	M
Fortitude:	+0	+1	+2	+3
Reflex:	+5	+4	+4	+4
Willpower:	+1	+1	+3	+3

Special Powers:

Nocturnal – they have excellent night vision due to their primarily nocturnal life style and gain a +2 bonus on spot and search checks in the dark as long as there is at least some light.

Keen noses – raccoons have a keen sense of smell and they are unaffected by the powerful odors of their environment. This ability gives them a +1 bonus on all search and tracking checks involving scent.



General Information:

These mischievous creatures are as equally at home in temperate and sub-arctic forests as they are in the sewers, garrets, and lofts of towns and major cities. Raccoons are omnivorous, fearless, and worst of all: they have nimble hands and are afflicted with a keen sense of curiosity. The characteristic grey and brown ringed tail and unmistakable bandit's mask proclaim the identity of these interlopers into your backpack as a raccoon in search of a meal, or anything else that is useful or even mildly interesting.

Attack Profile:

Raccoons are mischievous pranksters who only fight when cornered or under an external compulsion of some kind. Cornering a raccoon is difficult, because they often work in pairs and will keep a sharp watch on their surroundings. When fighting they rely on their teeth as a weapon; their short arms render their claws nearly useless for combat. However, they are excellent for grappling and climbing. Raccoons are rather clever, and they do have an opposable thumb, so they can manipulate their environments quite well. These creatures use their agility bonus for attacks.

Special Attacks:

Clever critter – raccoons are smart enough and have the hands to be trained as thieves, according to the critters with classes entry on page 14. They also lift and drag items as a biped, but are still quadrupeds for carrying weight limit.

Rats

Alignment: C

Size:	Tiny	Small	Medium	Large
Reach	0ft	5ft	5ft	5ft
STrength:	4 / -2	6 / -1	7 / -1	9
AGility:	18 / +3	17 / +2	16 / +2	15 / +1
STAMina:	10	12	13 / +1	15 / +1
INTelligence:	3 / -3	3 / -3	3 / -3	3 / -3
PERsonality:	6 / -1	6 / -1	6 / -1	6 / -1
LUCK:	9	9	9	9
Action Die:	1d14	1d16	1d20	1d20
Lift:	8lbs	30lbs	70lbs	135lbs
Drag:	12lbs	60lbs	140lbs	270lbs
Carry:	8lbs	30lbs	70lbs	180lbs
Speed (Land)	15ft	30ft	50ft	70ft
Run:	20ft / 80min	60ft / 96min	105ft / 104min	180ft / 120min
Sprint:	45ft	130ft	210ft	360ft
Initiative:	+3	+2	+2	+1
AC:	16	13	12	10
HD:	1d6	2d4	2d6+2	3d8+3
Attack Die:	1d14+3	1d16+2	1d20+2, 2@1d16+2	1d20+2, 2@1d16+2
Damage:				
(Bite)	1d5-2	1d6-1	1d8-1	1d10
(Claw)	---	1d3-1	1d4-1	1d5
chance of disease	50%	40%	30%	20%
Critical Die:	None	None	1d8	1d8
Critical Table:	None	None	M	M
Fortitude:	+1	+1	+2	+3
Reflex:	+4	+3	+3	+3
Willpower:	+0	+0	+0	+1

Swarming – Rats with one hit die or less may assemble into a swarm; see swarm entry on page 195 of this book.

Special Powers:

Clever critter – Rats are smart enough and have the hands to be trained as thieves, according to the critters with classes entry on page 14. They also lift and drag items as a biped, but are still quadrupeds for carrying weight limit.

Keen noses - Rats have a keen sense of smell and they are unaffected by the powerful odors of their environment. This ability gives them a +2 bonus on all search and tracking checks involving scent.

Mutagenic- Rats are able to tolerate more mutations than other creatures, they can have 1 mutation for every 3 hit points. All rats have a 10% chance per hit die of having at least 1 mutation.

Movement – Rats have a climb and swim speed equivalent to their base land speed unless they are swarming.

Strength in Numbers – Rats of 2 or more hit dice gain +1 to attacks and damage, for every 3 rats in the pack.

General Information:

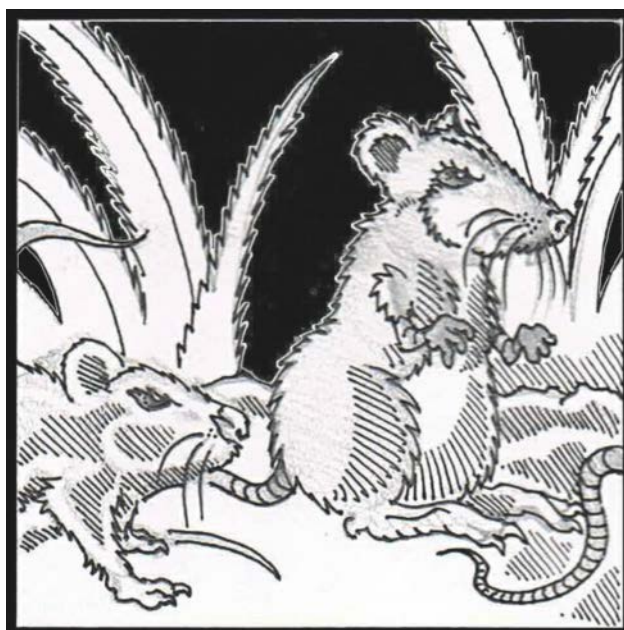
The ubiquitous rat... may be found anywhere except underwater. Brown, black, or multi-hued with their twitching whiskers and naked tails; stealing food from the fringes of society. They can grow to massive proportions and size is dependent only upon the availability of food. Pathologically shy most of the time, rats can become quite aggressive when they are in large numbers or if they are starving: this is especially true of the larger varieties.

Attack Profile:

Rats are quite bold in numbers and use their agility bonus for attacks. They may occasionally take down medium or large creatures that are unable to escape. Even if the victim escapes the immediate threat, there is a chance that the bites are going to make the survivor ill. When tiny and small rats are encountered there is a 45% chance that they will be swarming, otherwise 3d5 are encountered. Larger rats are usually solitary; or in a pack of 1d5+1.

Special Attacks:

Disease- DC = 8 + the damage dealt in the attack by rat. On a failed fortitude save roll 1d3+3 for the onset time in days with a -1 per point of damage done by the rat attack. Once the disease begins victim has a -2 penalty on all Actions, AC, Saves, etc. as they suffer nausea, chills, headaches and fever. The save is re-rolled with modifier every 24 hours with failure increasing the penalty by 1. A successful save lowers the penalty by 1; when penalty is 0 then subject is no longer afflicted. The ailment can be cured with a lay on hands resulting in 3 dice of healing or powerful enough spell.



S

Scorpions

Alignment: N

General Information:

One of the most successful of the arthropods, scorpions can be found in any non-arctic, non-aquatic environment. The carapace of a scorpion will be smooth polished chitin, or be spiky chitin plates depending on its Environment. Scorpions have a multitude of colorations and patterning, some designed to camouflage, while most are some shade of brown or black. Most scorpions have the ability to sting their victims, but the level of toxicity will vary. These scorpions are modeled from the fat-tail scorpions, which are among the deadliest varieties. Most scorpions are stout of body and legs, but their pincers will vary greatly in shape and damage based upon the scorpions needs. A scorpion that kills with venom has a more powerful tail and the narrower claws needed for dismantling their food. Scorpions that use paralytic poisons have thinner tails and heavier claws that do more damage and are designed to grab and hold the prey until the venom takes full effect.

Attack Profile:

These thickly scaled, solitary arthropods slowly move about the dawn and dusk landscape; eating anything they can catch or scavenge. Scorpions are not picky about what they eat, but are primarily carnivorous. They can run and even sprint if there is a need, but they generally prefer to stalk quietly through the underbrush or rocks to surprise their targets. Scorpions are rarely encountered in large groups, unless it is a female and her brood of hatchlings. In such cases there will be one full sized female, and up to 5d6 hatchlings. The hatchlings will be three size categories smaller than their parent. The female will do her best to kill the prey quickly and then let her brood feed first; this is the only time scorpions use coordinated tactics. They will back off from a fight, but only after taking severe damage.

Special Attacks:

Venoms – These scorpions are assumed to have venom as a primary killing tactic. Scorpions that use a paralytic neurotoxin have their claw damage dice increased by two steps and the damage from their tail stingers is decreased by 2 steps on the dice chain. Scorpions may only have one type of venom, but otherwise use the rules set down on page 190 but with these changes:

Cardiotoxin – victim makes a fortitude save versus a DC of 16 or the toxin stops their heart in 6d6 rounds, -1 round per size category starting with size *Smallest* and the victim dies. This venom requires a *Neutralize Poison or Disease* spell (Core Rules p. 277) or a cleric's healing hands ability with a result of 4 dice or more to purge the victim of this venom.

Neurotoxin (paralysis) – A successful save versus a DC of 13, +1per full hit die of the scorpion. Failure indicates that the venom causes a numbing paralysis to spread outward from the wound site as the venom blocks the communication of neurons. The victim loses 2 points from their agility score and 5ft of movement every 10 minutes. Death occurs from an inability to breathe within 2d3 turns of envenomation. This venom requires a *Neutralize Poison or Disease* spell (Core Rules p. 277) cast at sufficient strength, or a cleric's healing hands ability with a result of at least 3 dice to cure.

Size:	Smallest	Tiny	Small	Medium
Reach:	0ft	0ft	5ft	5ft
STrength:	6 / -1	9	11	12
AGility:	16 / +2	17 / +2	15 / +1	14 / +1
STAMina:	5 / -2	8 / -1	10	11
INTelligence:	1 / -5	1 / -5	1 / -5	2 / -4
PERsonality:	9	9	9	9
LUCK:	9	9	9	9
Action Die:	1d12	1d14	1d16	1d20
Lift:	6oz	14lbs	22lbs	48lbs
Drag:	12oz	56lbs	88lbs	192lbs
Carry:	12oz	27lbs	55lbs	180lbs
Speed (Land)	5ft	15ft	30ft	50ft
Run:	15ft/ 20min	70ft/ 32min	110ft/ 40min	215ft/ 44min
Sprint:	25ft	160ft	230ft	410ft
Initiative:	+2	+2	+1	+1
AC: (chitin; +5)	23	20	17	16
HD:	3hp	3d6-2	4d7	5d8
Attack Die:	1d12+2	1d14+1	1d16+2	1d20+1, 2@1d16+1
Damage:				
(Claw)	1d2-1	1d3	1d4	1d5
(Kick/ stomp)	--	1d2	1d3	1d4
(Sting)	1d2-1	1d4	1d5	1d6
(Trample)	--	--	3d3	3d4
Critical Die:	None	None	None	2d5
Critical Table:	None	None	None	M
Fortitude Save:	+1	+3	+4	+4
Reflex Save:	+3	+3	+3	+3
Willpower Save:	+1	+1	+2	+2

Size:	Large	Huge	Gargantuan	Colossal
Reach:	10ft	15ft	20ft	25ft
STrength:	14 / +1	16 / +2	18 / +3	20 / +5
AGILity:	12	11	10	9
STAMina:	13 / +1	15 / +1	17 / +2	19 / +4
INTelligence:	2 / -4	2 / -4	3 / -3	4 / -2
PERsonality:	9	9	9	9
LUCK:	9	9	9	9
Action Die:	1d20	1d24	1d30	1d30+2
Lift:	112lbs	256lbs	576lbs	1280lbs
Drag:	560lbs	1280lbs	2880lbs	7680lbs
Carry:	420lbs	800lbs	7200lbs	16000lbs
Speed (Land)	60ft	85ft	100ft	120ft
Run:	350ft/ 52min	480ft/ 60min	630ft/ 68min	800ft/ 76min
Sprint:	630ft	720ft	820ft	880ft
Initiative:	+0	+0	+0	+0
AC: (chitin; +7)	16	15	14	13
HD:	6d10+6	7d12+7	8d14+16	9d16+36
Attack Die:	1d20+3, 2@1d16+3	1d24+4, 2@1d20+4, 3@1d16+4	1d30+5, 2@1d24+5, 3@1d20+5, 4@1d16+5	1d30+10, 2@1d24+8, 3@1d20+8, 4@1d16+8
Damage:				
(Claw)	1d6+1	1d7+2	1d8+3	1d10+5
(Kick/ stomp)	1d5+1	1d6+2	1d7+3	1d8+5
(Sting)	1d7+1	1d8+2	1d10+3	1d12+5
(Trample)	3d5+3	3d6+6	3d7+9	3d8+15
Critical Die:	2d6	2d6	2d7	2d7
Critical Table:	M	M	M	M
Fortitude:	+6	+6	+7	+10
Reflex:	+3	+3	+3	+4
Willpower:	+3	+3	+3	+4

Claw – a scorpion that has struck an opponent with a claw grabs hold of the target in the same motion. The victim can roll an opposed strength check with the scorpion each round to escape. Failure indicates the scorpion automatically damages the victim.

Rend – a scorpion that succeeds a two claw attacks upon the same target may use its next attack(s) to try and tear the victim into pieces. Failing a fortitude save versus a DC of 9, +1 per full hit die of the scorpion dismembers the victim. Success at the fortitude save indicates the victim still takes normal damage from each of the scorpions pincers. The target of this attack gains a +1 bonus to their save roll for wearing medium armor, and a +2 bonus for heavy armor.

Throw – a scorpion of size medium or greater may throw ant victim that it has held with its pincers for at least 1 round; or any time that an opponent has been stung. The distance is equal to 10ft per point of the scorpion's strength bonus with a minimum of 10ft. The victim will also suffer from 1d6 damage per 10ft of distance they are thrown as if falling from the same height.

Special Powers:

Multiple eyes – scorpions have 10 well placed eyes and they are visual hunters, so they gain a +3 on visual spot and search checks. It is a DC15 stealth check to sneak passed, or on any attempt to backstab a scorpion.

Durable – Scorpions are immune to cold damage, but between 32F and 45F they are slowed. Scorpions are reduced to half their normal actions and movement with a -3 penalty to armor class and ability checks. Any colder and scorpions stop moving while they freeze solid... they'll scurry off next spring after they thaw. Scorpions gain a +2 bonus on all fortitude saves; this has been added into the tables above.

Slow – scorpions are not built for speed and multiply their stamina scores by 8 to determine maximum running times. They also subtract 2 from their running multiplier and 0.5 from their sprinting modifiers when calculating these values on Table 3-6 on page 145.

Immunities & vulnerabilities:

Scorpions have an aberrant reaction to alcohol; it only takes a few drops for the smallest, and 2 gallons for colossal sized scorpions for this effect to manifest. A 'drunken' scorpion goes insane and begins to stab at anything it can reach; or itself, and scorpions are not immune to their own venom. This behavior continues for 1d3 rounds, +1 round per size category of the scorpion. Anything within reach of the scorpion is attacked in its spinning frenzy; but it cannot move to attack anything specific, luck scores and proximity determine the targets of these attacks.

Scorpions, Spitting

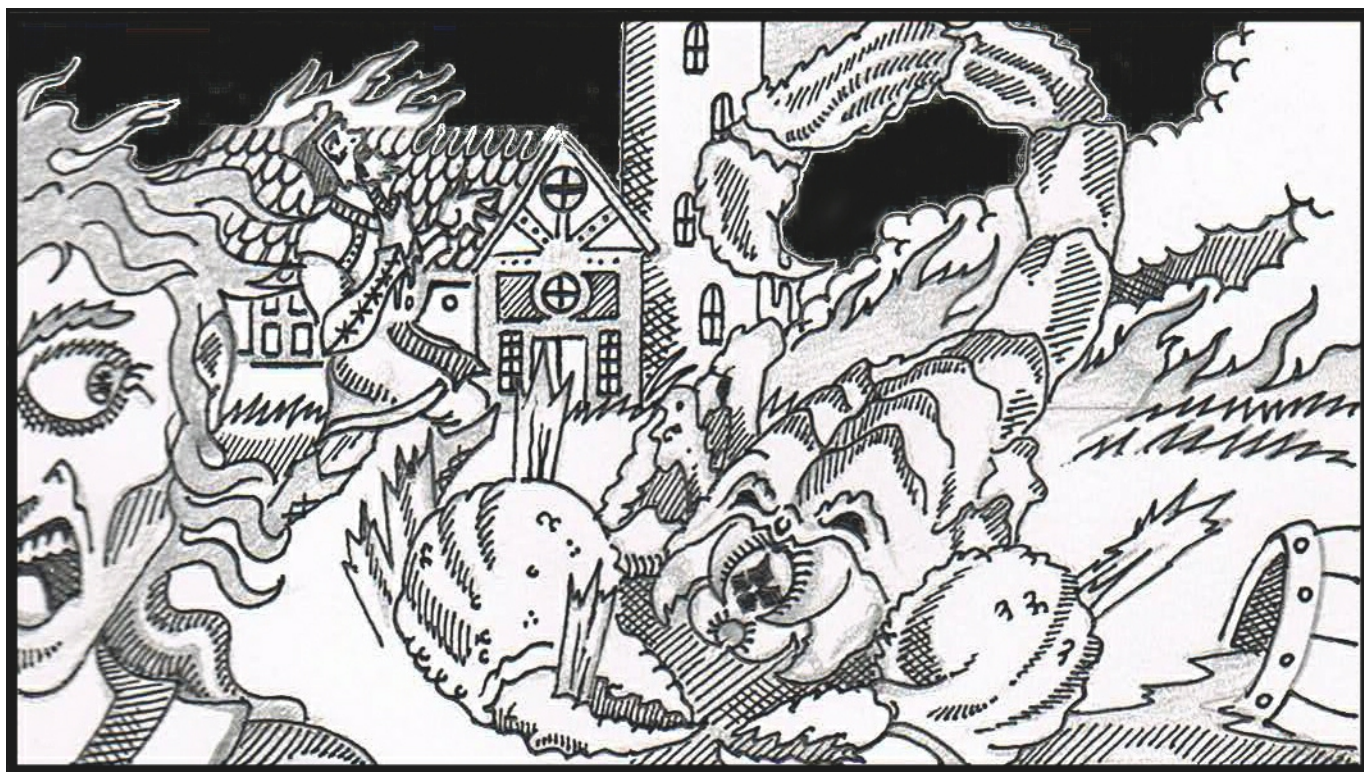
Spitting scorpions are a rare type of scorpion that has lost its stinger. They can still make whip attacks with their tails that do the same damage as a stinger, but it is bashing/crushing damage. Their claw damage is increased by 2 steps and grants them a +2 bonus for holding onto their prey. Spitting scorpions spray a 60° cone of caustic venom out to a distance of 5ft per hit die. Victims are allowed a reflex save versus a DC of 8, +1 per hit die of the scorpion to avoid the attack, but victims held by a claw are automatically hit by the spray. The smallest of scorpions, either singly or in a swarm, can only use this attack on something in the same space they occupy. This sprayed venom does 1d3 acid damage, +1 point per hit die of the scorpion, and does not linger. This damage allows a paralytic neurotoxin to enter the blood of the victim, see CCD pg. 183 for the scorpion's venom Information, and page 190 for full information on venoms.

Crayfish and Lobsters

General information:

These scavengers of the oceans and fresh water lakes, streams, and marshes have gills to breath under water. Lobsters are a reddish-brown to grey-blue in color, thickly scaled and are immune to the crushing damage of the deep ocean. While crayfish are usually gray, blue or brown and prefer shallow fresh water. Unlike scorpions, both lobster and crayfish retain their long antennae. This compensates for the fact that they only have one set of eyes, but grants the same bonuses as multiple eyes for a scorpion. They have no stinger, but their tail flukes grant a swim speed equal to the land speeds of a scorpion of similar size; but they swim backwards to their facing and their movement speeds and number of attacks are reduced by half when on dry land. Treat these creatures as similarly sized scorpions; but they have a +2 bonus to their armor class and their claw damage is increased by 3 steps on the dice chain. They gain a +3 bonus to strength checks when trying to hold onto something.

The body of a lobster or crayfish is much larger than its walking legs, so there is no division of hit points between legs and body. However, its massive claws may be targeted independently and each the claw has the same AC of the body and 30% of the creature's hit points.



Sheep

Alignment:

N

Type:	Domestic Sheep	Wild Sheep	Gnome Battle Sheep (clockwork)
Size:	Small	Medium	Medium
Reach:	5ft	5ft	5ft
STrength:	8 / -1	9	16 / +2
AGILity:	17 / +2	16 / +2	As pilot, or 9
STAMina:	12	13 / +1	-----
INTElligence:	1 / -5	2 / -4	2 / -4
PERsonality:	5 / -2	5 / -2	5 / -2
LUCK:	9	9	As pilot, or 9
Action Die:	1d14	1d16	As pilot, or 1d16
Lift:	8lbs	9lbs	16lbs
Drag:	24lbs	27lbs	48lbs
Carry:	40lbs	90lbs	160lbs
Speed (Land)	30ft	50ft	50ft
Run:	80ft/ 96min	135ft/ 104min	240ft/ 52min
Sprint:	175ft	270ft	480ft
Initiative:	+2	+2	As pilot or +0
AC:	13	12	15+ pilots's AGIL bonus
HD:	2d6	3d6+3	6d8
Attack Die:	1d14-1	1d16+1	As Gunner, or 1d16
Damage:			
(Bite)	1d3-1	1d3	1d4
(Hoof)	1d4-1	1d5	1d6
(Ram; males)	1d5-1	1d6	1d8
(Trample)	3d4-3	3d5	3d6
(Twin x-bows)			2d4: (40/80/120ft)
Critical Die:	None	None	1d12
Critical Table:	None	None	M
Fortitude:	+1	+3	+3
Reflex Save:	+3	+4	As pilot, or +3
Willpower:	-1	+0	As pilot ,or +1

General Information:

These mountain dwelling herbivores were domesticated by various humanoid species for food and wool production thousands of years ago. Their wild kin were left to wander the rocky wastes and upland forests of the world to be hunted by humanoids and creatures alike. Sheep spend 80% of their time eating and digesting; doing as little else as possible. Domesticated sheep are incredibly stupid creatures and when they are doing something other than eating or sleeping, it is usually getting into trouble. Different humanoids have used various methods and criterion for the domestication of their sheep, and there are a great many varieties.

Attack Profile:

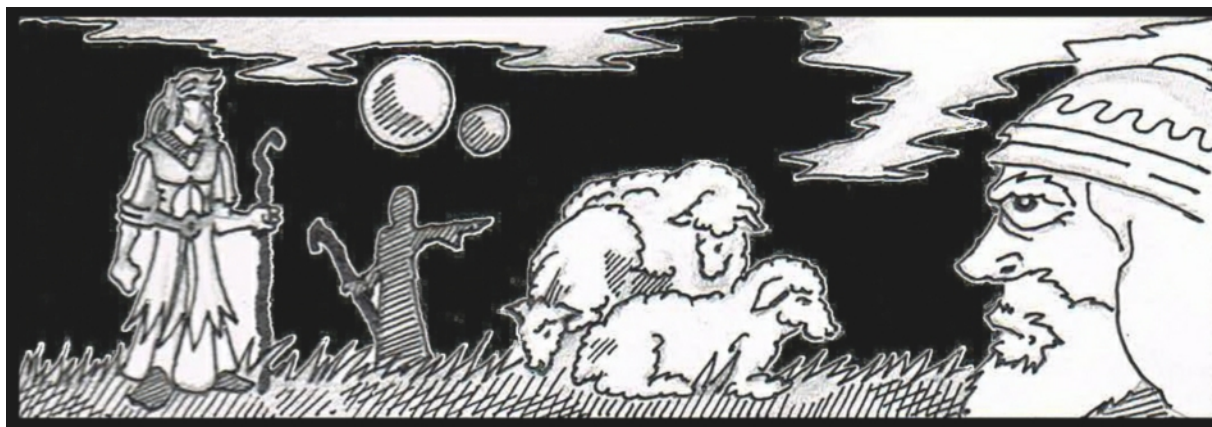
Run fast! Then run some more and hope not to be the one eaten! This is a sheep's general approach to all combat situations regardless of its subtype. Wild sheep rely upon remote locations like steep mountainous regions for protection. When combat cannot be avoided, wild rams will make a fierce display and then attempt to slam their horns into their targets and can even crush the skull of a bear. Even domesticated sheep can kill a humanoid on a solid strike; fortunately most domestic sheep aren't smart enough to know this and the ones that are, end up on the dinner table.

Special Attacks:

Charging – any ram may charge forward and make a bashing attack for double the normal damage. The ram suffers a -2 penalty to its armor class. The target is allowed a reflex save to avoid the attack, assuming there is somewhere to jump that won't mean falling down a mountain side.

Special Powers:

Sure footed – sheep gain a +3 on all jump, balance, and climb checks and suffer no movement penalty when in the mountains, but are still hindered by other terrain and weather hazards.



Sheep, Dwarven

These domestic sheep are the size of their wild kin, but have been crossbred over centuries with earth elementals and are fed a special diet fortified with cobalt, iron, nickel, and molybdenum. Their wool takes on a steel hard quality that the dwarves melt and cast into tools and weapons, or spin and weave this wool into steel cables and fabrics of the finest quality. These sheep have a +3 bonus to their armor class; and bite attacks from these creatures add +1d3 electricity Damage.

Sheep, Elven

These sheep have a natural magic that makes them appear normal, but in reality they too have been crossbred with earth elementals. Elven sheep are fed a special grain from faerie groves mixed with silver, and their mythrill wool sparkles and flashes in the sunlight when the glamour is pierced. It is spun and woven into threads of pure mythrill from which the elves make the finest cables and fabrics. They also melt it down and cast it into weapons and other equipment. It requires a willpower save versus a DC of 15 to see through the illusion of normality surrounding these quasi-fey creatures. Their bite attacks do +1d3 electricity damage and they have a +5 bonus to their armor class.

Sheep, Gnomish

These small, self-repairing clockwork mechanisms resemble and act like domestic sheep in most ways, except that their owner needs to spend 1d3x10 minutes per day, per clockwork sheep rewinding the clockwork mechanism. This will power the mechanism for 24 hours or regular activity, but they may only run for the time listed. After this they must again wind the spring for 1d3x10 minutes. Gnomish sheep will even pass for sheep if the viewer is at least 15ft away and cannot hear the whirring and clicking of the mechanisms. They can consume any organic and inorganic material to be 'digested' into the various replacement parts they need. These mechanical marvels may even produce milk, cheese, and mutton if so desired: just lift the side panel and pull out the food. Gnomes use these creatures for pulling carts, and even trap detection and removal services if they must. These sheep have no need of wool and are covered in artistic scroll work by their builders.

The battle sheep uses the Agility, Luck, Action & Attack Dice, Initiative, and Reflex save of the pilot. These constructs do have a clockwork mechanism that emulates a sheep's brain and the pilot may turn control over to this device if it is necessary. A clockwork sheep has a +4 bonus to armor class and their bite attacks do an additional +1d6 acid damage that affects all substances other than glass: they are exactly like domestic sheep otherwise. Gnomes often customize these clockwork creatures and can have any number of strange abilities the Storyteller can dream up; but those models might not actually be recognized as sheep. These and other strange mechanical wonders are at the heart of gnomish battle strategy...

Gnomish Sheep, Battering Ram

This gnomish battle sheep has been modified to move 50% faster than a wild ram by reducing the crew of a battle sheep to pilot only as well as removing the cupola and heavy armor. Battering rams have an armor class of 12, + the agility bonus of the pilot and they lose their bite attack. Their kick and trample damage is plus one die on the dice chain. Their ram attack is plus two steps on the dice chain compared to a normal ram. The down side is that without the bite attack, battering rams have no ability to self-repair, but they are much cheaper and easier to build than the standard battle sheep.

Gnomish Sheep, Battle Sheep

This specially made clockwork sheep is heavily plate armored and unmistakably mechanical in construction. Battle sheep have a crew of 2 gnomes: 1 pilot on the inside, and 1 riding in the cupola on the sheep's back armed with twin, repeating crossbows. The crossbows do 1d4 piercing damage and have ranges of 40ft/ 80ft/ 120ft; but they may be fired every round. The sheep's mechanical 'metabolism' will allow for up to 20 shots per day, per cross-bow; after that the crew must provide their own ammunition. These models cannot produce food like the standard model.



Skunks

Alignment:

N

Size:	Tiny	Small	Medium	Large
Reach:	0ft	5ft	5ft	5ft
STrength:	3 / -3	5 / -2	6 / -1	8 / -1
AGILity:	16 / +2	15 / +1	14 / +1	13 / +1
STAMina:	9	11	12	14 / +1
INTelligence:	2 / -4	2 / -4	2 / -4	2 / -4
PERsonality:	13 / +1	13 / +1	13 / +1	13 / +1
LUCK:	9	9	9	9
Action Die:	1d14	1d16	1d20	1d20
Lift:	3lbs	5lbs	6lbs	16lbs
Drag:	6lbs	15lbs	18lbs	64lbs
Carry:	6lbs	25lbs	60lbs	160lbs
Speed (Land)	10ft	20ft	40ft	60ft
Run:	15ft / 72min	50ft / 88min	90ft / 96min	160ft / 112min
Sprint:	35ft	110ft	150ft	320ft
Initiative:	+2	+1	+1	+1
AC:	15	12	11	10
HD:	1d6	1d8	2d8	3d10+3
Attack Die: (Melee)	1d14- 3	1d16-2	1d20-1	1d20 2@1d16
(Ranged)	1d14+2	1d16+1	1d20+1, 2@1d16+1	1d20+2, 2@1d16+2
Damage:				
(Bite)	1pt	1d4-2	1d5-2	1d6-1
(Claw)	1pt	1d3-2	1d4-2	1d5-1
Critical Die:	None	None	1d8	1d8
Critical Table:	None	None	I	I
Fortitude Save:	+1	+1	+1	+3
Reflex Save:	+3	+2	+2	+3
Willpower:	+2	+2	+2	+3

General Information:

With its black fur and distinctive white dorsal stripes, travelling from nose to tail, skunks are the most easily recognized members of the weasel family. However, it is the sight of a skunk's bushy tail arching over its back that sends fear into the hearts of most creatures. The stench produced by skunk musk is possibly the most potent of the natural world; causing vomiting, as well as eye and throat irritation. The stench can linger for a week or more before it fades from the victim's skin and equipment. Fortunately, these tiny omnivores are docile unless cornered or sick. Skunks prefer temperate and alpine forests where berries, worms, and insects are plentiful.

Attack Profile:

Skunks are usually loners, but are sometimes encountered in pairs or groups of 2d4. Their musk is so vile that most predators with a sense of smell will not eat skunks unless starving. As such skunks can afford to be pacifists, and they will always warn you if they're angry by barking and stamping their feet. Once a skunk has sprayed a target, they will attempt to flee while the target is vomiting from the stench.

Special Attacks:

Skunk Musk – this vile substance smells so bad, that it makes 200 of the most putrid corpses rotting in a bog seem like a bed of roses by comparison. This is a ranged attack that can be fired as a 25ft line per hit die, and the target gains no benefit from armor or shields. Anything coated by the musk emanates a 10ft radius stench for 2d3+1 days. Victims of this attack (or anyone caught in the cloud created by the victim) must succeed at a fortitude save at initial

contact versus a DC of 11, +1 per hit die of the skunk. Failure indicates that the victim loses 1d6 rounds to violent nausea. After the first 1 to 6 rounds of vomiting has passed, the victim must roll the fortitude save every time the victim of this attack tries to concentrate on skills, casting, or eating. The DC for these fortitude saves drops by 1 for every day that passes. There is no area effect after the first contact, unless everyone is in a confined or enclosed space with the victim of the skunk musk attack. Furthermore, the victim of the skunk musk is an easy task for creatures tracking by scent. Alchemists and healers can create an ointment that will remove the stench. It is a paste of tomatoes and rare salts that only takes 10 minutes to create with an Intelligence check versus a DC of 8; assuming the ingredients can be found.

Immunities & vulnerabilities:

Owls and trolls are a skunk's only natural predators. Owls have no olfactory sense; and trolls are too dumb to care. Skunks, and wizards with skunks as familiars, are immune to the stench and gain +1 on any such saves. Creatures that have no sense of smell are completely unaffected by a skunk's musk attack, though they can still emanate a cloud that affects others during the first moments of the musk attack; and these creatures are still easy to track by the lingering odor.

Snakes

Snakes, Constrictor

Alignment: C

Size:	Tiny	Small	Medium	Large	Huge
Reach	2.5ft	5ft	10ft	15ft	20ft
STrength:	9	10	11	13 / +1	15 / +1
AGility:	15 / +1	14 / +1	13 / +1	12	11
STAMina:	10	11	12	14 / +1	16 / +2
INTelligence:	1 / -5	1 / -5	2 / -4	2 / -4	3 / -3
PERsonality:	9	9	9	9	9
LUCK:	9	9	9	9	9
Action Die:	1d14	1d16	1d20	1d20, 1d16	1d24, 1d20
Lift:	9lbs	10lbs	11lbs	26lbs	75lbs
Drag:	18lbs	30lbs	33lbs	52lbs	150lbs
Carry:	18lbs	50lbs	110lbs	260lbs	525lbs
Speed (Land)	30ft	45ft	60ft	75ft	90ft
Run:	No	No	No	No	No
Charge:	60ft	90ft	90ft	115ft	135ft
Initiative:	+2	+2	+2	+1	+1
AC: (scales; +3)	17	15	14	12	11
HP:	1d8	2d8	3d10	6d12+6	9d14+16
Attack Die:	1d14+1	1d16+1	1d20+2	1d20+3, 2@1d16+3	1d24+4, 2@1d20+4, 3@1d16+4
Damage:					
(bite)	1pt	1d3	1d4	1d5+1	1d6+2
(coil crush)	2d2	2d4	2d6	2d8+1	2d10+2
Critical Die:	None	None	1d8	1d12	1d14
Critical Table:	None	None	M	M	M
Fortitude	+1	+1	+2	+4	+6
Reflex:	+2	+2	+3	+3	+4
Willpower:	+1	+1	+2	+3	+4

Special attacks:

Constriction – bite damage allows the snake begins to wrap coils about its prey. Each round, the victim gets a strength check versus a DC of 7, +1 per point of damage dealt in the attack to break the snake's hold. Failure indicates the victim takes automatic crushing damage each round that it fails to escape.

Special Powers:

Superb senses – all snakes have an extremely acute sense of smell, and gain +6 on any tracking rolls when scent is involved. Some snakes (30%) have developed the ability to detect the body heat of their prey, and gain an additional +2 bonus on spot checks versus warm blooded animals; snakes lose this thermographic ability if they are near large heat sources.

Quick strike – All snakes gain an additional +1 to their initiative checks and may use either their agility or strength bonus for their melee attacks. Snakes of size *smallest* or *tiny* may attack a target in an adjacent space.

Immunities & vulnerabilities:

Cold Blooded- this creature is perfectly functional and comfortable between 50 degrees and 110 degrees Fahrenheit. The creature is reduced to half of its normal move speed and number of actions per round if the temperature is between 35F and 49F; below this temperature the creature is paralyzed, but will thaw out in the spring and be just fine. The creature takes 1 point of heat damage per minute of temperatures above 110F, and gains an extra action per round, until they reach shelter or die from the heat. Larger sized snakes can tolerate greater variance in temperature; bigger snakes can expand their zone of comfort by 5 degrees at each extreme for each size category beyond medium. All cold blooded creatures will eventually succumb to the cold and suffer a -2 penalty versus cold attacks and spell effects.

General information:

These snakes have no venom, but they are stronger compared to their venomous Kindred. All snakes can climb or swim at half their normal move rate. These reptiles are most commonly found slithering through the litter of the forest floor, or high up in a jungle canopy, as well as swimming in the slimy waters of swamps hunting for their next meal. However, any place that has consistently warm temperatures and plenty of food is acceptable. Their coloration tends towards drab hues that blend with their environment of choice. The size listing for a particular serpent denotes the diameter of the space the snake fills when it is coiled for a strike. The actual length of the snake is equal to three times its listing for reach.

Attack Profile:

A tiny constrictor must still enter the space of their intended target. They lead with their fangs; once they grab hold of their target the constrictor's coils begin to encompass the victim in order to crush their prey for digestion. Snakes may only swallow targets at least 1 size category smaller than themselves, but they are aggressive and will attack larger targets.



Snakes, Venomous

Alignment: C

Size:	Smallest	Tiny	Small	Medium	Large
Reach	1.5ft	2.5ft	5ft	10ft	15ft
STrength:	2 / -4	5 / -2	7 / -1	8 / -1	10
AGility:	20 / +5	19 / +4	18 / +3	17 / +2	16 / +2
STAMina:	6 / -1	9	11	12	14 / +1
INTElligence:	1 / -5	1 / -5	1 / -5	1 / -5	1 / -5
PERsonality:	9	9	9	9	9
LUCK:	9	9	9	9	9
Action Die:	1d12	1d14	1d16	1d20	1d20, 1d16
Lift:	1oz	5lbs	7lbs	8lbs	20lbs
Drag:	2oz	10lbs	21lbs	24lbs	80lbs
Carry:	2oz	10lbs	35lbs	80lbs	200lbs
Speed (Land)	20ft	35ft	55ft	75ft	95ft
Run:	No	No	No	No	No
Charge:	40ft	70ft	110ft	150ft	190ft
Initiative:	+6	+5	+4	+3	+3
AC: (scales; +1)	22	18	15	13	12
HD:	1d3-1	1d6	2d6	4d8	6d10+6
Attack Die:	1d12+5	1d14+4	1d16+3	1d20+3	1d20+4, 2@1d16+4
Damage:					
(Bite + venom)	1pt	2pts	1d6-1	2d6-1	2d8
Critical Die:	None	None	None	1d8	1d10
Critical Table:	None	None	None	M	M
Fortitude:	+0	+1	+1	+2	+4
Reflex:	+6	+5	+4	+4	+5
Willpower:	+1	+1	+1	+2	+3

General Information:

Like their kin, these cold blooded killing machines are quite populous in any warm climate and may be found anywhere other than Arctic and Sub-arctic conditions. These predators are dangerous to anything smaller than themselves. All snakes can climb or swim at half their normal move rate. Venomous snakes come in a variety of colors that vary according to the dominant colors of its environment but have a tendency towards bright colors. Most of the time: brighter colors means that it is a Venomous rather than constricting snake. Mostly active in the late morning or mid to late afternoon, snakes are active at night when it is warm enough. The size listing for a particular serpent denotes the diameter of the space the snake fills when it is coiled for a strike. The actual length of the snake is equal to three times its listing for reach.

Attack Profile:

All snakes are hunters whether on the move in search of their next meal; or waiting patiently for something to stroll within reach. Venomous snakes rely on a quick, agile strike then let the venom to do the work of killing the prey: subduing it for ease

of digestion. It is important to note that the size listing for the particular serpent doesn't represent its length: it denotes the diameter of the space the snake fills when it is coiled for a strike. The actual length of the snake is equal to three times its listing for reach.

Special Attacks:

Some snakes have evolved the ability to spit their venom. This attack affects one target per hit die of the snake and has a range equal to their reach +5 feet: the snake will always aim for the targets eyes. There is no attack roll; the victim gets a reflex save versus a DC of 8, +1 per size category beyond smallest. Failing this save indicates that the victim has been blinded until they can flush their eyes with water for 1 minute, and they have managed to ingest enough poison to provoke a fortitude save and the venom's DC's are raised by 2. If the target is suffering from cuts or other untreated open wounds, then the attack succeeds automatically and the victim rolls saves versus the snake's venoms, but may still avoid becoming blinded on a successful reflex save.

Special Powers:

Superb senses – all snakes have an extremely acute sense of smell, and gain +6 on any tracking rolls when scent is involved. Some snakes (30%) have developed the ability to detect the body heat of their prey and gain an additional +2 on spot checks versus warm blooded animals; snakes lose this thermographic ability if they are near large heat sources.

Quick strike – All snakes gain an additional +1 to their initiative checks and may use their agility bonus for their melee attacks. Snakes of size *smallest* or *tiny* may attack a target in an adjacent space.



Venoms:

Venomous snakes use their agility when making attacks rather than strength and most can manufacture and deliver several types of poison with one bite. Each snake may deliver as many as 2 of the following venoms with each successful strike. If the snake scores a maximum result for their attack roll, then add +2 to any DC's the venom requires and cut the action time in half. The poison may be nullified by a healing check versus the poison's DC's and the application of anti-venom grants the healer a +4 bonus on this check. Most venom can be removed via a cleric's lay on hands ability with a result of 3 dice of healing, or the *Neutralize Poisons & Diseases* spell cast at sufficient strength: the poison will list any variations from these guidelines; see Core Rules p.227. When used as a poison on a weapon, the venom's function normally, but the DC's for the poison and treatment are 2 less than the base DC listed for critters venom.

Anti-coagulant – A successful fortitude save versus a DC of 11, +1 per size category of the attacker starting at *small*, failure indicates that this venom has interrupted the clotting process which leads to massive bleeding. Victim loses 2 hit points per round and suffers a cumulative -1 penalty to all actions, saves, and AC/ 10 hit points lost; but 3 dice of magic healing will stanch the flow.

Cardiotoxin – A successful fortitude save versus a DC of 18 or the toxin stops victim's heart in 6d6 rounds, -1 per size category of the attacker starting at *small*, or the victim dies. This venom requires 4 dice of magical healing to cure.

Hemotoxin – Victim must succeed at a fortitude save versus a DC of 15, +1 per size category of the attacker starting at *small*, or the venom destroys the victim's red blood cells. This causes painful swelling, nausea and blurred vision which causes a -2 penalty on all actions including Armor Class within 1d4 turns of envenomation. If left untreated the victim loses 1 Stamina point every hour from damage to their internal organs until they die at a stamina score of 0. If the victim receives 3 dice of magical healing before the venom runs its course, they must succeed at a luck roll versus a DC equal to 8+ the stamina points lost; failure indicates the need to amputate the arm or leg closest to the wound site and half of the stamina loss will be Permanent.

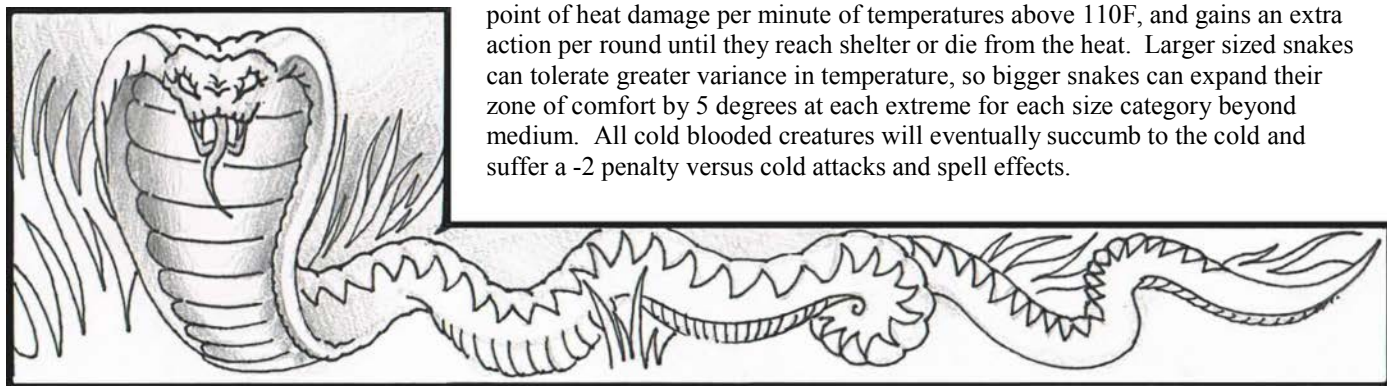
Neurotoxin (paralysis) – A successful fortitude save versus a DC of 15, +1 per size category of the attacker starting at *small*. Failure indicates that the venom causes a numbing paralysis to spread outward from the wound site as the venom blocks the communication of neurons. The victim loses 2 points from their agility score and 5ft of movement every turn. Death occurs from an inability to breath within 2d3 turns of envenomation. This venom requires 3 dice of magical healing to cure.

Neurotoxin (convulsive) – A failed fortitude save versus a DC of 16, +1 per size category of the attacker starting at *tiny* indicates the victim begins to suffer muscle tremors, spreading outward from the wound site. For the first 2d3 minutes after envenomation. The violence of the tremors causes a -3 penalty on all actions including armor class and the victim has their movement reduced to 10ft as the venom triggers the victims muscles into a convulsive state. They fall to the ground convulsing and foaming at the mouth death occurs in 2d6 minutes from the inability to breath. This venom requires 4 dice of magical healing to cure.

Myotoxin – Fortitude save versus a DC of 12. Failure indicates the victim's muscles are beginning to break down in a painful process that will take 1d10 hours to run its full course. Every hour the victim loses 5ft of movement and one point each of strength and stamina. They gain a cumulative -1 penalty on all actions and armor class from the growing pain. If the victim survives, or receives 3 dice of magical healing before the venom runs its course, they make a luck roll versus a DC equal to 5+ the ability points lost; failure indicates that half of the loss from each ability score is permanent.

Immunities & vulnerabilities:

Cold Blooded- this creature is perfectly functional and comfortable between 50 degrees and 110 degrees Fahrenheit. The creature is reduced to half of its normal move speed and number of actions per round if the temperature is between 35F and 49F; below this temperature the creature is paralyzed, but will thaw out in the spring and be just fine. The creature takes 1 point of heat damage per minute of temperatures above 110F, and gains an extra action per round until they reach shelter or die from the heat. Larger sized snakes can tolerate greater variance in temperature, so bigger snakes can expand their zone of comfort by 5 degrees at each extreme for each size category beyond medium. All cold blooded creatures will eventually succumb to the cold and suffer a -2 penalty versus cold attacks and spell effects.





Spiders

Alignment: N

General Information:

One of the most successful of the arthropods, these creatures can be found in any non-arctic, non-saltwater environment. The carapace of most spiders is either hairy, or has smoothly polished chitin. They have a multitude of colorations and patterning, some designed to camouflage while others are brightly colored in warning. All spiders have the ability to make webs, but not all of them use webs for trapping prey. Hunter spiders are often stout of body and legs. Trapping spiders tend to be tinier in body and have longer and thinner legs. Most spiders are carnivorous and many use venom to immobilize and pre-digest their food, but there are a few species of arachnids that have become sap drinking vegetarians.

Attack Profile:

There are basically two types of spiders: hunters and trappers. Both use their strength or agility scores on attacks, whichever gives greater advantage. They all use a combination of biting and kicking attacks, and will make multiple attacks based upon its size; but a spider must always keep at least 4 legs on the ground for support. Tiny spiders may attack a target in any adjacent space in spite of their size. Some use the silk merely for constructing shelter, or for safety lines; such spiders are often quite large and wander great distances hunting for food. Hunting spiders are loaners and may be of any size. They tend to be stout of leg and body; and quite fuzzy. Most spiders are trappers and have smooth chitin that won't get tangled in the webbing they use for creating a variety of traps. Some spiders make simple traps; like webs of sticky netting across a doorway, or more complicated networks of camouflaged tunnels with trap door flaps that allow the spider to surprise their targets. These trap making spiders are patient and don't move around too much; but where you find one of these trappers, there will be several more territories nearby. When a spider subdues their victim with venom, they immediately stop to wrap them in a cocoon of silk. A spider may wrap up any target of its own size category or less in 2 rounds; the Storyteller will vary this time for the situation at hand. Spiders of size medium or less may even be social pack hunters or share really large and communal webs; and in such cases there are usually 3d4 spiders.

Special Attacks:

Reticulating hairs – only hairy spiders like tarantulas have this attack form. For spiders of size small or less, it is limited to contact range. Sized medium spiders and larger can fling tufts of this hair out to twice their normal reach and cover a 10ft diameter sphere per size category starting at medium. Targets get a reflex save versus a DC of 8, +1 per hit die of the spider to avoid this attack. Failure indicates that the victims are blinded and choking for 1d4 rounds, +1 round per hit die of the spider. Spiders of size medium or greater may use this attack once per month... they must wait for the hair to grow back.

Venom – The spiders depicted here are assumed to have venom as a primary killing tactic. Their venom is a cocktail of paralytic neurotoxins (CCD rules, pg. 190) and digestive enzymes. Spiders without venom have their bite and kicking damage dice increased by one step on the dice chain. Any victim of a spider bite that fails their fortitude save versus the venom also takes 1d4 points of acid damage per round for a number of rounds equal to the spiders hit dice.

Special Powers:

Multiple eyes – Spiders have eight well placed eyes, but they have poor eyesight in general so it is only a DC 15 stealth check on any attempt to surprise, backstab, or sneak passed a spider. Additionally, spiders gain only a +1 bonus to any, spot checks or visual searches.

Size:	Smallest	Tiny	Small	Medium
Reach:	0ft	2.5ft	5ft	5ft
STrength:	5 / -2	8 / -1	10	11
AGILITY:	19 / +4	18 / +3	17 / +2	16 / +2
STamina:	4 / -2	7 / -1	9	10
INTElligence:	2 / -4	2 / -4	2 / -4	2 / -4
PERsonality:	9	9	9	9
LUCK:	9	9	9	9
Action Die:	1d12	1d14	1d16	1d20
Lift:	5oz	12lbs	20lbs	44lbs
Drag:	10oz	48lbs	80lbs	176lbs
Carry:	10oz	24lbs	50lbs	165lbs
Speed (Land)	15ft	20ft	35ft	60ft
Run:	20ft/ 36min	80ft/ 63min	120ft/ 81min	220ft/ 90min
Sprint:	60ft	225ft	310ft	530ft
Initiative:	+4	+3	+2	+2
AC: (chitin; +2)	22	18	15	14
HD:	2hp	2d5-2	3d6	4d7
Attack Die:	1d12+4	1d14+3	1d16+3	1d20+3, 2@1d16+3
Damage:				
(Fangs)	1d4-2	2d5-1	2d6	1d8
(Kick/ stomp)	--	1d3-1	1d4	1d5
(Webs)	*	*	*	*
Critical Die:	None	None	None	2d5
Critical Table:	None	None	None	M
Fortitude:	-1	+0	+2	+2
Reflex:	+5	+4	+4	+4
Willpower:	+1	+1	+2	+2

Size:	Large	Huge	Gargantuan	Colossal
Reach:	10ft	15ft	20ft	25ft
STrength:	13 / +1	15 / +1	17 / +2	19 / +4
AGILity:	15 / +1	14 / +1	13 / +1	12
STAMina:	12	14 / +1	16 / +2	18 / +3
INTelligence:	2 / -4	2 / -4	2 / -4	2 / -4
PERsonality:	9	9	9	9
LUCK:	9	9	9	9
Action Die:	1d20	1d24	1d30	1d30+2
Lift:	104lbs	240lbs	544lbs	1216lbs
Drag:	520lbs	1200lbs	2720lbs	7296lbs
Carry:	390lbs	750lbs	6800lbs	15200lbs
Speed (Land)	75ft	100ft	115ft	135ft
Run:	325ft/ 108min	450ft/ 126min	595ft/ 144min	760ft/ 162min
Sprint:	715ft	900ft	1070ft	1215ft
Initiative:	+1	+1	+1	+0
AC: (chitin; +4)	14	13	12	10
HD:	6d8	6d10+6	7d12+14	8d14+24
Attack Die:	1d20+3, 2@1d16+3	1d24+3, 2@1d20+3, 3@1d16+3	1d30+4, 2@1d24+4, 3@1d20+4, 4@1d16+4	1d30+8, 2@1d24+6, 3@1d20+6, 4@1d16+6
Damage:				
(Fangs)	1d10+1	1d12+1	1d14+2	1d16+4
(Kick/ stomp)	1d6+1	1d7+1	1d8+2	1d10+4
(Webs)	*	*	*	*
Critical Die:	2d5	2d6	2d6	2d7
Critical Table:	M	M	M	M
Fortitude:	+3	+4	+5	+6
Reflex:	+4	+4	+4	+3
Willpower:	+3	+3	+3	+3

Durable – A spider loses 5ft of movement for each lost leg and will continue to be able to walk and climb with only 3 legs. Spider legs will grow back in a few weeks, but they will usually try to flee the combat if they lose 2 or more legs.

Jumping spiders – Most spiders can't jump, they don't have the proper articulation. This highly energetic mode of movement is rarely seen in trapping spiders. If the spider has this ability they can cover up to 10 times their normal land speed per jump; or half of this distance if the spider is jumping vertically. Spiders must recover hydraulic pressure in order to jump again. For spiders up to size small this takes 1 round per size category, but larger spiders require 1 minute per hit die. The spider gets 1 action or attack while they are jumping or as soon as they land, but after if the spider does anything other than rest the recovery time will be tripled. This mode of movement is usually reserved for escapes. Jumping spiders have excellent eye sight and any attempts to surprise, backstab, or sneak passed these spiders requires a successful DC 18 stealth check. This heightened visual acuity grants them a +3 bonus on jump checks as well as visual spot and search checks.

Extra-dimensional – spiders with this special ability are most likely to be hunters, slipping quietly through the dimensional boundaries in search of their next meal. This is an act of will that they can invoke once every 3 rounds and they can attack normally before and after shifting locations. These spiders have the ability to see beyond the material plane and into all of the others and this acuity grants them a +2 bonus to saves against illusions.

These spiders are covered with polished, crystalline chitin that shimmers and throws off a prismatic spray of dazzling flashing sparkles. This riot of shifting light grants the spider a +2 bonus on its armor class against opponents as they struggle to see through the glare.

These odd spiders do not have venom in the traditional sense. Victims of these spiders are pumped full of digestive acids as normal, but these spiders also drain 1d4 points of the victim's intelligence, personality, and luck scores with every successful attack. This is part of the spider's normal feeding process and is what fuels their planar shifting abilities. Victims receive a fortitude save versus a DC of 10, +1 per hit die of the extra-dimensional spider to resist the ability score drain and half of the acid damage.

Lastly, these scintillating horrors may also drain the animating force from the restless dead. Extra-dimensional spider silk has the ability to trap and hold ghosts, and even ethereal spirits.



Spider Webs:

All spiders can make silk, and can use it for utilitarian tasks, but it is a question of what else they use it for that makes a spider unique. Hunters tend to use their silk only for utilitarian tasks, but some can make bolo attacks. Web weaving spiders also have web spinning, but might know as many as 1d3 additional types. Roll 1d6 to randomly determine the characteristics of the spider or choose what is appropriate for the story.

All spiders	Uses	Range	Spot DC	Escape DC
Utility Web	At Will	N/A	13	15
Misc: This is a mildly sticky silk that the spider can use as a safety line. Spider can make 10ft per round, per hit die.				

Random roll	Uses	Range	Spot DC	Escape DC
1 - Trap door	N/A	Spiders normal reach	15	18
Misc: This spider builds hidden tunnels and blinds from which it makes ambush attacks through trap doors. The break DC is to break into or out of the thick web tunnels and doors.				

Random roll	Uses	Size / Range	Spot DC	Escape DC
2 - Net Web	1x/ then broken	Ht & Width= 5ft per HD / Touch	18	15
Misc: These webs are strung across openings and made into large nearly invisible sticky nets. They are treated as traps and may be disarmed by fire or other damage, though weapons may become stuck. Construction takes 1hr/HD.				

Random roll	Uses	Range	Spot DC	Escape DC
3 - Bolo Web	1 minute per hit die of the spider to construct.	Thrice spiders normal reach value.	N/A	15
Misc: The spider uses a fluffy mass of sticky web at the end of a long line to snag passing targets. The spider may use this attack every other round, as it takes time to reel in the line before the next attack. The spider makes a ranged attack with a +1 bonus. The targets lose any armor or shield bonuses against this attack. Each round the snared targets get a strength check versus a DC of 15 to avoid being pulled 5ft closer to the spider, success allows them to tear free. This causes the victim 1d4 points of damage and they make a luck roll against a DC of 12 for each of their items that might break or get ripped from the victim's body.				

Random roll	Uses	Range	Spot DC	Escape DC
4 - Fluff Ball Web	1x/ 3 rounds	4x spiders reach value	N/A	15
Misc: The spider flings fluffy masses of silk at their target. These sticky, fluffy balls of silk are equal in diameter to the listed reach of the spider. Victims are immobilized until they can break free.				

Random roll	Uses	Range	Spot DC	Escape DC
5 - Kite Web	Has one until broken	N/A	13	15
Misc: These spiders are usually size small or less, and weave the silk between their legs then let the wind carry them up on a silken line. They can be found anywhere that there are heavy or consistent winds. They attempt to entangle targets in their land lines, or swoop down from on high to use their venom. Swooping spiders can dive from a height of twice their land speed rating. Spiders cut free from their tethers fall 5ft for every 20ft of forward glide, but this may vary with wind speed. Kites have hit points = ¼ the spiders hit points at start of the encounter.				

Random roll	Uses	Range	Spot DC	Escape DC
6 - Diving Bell Web	Until broken	N/A	N/A	15
Misc: These spiders have learned to weave air tight structures that they will fill and then attach it to an under-water structure of some kind. They will then hold on to the bottom of this air tank, drawing air from it occasionally and waiting for something to swim close enough. The air bag will be 3 times the size of the spider that made it. Such spiders have a natural swim speed equal to half of their land speeds, but usually they stalk among the reeds and debris at the bottom of the lake.				

Squirrels

Alignment:	N	
Type:	Flying	Common
Size:	Smallest	Tiny
Reach	0ft	0ft
STrength:	3 / -3	6 / -1
AGILity:	19 / +4	18 / +3
STAMina:	10	13 / +1
INTelligence:	4 / -2	4 / -2
PERsonality:	13 / +1	13 / +1
LUCK:	9	9
Action Die:	1d10	1d12
Lift:	1oz	6lbs
Drag :	2oz	12lbs
Carry:	4oz	12lbs
Speed (Land)	5ft	15ft
Run:	10ft	30ft
Sprint:	25ft/ 80min	65ft/ 104min
Speed (Fly)	No	No
Acceleration:	10ft	No
Deceleration:	30ft	No
Glide:	10ft	No
Initiative:	+4	+3
AC:	20	16
(+2 for flight)	22	--
HD:	1d4	1d4+1
Attack Die:	1d10+4	1d12+3
Damage:		
(Bite)	1d4-3	1d4-1
Critical Die:	None	None
Critical Table:	None	None
Fortitude Save:	+1	+2
Reflex Save:	+5	+4
Willpower Save:	+2	+2

General Information:

Squirrels are forest dwelling rodents characterized by their luxuriant fluffy tails and their inquisitive nature. Their fur is usually brownish or cinnamon colored, but can be gray, silver and white. Most squirrels are mostly nocturnal and omnivorous, preferring a diet of nuts and berries, but they will eat worms and insects as well. They will gather far more nuts, acorns and berries than they can eat and will carefully stash these items of food for lean times.

There is one member of the squirrel family that has adapted themselves to glide short distances of 15 to 80ft on average; but they can travel as far as 295ft in good conditions. They cannot propel themselves while in the air so their glide speed is fixed, and the distance traveled depends on the height of the perch they jumped from. Most flying squirrels are no more than 8-9 inches long, but common squirrels can be up to 2ft long including their tails.

Attack Profile:

Squirrels only attack when cornered; preferring to flee rather than fight. Like most rodents they have sharp incisors for opening up nuts and stripping bark, but they also have sharp claws for climbing. These teeth and claws are mostly useless against anything larger than itself, but can still be quite painful. Squirrels are highly territorial and though there may be many in the area, they don't cooperate beyond barking warning calls to their neighbors.

Special Powers:

Climber – squirrels of either type live nearly their entire lives scampering through the tree tops, and are well adapted to climbing. Their land speeds also count as climbing speeds and they only need to make climbing checks when doing something dangerous. Squirrels use their agility scores when they make climbing checks and squirrels gain a +4 bonus to balance checks.

Gliding – the squirrel climbs to at least 30ft and then jumps off. The distance the squirrel will travel is equal to half the height of the perch it jumped from. It has a fixed speed of 15ft per round to maintain control.

Nocturnal creature – squirrels are blessed with excellent night vision and as long as there is at least starlight then they can see up to 60ft without difficulty. However, they do suffer a -1 penalty on spot and search checks around bright lights.



Clever Critters – Squirrels are renowned for their ingenuity and curiosity and may be trained as thieves via the rules for critters with classes on page 14.

Swarms:

Creature:	Bats	Beetles	Lizards	Rats	Scorpions	Spiders	Wasps
Size (Original)	Smallest	Smallest	Smallest	Smallest	Smallest	Smallest	Smallest
Reach:	0ft	0ft	0ft	0ft	0ft	0ft	0ft
STrength:	2 / -4	3 / -3	2 / -4	1 / -5	6 / -1	5 / -2	6 / -1
AGILity:	16 / +2	10	17 / +2	19 / +4	16 / +2	19 / +4	16 / +2
STAMina:	9	9	9	7 / -1	5 / -2	4 / -2	4 / -2
INTelligence:	1 / -5	1 / -5	1 / -5	1 / -5	2 / -4	1 / -5	2 / -4
PERsonality:	9	2 / -4	9	6 / -1	9	6 / -1	6 / -1
LUCK:	9	9	9	9	9	9	9
Action Die:	1d12	1d10	1d12	1d12	1d12	1d12	1d12
Lift:	2lbs	3lbs	2lbs	1lb	6lbs	10lbs	6lbs
Drag:	No	9lbs	6lbs	3lbs	18lbs	40lbs	No
Carry:	1lbs	15lbs	10lbs	5lbs	30lbs	25lbs	3lbs
Speed (Land)	3 inches	5ft	10ft	10ft	5ft	15ft	5ft
Run:	No	No	10ft	5ft / 56min	15ft/ 40min	20ft/ 36min	No
Sprint:	No	No	25ft	15ft	25ft	60ft	No
Speed (Swim)	No	No	No	5ft / 28min	No	No	No
Run:	No	No	No	No	No	No	No
Sprint:	No	No	No	No	No	No	No
Speed (Fly)	45ft	15ft / 81min	No	No	No	No	25ft
Acceleration:	10ft	5ft	No	No	No	No	10ft
Deceleration:	20ft	10ft	No	No	No	No	20ft
Glide:	0ft	No	No	No	No	No	No
Hover	No	No	No	No	No	No	Yes / 4rds
Initiative:	+2	+0	+2	+4	+2	+4	+2
AC:	15	19 (chitin +8)	13	15	18 (chitin +5)	17 (chitin +2)	16 (chitin +1 & flight +2)
HD:	1d3	1d4	1d3	1d4	3hp	2hp	2hp
Attack Die:	1d12+2	1d10-3	1d12+2	1d12+4	1d12+3	1d12+4	1d12+2
Damage:							
(Bite)	1pt	1pt	1pt	1pt	No	1d2-1	1pt
(Venom DC)	No	No	No	No	DC 17	DC 16	DC 13
(Infection Chance)	30%	No	No	60%	No	No	No
(Pincers)	No	No	No	No	1d2-1	No	No
(Special Attack)	No	60%	No	No	No	1pt acid with each bite	No
(Sting)	No	No	No	No	1d2-1	No	1d2-1
Critical Die:	None	None	None	None	None	None	None
Critical Table:	None	None	None	None	None	None	None
Fortitude:	+1	+1	+1	+0	+1	-1	-1
Reflex:	+3	+1	+3	+5	+3	+5	+3
Willpower:	+1	-3	+1	+0	+1	+0	+0
CCD reference pg.	39	148	154	181	182	192	153

General information:

This entry concerns the abilities and mechanics of swarms, Storyteller's will need to refer back to the creature's original entries for further details on each creature type. Swarms are formed whenever non-intelligent creatures of size tiny or less aggregate into vast numbers. This can happen in nature; particularly with insects, but is usually the result of some arcane provocation. Swarms act in concert as one creature, but unless compelled by spells or other such means, a swarm can dissipate as quickly as it forms. In the wild, swarms are most common in places where there is a great deal of food to be found; usually jungles and swamps. However, the sewers of large cities, and the barrow mounds of forgotten kings could just as easily be home to a swarm of critters that was lying dormant... just waiting for a food supply.

This entry lists a number of basic swarms, each filling a 5ft by 5ft space (1 hex) that will be roiling with uncountable numbers of the given creature type. A basic swarm has the ability scores, action and attack dice, initiative, critical dice and tables, movement types and rates, as well as the damage values and reach limit of the smallest or tiny version of that creature type. Otherwise the swarm is treated as a single creature of any given size for calculating armor class, base attacks and save bonuses, lifting and dragging (See p. 4). For each additional hex occupied by the swarm, the entire swarm gains one more hit die. If the process of aggregation continues, the swarm will be treated as an equally larger creature according to the following table:

Hit Dice	Swarm considered a single creature size/ Base Reflex Escape DC	Base Attack bonus	Base Save bonuses
1	Small / 6	+0	+1
2	Medium / 7	+0	+1
3	Large / 8	+1	+2
4, 5	Huge / 9, 10	+1	+2
6, 7	Huge / 11, 12	+2	+3
8	Gargantuan / 13	+2	+3
9-11	Gargantuan / 14 – 16	+3	+4
12	Gargantuan / 17	+4	+5
13, 14	Colossal / 18, 19	+4	+5
15-17	Colossal / 20 – 22	+5	+6
18-20	Colossal / 23 – 25	+6	+7
21-23	Colossal / 26 – 28	+7	+8
24-26	Colossal / 29 – 31	+8	+9
27	Colossal / 32	+9	+10

Attack Profile:

Swarms are almost always mindless and will simply move to the closest source of food unless directed otherwise via some arcane means. Swarms make attack rolls to enter the targets space and ignore the armor of the target. If successful, they have overrun their opponents by sheer force of numbers. Assuming there is a place of safety available, any victims of a swarm are allowed a reflex save versus a DC of 5, + the swarm's Agility bonus or penalty, +1 per hit die of the swarm to jump out of the swarm and avoid further damage. A swarm has no facing, and therefore it may not be surprised unless by an invisible foe. Swarms use their agility bonus if any when making attacks.

Special Attacks:

The swarm will retain any special attacks of the basic creature type, but all DC values are increased by +1, with an additional +1 per 3 hit dice of the swarm due to the number of creatures.

Swarm damage – the swarm automatically applies each of the damage types listed per hit die of swarm to every victim of the swarm each round and the swarm ignores armor. However, if a damage die yields a 0 then that attack fails for that round. So, a 12HD swarm of scorpions can cause 0 to 12 points of damage with a save versus poison per round of contact.

Special Abilities:

The swarm will retain many of the special abilities of the base creature, but will lose movement and stealth based abilities other than *invisibility*. The Storyteller will need to determine which abilities may be lost through the formation of the swarm.

Creepy Crawly – the constant biting and clambering of a swarm over its victims and the need to keep one's eyes, nose and mouth free of critters make for a potent distraction: all skill and casting checks suffer a -1 penalty, with a cumulative -1 to the penalty per 3 hit dice of the swarm. This penalty applies to escape checks after swam envelopes it victim.

Immunities & vulnerabilities:

Swarms are immune to magical and mundane slashing and piercing damage, but will take half damage from crushing weapons. A swarm cannot be targeted as an individual, but it has a -2 penalty on all saves versus area affect spells and grenades; furthermore, the swarm cannot maintain cohesion while burrowing. Even magically summoned or compelled swarms are unstable and any time they take more than 10 points of damage in one round or fail an attack the swarm must succeed at a willpower save with a DC of 8, +1 per 5 points of damage that provoked this save or the swarm breaks down into 2d3 smaller swarms. The Storyteller will then divide up the remaining hit dice into the necessary number of smaller swarms, but swarms of 1 hit die cannot be further dispersed in such a manner and are destroyed. Flying swarms may be similarly dispersed by strong winds.



U

Undead Creatures:

General Information:

Be they shambling skeletons and zombies, ghostly apparitions, or the swift calculated moves of a vampire out for their nightly hunt; the undead are an ubiquitous part of any Fantasy RPG setting. It is up to the Storyteller to decide if these vile perversions of the natural order can occur naturally as a function of the game world; or, only when a necromancer and other evil creatures summon them into servitude. The undead are nearly always mindless killers following no plan or strategy beyond *seek and destroy the living*. Assuming they can master their fears, even common folk can use weapons and fire to eventually send the least of these denizens of evil into their proper places. Most Orders of clerics are charged with destroying or sending these abominations back into the darkness which spawned them, but some evil Gods and their clerics delight in summoning vast armies of undead minions to torment the living. Below are the most commonly known traits of the undead; use Table 3-16 for generating random encounters with the undead using the critters and creatures offered in this book.

Common undead traits:

All Undead share the following features unless their entry dictates otherwise:

- Randomly encountered undead have half their living hit dice and movement rates; but no running or sprinting.
- No Intelligence, Stamina, Personality, or Luck Scores.
- Use d10's for Hit Dice
- Normal attack dice of living version, but only half the number of attacks; one minimum.
- Action die is half of their attack die and they have half their normal number of actions; one minimum.
- *Blindsight* – undead can 'see' 20ft, +5ft per hit die or level. The creature or character can see invisible as well as ethereal creatures and is unaffected by magical darkness.
- Fleshy undead take only half damage from crushing and piercing attacks.
- Skeletal undead are immune to piercing damage and only take half damage from slashing attacks.
- Immune to any damage from critical hits.
- Take double damage from fire and roll at least 1d4 on Critical Table U of the DCC Core Rules, pgs. 385, and 390-91
- *Fear* – the sight of the undead is enough to chill the blood of even the most heroic of warriors, all living creatures must succeed at a willpower save versus a DC equal to 7, +1 per hit die of the zombie or flee in terror for 1d6 rounds. This may be ignored in situations where the undead are ubiquitous or if the characters have great familiarity with fighting the undead at the Storyteller's discretion.

Table 3-16 Random Undead Encounters

Random Undead; roll 1d6 to determine if the undead is humanoid or animal; 1-5= humanoid, 6= animal. Then roll 1d100 for each undead, or group to determine hit dice and any special powers they might have. The Storyteller then chooses a critter that fits the criterion and applies the appropriate undead traits, or uses the indicated undead creature.

01-50	Basic undead, 2 hit die, no larger than size <i>medium</i> .
51-60	Basic undead, 4 hit die, no larger than size <i>huge</i> .
61-70	Basic undead of any size or greater than 5HD.
71-80	<i>Paralyzing Undead</i> , roll 1d10x7 on this chart to determine the size and hit dice of the undead creature. (See p. 214)
81-85	<i>Contagious Undead</i> , roll 1d10x7 on this chart to determine the size and hit dice of the undead creature. (See p.214)
86-88	<i>Fast undead</i> , roll 1d10x7 on this chart to determine the size and hit dice of the undead creature. (See p.215)
87-88	<i>Basic ghoul</i> , roll 1d10x7 on this chart to determine the size and hit dice of this ghoul. (See p. 206)
91-94	<i>Constructed dead</i> ; go to page 203 for construction details.
95-96	<i>Greater ghouls</i> , roll 1d10x7 on this chart to determine the size and Hit dice of this undead creature. (See p. 207)
97-98	<i>Hound of Lasheeva</i> , see entry on page 208 for details.
99	<i>Ancient Spirit</i> ; (See page 199 for details)
100	<i>Vampire</i> - go to build information on page 210.

A new look at an old idea:

"While it is generally true that the fifth element, known as Anima... or in some crude, or primitive cultures as Spirit is, in a balanced state, what causes life to be possible and to thrive. True also that the warp and weft of reality favors the negative aspect of Anima in the generation of the restless dead; but, it is also true that the bifurcated nature of the fifth element allows for the use of positive energy in their creation. Such positively charged, undead creatures are usually of a non-corporeal nature and retain a rudimentary consciousness and intelligence. Arcane spirits, ghosts, specters, and wraiths are common examples and identical to their negatively charged counterparts in nearly every way. The difference lay in the causes and motivations for the soul's refusal to seek final rest and that positively charged undead are capable of healing or harming the living with their attacks. These positively charged entities are known to exist within some particularly old or pious temples and monasteries where they continue to serve the living with their healing arts and knowledge. When they do choose to attack they transmit enough positive energy that it burns the victim. Perhaps the most interesting facet of the nature of Anima is that when creatures of opposite charge come into contact, they will cancel each others vitality until only the stronger remains. The winners of these contests continue on in their diminished state."

-Except from the confession of Malzak the Corrupt,
from the Book of the Damned

Ancient Spirits

Type:	Wizard	Cleric	Druid
Alignment:	Varies	Varies	Varies
Size:	Medium	Medium	Medium
Reach:	Varies	Varies	Varies
STrength:	5+1d8	5+1d8	12+1d8
AGility:	6+1d7	7+1d6	10+1d6
STamina:	0	0	0
INtelligence:	12+1d8	10+1d6	7+1d6
PERsonality:	10+1d6	12+1d8	6+1d7
LUCK:	0	0	0
Action Die:	By class & level	By class & level	By class & level
Lift:	!	!	!
Drag:	!	!	!
Carry:	!	!	!
Speed (Fly)	STR x10	STR x10	STR x15
Acceleration:	30ft	30ft	40ft
Deceleration:	*****Instant*****		
Glide:	No	No	No
Hover	infinite	Infinite	Infinite
Initiative:	*	*	*
AC:	9+*	11+*	13+*
HD:	1 to 10	1 to 10	1 to 10
Attack Die:	By class & level	By class & level	By class & level
Damage:			
(Rending touch)	1d10+	1d10+	1d10+
(Wail of the lost)	1/HD	1/HD	1/HD
(Spells)	1d4+ 1/HD	1d4+ 1/HD	1d4+ 1/HD
Critical Die:	By class level	By class level	By class level
Critical Table:	U	U	U
Fortitude:	--	--	--
Reflex:	*	*	*
Willpower:	*	*	*

General Information:

More powerful than a ghost or specter; an ancient spirit is the lingering will of long dead, but terribly powerful wizard, druid, or cleric that still possesses a remnant of its memories and power. They linger within the dust of old towers, stone circles, and moldering temples left tumbled about the lands. The reasons for the ancient spirit's condition are similar to ghosts in that there was some kind of tragic circumstance that locks the spirit to the material plane. Also like a ghost, they haunt a specific area; but they have a bit more freedom to roam, though this distance will differ with each ancient spirit. Wizard and cleric spirits may roam up to 100 yards per hit die. The ancient spirits formed from druids are most likely to wander farthest from their haunts, as their power is still tied to the land. Druidic spirits can wander for up to one mile per hit die from their haunting locus. Ancient spirits are not powerful enough to act as a Patron, but if the spirit is appeased regularly or profoundly, they have been known to give up information. One never knows if the information is true or if the spells and rites discussed are of practical use; or will simply cause one's head to implode. The one common characteristic between these spirits; is that in life they were too obsessed with something to understand or notice that they have died. Roll 1d20 if randomly determining the type of ancient spirit that is encountered: 1-12= a wizard spirit, 13-17= cleric spirit, and a roll of 18+ indicates the spirit of a druid.

Attack Profile:

Those beings who become ancient spirits are so focused upon their goals that they likely didn't realize they were dead. Eventually they came to grips with it as a means to continue striving towards their goals. As such ancient spirits are usually more interested in soliciting service from those they encounter rather than attacking, but it really depends upon the spirit and its particular goals. If forced into a confrontation, they will use their spells first; but if truly pressed, they use telekinesis to throw items. Their rending touch power is of course reserved for melee. If they are losing the fight, these spirits will use their *Wail of the Lost* power to subdue their opponents. What happens afterwards is dependent upon the particular spirit.

!= Ancient spirits have telekinesis that mimics a normal strength, see Table 1-7 on page 4. They may 'grab' or 'manipulate' anything within their indicated reach as they did in life, but out to a distance of 10ft per hit die.

* Indicates that this value is calculated from a random ability score. Ancient spirits usually have the same save values in death that they had when alive, but the Storyteller may change these values to suit their needs.

Special Attacks:

Rending touch – at the touch of the spirit, the subject must succeed at a willpower save versus a DC of 10+ the intelligence bonus of a wizard spirit, or 12+ personality bonus for a cleric or druid spirit. Failure indicates that the victim's soul has been partially or fully torn from their body; causing 1d10 damage, +1 per hit die of the spirit.

Wail of the lost – The shrill wailing of the spirit echoes out from Death's deep black well to encompass all within 5ft per hit die of the spirit. If the targets fail a willpower save versus a DC of 10, +1 per hit die of the spirit; their minds are awash in visions of their own death. For 1d4 rounds, +1 round per hit die of the spirit, the victims are paralyzed with the existential horror of witnessing their own deaths and unable to defend themselves.

Spell casting – all ancient spirits were once powerful spell casters and they retain this ability in death. Most Ancient spirits were wizards, but some chaotic and neutral deities will grant spells to these wasted souls. The rare druid that felt the compulsion to linger will draw their spell casting power from the elements. In any case the ancient spirit will have 2 spells,

+1 spell per bonus to the relative ability score. The spells are random levels that the spirit was able to cast in life, and the casting check is at one lower die than was used in life. These spells will also retain any mercurial magic traits that the spirit had when they were alive. Unless their description says otherwise, the lost spells of an ancient spirit are always renewed at midnight. However, ancient spirits no longer suffer damage from mishaps or gain corruptions. The spirits of clerics and druids still suffer the wrath of their Gods and so will suffer the affects of Deity Disapproval; see Core Rules page 28-30.

Special Powers:

Recalcitrance – ancient spirits are very difficult to banish. If the reduced to zero hit points, the ancient spirit it will reappear in 1d3 days with full hit points and most of its memories of the events leading up to their dis-corporation. They get a +2 bonus on their willpower save versus banishment or a cleric’s *Turn Unholy* ability. If destroyed they will reappear given enough time. The Storyteller secretly rolls 1d10 on Table 3-14 to determine the time interval until the spirit’s return:

Table 3-14: Ancient Spirit reappearance; roll 1d10	
1	1d3 centuries; party gains 3xp
2	1d4 years; party gains 1xp
3	1d6 weeks
4	1d8 hours
5	1d10 rounds
6	1d10 turns
7	1d8 days
8	1d6 months
9	1d4 decades; party gains 2xp
10	1d3 millennia; party gains 4xp

Lost knowledge – if the spirit is sufficiently appeased, or powerfully compelled, it may be possible to gain information from the ancient spirit. This is usually in the form of anecdotes from their lives about the world they once knew. This information is sometimes relevant and useful but on rare occasions a spirit may act as a teacher for a short time and impart spell or ritual knowledge. Petitioners only gain access to this table if they have taken the time to research the spirit and try to meet it on its own terms while making offerings to appease the ancient spirit. The Storyteller rolls once, secretly upon the spirit’s Lost knowledge table. The tabel will resemble Table 3-15 and the spirit only knows the spells known when they died.

Table 3-15: Spirit knowledge; Roll 1d20 modified by Luck Bonus

1-6	Random useless anecdote
7-11	Misleading anecdote
12-15	Useful anecdote
16	1 st level spell
17	2 nd level spell
18	3 rd level spell
19	4 th level spell
20	5 th level spell

Immunities & Vulnerabilities:

Ancient spirits are immune to mundane weapons and anything that requires a fortitude save; but they suffer full damage from magic and summoned weapons. They only take half damage from mundane, magical, or elemental fire, acid, electricity, and sonic attacks. An ancient spirit may only be laid to rest if the circumstances of their obsession can be resolved. Only then may they be banished or destroyed as normal for any undead. Ancient spirits are also subject to the *Consult Spirit* and various summoning spells; though they receive a willpower save against the effect versus the caster’s spell check result to resist the compulsion. If summoned, an ancient spirit will always be hostile and will only interact with the summoner per the requisites of the spell. If the ancient spirit succeeds at its willpower save; it may choose to comply with the spell, but in this case it is not required to divulge anything useful or helpful unless it wishes to do so.



Brelmavar the Mighty (Ancient Spirit, Druid)

Alignment: C

Size:	Medium
Reach:	50ft
STrength:	20 / +5
AGILITY:	15 / +1
STAMina:	0
INTelligence:	8 / -1
PERsonality:	13 / +1
LUCK:	0
Action Die:	1d20
Lift:	200lbs
Drag:	400lbs
Carry:	200lbs
Speed (Fly)	300ft
Acceleration:	30ft
Deceleration:	Instant
Glide:	No
Hover	Infinite
Initiative:	+1
AC:	14
HD:	5d10
Attack Die:	
(Melee)	1d20+8
(Ranged)	1d20+4
Damage:	
(Rending touch)	1d10+5/ DC 13
(Spells)	Casting check 1d16+6
(Thrown object)	As item, or 1pt/5lbs
(Wail of the lost)	1d4+5rnds/ DC 15
Critical Die:	1d12
Critical Table:	U
Fortitude:	--
Reflex:	+2
Willpower:	+4/ +6 vs. Turning & Banishing

General information:

This is the ancient spirit of a druid who had attained the 5th circle of mastery. He slew a minor wizard servant to the Demon Tzitzimitl and the wizard's used his dying breath to curse Brelmavar. His grove was poisoned by a large blood red crystal that erupted from the center of the grove by a vengeful demon. The ground water in an ever increasing area surrounding the crystal poisons the wildlife and vegetation such that everything has been horribly mutated. Brelmavar was so overcome with wrathful vengeance that he swore to see the demon destroyed. Tragically, Brelmavar was killed in his quest to find the demon and now his restless spirit haunts the shattered remains of his grove in the hope that he can find another to slay the demon and heal his lost grove. Brelmavar is a colicky spirit with a sour disposition and suspicious nature. In the many years of his living death he has sent many to slay the demon. None have returned or succeeded and this has made Brelmavar increasingly cynical.

Attack profile:

Brelmavar is fairly mobile and will often follow a group of travelers for a while before deciding whether to attack. He will stay his attacks upon anyone who spontaneously demonstrates concern for the sickened landscape, but generally he is a vengeful spirit and will attack most anyone who travels near his blighted grove. He will usually summon forth a few animals or monsters via his spells and see how the travelers react. If the interlopers try not to damage the animals or simply try to escape, Brelmavar may be moved by their sympathies and stay his attacks. If the summoned creatures are attacked, he will use his *Wail of the lost* ability and start throwing things until he can close the distance into melee combat. If the travelers can convince him of their respect for the land or their willingness to serve his interests, then Brelmavar will petition them to prove it by undertaking a quest to slay the demon and lift the curse that prevents the land from healing. He will be most willing to share information with the travelers if they undertake this quest, but his mind has been addled over the decades and he may or may not remember the key to destroying the crystal at the center of the grove. If the quest is refused, Brelmavar attacks immediately and with great anger.

Special Attacks:

Spells - Brelmavar draws the power for his spells directly from the Element of Spirit (positive). Spell failure functions normally for Brelmavar and deity disapproval means that he loses access to the spell for 24 hours. He has no healing powers.

Telekinesis - Range is limited to 50ft, unwilling targets of this attack must succeed at a contested strength check or Brelmavar can grab and throw an unwilling foe within the spirit's lifting limits.

Wail of the lost - This power has a range of 25ft and provokes a willpower save versus a DC of 12 or the targets are defenseless for 1d4+5 rounds.

Lost Knowledge: Brelmavar

Roll 1d20 modified by Luck Bonus

1-6	Random & useless anecdote
7-12	Misleading anecdote
13-17	Useful anecdote
18	1 st lvl - Animal summoning, CR pg129
19	2 nd lvl - Monster summoning, CR p. 184
20	3 rd lvl - Bolt from the Blue, CR p. 287

Haunting locus - Brelmavar can travel up to 5 miles from the edge of his blighted grove. His wanderings have driven off most of the wild life; and this is the first clue that there is something wrong. The grove itself is covered in mutated plant life that radiates a powerful stench. The effect begins 50ft from the grove and acts as a *Choking Cloud* spell with a result of 24, but ignoring duration or number of targets. (See Core Rules page 134). Every critter & plant encountered by any who explore the grove will have at least 1 mutation and may be unstable; see mutations chapter for details. If he remembers, (13-17 on lost knowledge table) Brelmavar will tell interested parties that 3 drops of blood from the demon Tzitzimitl are needed to destroy the crystal.

Svendric the librarian (Wizard)

Alignment:

L

Size:	Medium
Reach:	70ft
STrength:	12
AGility:	8 / -1
STAMina:	0
INTElligence:	14 / +1
PERsonality:	14 / +1
LUCK:	0
Action Die:	1d20,
	1d20
Lift:	120lbs
Drag:	240lbs
Carry:	120lbs
Speed (Fly)	120ft
Acceleration:	30ft
Deceleration:	Instant
Glide:	No
Hover	Infinite
Initiative:	-1
AC:	8
HD:	7d4
Attack Die:	
(Melee):	1d20+3,
	2@ 1d16+3
(Ranged):	1d20+2
Damage:	
(Rending touch)	1d10+7/ DC 11
(Wail of the lost)	1d4+7rnds / DC17
(Spells)	Casting Check 1d16+8
Critical Die:	1d12
Critical Table:	U
Fortitude:	--
Reflex:	+2
Willpower:	+5

Haunting locus – Svendric may only travel 700 yards from the edges of the library, but it was a rather large structure with a footprint of 150,000 square feet and only he can still see its proper layout.

Lost Knowledge: Svendric

Roll 1d20 modified by Luck Bonus

1-6	Random & useless story
7-11	Misleading story
12-16	Useful story or other pertinent article of information that takes 1 hour to tell.
17	1 st level spell – randomly drawn from an ethereal spell book
18	2 nd lvl – locate object: CR p.178
19	3 rd lvl – breath life: CR p. 202
20	4 th lvl – wizard sense: CR p. 245

General information:

Quiet and studious, Svendric was a wizard of the 7th order of Nedjek and was so devoted to his library and the acquisition of lore that when he died, beneath an avalanche of old tomes deep within the ancient library; no one noticed, not even Svendric. Having become so lost in contemplation that he just kept showing up for work each day. Centuries have now passed and his spirit still wanders the halls of an ancient library that only he can see. The library has long since vanished into dust and tumbled stones. Svendric is a cautious soul, but he can be enticed into conversations concerning lost lore, or rare books, particularly if it is something that he's not heard before.

Attack Profile:

He usually ignores anyone who doesn't seem knowledgeable. If he sees someone who appears to be a wizard or sage (adventurers not wearing armor) he will use several living statues to detain the travelers of interest with as little fuss as possible. There are usually at least 2d3 humanoid statues available for the breath life spell. They follow his commands without hesitation until they are slain. For each animated statue available, roll a casting check and consult the spell table on page 202 of the Core Rules to see how powerful these statues are. Like any wizard with his power, Svendric may only make one physical attack per round; but may cast twice in the same round. He will utilize his *Wail of the lost* ability to paralyze them so that he may interrogate them at his leisure. His primary concern is whether they have any of his lost tomes in their possession. Rebuilding the library and repopulating it with its lost tomes is the only means by which his spirit can be laid to rest permanently. When he divulges information it is from spectral copies of old tomes pulled from shelves only he can see.

Special Attacks:

Spells - Svendric no longer suffers from corruptions, and any such results indicates that he loses access to the spell for 24 hours.

Telekinesis - Range is limited to 70ft, unwilling targets of this attack must succeed at a contested strength check or Svendric can grab and throw an unwilling foe within the spirit's lifting limits.

Wail of the lost - This power has a range of 35ft and provokes a willpower save versus a DC of 17 or the targets are defenseless for 1d4+7 rounds.

The Ruins:

Tumbled hillocks of grass covered stone mark the locations of the few sections of the once great structure that remain intact. Statues of various sizes and states of decay are scattered about the site. Others seem to be attempting to dig out massive blocks of marble with long blunted stone swords in a tragically comic attempt to rebuild the once vast structure. Svendric doesn't tolerate people exploring the site unless convinced they are trying to help in the rebuilding efforts. Any explorers who succeed at a DC 20 luck check have found something valuable. The item may be a long lost tome or relic from the library, or something dropped by the last unfortunate traveler to these ruins. Either way, Svendric will claim it as property of the library and attempt to take it from the adventurers; by force if necessary.

Constructed Dead

General Information:

Some necromancers have devised a means of cobbling together all of their favorite bits into and onto corpses, creating new creatures of grotesque physique and dark intent. In principle it is no different than the animation of any other undead: the caster(s) gather together the dead bodies they wish to animate, or sew all their favorite parts together onto one base creature. The caster(s) must then cast the *Animate Dead* spell (see Core rules p. 285) at a powerful enough level of success (17+ result on the table) with the created dead as the focus. The necromancer(s) or cleric(s) involved in the spell or ritual must have the ability to summon enough hit dice worth of undead to account for the hit dice of the corpse targeted for animation. If the result of casting the ritual grants more hit dice than are needed to animate the corpse, the extra dice granted by the spell may be transformed and used to grant powers to the newly risen constructed dead. Alternately, the wizard(s) or cleric(s) can choose to animate simple skeletons or zombies of only 1 hit die in order to grant small or large numbers of these undead with new powers by spending the excess hit dice according to tables 3-17 to 3-20.

The undead creature may have new abilities based upon their body shape and the parts that were used in their construction; including weapons. The Storyteller will need to determine the benefits that these parts might grant; but the basic process starts the largest 'piece' of the constructed dead providing the basic ability scores and abilities of the undead creature. If the body of an ogre is mostly intact, then the undead will have those stats and abilities which then get modified by the addition and subtraction of other parts. Extra muscles grafted onto a corpse will make for a strong creature even without any magical enhancements from the summoning ritual; and a creature constructed entirely from arms and a torso would have the ability to make multiple attacks and have an impressive bonus to grappling attacks and climbing checks.

Attack Profile:

These creatures are usually created as mindless servants or guard creatures and if their creator/ master is dead or unavailable, their constructed minions will follow their last set of orders faithfully until they are destroyed. Constructed dead that have an intelligence score are capable of autonomous actions, but generally lack the creativity of their masters and will usually follow their last orders as best they can or seek out a new master.

Special Attacks:

The creator of the dead creature can determine any special attacks based on the parts chosen when it is stitched together. However, the Storyteller has the final verdict on the benefits and liabilities of any physical designs or augmentations of the constructed dead.

Special Powers:

The creator of the dead creature can determine special abilities based on any extra hit dice the summoning ritual grants for extra powers.

Immunities & vulnerabilities:

These constructions of dark magic gain a +1 bonus to willpower saves whenever their master/ creator is within 30ft, but these constructions are fragile and the constructed dead take an additional 50% damage from spells, slashing, and fire based attacks.

Powers for the Undead and other Constructs:

Table 3-17: One die powers; roll 1d7

1	Self-aware: the construction has an intelligence and personality scores of 2d4+3. Adjust the listed scores as needed. The creature is now affected by charms and must make willpower saves.
2	Heals damage by eating the living; gaining +1 hit point of healing for every 3 they consume.
3	Great prowess: Improve an ability score by +1 even if ability score goes beyond 20.
4	Tough: Only damaged by magic or silver weapons, or anything of similar or greater enchantments.
5	Death throes: 5ft radius and a maximum of 1d4 concussive and shrapnel damage. Victim is allowed a fortitude save for half damage against a DC of 8, +1 per hit die of the creature.
6	Warrior Born: Can use light armor and weapons as a first level warrior, including MDoA, if the Undead creature has an intelligence score of at least 4 and the physical ability to wield weapons.
7	Arcane ability: May use a 1 st level spell as a once per day spell-like ability. Caster level is equal to 1d14+ the creature's hit dice + intelligence bonus if any. It is not subject to corruption or patron taint, but it is subject to mishaps.

Undead Powers, {Continued}

Table 3-18: Two die powers; roll 1d8

1	Self-aware: the construction has a intelligence and personality scores of 3d4+3. Adjust the listed scores as needed. The creature is now affected by charms and is now subject all willpower saves.
2	Heals damage by eating the living; gaining +1 hit point of healing for every 2 they consume.
3	Great prowess: Improve one ability score by +2 even if ability score goes beyond 20.
4	Tough: Only damaged by magic weapons of +1 or greater enchantments.
5	Death throes: 10ft radius and a maximum of 1d6 negative energy, or cold damage. Victim is allowed a fortitude save for half damage against a DC of 8, +1 per hit die of the creature.
6	Warrior born: Can use any armor and weapons as a second level warrior, including Mdoa, if the undead creature has an intelligence score of at least 5 and has the ability to wield weapons.
7	Arcane ability: May use a 1 st level spell as a twice per day spell-like ability. Caster level is equal to 1d16 + creature's hit dice and intelligence bonus if any. It is not subject to corruption or patron taint, but it is subject to mishaps.
8	Conduit: The construct can heal other undead by touch and sacrificing its own hit points to heal the recipient at a 1:1 ratio.

Table 3-19; Three die powers; roll 1d8

1	Self-aware: the construction has an intelligence and personality scores of 4d4+3. Adjust the listed scores as needed. The creature is now affected by charms and must make willpower saves.
2	Heals damage by touching the living. They gain 1d3 hit points of healing for every successful attack against a living target.
3	Great prowess: Improve an ability score by +4 even if ability score goes beyond 20.
4	Tough: Only damaged by magic weapons of +3 or greater enchantments.
5	Death throes: 20ft radius and a maximum of 2d6 damage of any one energy type. Victims are allowed a fortitude save for half damage against a DC of 10, +1 per hit die of the creature.
6	Warrior born: Can use any armor and weapons as a third level warrior, including Mdoa, if the undead creature has an intelligence score of at least 6 and has the ability to wield weapons.
7	Arcane ability: May use a 1 st level spell as a thrice per day spell-like ability, or a second level spell as a once per day spell like ability. Caster level is equal to 1d20 + the creature's hit dice and intelligence bonus if any, and it is not subject to corruption, patron taint, but is subject to mishaps.
8	Conduit: The construct can heal other undead by touch and sacrificing its own hit points to heal the recipient at a ratio of 1:2.

Table 3-20: Four die powers; roll 1d8

1	Self-aware; the construction has an intelligence and personality scores of 4d4+3. Adjust the listed scores as needed. The creature is now affected by charms and must make willpower saves.
2	Heals damage by touching the living. They gain 2d3 hit points of healing for every successful attack against a living target.
3	Legendary prowess: Improve an ability score by +6 even if ability score goes beyond 20.
4	Tough: Only damaged by magic weapons of +4 or greater enchantments.
5	Death throes: 30ft radius and a maximum of 2d8 damage of any two energy types. Victim is allowed a fortitude save for half damage against a DC of 12, +1 per hit die of the creature.
6	Warrior born: Can use any armor and weapons as a fourth level warrior, including MDoA, if the constructed dead has an intelligence score of at least 7 and the ability to wield weapons.
7	Arcane ability: May use a 1 st level spell as a 4x per day spell-like ability, or a second level spell as a twice per day spell like ability. Caster level is equal to 1d24 + the creature's hit dice and intelligence bonus if any, and is not subject to corruption or patron taint, but is subject to mishaps.
8	Conduit: The construct can heal other undead by touch, and sacrificing its own hit points to heal the recipient at a ratio of 1:2d3.

Constructed Dead: Example

Alignment: L

Size:	Medium
Reach	5ft
STrength:	12
AGILity:	17 / +2
STAMina:	0
INTElligence:	4 / -2
PERsonality:	4 / -2
LUCK:	0
Action Die:	1d20 standard actions, 1d24 for manual dexterity/ wrestling
Lift:	120lbs
Drag:	240lbs
Carry:	120lbs
Speed (Land)	40ft (flopping and rolling motion)
Run:	120ft
Sprint:	215ft
Initiative:	+3
AC:	12
HD:	3d14
Attack Die:	1d20+1d3, 2@1d16+1d3
Damage:	
(Claws/ Kicks)	1d4 + 1d3+ draining touch
(1-handed weapon)	As weapon+ 1d3 warrior die
(Draining touch)	1d4
Critical Die:	19-20/ 1d8
Critical Table:	U
Fortitude Save:	+2
Reflex Save:	+4
Willpower Save:	+0 / +1 if master within 30ft

General Information:

These dead monstrosities are often the first type constructed by a necromancer or evil cleric for it is a simple matter of connecting a small mammal brain to a humanoid torso which has been wrapped in various extra layers of muscle tissue and as many extra arms as will fit on the torso. Roll 1d8+6 for the number of limbs. This constructed dead was created by a single wizard necromancer; the creation ritual was powerful enough to imbue it with the limited self-awareness and a few other nasty powers. It has a climb speed equal to half its land speed and it may run, but not sprint while climbing. It only needs to make climb checks when attacking or confronted by hazards.

Attack Profile:

These unsightly creatures are simple and follow the commands of their creators. They can attack with weapons, but have no ability with ranged combat and it relies upon blind sight because it has no eyes. They primarily make claw and punch attacks, but they are adept at grappling and subduing their victims and gain a +3 bonus too these actions. This particular undead construction has enough intelligence to be considered a 1st level warrior and is granted the use of small, 1-handed weapons, but is incapable of ranged attacks. This necromantic horror also has 1d3 as its warrior die and gains a +1 bonus to its initiative, but is incapable of using armor and may only use the Mighty Deeds tables with the Storyteller's permission.

Special Attacks:

Draining attack – this attack bypasses armor and shields, and does 1d4points of damage to the victim. These points are transferred to the creature as healing; however it may acquire bonus hit points equal to its starting total.

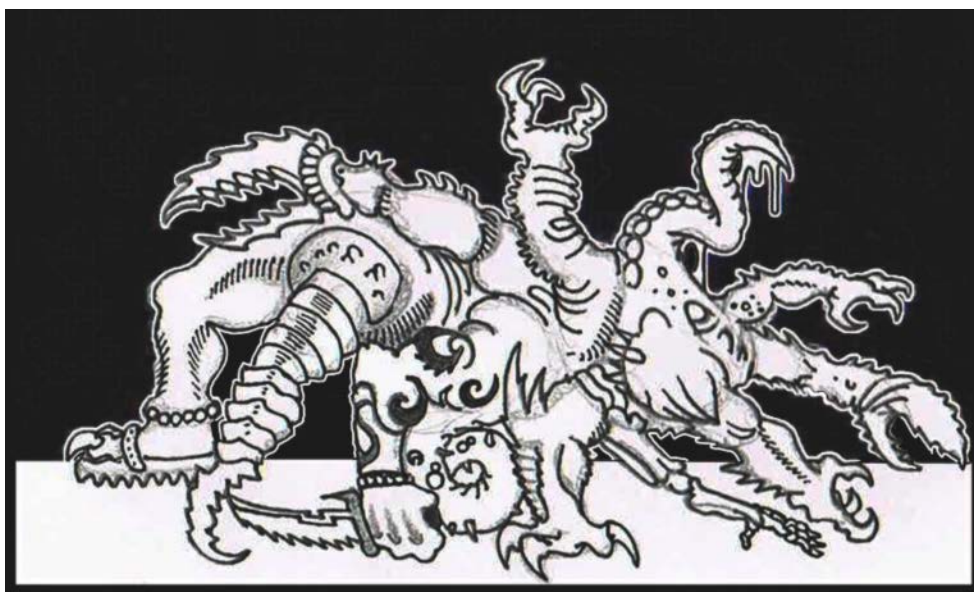
Death throes – when it is destroyed or only has 3 hit points left, it can choose to explode. The radius of this attack is 20ft that does 2d6

Special Powers:

Blind sight – 50ft, it is a DC 12 check on attempts to surprise, backstab, or sneak passed this creature and it may see invisible items and creatures.

Immunities & vulnerabilities:

This constructed dead is treated as a zombie for determining its powers, strengths, and vulnerabilities. See page 213 for details but it is not mindless. It gains a +1 on all willpower saves if its master is within 30ft.



Ghouls, Basic

Alignment: N

Size:	Small	Medium	Large	Huge
Reach	5ft	5ft	5ft	10ft
STRength:	9	10	12	14 / +1
AGILity:	15 / +1	14 / +1	13 / +1	12
STAMina:	0	0	0	0
INTelligence:	5 / -2	5 / -2	5 / -2	5 / -2
PERsonality:	5 / -2	5 / -2	5 / -2	5 / -2
LUCK:	0	0	0	0
Action Die:	1d20	1d20	1d20	1d24
Lift:	45lbs	100lbs	180lbs	350lbs
Drag:	90lbs	200lbs	360lbs	700lbs
Carry:	45lbs	100lbs	180lbs	350lbs
Speed (Land)	15ft	25ft	35ft	50ft
Run:	70ft	100ft	180ft	280ft
Sprint:	No	No	No	No
Initiative:	+2	+1	+0	-1
AC:	14	11	10	8
40% chance of usable armor				
(Leather)	+1 -1Ph, 1d8			
(St. Leather)	+2, -2Ph, 1d8			
(Hide)	+2, -3Ph, 1d12			
(Chainmail)	+4, -5Ph, 1d12, -5'			
(Shield)	+1, -1Ph			
HD:	2d7	2d8	3d10	6d12
Attack Die:	1d20	1d20	1d20+1, 2@1d16+1	1d24+3, 2@1d20+3, 3@1d16+3
Damage:				
(Claw/ punch/ kick)	1d4	1d5	2d6	2d7+1
(Short Sword)	1d6	1d6	2d7	2d8+1
(Spear)	1d8	1d8	1d10	1d12+1
Critical Die:	1d6	1d6	1d8	1d10
Critical Table:	U	U	U	U
Fortitude:	+1	+1	+2	+3
Reflex:	+2	+2	+3	+3
Willpower:	-1	-1	+0	+1

General Information:

Most ghouls are merely humanoid zombies that have retained some of their innate intelligence and personality, but they are cursed with an unquenchable hunger for humanoid flesh. Ghouls are not exclusively humanoid in nature, though animal ghouls usually don't last very long in the wild. Small colonies of ghouls exist on the fringes and in the back alleys and basements of large cities and forgotten tombs.

Attack Profile:

More cunning than skeletons and zombies, ghouls can wear clothing and use any armor or weapons that they knew how to use in life, but they lose any abilities from class and race. Because of this, ghouls can sometimes be found working in a lonely communal fashion within cities. Hiding in sewers and abandoned buildings, hunting in packs of 2d4. They can speak common, but their hollow, dead voice is unmistakable so they avoid conversations when possible.

Special attacks:

Paralysis- these vile creatures let the dark energies flow from their rotting flesh into their victims at the lightest touch, so the targets gain no advantage from armor or shields. Targets get a willpower save versus a DC equal to 8, +1 per hit die of the ghoul. Failure indicates that the victim is unable to move for 1d4 rounds, +1 round per hit die of the ghoul.

Immunities and Vulnerabilities:

Each ghoul must consume one full humanoid of its own size class every 5 days or it degenerates into a basic zombie and forever loses its intelligence. Otherwise these creatures are treated as zombies.



Ghouls, Greater

Alignment: Varies

Size:	Small	Medium	Large	Huge
Reach	5ft	5ft	5ft	10ft
STrength:	9	10	12	14 / +1
AGility:	19 / +4	18 / +3	17 / +2	16 / +2
STAMina:	0	0	0	0
INTElligence:	6 / -1	6 / -1	6 / -1	6 / -1
PERsonality:	6 / -1	6 / -1	6 / -1	6 / -1
LUCK:	0	0	0	0
Action Die:	1d20	1d20	1d20	1d24
Lift:	45lbs	100lbs	180lbs	350lbs
Drag:	90lbs	200lbs	360lbs	700lbs
Carry:	45lbs	100lbs	180lbs	280lbs
Speed (Land)	15ft	25ft	35ft	50ft
Run:	70ft	100ft	180ft	280ft
Sprint:	No	No	No	No
Initiative:	+4	+3	+2	+2
AC:	15	13	11	10
HD:	2d4	2d6	3d8	6d10
Attack Die:	1d20	1d20	1d20+1, 2@1d16+1	1d24+3, 2@1d20+3, 3@1d16+3
Damage:				
(Claw/ punch/ kick)	1d4	1d5	2d6	2d7+1
(Short Sword)	1d6	1d6	2d7	2d8+1
(Spear)	1d8	1d8	1d10	1d12+1
Critical Die:	1d6	1d6	1d8	1d8
Critical Table:	U	U	U	U
Fortitude:	+1	+1	+2	+3
Reflex:	+5	+4	+4	+5
Willpower:	+0	+0	+1	+2

Spells – Greater ghouls retain the knowledge of spells or any spell-like abilities that it had in life. Half of their hit dice count as wizard levels for casting purposes and they retain the knowledge of 2 spells, +1 spell per spell level they can access. These spells are randomly determined via the directory in the Core Rules on page 127. Their lost spells are regained at sunset every day as long as the greater ghoul has feasted sufficiently. If a spell casting check fails, the greater ghoul may regain the use of that spell before the next sun set or any number of times per day simply by eating the brain of a wizard or other creature with spell-like abilities other than clerics. They cause indigestion, as the cleric's tough moral fiber makes elimination difficult. Alternately, if the greater ghoul does not need to recover lost spells, they might learn a new one from their recent meal.

Immunities & vulnerabilities:

Each greater ghoul must consume two full humanoids of its own size class every 5 days or it degenerates into a regular ghoul forever losing its spell casting and other special powers of a greater ghoul. As long as they have been feeding properly, all greater ghouls have damage and spell resistance equal to their hit dice. The damage resistance may be bypassed by weapons with at least a +1 enchantment; see page 14 for further information on spell and damage resistance. A greater ghoul has a +2 bonus to all saves versus a cleric's turn unholy ability if that power affects undead.

General Information:

Greater ghouls are usually powerful humanoids of at least 5 hit dice, or they were wizards that have not only retained some of their innate intelligence and personality, but some of their magical abilities as Well. Greater ghouls are cursed with an unquenchable hunger for humanoid flesh. A greater ghoul retains half of the class levels that it had when it was alive, presumably wizard or cleric, but other creatures may qualify per the Storyteller's ruling. The greater ghoul retains the skills, training, and spell access; but uses the hit dice, critical tables, attack bonuses, and saves listed in the creature entry. A greater ghoul with cleric levels cannot become a greater ghoul unless it is willing to serve dark powers.

Special powers:

Contagious- bite attack victims roll a fortitude save versus a DC of 8, +1 per hit die of the greater ghoul or suffer 2d6 Stamina damage, +1 per hit die of the ghoul. If this damage is sufficient to kill the victim they will reanimate as a zombie within 1d6 rounds.

Paralysis – these vile creatures let the dark energies flow from their rotting flesh into their victims with the lightest touch, so the targets gain no advantage from armor or shields. Targets get a willpower save versus a DC of 10, +1 per hit die of the greater ghoul. Failure indicates that the victim is unable to move for 1d6 rounds, +1 round per hit die of the greater ghoul.



Ghoul, Lasheeva's Hounds

Alignment: C

Size:	Large
Reach	5ft
STrength:	13 / +1
AGILity:	16 / +2
STAMina:	0
INTelligence:	13 / +1
PERsonality:	9
LUCK:	0
Action Die:	1d20
Lift:	39lbs
Drag:	156lbs
Carry:	260lbs
Speed (Land)	60ft
Run:	260ft
Sprint:	No
Initiative:	+2
AC:	12 (thick rubbery hide)
HD:	3d14
Attack Die:	1d20+2
Damage:	
(Bite)	3d6+1
(Claw)	1d8+1
Critical Die:	2d4
Critical Table:	U
Fortitude:	+2
Reflex:	+4
Willpower:	+2

General Information:

These vaguely canine undead are merciless hunters and slayers of the living; with a preference for powerful humanoids and heroes. Regardless of who or what they were in life, those who rise as one of Lasheeva's Hounds lose any powers they had in life, but are reborn with new powers and a deadly purpose. Their over large mouths are filled with razor sharp teeth, gleaming against their night black skin and sickly yellow eyes. They serve their mistress unquestioningly, hunting down and killing any creatures she asks. Sometimes Lasheeva grants these foul undead minions as a familiar to a favored necromancer, but mostly they are reserved to slay those who work against her goals; or who have otherwise offended the Queen of the Dead.

Attack Profile:

This hunter enjoys the thrill and anticipation of the kill and will often prolong the hunt if it has the opportunity. Otherwise, they are relentless in carrying out the orders of their mistress or her proxy. When acting as a familiar, these undead hounds will always seek to avenge a fallen master.

Special Attacks:

Food of the damned- Half of the damage dealt by the hound's bite attack are consumed and instantly digested into new hit points for the hound. If the hound consumes double its maximum hit points then it may add a new hit die.

Touch of death – Lasheeva's hounds have the ability to lay on hands as a 1st level cleric, but they must sacrifice 3 hit points for every use of this power when healing the undead recipient. This power functions as the cleric ability, including deity disapproval. When applied to a living creature it harms them; roll caster checks as a cleric of equal hit dice and consult the cleric's healing table to find out how many dice of damage or healing are granted.

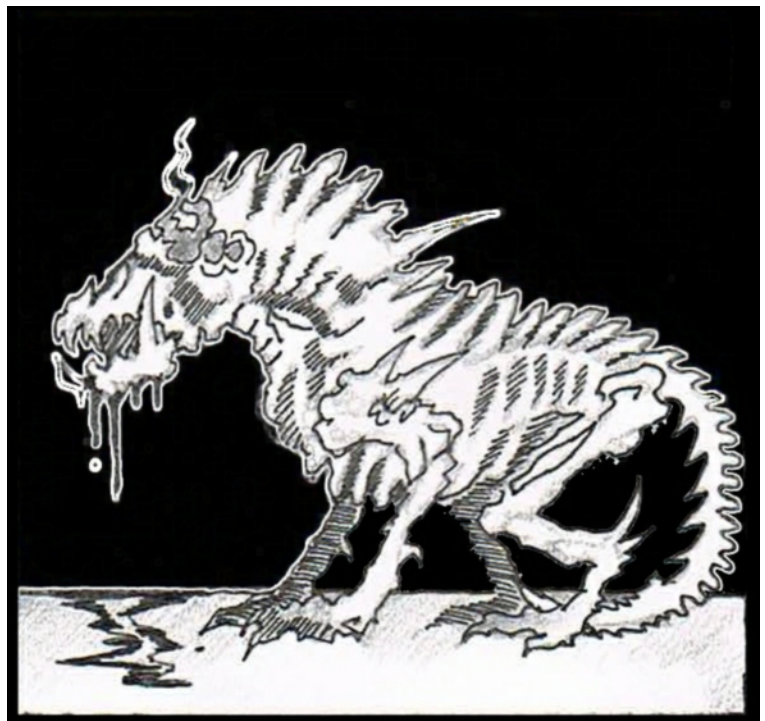
Special Powers:

Tenacity of the Damned- If the hound of Lasheeva is slain, or even turned into dust via a cleric's turn unholy ability, these hounds of the damned will rise again in 1d4 days to begin the hunt anew. The hound will always seek out the last creature to have slain it, unless something is compelling them to do otherwise. This cycle can only be broken if holy water is poured onto their remains in conjunction with a blessing spell cast with a result of 20 or better. Lasheeva's Hounds have a +3 bonus to all saves versus a cleric's turn unholy ability if that power affects undead.

Immunities & vulnerabilities:

Lasheeva's Hounds are damaged by and terrified of water. They take 1 point of acid damage per pint, per round of contact and 1d6 points of acid damage per round of full immersion in water. They must succeed at a willpower save versus a DC of 15 just to approach within 5 feet of any amount of water.

They have damage and spell resistance equal to their hit dice. The damage resistance may be bypassed by water, and weapons with an enchantment of at least +2; see page 14 for more information.





Vampires

Alignment: Varies

Size:	As original creature.
Reach:	As original creature.
STrength:	As original creature + !
AGILity:	As original creature + !
STAMina:	As original creature; and they must maintain this score as their minimum threshold by draining the stamina of the living. Excess points are stored for fueling their powers.
INTelligence:	As original creature.
PERsonality:	As original creature.
LUCK:	As original creature + ! at a 6:1 ratio.
Action Die:	As original creature + one die step.
Lift:	Calculated when Strength is known.
Drag:	Calculated when Strength is known.
Carry:	Calculated when Strength is known.
Speed (Land)	As original creature +10ft.
Run:	A as original creature, modified by new strength and stamina scores.
Sprint:	As original creature, modified by new strength and stamina scores.
Speed (Swim)	Vampires cannot abide the touch of salt water, and cannot swim at all.
Speed (Fly)	As original creature, or 30ft if sufficient hit dice.
Acceleration:	As original creature, or 30ft if sufficient hit dice.
Deceleration:	As original creature, or 60ft if sufficient hit dice.
Glide:	As original creature, or no ability to glide.
Hover:	As original creature, or infinite duration as long as vampire has sufficient hit dice and their minimum threshold of blood points are maintained.
Initiative:	As original creature, modified by new agility score
AC:	As original creature, modified by new agility. May wear armor, if trained; otherwise calculated as normal.
HD:	As original creature modified by new Stamina score.
Attack Die:	As original creature + 1 die step
Damage:	
(Bite)	As original creature; or 1d6, whichever is greater.
(Claw)	As original creature; or 1d4, whichever is greater.
(Gaze)	If the original creature has this attack form, then it is retained and they gain a second gaze attack form as a vampire, but they may only use one per round.
(Weapons)	As original creature
Critical Die:	As original creature + plus one die step
Critical Table:	U
Fortitude:	Immune to most venom and to anything that doesn't harm objects.
Reflex:	Calculated when Agility score is known.
Willpower:	Calculated when Personality score is known.

! - Indicates that the value is dependent upon the amount of blood drained from their victims. Excess stamina points may be added to these values.

General Information:

These sorry souls are technically blood fueled zombies who have been trapped within their dead bodies by an ancient curse. They seethe with an unquenchable thirst for the blood of mortal creatures, and this yearning prevents their souls from passing on to the next world. This horrible affliction is normally passed from a vampire via its bite to any of its surviving victims, but this curse may be delivered via spell or as a gift/punishment from a divine or profane deity. A well fed vampire is nearly indistinguishable from any other mortal of its kind, excepting that vampires have no reflections and burst into flames when exposed to sunlight. Neither are vampires exclusively humanoids. Forbidden to walk the land by day for fear of the sun's power to destroy them, they hunt and feed hidden amongst the living. A vampire retains all the knowledge and abilities that they had in life; including spell casting if they were wizards. If they were clerics that served the darker powers of the world, they may still be granted power by their deity assuming the vampire has fed sufficiently.

Attack Profile:

Many lesser vampires live in caves at the fringes of the humanoid world, barely more than feral monsters that feed on the unwary. The fact that vampires are immortal as long as they can feed regularly, means they tend to be rich and well connected to the power structure of the society they live within. Many vampires come to enjoy their new lives and revel in their new powers and freedom, living in large clans that feed at will amongst the terrified mortals around them. Their power and wealth grants them freedom from persecution which allows them to feed wantonly within many cities. These vampires are well protected by servants and lesser vampires, traps, motes, etc. Other vampires are so horrified by what they have become, that they forswear humanoid blood for that of animals, and use their powers to hunt down other vampires. Whatever their outlook, their boosted strength and agility alone makes them dangerous; but it is the ability to shape shift, heal quickly, and fuel their spells with blood that elevates them into terrifying horrors of the night.

Special Abilities & Powers:

Vampires gain access to powers and abilities based upon their number of hit dice. Unless the description of the power states otherwise, the vampire must burn ability points to use the powers. The costs, if any, are listed in the powers' description. The only exceptions to this are blood drain (bite) and blood drain (claw), these are natural attacks for vampires this the proper hit dice. All vampires lose blood points at a rate of 1/HD per day; so a 15HD vampire needs at least 15 blood points a day to break even on the day... then gather enough for boosts, powers, spells, and level advancement.

Table 3-21: Vampire powers by hit dice

1-3HD	Blood drain (bite), gaze attack, only harmed by silver or magic weapons, bite and claw attacks, their hit dice equal their class levels for determining abilities, saves, etc., blood fueled healing, resist death's call, Durable, Spot the living.
4-6HD	Shape-shift (bat, rat, spider; or wolf), the vampires bite is now able to pass the blood curse to those who survive a vampire attack.
7-9HD	Blood drain (claw), shape-shift (size large, smoke).
10-12HD	Fly speed 30ft by willpower regardless of shape and may hover indefinitely, Shape shift (size huge), Planar step 1x per day, self and familiar only.
13-15HD	The vampire is considered under the effects of a <i>Haste spell</i> , Planar step 3x per day, and may bring others by burning off ability points: 1 point per medium sized creature, 2 points for large, 3 points for huge, etc.

Blood drain (Bite)

Any time a vampire scores damage with this attack they immediately make an opposed strength check with the victim. A vampire with warrior levels may use MDoA dice to deliver blood drain attacks on a roll of 6+. Success indicates the vampire drains 1d3 points of the victim's Stamina score per round that they can maintain the hold. The vampire must maintain a constant minimum threshold of stamina point's equivalent to the stamina score that it had in life in order to keep its powers. Failure to meet this requirement causes the vampire to lose all non-combat class abilities and any non-blood drain attacks or powers. Furthermore, the vampire is considered feral and will attack any living creature within sight. The Storyteller may allow a willpower save for the vampire if the situation requires and will determine the appropriate DC based on the given situation. Excess Stamina points drained in this fashion are called blood points.

A vampire may add any blood points drained from their victims to the following ability scores: Strength, Agility, Stamina, and Luck. They gain any bonuses from these inflated statistics, but the main purpose is to supply the vampire with the power to use its other abilities. It takes 6 blood points to increase a vampire's luck by one point; but when burned, the luck burn still only functions as one point of ability burn. A vampire can't continue to add points to ability scores that are maximized: and gain no benefits from these extra points excepting that they act as a reserve pool for expenditures which must be spent first. A vampire's ability scores are capped at 25, unless their living form had a greater score. A vampire isn't required to maximize their scores, they can choose to stock-pile the points needed for spell casting, powers, or gaining levels, but this stockpile is capped at 50 points.

At 4+ hit dice a vampire's bite will transfer the blood curse to their victims. Those unfortunate few who survive such a

vampire attack roll a fortitude save versus a DC of 8, +1 per hit die of the vampire, or the victim will die from a blood fever within 6 hours and then rise as a vampire. The blood curse is considered a major curse and during the fever it may be negated by a *Remove Curse spell* cast by a cleric of at least 7th level and even if successful, the victim will still be dead. After the fever only divine or demonic intervention can help the victim be rid of the curse.

Blood drain (claw)

The vampire may drain 1d3 stamina points from their victim with its claws and is able to transmit the curse of vampirism as if they had bitten their victim. They need not be holding their victim for this ability to function and they may not drain with their fangs in the same round as they use this ability.

Class levels

A vampire uses the class levels that it had in life (including zero level) and retains all attacks, saves, skills and non-magical abilities, etc. of their former lives except for the regenerating luck for thieves and halflings. Furthermore, for every 50 blood points they sacrifice, the vampire may increase its class level (or hit dice) by one step. A vampire is limited to 10 class levels for hit points, attack bonuses, saves spell access, etc. They gain a +1 bonus to attacks and to their saves for every 3 hit dice beyond the first 10, but are capped at a total of 15 levels.

Wizard vampires count all of their hit dice as caster levels when making a casting check. They do not need rest to regain their spells; vampires pay for spells directly with ability burn: 1 point of ability burn for each level of the spell they are casting. A wizard vampire need not worry about corruption, patron taint or mutations. They are subject to spell mishaps, but critical spell failure costs them double the normal ability burn for the spell.

A cleric vampire must be in service to a dark power; but since the power they use is not their own, a vampire cleric only pays for spells as a result of deity disapproval. A vampire cleric must burn 1 blood point for each level of any failed spell casting in addition to any results from their deity's disapproval. A cleric vampire has no healing abilities and their *Turn Unholy* power acts differently for each of the Gods; but they cannot turn other undead and any use this ability costs them 2 points of ability burn.

Durable

Vampires are a sub-species of zombie fueled by the blood of the living; as such they retain a zombie's durability and do not take damage from piercing attacks like arrows and spears. They only take half damage from crushing attacks like maces and clubs. Vampires must be hacked into smaller pieces, or burned if there are no clerics available to dispatch them.

Fly

At 10 hit dice, the vampire can fly at a speed of 30 feet per round as an act of will that is no more taxing than walking normally, and they may dive or charge up to 60ft. Vampires cannot run or sprint while flying in this fashion, but they can hover indefinitely. This effect lasts for 1 turn per point of ability burned.

Haste

Vampires of 13+ HD are hasted as a result of 16 on the *Haste spell* table (see core rules page 221) but the duration is continuous as long as their stamina score doesn't drop below their minimum threshold.

Gaze attack

The target of this attack gets a reflex save versus a DC of 8, +1 per hit die of the vampire to avoid eye contact. If this fails the victim must succeed at a willpower save or become charmed. This has the effect of a *Charm Person spell* with a DC of 10 + the vampire's personality bonus + their hit dice. This attack costs the vampire 1 point of ability burn per use, but the duration of the effect is governed by the check on the spell table. Vampires with an additional gaze attack may burn 1 blood point to activate these additional gaze attacks. They may only use one gaze attack per round and lose access to any gaze attacks if they fail to maintain their minimum stamina score threshold.

Blood Fueled Healing

The vampire may burn 1 ability point to heal itself of 1 die worth of physical damage. They use their class die or 1d8, whichever is greater.

Planar step

By expending 3 ability points the vampire may activate a *Planar Step spell* (see Core Rules page 225) upon itself with a result equal to its hit dice + intelligence bonus + 5.

Resists death's call

A vampire may expend ability points at a rate of 1 for each +1 bonus gained to resist the *turn unholy ability* of a cleric.

Shape shift

The vampire must expend 2 ability points to invoke this power for the first turn, then 1 point of ability burn per additional turn thereafter. During this time the vampire may shift back and forth between any of the shapes they are allowed without additional cost. The vampire retains all of its own ability scores and abilities; but it gains the senses, modes of movement and speeds, attack forms, etc. of the new shape. The size of the assumed forms must be that of their original form or smaller. At 7 hit dice the vampire can assume large versions of the listed creatures. Additionally the vampire may assume the form of a cloud of smoke or dust. At 10 hit dice the vampire can assume huge sized versions of the listed creatures or other options.

Spot the living

Vampires are a sub-species of zombie fueled by the blood of the living; as such they retain a zombie's ability to sense the living. The difficulty of sneaking and hiding from zombies is much greater than normal. They have an uncanny ability to detect the living, no one knows how; -4 on all attempts to surprise or hide from a vampire.

Immunities & vulnerabilities:

- A vampire is immune to non-magical weapons, but may be damaged by silvered weapons and spells.
- A vampire takes 1d12 damage for every round of exposure to sunlight, however, the vampire may expend one ability point each round to negate this damage.
- Vampires have spell resistance equal to their current hit dice +2; see page 14 for further information on these abilities.
- For each pint or flask of holy or salt water thrown upon them, the vampire takes 1d10 acid damage; full immersion causes 4d10 points of damage per round; no save.
- A vampire may not enter into an occupied structure without the permission of the structures guard, master, or owner.
- To a vampire, the odor of garlic has the same effect as a choking cloud spell with a result of 12. Such strands of garlic must contain at least 5 heads of garlic to be effective, and have a radius effect of 1 foot per head of garlic.
- Piercing their heart with a wooden stake. An arrow-shaft may suffice at the discretion of the Storyteller.

Zombies

General Information:

Regardless of who they were in life, the transition into the zombie state renders most creatures into mindless shambling horrors; intent only upon killing the living. All zombies share similar characteristics and ability scores, only varying for size and shape. There are other forms of zombies, though they are exceedingly rare. If the zombie's living form had a fly, swim, or climb speed, then the zombie retains these movement types at half their normal rate. All zombies have the following special characteristics, powers, and attacks in addition to those granted to all undead:

Special Attacks:

Generally zombies lose any special powers or abilities that they had in life, but sometimes they gain abilities and powers as a function of their creation.

Special Powers:

Durable – zombies do not take damage from piercing attacks like arrows and spears, and they only take half damage from crushing attacks like maces and clubs. They must be hacked into smaller pieces, or burned if there are no clerics available to dispatch them.

Spot the living- the difficulty of sneaking and hiding from zombies is much greater than normal. They have an uncanny ability to detect the living, no one knows how. It is a DC 15 check for all attempts to surprise and hide from a zombie unless powerful magic is used..

Mindless – most zombies are mindless concerning anything other than killing the living and have no intelligence or personality scores. Mindlessness means non-combat actions use 1d10 for action dice and are immune to willpower saves other than the *Turn Unholy* ability of some clerics.

Non-Humanoid Zombies

General information:

These zombies are the corpses of animals and other creatures that died under the right circumstances. They are usually summoned or constructed by necromancers, but are sometimes animated randomly in the wild. They have all the attacks and movements listed in their entries; but at minus one die step or with a -2 to the DC or granted ability of the living version of the creature. These zombies may fly, swim, burrow, and move as the living version of the creature, but at half the normal speeds.



Zombie, Basic

Alignment: N

Size:	Small	Medium	Large	Huge
Reach:	5ft	5ft	7ft	10ft
STrength:	6 / -1	7 / -1	9	11
AGility:	10	9	8 / -1	7 / -1
STamina:	0	0	0	0
INTelligence:	0	0	0	0
PERsonality:	0	0	0	0
LUCK:	0	0	0	0
Action Die:	1d10	1d10	1d10	1d12
Lift:	30lbs	70lbs	135lbs	235lbs
Drag:	60lbs	140lbs	270lbs	470lbs
Carry:	30lbs	70lbs	135lbs	235lbs
Speed (Land)	5ft	10ft	15ft	20ft
Run:	No	No	No	No
Sprint:	No	No	No	No
Initiative:	*****Always last*****			
AC:	11	10	8	7
20% chance of usable armor (Leather)	+1, -1Ph, 1d8			
(St. Leather)	+2, -2Ph, 1d8			
(Hide)	+2, -3Ph, 1d12			
(Chainmail)	+4, -5Ph, 1d12, -5ft			
HD:	2d4	2d6	3d8	6d10
Attack Die:	1d20-1	1d20-1	1d20+1	1d24+2,
			2@1d16+1	2@1d20+2,
				3@1d16+2
(Bite / Claw / Kick)	1d4-1	1d6-1	2d6	2d8
Critical Die:	1d6	1d6	1d8	1d10
Critical Table:	U	U	U	U
Fortitude:	+1	+1	+2	+3
Reflex:	+1	+1	+1	+2
Willpower:	--	--	--	--

General information:

These poor souls are usually peasants and general live-stock from farms and villages doomed to spend eternity rotting as zombies. Whether it is the result of a curse, a wizard's spell, or ritual; the condition is usually permanent. Some rare zombies will have intelligence, or other powers. Such powers can be from the environmental factors at the time of the zombie's creation, or granted by the powers of a wizard, demon, or deity, etc. Zombies are barely conscious of their surroundings, and are only interested in killing the living.

Attack Profile:

These shambling corpses gimp along trailing chunks of flesh behind them as they search for victims. Zombies always track down and kill living targets, no matter the size of the target. They have no strategy or regard for personal safety or danger, relying entirely on their numbers and general relentlessness to overwhelm their victims. Most zombies do not eat or otherwise concern themselves with the corpses of the newly slain. Zombies may use any armor that they were wearing when they died, but they cannot use weapons.

Special powers:

Like all undead, zombies cause provoke fear checks in living creatures. The living must succeed at a willpower save versus a DC of 7, +1 per hit die of the zombie.

Zombies spot living creatures within 20ft, +5ft per hit die of the zombie. As such it is a DC 15 check to sneak passed, surprise, or hide from a fast zombie.

Immunities & vulnerabilities:

Zombies take half damage from piercing and crushing attacks, and do not make willpower saves versus any mind effects.

Zombie sub-types:

The various zombie sub-types use the same stats, abilities, and vulnerabilities as those listed for basic zombies. For whatever reason these zombies have developed special powers which are listed here:

Contagious Zombies

Identical to basic zombies in all respects, except that the victims they kill will reanimate shortly after death. If the zombie does succeeds with a bite attack, the target rolls a fortitude save versus a DC equal to 8, +1 per hit die of the zombie or suffer 1d6 Stamina damage, +1 per hit die of the zombie. If this damage is sufficient to kill the victim, then the victim will reanimate as a zombie in 3d6 rounds.

Paralyzing Zombies

Identical to basic zombies in all respects, except that these zombies have the ability to paralyze their victims with even the slightest touch. These vile creatures let the dark energies flow from their rotting flesh into their victims, so the targets gain no advantage from armor or shields. Targets get a willpower save versus a DC equal to 8, +1 per hit die of the zombie. Failure indicates that the victim is unable to move for 1d4 rounds, +1 round per hit die of the zombie.

Zombies, Fast

Alignment: C

Size:	Small	Medium	Large	Huge
Reach	5ft	5ft	5ft	10ft
STrength:	9	10	12	14 / +1
AGility:	18 / +3	17 / +2	16 / +2	14 / +1
STamina:	0	0	0	0
INtelligence:	0	0	0	0
PERsonality:	0	0	0	0
LUCK:	0	0	0	0
Action Die:	1d10	1d10	1d10	1d12
Lift:	45lbs	100lbs	180lbs	350lbs
Drag:	90lbs	200lbs	360lbs	700lbs
Carry:	45lbs	100lbs	180lbs	350lbs
Speed (Land)	15ft	25ft	35ft	45ft
Run:	70ft	100ft	180ft	280ft
Sprint:	No	No	No	No
Initiative:	+3	+2	+2	+1
AC:	16	12	11	9
20% chance of usable armor				
(Leather)	+1, -1Ph, 1d8			
(St. Leather)	+2, -2Ph, 1d8			
(Hide)	+2, -3Ph, 1d12			
(Chainmail)	+4, -5Ph, 1d12, -5ft			
HD:	2d4	2d6	3d8	6d10
Attack Die:	1d20	1d20	1d20+1, 2@1d16+1	1d24+3, 2@1d20+3, 3@1d16+3
Damage:				
(Claw/ punch/ kick)	1d4	1d6	2d6	2d8+1
Critical Die:	1d6	1d6	1d8	1d10
Critical Table:	U	U	U	U
Fortitude:	+1	+1	+2	+3
Reflex:	+4	+3	+4	+4
Willpower:	--	--	--	--

General Information:

For whatever reason, these zombies have maintained some of the speed and agility that they had in life. They roll initiatives and apply their agility bonuses to their armor class like any other creatures. Fast zombies may run, but are too fragile to sprint. Otherwise these undead are like any other zombie.

Attack Profile:

Nearly as mindless as any other zombie, these are aware of their capabilities and they can relentlessly run down living victims due to the fact that while these zombies are still slower than living creatures, they can run at a constant rate and have no need to rest, eat, sleep or breathe. These zombies may use any armor they were wearing in life, but its weight will restrict their running abilities just as it does for the living. These zombies cannot use any weapons either.

Special powers:

Similar to any other undead of this type. These zombies also provoke fear in the Living like other zombies, but the sight of their fluid movements and speed amplify the effect. The DC for the willpower save is 10, +1 per hit die of the zombie.

Zombies can sense living creatures within 20ft, +5ft per hit die of the zombie. As such it is a DC 15 check to sneak passed, surprise, or hide from a fast zombie.

Immunities & vulnerabilities:

Zombies take half damage from piercing and crushing attacks, and do not make willpower saves versus any mind effects.



Unicorns

Alignment: L

Size:	Medium (Young)	Large (Juvenile)	Large (Adult)	Large (Alpha Stallion)
Reach	5ft	5ft	5ft	5ft
STrength:	13 / +1	15 / +1	17 / +2	18 / +3
AGility:	17 / +2	16 / +2	15 / +1	15 / +1
STAMina:	14 / +1	16 / +2	18 / +3	19 / +4
INTelligence:	12+1d4	12+1d4	12+1d4	12+1d4
PERsonality:	14+1d6	14+1d6	14+1d6	14+1d6
LUCK:	8+1d8	8+1d8	8+1d8	8+1d8
Action Die:	1d16	1d20	1d20	1d24
Lift:	26lbs	30lbs	34lbs	34lbs
Drag:	13lbs	120lbs	136lbs	144lbs
Carry:	39lbs	300lbs	340lbs	360lbs
Speed (Land)	50ft	70ft	70ft	75ft
Run:	210ft / 126min.	315ft / 144min.	355ft / 162min	380ft / 180min
Sprint:	415ft	630ft	715ft	755ft
Initiative:	+2	+1	+1	+1
AC:	12	11	10	10
HD:	1d12+1	2d12+4	4d12+12	8d12+40
Attack Die:	1d16+1,	1d20+1	1d20+3,	1d24+5,
			2@1d16+3	2@1d20+5,
				3@1d16+5
Damage:				
(Bite)	1d4+1	1d5+1	1d6+2	1d7+3
(kicks)	1d5+1	1d6+1	1d7+2	1d8+3
(Horn)	1d6+1	1d7+1	1d8+2	1d10+3
(Trample)	3d5+3	3d6+3	3d7+6	3d8+9
Critical Die:	None	1d8	1d10	2d7
Critical Table:	None	III	M	M
Fortitude	+2	+3	+5	+7
Reflex:	+3	+3	+3	+4
Willpower:	#+1	#+1	#+2	#+3

General Information:

Unicorns are gentle forest and plains dwelling creatures that resemble shaggy and bearded horses, but with a single sharp horn spiraling from their foreheads. They are also very intelligent and are always strongly aligned with divine forces. They are self-appointed healers and protectors of the wild, but will often render aid to humanoids they deem worthy. Unicorns often band together with elves and others in times of conflict.

They prefer temperate and sub-tropical forests and plains, but there are rumors of smaller unicorns living in the mountainous regions of the world. When a unicorn dies in battle or of natural causes their body disappears, leaving only a few strands of hair and their horn; both of which are usually lost or destroyed before they can be found. Unicorns are avidly hunted by evil folk who seek unicorn pelts, horns, and hair for magical potions and items.

Attack Profile:

Unicorns have all of a horses attacks; see page 152. However, they are able to use their horns with the deadly precision of any sword. There will be one alpha stallion and 6d10 unicorns in a typical herd. Two thirds will be adults, and the rest will be juvenile or young. There will be several clans of unicorns in any given geographic area and they will all have civil dealings with each other. Unicorns will

band together with elves and faeries to defend their forests and vast prairies that unicorns treasure dearly. They will boldly challenge anyone who threatens their territories, but they are not necessarily looking for a fight. Unicorns will enjoin travelers to respect the land and not to hunt. Failure to keep this promise can prove deadly to those who would break their oaths. In humanoid form, unicorns are free to use any weapons and armor that a cleric could use, assuming they can find anything that fits properly, but unicorns tend to shun metal armors other than mythril. A unicorn's horn counts as a +3 weapon for bypassing any spell or damage resistance.

Special Attacks:

Spells – Unicorn hit dice count as cleric levels for determining spell checks and access to spells; see table 1-5, page 31. A unicorn may choose from the following spells. (See Core Rules p. 127 for wizard spell table and p. 128 for cleric spell table)

1st level spells: *Blessing, Detect Evil, Detect Magic, Food of the Gods, Paralysis, Second Sight, Word of Command, and Magic Missile.*

2nd level spells: *Banish, Binding, Cure Paralysis, Divine symbol (their horn is the focus), Restore Vitality, and Detect Invisible.*

3rd level spells: *Exorcise, Remove Curse, Spiritual Weapon (horn), True Name, and Runic alphabet (fey).*

Divine grace – unicorns may also heal and turn unholy spirits as a cleric of equal hit dice. They do not all worship the same deity, but beliefs will be consistent within each clan or herd. Unicorns choose lawful and neutral nature deities like the sun and the moon, or any gods who revere nature or despise the undead. Unicorns will never willingly commit evil acts or tolerate evil clerics, deities, or spirits, and will attack these and the restless dead on sight.

Special Powers:

All unicorns are excellent runners; they gain a +1 bonus to the running and duration multipliers on Table 1-11, page 7; and are not hindered by any forest terrain.

Adult unicorns can assume a human shape for 2 hours per hit die. They can move between the shapes at will as a full round of activity, but they cannot exceed their total allotment of time per day. In humanoid form they resemble elves, but with longer faces and they will have a tattoo of a star on their foreheads.

Mountain bred unicorns are never larger than size medium, but can have up to the full 8 hit dice of an alpha stallion. When they use their humanoid form they resemble halflings, but with longer faces, pointy ears, and they still have the forehead mark. Mountain unicorns gain a +4 bonus on balance, climb, and jump checks when in the mountains; and they are unhindered by mountainous terrain other than snow. Otherwise these unicorns follow the same rules for all unicorns.

Immunities & vulnerabilities:

Unicorns are good creatures, blessed with a divine grace that renders them nearly immune to all but the most powerful magic. Unicorns have spell resistance equal to their hit dice, but they are totally immune to first and second level spells of a harmful nature. However, unicorns may be charmed by the innocence of children and the virtuous; a unicorn has no spell resistance and suffers a -5 penalty to save rolls versus charm spells cast by children as well as chaste and virtuous clerics. Most of a unicorn's body disappears upon death and they are immune to any attempts to be resurrected or re-animated.



Special Note:

A unicorn's horn is a truly powerful item in its own right. These precious relics are usually stolen by opportunistic wizards and clerics, but they are sometimes gifted to those the unicorns deem worthy. The horn can be used as a +2 short spear with no range capability, but its true power is seen when it is in the hands of a good hearted arcane or divine caster. A wizard may use the horn as a magical casting focus that grants the wizard +1 die step on all casting checks. Good clerics cast at 2 steps higher on the dice chain. The horn will not function for evil creatures and dissolves at their touch.

Weasels

Alignment: C

Size:	Tiny	Small	Medium	Large
Reach:	0ft	5ft	5ft	5ft
STrength:	2 / -4	4 / -2	5 / -2	7 / -1
AGility:	20 / +5	19 / +4	18 / +3	17 / +2
STamina:	10	12	13 / +1	15 / +1
INtelligence:	3 / -3	3 / -3	4 / -2	6 / -1
PERsonality:	6 / -1	6 / -1	6 / -1	6 / -1
LUCK:	9	9	9	9
Action Die:	1d14	1d16	1d20	1d20
Lift:	2lbs	4lbs	5lbs	14lbs
Drag:	4lbs	12lbs	15lbs	56lbs
Carry:	4lbs	20lbs	50lbs	140lbs
Speed (Land)	5ft	10ft	30ft	50ft
Run:	10ft/ 80min	40ft/ 96min	75ft/ 104min	140ft/ 120min
Sprint:	25ft	90ft	150ft	280ft
Initiative:	+5	+4	+3	+2
AC: (thick fur; +2)	20	17	15	13
HD:	1d4	2d5	3d6+3	4d7+4
Attack Die:	1d14+5	1d16+4	1d20+4, 2@1d16+4	1d20+3 2@1d16+3
Damage:				
(Bite)	1 pt	1d6-2	1d8-2	2d5-1
(Claw)	1 pt	1d4-2	1d6-2	2d4-1
Critical Die:	None	None	1d8	1d10
Critical Table:	None	None	M	M
Fortitude:	+1	+1	+3	+3
Reflex:	+6	+5	+5	+4
Willpower:	+0	+0	+1	+1

General Information:

These lanky, nocturnal carnivores prefer forests and rocky terrain as well as colder climates. They live on a diet of small burrowing mammals, and the occasional nesting bird and/or their eggs. Weasels have a variety of colorations to suit their environments and in cold climates they will often molt before winter to grow white or light gray fur to better blend into their surroundings.

Attack Profile:

Weasels prefer rabbits, moles, rats, mice; or any burrowing animals as food. The narrow, flexible body of a weasel allows them to move through tunnels with ease. Their keen sense of smell lets them find their prey in the dark. Weasels use agility rather than strength for melee combat.

Special Attacks:

Silent death – a weasel that successfully sneaks up on its prey gains a +1 bonus on attacks and damage per hit die.



Special Powers:

Sneaky – weasels gain a +3 bonus on all stealth checks.

Keen nose – weasels gain a +3 bonus to search checks involving scent.

Tunnel fighter – a weasel can fit through any opening large enough for its head and it suffers no armor or agility penalties for fighting in tight spaces.



Wolverines

Alignment: N

Size:	Small (typical)	Medium	Large
Reach:	5ft	5ft	5ft
STrength:	10	11	13 / +1
AGILity:	13 / +1	12	11
STAMina:	13 / +1	14 / +1	16 / +2
INTelligence:	1 / -5	1 / -5	1 / -5
PERsonality:	9	9	9
LUCK:	9	9	9
Action Die:	1d16	1d20	1d20
Lift:	10lbs	22lbs	65lbs
Drag:	30lbs	88lbs	260lbs
Carry:	50lbs	110lbs	260lbs
Speed (Land)	30ft	50ft	70ft
Run:	100ft/ 80min	165ft/ 88min	260ft/ 104min
Sprint:	220ft	330ft	520ft
Initiative:	+1	+0	+0
AC: (thick fur & hide; +3)	15	13	12
HD:	2d6	3d7	4d8+4
Attack Die:	1d16	1d20+1, 2@1d16+1	1d20+2, 2@1d16+2
Damage:			
(Bite)	1d5	1d7	1d10+1
(Claw)	1d3	1d5	1d7+1
Critical Die:	None	1d8	1d10
Critical Table:	None	M	M
Fortitude:	+2	+3	+6
Reflex:	+2	+2	+2
Willpower:	+1	+2	+2

Special Attacks:

Frenzy – when a wolverine is reduced to half of its hit points; it goes berserk, attacking anything within reach. Wolverines have a -2 penalty to their armor class, but gain a +1d4 bonus to attacks and damage per size category when frenzied. It lasts as long as the combat and for an additional 1d3 minutes afterwards unless it succeeds at a willpower save with a DC of 15.

Special Powers:

Brawny – wolverines are known for their great strength and are considered one size larger for calculating their lifting and dragging values, but not for carrying.

Fearless – wolverines are immune to fear, even when magically Induced. Instead, wolverines instantly become frenzied and attack that which has tried to frighten them.

Winter hunters – the wolverines body mechanics allow it to move with a strange hopping, rolling bounce to their gait that looks funny until there is snow on the ground. Wolverines can move unhindered by snow cover as long as it isn't greater than shoulder depth.

General Information:

As the largest member of the weasel family, wolverines are carnivorous mammals that are sometimes mistaken for small bears. They have brown oily fur that sheds water effectively and won't collect frost. Some wolverines have light brown striping that starts at the snout and travels down their spines to the base of their tails, and will have a similar pattern on their bellies. Wolverines prefer sub-arctic tundra, or temperate and alpine forests where their awkward running gait helps them move through the snow rather effectively. Wolverines do not hibernate and are known to be fearless about what they will attack and consume: even to the point of driving wolves from their kills or even attacking small bears.

Attack Profile:

These lone hunters are vicious and will attack anything; particularly in winter and early spring when food is scarce. Size is no obstacle and they will even attack creatures that are two size categories larger than themselves without hesitation and have even been observed hunting moose.



Wolves

Alignment: L

Size:	Small	Medium	Large	Huge
Reach:	5ft	5ft	5ft	10ft
STrength:	12	13 / +1	15 / +1	17 / +2
AGility:	16 / +2	15 / +1	14 / +1	13 / +1
STamina:	13 / +1	14 / +1	16 / +2	18 / +3
INtelligence:	2d3+1	2d3+1	2d4+1	2d4+1
PERsonality:	9	9	9	9
LUCK:	9	9	9	9
Action Die:	1d16	1d20	1d20	1d24
Lift:	12lbs	13lbs	30lbs	85lbs
Drag:	36lbs	39lbs	120lbs	340lbs
Carry:	60lbs	130lbs	300lbs	595lbs
Speed (Land)	35ft	55ft	75ft	95ft
Run:	130ft / 117min	210ft / 126min	315ft / 144min	440ft / 162min
Sprint:	285ft	420ft	630ft	795ft
Initiative:	+2	+1	+1	+1
AC: (thick fur; +1)	14	12	11	10
HD:	2d8+2	3d8+3	3d10+6	6d10+18
Attack Die:	1d16	1d20+2	1d20+2, 2@1d16+2	1d24+4, 2@1d20+4, 3@1d16+4
Damage:				
(Bite)	1d6	1d8+1	1d12+1	2d14+2
Critical Die:	1d8	1d8	1d8	2d6
Critical Table:	M	M	M	M
Fortitude:	+2	+3	+4	+6
Reflex:	+3	+3	+3	+4
Willpower:	+1	+2	+2	+3

Special Attacks:

Immobilizing attack – when a wolf damages a foe that is wearing less than heavy armor, the victim must succeed at a fortitude save versus a DC of 10, +1 per hit die of the wolf. Failure indicates that the wolf has broken whatever bone(s) it has bitten. If the victim is wearing heavy armor fails this save they are tripped and fall prone.

Special Powers:

Wolves gain a +1 bonus to their running and stamina modifiers on Table 1-11 when calculating these values. Wolves may travel at half of their running speed for up to 10 hours without a fortitude save; this distance will be modified by terrain, but wolves are unhindered by light forests and rough terrain. Wolves get a +2 bonus on all saves versus cold and on all search checks and when tracking by scent..

Wolf, Frost

These silvery predators of the frigid north are like other wolves except that they are always size *Large* or *Huge* and they prefer to roam alpine forests and arctic wastelands. Frost wolves are immune to cold based attacks and damage, but they take double damage from fire and lose one point of stamina every hour when the temperature is above 40⁰ F. As long as the temperature is less than 40⁰ F, they continually project an aura of cold out to a distance of 15ft. The aura causes victims 2 points of frost damage per round of contact upon a failed fortitude save versus a DC of 10, +1 per hit die of the wolf.

General Information:

These archetypal members of the canine family are supremely adapted to temperate and sub-arctic forests, but can also be found in arid scrub lands. Their fur is thick and well suited to colder climates with colorations ranging from white and grey to reds, browns and even the occasional black. Wolves are able to hunt and travel with ease upon the tundra, but prefer wooded and mountainous terrain for their dens. Wolves are well adapted for running long distances compared to their domestic brothers, and prefer to roam over large territories of dozens of square miles for every wolf in the pack; a territory that is often far larger than necessary in order to avoid border skirmishes with other wolf packs. Such skirmishes can be quite bloody when they occur.

Attack Profile:

There are usually 1d7+4 adult wolves in a pack, but there can be as many as 4d10-2 wolves hunting within their territory. Wolves can always summon more members of the pack if they are available; calling 2d3 pack mates to arrive on the scene in 2d6 rounds. Wolves will always track down a wolf killer and either kill it or drive it out of their territory. Wolves are smart enough to use complex communication signals, decoys, and will maximize their terrain advantages when they hunt.





SCOTTACKERMAN12

Wyvern

Alignment: Roll 1d6: 1= Chaotic,
2-5 = Neutral, 6= Lawful

General Information:

Also known as lesser dragons, these scaled terrors can be found hunting the sub-arctic wastes as well as boreal forests all the way to the scrub deserts and tropical jungles of the equator. Wyverns have long serpentine necks and tails, but only have 2 legs with powerful talons and a pair of leathern wings instead of forearms. They are found anywhere that there are caves and rocky uplands for them to find a roost. Wyvern are born hungry, but nature has equipped them to hunt down their food within a few hours of hatching. Wyvern hatch by the dozens from massive communal nests every 120 to 140 years and then wander off on their own, eating anything that they can catch...including each other. These hard to predict events cause mayhem and panic when they occur too close to inhabited lands. By the time wyvern reach medium size they become sentient creatures, but are still rather dim witted; but they keep developing. As they enter adulthood a wyvern finds a place to hibernate for at least 13 years, then they emerge as powerful spell casters with an advanced intellect and personality.

Lundwyrms are cousins of the wyvern and are similar in all ways, except that lundwurm's have a 2 pairs of legs with powerful talons, no wings and are mostly aquatic. The second listings for: armor class, land speed, lifting, dragging, and carrying is for lundwyrms. However, wyverns lose 2 points of AC when not flying. Collectively both types are referred to as wyvern, and all wyvern other than ocean dwelling lundwyrms have a poisonous stinger on their tails. Most adult and elder wyvern can cast spells, but they must learn their magic as any other wizard and there is no telling what spells or patrons they might know.

Attack Profile:

Wyvern are solitary by nature which prevents them from coordinating their efforts; but they are sometimes found in groups as large as 2d3 wyverns aged juvenile or younger in long infested regions. Adult and elder wyvern are solitary creatures, but may sometimes be encountered in flights of 2d3 or more when they are preparing to lay their eggs. Immature wyverns lack any real strategy to their attacks; simply diving onto their intended targets using whatever weapons they have available. Mature wyvern will use strategy and guile, and some wyvern will even treat civilly with other intelligent critters and creatures. All wyvern use their agility or strength bonus for melee combat, whichever is greater.

Size:	Small (Hatchling)	Medium (Juvenile)	Large (Adult)
Reach:	5ft	5ft	10ft
STrength:	10	11	13 / +1
AGILity:	17 / +2	16 / +2	15 / +1
STAMina:	11	13 / +1	15 / +2
INTElligence:	2 / -4	3 / -3	6+1d7
PERsonality:	9	9	9
LUCK:	9	9	9
Action Die:	1d16	1d20	1d20
Lift:	10lbs/ 10lbs	33lbs/ 11lbs	130lbs/ 26lbs
Drag:	– / 30lbs	– / 33lbs	– / 104lbs
Carry:	5lbs / 50lbs	22lbs/ 110lbs	65lbs / 260lbs
Speed (Land)	15ft / 30ft	20ft / 40ft	25ft / 50ft
Run:	No / 80ft	No / 110ft	No / 195ft
Sprint:	No / 145ft	No / 220ft	No / 350ft
Speed (Swim, Lundwyrms only)	35ft	60ft	80ft
Run:	100ft/ 108min	165ft/ 117min	260ft/ 135min
Sprint:	220ft	330ft	520ft
Speed (Fly, Wyvern only)	140ft	200ft	330ft
Acceleration:	60ft	90ft	150ft
Deceleration:	120ft	180ft	300ft
Glide:	0ft	0ft	5ft
Hover:	12rds	13rds	No
Initiative:	+2	+1	+1
AC: (Scales; +4)	21 / 19	17 / 15	16 / 14
HD:	1d12	2d12+2	4d12+8
Attack Die:	1d16+4	1d20+3,	1d20+3, 2@1d16+3
Damage:			
(Bite)	1d3	1d4	1d5+1
(Talon)	1d4	1d5	1d4+1
(Stinger)	1d2+ Venom	1d3+ Venom	1d4+ 1+ Venom
(Wing / slash)	No	No	1d3+1
(Spells)	No 10%	No 15%	1 st level 20%
Critical Die:	None	1d8	1d10
Critical Table:	None	DR	DR
Fortitude:	+1	+2	+4
Reflex:	+3	+3	+3
Willpower:	+1	+1	+2

No two wyvern are the same, even when they are born of the same nest. For each wyvern the Storyteller may roll 1d3 times upon Table VII, page 410 of the Core Rules to determine the physical appearance of the wyvern. For each adult wyvern the Storyteller rolls 1d100 once on Table V, page 408 of the Core Rules to determine the wyvern's one martial trait. Additionally, the Storyteller may wish to use Tables 9-1, 9-3 and 9-4 on page 380 of the Core Rules to further distinguish the individual physical traits for wyvern.

Size:	Huge (Old)	Gargantuan (Elder)
Reach:	15ft	20ft
STrength:	15 / +1	17 / +2
AGility:	15 / +1	13 / +1
STamina:	17 / +2	19 / +4
INtelligence:	8+1d8	10+1d10
PERsonality:	9	9
LUCK:	9	9
Action Die:	1d24, 1d20	1d30, 1d24
Lift:	300lbs/ 75lbs	1020lbs/ 170lbs
Drag:	– / 300lbs	– / 680lbs
Carry:	150lbs/ 525lbs	425lbs / 935lbs
Speed (Land)	30ft/ 60ft	35ft/ 70ft
Run:	No / 300ft	No / 425ft
Sprint:	No / 450ft	No / 635ft
Speed (Swim, Lundwyrms only)	100ft	120ft
Run:	375ft/ 153min	510ft/ 171min
Sprint:	675ft	920ft
Speed (Fly, Wyvern only)	410ft	590ft
Acceleration:	180ft	250ft
Deceleration:	360ft	500ft
Glide:	10ft	15ft
Hover:	No	No
Initiative:	+1	+0
AC: (Scales; +4)	15 / 13	13 / 11
HD:	6d12+12	9d14+36
Attack Die:	1d24+4, 2@1d20+4, 3@1d16+4	1d30+5, 2@1d24+5, 3@1d20+5, 4@1d16+5
Damage:		
(Bite)	1d6+1	1d7+2
(Talon)	1d5+1	1d6+2
(Stinger)	1d5+1+ Venom	1d6+2+ Venom
(Wing / slash)	1d4+1	1d5+2
(Spells)	2 nd level, Action die+4	3 rd level, Action die+5
(Chance of breath weapon)	25%	30%
Critical Die:	1d12	1d14
Critical Table:	DR	DR
Fortitude:	+5	+8
Reflex:	+4	+5
Willpower:	+3	+4

Special Attacks:

Venom – All wyvern stingers are capable of delivering a paralytic neurotoxin per the rules for venom (CCD pg. 190). Wyverns of size huge or greater may choose to deliver a cardiotoxin instead of the paralytic agent. Ocean dwelling lundwyrms have no stingers, but those of lake and rivers retain this attack form. Sea going lundwyrms may still have a bashing tail attack with damage dice increased by two steps on the dice chain.

Neurotoxin (paralysis) – fortitude save versus a DC of 13, +1 per hit die of the wyvern. Failure indicates that the venom causes a numbing paralysis to spread outward from the wound site as the venom blocks the communication of neurons. The victim loses 2 points from their agility score and 5ft of movement every turn. Death occurs from an inability to breath within 2d3 turns of envenomation. This venom requires 3 dice of magical healing to cure.

Cardiotoxin – fortitude save versus a DC of 18 or the toxin stops their heart in 6d6 rounds, -1 per hit die of the wyvern, or the victim dies. This venom requires 4 dice of magical healing to cure.

Special Powers:

Breath weapon – there is a slight chance per age category that a wyvern has this attack form. For wyvern this takes the form of a 60° cone of fire that does 1d8 points of damage per age category and extends to twice its listed reach. The wyvern may use this attack once every 1d7 rounds and targets are allowed a fortitude save for half damage. A lundwyrms has a +5% chance per age category of having this attack form, but they spray a cloud of acid instead. In either case, the DC is 10, +1 per hit die of the wyvern to resist half damage and the wyvern or lundwyrms is immune to the same type of damage as its breath weapon.

Spells – wyvern with spell casting are subject to corruptions, mutations, and patron taint just like any other wizard and use action dice + INT bonus + hit dice for their casting checks; adult and elder wyvern may cast twice in the same round

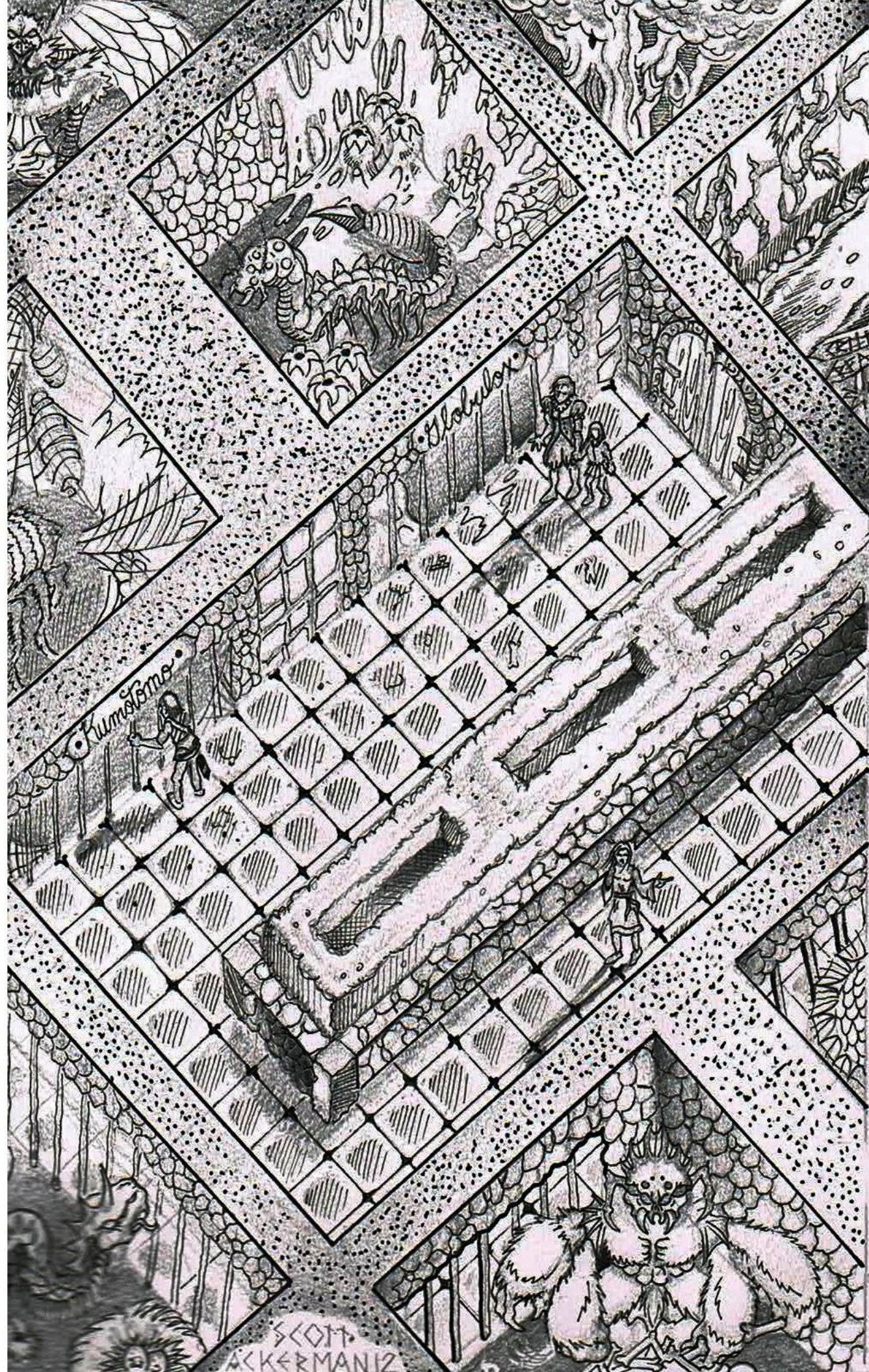
Immunities & vulnerabilities:

Until a wyvern reaches its adult stage it is a near mindless killing machine that lives for the hunt. When they reach adulthood they make a nest and sleep for 13 years; when they wake, they have a greater understanding and intelligence as well as new arcane abilities and draconic powers.

Wyvern have the draconic fondness for treasure and power; petitioners bearing gifts and/or proffers of power will usually get the wyvern's attention... what happens after that is up to the petitioner, the magnitude of their offer, set against the

audacity of the petitioner's request. All wyvern gain damage and spell resistance equal to its hit dice +2. The damage resistance may be bypassed with weapons made from mythril or star-metal. Their spell resistance may be overcome by divine spells, see page 14 for further information on these abilities.

Chapter 4 Making Critters



Ok... so now that you've seen what Critters, Creatures, & Denizens offers; let's take a moment to run through some practical applications. There are at least two different ways to use the concepts presented in chapter 1 for converting critters to the CCD model. They are both fairly straight forward but we'll start with the easier of the two: *when you already know the creature's ability scores*. This is a common situation, especially for aficionados of the classic modules, or any of the OGC material compatible with version 1.0 of the Open Game Licence and other third party materials.

If the original creature entry provides ability scores, size, and other data then most of your work is already done. If the creature's ability scores fall within the range of 1 through 20; use those scores, but apply the ability modifiers from Table 1-1, page 1 of the CCD to all relevant aspects of the critter. The only exception being the Luck Statistic which may be the same as the original critter's charisma score or less as the Storyteller deems necessary and a value of '9' is the default standard for the luck score for the critters within these pages.

It is then a simple matter of applying the data from the tables in chapter 1 to flesh out the critter records sheet. Record the critters action die, lifting and carrying capacities, etc.; however, the creature's base attacks and final save values will most likely be quite different than the original creature. Let's try an example.

Looking for common domain critters I chose the Xill for this example because it's not a commonly used critter and because it offers some complexity that will make for an interesting example. These inter-dimensional critters can actually be quite a challenge for parties of moderately experienced adventurers. As you can see, most of the information transfers over directly and as an extra-dimensional creature I've chosen to go with the higher luck value as being more appropriate; in this case I have used the 'biped tables', but more powerful versions of this creature could be built using the tables for 'insects'.

As a medium sized creature, its lifting and running values are equal to its strength score times 10, and its sprinting speed is equal to the xill's running speed times 1.8. Their ability to travel back and forth between the Material and Ethereal Plane suggests to me that they aren't good distance runners, so their maximum running time is equal to their Stamina score multiplied by 4 instead of the usual 7.5 for a medium sized biped and they should suffer an additional +2 penalty to the DC values for checks against running fatigue and damage; why run when you can transport via alternate dimensions?

Armor classes can be tricky to convert and the Storyteller should be careful not to over armor their creations. Remember, in the DCC RPG universe the theoretical maximum for AC is 22 without magical assistance; calculated as: 10 (base) + 3 (maximum Agility bonus) + 8 (full platemail) +1 (shield). The original entry for xill says nothing about armor use; so xill only get chitin (natural armor) and their agility score bonus + 10 for being a medium sized creature, or +9 for the larger version.

Table 4-1: Converting Xill to CCD format

Size:	Medium	Large
Title:	Xill Warrior	Xill Hive Master
Alignment:	Lawful	Lawful
Reach:	5ft	10ft
STrength:	15 / +1	17 / +2
AGility:	16 / +2	15 / +1
STAMina:	15 / +1	17 / +2
INTelligence:	12	13 / +1
PERsonality:	12	13 / +1
LUCK:	11	12
Action Die:	1d20, 1d16, 1d14, 1d12	1d20, 1d16, 1d14, 1d12
Lift:	150lbs	255lbs
Drag:	300lbs	510lbs
Carry:	150lbs	255lbs
Speed (Land)	40ft	50ft
Run:	150ft/ 45min	255ft/ 68min
Sprint:	270ft	460ft
Initiative:	+4	+3
AC:	19 (Chitin; +7)	20 (Chitin; +10)
HD:	5d8+5	9d8+18
Attack Die:		
(Melee)	1@1d20+2, 2@1d16+2, 3@1d14+2, 4@1d12+2	1@1d20+5, 2@1d16+5, 3@1d14+5, 4@1d12+5
(Ranged)	1@1d20+3, 2@1d16+3, 3@1d14+3	1@1d20+4, 2@1d16+4, 3@1d14+4
Damage:		
(Axe)	1d10+1	1d10+2
(Claw/ Bite)	1d4+1	1d6+2
Paralysis DC	12	16
(Halberd; 2 hands)	1d10+1	1d10+2
(Longbow)	1d6	1d6
70ft/ 140ft/ 210ft		
(Mace)	1d6+1	1d6+2
(Ovipositor)	1d4+1	1d6+1
(Short Sword)	1d6+1	1d6+2
(Spear; 2 hands)	1d8+1	1d8+2
Critical Die:	1d10	1d12
Critical Table:	M	M
Fortitude Save:	+3	+6
Reflex Save:	+4	+5
Willpower Save:	+2	+5

The larger *hive master* version has heavier armor plating, but is larger and easier to hit, so its armor class isn't that much greater than the basic xill; but sufficient to denote it as *the boss*.

As a 5 hit die creature it would already qualify for two actions each round anyway, so with the additional pair of arms it's quite plausible that the xill would have 4 melee or up to 3 ranged attacks every round. In the CCD mechanics a 5 hit die creature has a base attack bonus of +1. Generally I don't like critters to have more than 2 ranged attacks in a round, but xill are from *somewhere else* so 3 ranged attacks per round seems reasonable and with an Agility score of 16 they are probably fairly good with this attack form. A variety of weapons have been listed for convenience. The xill qualify as humanoids, but their other worldly nature and powers make them truly monstrous creatures so they use table 'M' for critical strikes. Their base saving bonuses are hit die dependent, so the basic version has a bonus of +2 on all saves that is modified by the appropriate ability bonus; the Hive Master version has a bonus of +4 on all saves plus ability modifiers.

As for the special attacks and powers of a xill (or any creature) adapting these takes a bit of finesse, and each storyteller should consider the conversions in the light of what their story requires and what you need the creature for. Most of the time you'll be able to use the information as written, but sometimes the original creature will have feat driven powers that effect the combat statistics. In this case the Storyteller will have to decide how important these powers are to the creature's concept. Some powers and abilities might be ignored if they make the critter too powerful or if they don't fit well within the DCC RPG Environment. However, if presented with Damage or Turn Resistance, then it may be translated directly to the new critter build. Any spell resistance listed for creatures compatible with OGL version 1.0 should be divided by 2 and rounded up to find the CCD equivalent. Such abilities listed in percentile format should be divided by 10 and rounded up to find their CCD equivalence.

The DC's for most special attacks and powers within these pages are calculated using the following formula: DC= 7, +1 per hit die of the creature with the understanding that most creatures will not have a more than 15 hit dice. The Storyteller can vary the base amount of '7' for tougher or weaker critters. However, it should be noted that the maximum bonus to any character's save rolls in the DCC RPG system (without magical aid) is +9; and that's only if the PC has an attribute score of 18 *for the relevant save roll*. This is important, because it means that a DC of 30+ is usually an automatic success for any creature's powers. Given the average attribute scores for DCC... a range of 8-25 is best.

The xill are supposed to be quick to act (Improved Initiative) and *Critters, Creatures, & Denizens* doesn't penalize a creature's initiative for size, so even the hive-master version should have a bonus to initiative. It seems reasonable to grant the xill a racial +2 bonus on initiative checks. Furthermore, the xill's ability to pop into the Material Plane means that the targets are usually caught by surprise. For my version of the xill, I think I'll take away the *miss chance* as they fade into the Ethereal Plane... Instead, it will take them two rounds of concentration where they will have a -3 penalty on armor class while they build up the energy to make the transition; then the xill will simply 'blink' out of existence.

For their *improved grab* ability I will simply give the xill a +4 bonus on grappling checks rather than the +8 they receive in the original form. Lastly, xill may use a bite or ovipositor attack upon grappled opponents once per round and it will automatically cause damage.

The original entry also says that there are larger versions of these creatures with 9 hit dice. Once you have constructed the basic version, it is then a simple matter to extrapolate upwards to the *hive master* version using the tables in chapter 1 of this book. It should be noted however, that nothing in chapter 1 covers the increase or decrease of a critter's intelligence, personality, or luck. The variability of these abilities is entirely up to the Storyteller and his or her needs. I increased the intelligence and personality scores of the basic xill warrior to reflect that the *command level* creatures would naturally be the smartest and wisest of the species; but this principle doesn't hold true for all species.

It is also possible for the Storyteller to replace the ability scores with randomizers like '1d6+7' or '1d8+12' to generate random ability scores of 7 to 13, and 13 to 20 respectively. This is especially helpful if you are going to be using large numbers of the same type of creature to express the natural variability found within any given species.

If you are presented with ability scores that are beyond 20 it is up to the Storyteller to decide how they wish to proceed. The ideas presented in chapter 1 operate under two principles. One; that the natural maximum attribute score for any critter is 20. Two; that it is possible through mutation, magic, or supernatural ability to have ability scores beyond 20. In this case use the following formulation to derive the bonuses:

For Ability scores beyond 20; simply subtract 20 from the creatures ability score and add the remainder to the existing bonus for a score of 20. So for an ability score of 25, you would have a bonus to attacks and damage equal to +10. (Because 25-20=5, and the normal bonus for an attribute of 20 is +5 which is increased by 5.)

Now for those times when you don't have ability scores provided. This is most often used to convert DCCRPG core creatures as well as critters from older role-play games. In these cases there isn't really a standard approach and there is a lot more guess work. And again, all conversions should be considered from the vantage point of what the story needs. Let's take an example from the DCCRPG core rules... the ubiquitous orc. This is what they look like in the CCD format:

Table 4-2; Orc Tribe

Size:	Medium	Medium	Medium	Medium	Medium	Medium
Title:	Generic	Grunt	Wizard / Cleric	Boss	Big Boss	War Master
Reach:	5ft	5ft	5ft	5ft	5ft	5ft
STrength:	13 / +1	6+1d10	7+1d10	8+1d10	8+1d10	8+1d12
AGILITY:	8 / -1	6+1d7	6+1d7	6+1d10	6+1d10	8+1d10
STamina:	13 / +1	6+1d10	7+1d10	8+1d10	8+1d10	8+1d12
INtelligence:	4 / -2	4 / -2	8 / -1	8 / -1	9	10
PERsonality:	4 / -2	4 / -2	8 / -1	6 / -1	9	10
LUCK:	8 / -1	1d7+2	1d7+6	1d7+6	1d8+8	2d6+6
Action Die:	1d20	1d20	1d20	1d20	1d20, 1d16	1d20, 1d16, 1d14
Lift:	130lbs					
Drag:	260lbs					
Carry:	130lbs					
Speed (Land)	30ft					
Run:	130ft/ 97min					
Sprint:	235ft					
Initiative:	-1					
AC:	10+ armor	11+ armor	11+ armor	11+ armor	12+armor (Thick skin; +2)	13+ armor (Thick skin; +3)
(Thick Skin; +1)						
(Chainmail)	+5AC, -5 check penalty, -5ft speed, 1d12 fumble					
(Hide)	+3AC, -3 check penalty, 1d12 fumble					
(Full Platemail)	+8AC, -8 check penalty, -10ft speed, 1d16 fumble					
(Half-Plate)	+7AC, -7 check penalty, -10ft speed, 1d16 fumble					
(St. Leather)	+3AC, -2 check penalty, 1d8 fumble					
(Shield; +1)	+1AC, -1 check penalty					
HD:	1d8	1d8+?	2d8+?	4d8+?	6d8+?	9d8+?
Attack Die:						
(Melee)	1d20+1	1d20+0+STR	1d20+0+STR	1d20+1+STR, 2@1d16+1+STR	1d20+2+STR, 2@1d16+2+STR	1d20+3+STR, 2@1d16+3+STR, 3@1d14+3+STR
(Ranged)	1d20-1	1d20+0+AGIL	1d20+1+AGIL	1d20+1+AGIL, 2@1d16+2+AGIL	1d20+2+AGIL, 2@1d16+2+AGIL	1d20+3+AGIL, 2@1d16+3+AGIL
Damage:						
(Fist/Kick)	1d4+1					
(Axe)	1d10+1					
(Longsword)	1d8+1					
(Spear)	1d8+2					
(Mace)	1d6+1					
(Polearm)	1d10+2					
(Shortbow)	1d6					
Range	50/ 100/ 150ft					
Critical Die:	1d6	1d6	1d8	1d10	1d12	1d14
Critical Table:	III	III	III	III	IV	IV
Fortitude Save:	+2	#+1 (0 to 3)	#+1 (0 to 3)	#+2 (2 to 5)	#+3 (3 to 6)	#+4 (4 to 9)
Reflex Save:	+0	#+1 (0 to 2)	#+1 (0 to 2)	#+1 (0 to 3)	#+3 (2 to 5)	#+4 (4 to 7)
Willpower Save:	-1	-1	+0	+1	+3	+4

When converting from a critter that has no listed ability scores, I zero in on the creature's saving throw bonuses followed by their number of hit dice; then their armor class as the best means of determining the creature's relative power as a combatant. The save roll bonuses will usually tell you what strengths or weaknesses the creature has, and using the information in chapter one of the CCD we find that a 1 hit die creature starts with a +1 bonus to all saves then gains an additional +1 to their base saves for every three hit dice. With these facts it is easy to work backwards to find out what the creature's attribute scores are for Stamina, Agility, and Personality. The DCC orc lists its saves as *Fortitude +2; Reflex +0; Willpower -1*. Since the orc has 1 hit die it has base saves of +1, so this tells me that the basic orc has a Stamina score of 13 in order to have a +2 bonus on fortitude saves. However, it puzzles me that they have no bonus to reflex saves *and* a +1 bonus to initiative. This is where the Storyteller's judgment is needed to figure out which is more important for the needs of their story. This means that the orcs either have a 13 for their Agility Score and some other 'mechanism' of their make-up causes the poor reflex save; or, the orcs have a poor Agility score and they should lose the initiative bonus. For this conversion I went with brutish and orcs and stayed true to the DCC save values.

Looking at the creature's melee attack bonus and damage values will give you the best indication for the creature's strength score. If the creature is particularly large or strong then they will probably have 'xdx + something' listed for their damage. If the *something* added to the dice is '+5' or less then you know the value for their strength score by looking up the bonus on Table 1-1, page 1 of the CCD. If the additive value is greater than '+5' it is up to the storyteller to determine the course of action in line with the needs of their story. You can cap the creature's attack and damage bonus at +5, or you could give the creature a power like *wicked claws* or *longer arms* to buff up the bonus to the amount listed in the original entry if desired. Using the optional rule for mutations and magic, a creature that has a listed melee damage bonus of +7 could also be said to have a strength score of 22. To figure this out subtract 5 from the creature's attack and damage bonus. The result plus 20 is the actual ability score. This will have an affect on the creature's lifting running and carrying values if those optional rules are in use.

General values for and increases to Intelligence and Luck scores are entirely up to the setting and story needs. In this example I kept to the standard trope of stupid orcs, giving them just enough smarts for weapons and armor use.

The standard value for a creature's luck is 9 unless there is some reason to modify the result per the needs of the story. For example, a race of creatures that are doomed to live within the confines of a cursed valley might qualify for a general luck score of 6 or less. Likewise a creature that lives within an elven or faerie woodland might justifiably qualify for a Luck score of 13 or more, depending on the Storyteller's needs. The way I figure it is: if you're an orc in a fantasy RPG setting... how lucky can you be? In the CCD paradigm a creature's luck penalty or boon applies to their hit points unless they have a class or other feature that directs otherwise.

As for an orc's special powers and abilities... those are copied over directly, but just for the fun of it I figure that orcs are also highly mutagenic and can tolerate 1 mutation per 4 hit points.

So, the first column of Table 4-2 is the DCCRPG orc rendered within the CCD paradigm, and the only real difference is that the CCD's orcs are slower to react and generally poor tacticians unless directed by someone or something smarter than they are. It is provided both as a basis for reference and for when a Storyteller needs a few orcs at a moment's notice. The other columns are designed to aid the Storyteller who is using a lot of orcs for their story.

The Storyteller that has made vanquishing large numbers of orcs the main theme for their story might want to spend the time to render the orc hierarchy with greater detail; so having quick and easy randomizers for building large numbers of troops might come in handy. The *blank spaces* in the table are to allow the Storyteller to copy the page and fill in their own data based on the results for the die rolls for the orc's randomized attributes.



Here are a few helpful tables to make the storyteller's life a little easier. Tables 4-3, 4-5 to 4-8, and 4-10 are the compiled running and sprinting speeds for various types of critters by their strength scores and sizes. Table 4-4a to 4-4d are the compiled running duration for various types of creatures by stamina score. Table 4-9 is an alternate table for farmers to determine their livestock, and table 4-11 covers spotting distances by creature size and altitude above ground level.

Table 4-3: Maximum Running and Swimming Speeds for Bipeds and Pinnipeds by Size and Strength in feet per round.

Strength Score	Smallest	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
1	5	5	10	10	15	20	25	30
2	5	10	15	20	30	40	50	60
3	5	15	25	30	45	60	75	90
4	10	20	30	40	60	80	100	120
5	10	25	40	50	75	100	125	150
6	10	30	50	60	90	120	150	180
7	15	35	55	70	105	140	175	210
8	15	40	65	80	120	160	200	240
9	20	45	70	90	135	180	225	270
10	20	50	80	100	150	200	250	300
11	20	55	90	110	165	220	275	330
12	25	60	95	120	180	240	300	360
13	25	65	105	130	195	260	325	390
14	30	70	110	140	210	280	350	420
15	30	75	120	150	225	300	375	450
16	30	80	130	160	240	320	400	480
17	35	85	135	170	255	340	425	510
18	35	90	145	180	270	360	450	540
19	40	95	150	190	285	380	475	570
20	40	100	160	200	300	400	500	600
21	40	105	170	210	315	420	525	630
22	45	110	175	220	330	440	550	660
23	45	115	185	230	345	460	575	690
24	50	120	190	240	360	480	600	720
25	50	125	200	250	375	500	625	750
26	50	130	210	260	390	520	650	780
27	55	135	215	270	405	540	675	810
28	55	140	225	280	420	560	700	840
29	60	145	230	290	435	580	725	870
30	60	150	240	300	450	600	750	900
31	60	155	250	310	465	620	775	930
32	65	160	255	320	480	640	800	960
33	65	165	265	330	495	660	825	990
34	70	170	270	340	510	680	850	1020
35	70	175	280	350	525	700	875	1050

Table 4-4: maximum running times by stamina score (1-9) and type of creature

Creature Stamina Score	1	2	3	4	5	6	7	8	9
Biped/ Pinniped	7 minutes	15 minutes	22 minutes	30 minutes	37 minutes	45 minutes	52 minutes	60 minutes	67 minutes
Quadruped	8 minutes	17 minutes	25 minutes	34 minutes	42 minutes	51 minutes	59 minutes	68 minutes	76 minutes
Insects, arachnids, & supernatural creatures	9 minutes	18 minutes	27 minutes	36 minutes	45 minutes	54 minutes	63 minutes	72 minutes	81 minutes

Table 4-5: Maximum Sprinting Speed for Bipeds and Pinnipeds by Size and Strength in feet per round.

Strength Score	Smallest	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
1	5	10	15	20	30	30	40	40
2	10	20	30	35	55	60	75	80
3	10	30	45	55	80	90	110	120
4	15	40	60	70	110	120	150	155
5	20	50	70	90	135	150	190	195
6	25	60	85	110	160	180	225	235
7	30	70	100	125	190	210	260	275
8	30	80	115	145	215	240	300	310
9	35	90	130	160	245	270	340	350
10	40	100	145	180	270	300	375	390
11	45	110	160	200	300	330	410	430
12	50	120	170	215	325	360	450	470
13	50	130	190	235	350	390	490	510
14	55	140	200	250	380	420	525	545
15	60	150	215	270	405	450	560	585
16	65	160	230	290	430	480	600	625
17	70	170	245	305	460	510	640	665
18	70	180	260	325	485	540	675	700
19	75	190	275	340	515	570	710	740
20	80	200	290	360	540	600	750	780
21	85	210	300	380	570	630	790	820
22	90	220	315	395	595	660	825	860
23	90	230	330	415	620	690	860	900
24	95	240	345	430	650	720	900	935
25	100	250	360	450	675	750	940	975
26	105	260	375	470	700	780	975	975
27	110	270	390	485	730	810	1010	1015
28	110	280	405	505	755	840	1050	1055
29	115	290	420	520	785	870	1090	1090
30	120	300	430	540	810	900	1125	1130
31	125	310	445	560	840	930	1160	1170
32	130	320	460	575	865	960	1200	1210
33	130	330	475	595	890	990	1240	1290
34	135	340	490	610	920	1020	1275	1325
35	140	350	505	630	945	1050	1310	1365

Table 4-4a: maximum running times by stamina score (10-18) and type of creature

Creature Stamina Score	10	11	12	13	14	15	16	17	18
Biped/ Pinniped	75 minutes	82 minutes	90 minutes	97 minutes	105 minutes	112 minutes	120 minutes	127 minutes	135 minutes
Quadruped	85 minutes	93 minutes	102 minutes	110 minutes	119 minutes	127 minutes	136 minutes	144 minutes	153 minutes
Insects, arachnids, & supernatural creatures	90 minutes	99 minutes	108 minutes	117 minutes	126 minutes	135 minutes	144 minutes	153 minutes	162 minutes

Table 4-6: Maximum Running Speed for Quadrupeds by Size and Strength in feet per round.

Strength Score	Smallest	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
1	5	5	10	15	20	25	30	35
2	5	10	20	30	40	50	60	70
3	10	15	30	45	60	75	90	105
4	10	20	40	60	80	100	120	140
5	15	25	50	75	100	125	150	175
6	20	30	60	90	120	150	180	210
7	20	35	70	105	140	175	210	245
8	25	40	80	120	160	200	240	280
9	30	45	90	135	180	225	270	315
10	30	50	100	150	200	250	300	350
11	35	55	110	165	220	275	330	385
12	35	60	120	180	240	300	360	420
13	40	65	130	195	260	325	390	455
14	40	70	140	210	280	350	420	490
15	45	75	150	225	300	375	450	525
16	50	80	160	240	320	400	480	560
17	50	85	170	255	340	425	510	595
18	55	90	180	270	360	450	540	630
19	60	95	190	285	380	475	570	665
20	60	100	200	300	400	500	600	700
21	65	105	210	315	420	525	630	735
22	65	110	220	330	440	550	660	770
23	70	115	230	345	460	575	690	805
24	70	120	240	360	480	600	720	840
25	75	125	250	375	500	625	750	875
26	80	130	260	390	520	650	780	910
27	80	135	270	405	540	675	810	945
28	85	140	280	420	560	700	840	980
29	90	145	290	435	580	725	870	1015
30	90	150	300	450	600	750	900	1050
31	95	155	310	465	620	775	930	1085
32	95	160	320	480	640	800	960	1120
33	100	165	330	495	660	825	990	1155
34	100	170	340	510	680	850	1020	1190
35	105	175	350	525	700	875	1050	1225

Table 4-4b: maximum running times by stamina score (19-27) and type of creature

Creature Stamina Score	19	20	21	22	23	24	25	26	27
Biped/ Pinniped	142 minutes	150 minutes	157 minutes	165 minutes	172 minutes	180 minutes	187 minutes	195 minutes	202 minutes
Quadruped	161 minutes	170 minutes	178 minutes	187 minutes	195 minutes	204 minutes	212 minutes	221 minutes	229 minutes
Insects, arachnids, & supernatural creatures	171 minutes	180 minutes	189 minutes	198 minutes	207 minutes	216 minutes	225 minutes	234 minutes	243 minutes

Table 4-7: Maximum Sprinting Speeds for Quadrupeds by Size and Strength in feet per round.

Strength Score	Smallest	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
1	10	10	20	30	40	45	55	50
2	15	20	45	60	80	90	110	105
3	20	35	65	90	120	135	160	160
4	30	45	90	120	160	180	215	210
5	35	55	110	150	200	225	270	260
6	45	65	130	180	240	270	325	315
7	50	80	155	210	280	315	380	370
8	60	90	175	240	320	360	430	420
9	65	100	200	270	360	405	485	470
10	70	110	220	300	400	450	540	525
11	80	120	240	330	440	495	595	580
12	85	130	265	360	480	540	650	630
13	95	145	285	390	520	585	700	680
14	100	155	310	420	560	630	755	735
15	110	165	330	450	600	675	810	790
16	115	175	350	480	640	720	865	840
17	120	190	375	510	680	765	920	890
18	130	200	395	540	720	810	970	945
19	135	210	420	570	760	855	1025	1000
20	145	220	440	600	800	900	1080	1050
21	150	230	460	630	840	945	1135	1100
22	160	240	485	660	880	990	1190	1155
23	165	255	505	690	920	1035	1240	1210
24	170	265	530	720	960	1080	1295	1260
25	180	275	550	750	1000	1125	1350	1310
26	190	285	570	780	1040	1170	1405	1365
27	195	300	595	810	1080	1215	1460	1420
28	200	310	615	840	1120	1260	1510	1470
29	210	320	640	870	1160	1305	1565	1520
30	215	330	660	900	1200	1350	1620	1575
31	225	340	680	930	1240	1395	1675	1630
32	230	350	705	960	1280	1440	1730	1680
33	240	365	725	990	1320	1485	1780	1730
34	245	375	750	1020	1360	1530	1835	1785
35	250	385	770	1050	1400	1575	1890	1840

Table 4-4c: maximum running times by stamina score (28-35) and type of creature

Creature Stamina Score	28	29	30	31	32	33	34	35
Biped/ Pinniped	210 minutes	217 minutes	225 minutes	232 minutes	240 minutes	247 minutes	255 minutes	262 minutes
Quadruped	238 minutes	246 minutes	255 minutes	263 minutes	272 minutes	280 minutes	289 minutes	297 minutes
Insects, arachnids, & supernatural creatures	252	261 minutes	270 minutes	279 minutes	288 minutes	297 minutes	306 minutes	315 minutes

Table 4-8: Maximum Running Speed for Insects by Size and Strength in feet per round.

Strength Score	Smallest	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
1	5	10	10	20	25	30	35	40
2	10	20	25	40	50	60	70	80
3	10	30	35	60	75	90	105	120
4	15	40	50	80	100	120	140	160
5	20	50	60	100	125	150	175	200
6	25	60	70	120	150	180	210	240
7	30	70	85	140	175	210	245	280
8	30	80	95	160	200	240	280	320
9	35	90	110	180	225	270	315	360
10	40	100	120	200	250	300	350	400
11	45	110	130	220	275	330	385	440
12	50	120	145	240	300	360	420	480
13	50	130	155	260	325	390	455	520
14	55	140	170	280	350	420	490	560
15	60	150	180	300	375	450	525	600
16	65	160	190	320	400	480	560	640
17	70	170	205	340	425	510	595	680
18	70	180	215	360	450	540	630	720
19	75	190	230	380	475	570	665	760
20	80	200	240	400	500	600	700	800
21	85	210	250	420	525	630	735	840
22	90	220	265	440	550	660	770	880
23	90	230	275	460	575	690	805	920
24	95	240	290	480	600	720	840	960
25	100	250	300	500	625	750	875	1000
26	105	260	310	520	650	780	910	1040
27	110	270	325	540	675	810	945	1080
28	110	280	335	560	700	840	980	1120
29	115	290	350	580	725	870	1015	1160
30	120	300	360	600	750	900	1050	1200
31	125	310	370	620	775	930	1085	1240
32	130	320	385	640	800	960	1120	1280
33	130	330	395	660	825	990	1155	1320
34	135	340	410	680	850	1020	1190	1360
35	140	350	420	700	875	1050	1225	1400

Table 4-9: Random Farm Critters

Die Roll	Critter Type	Page Number
1	Battle Chicken	43
2	Swan	46
3	Dove	45
4	Goose	46
5	Cow	56
6	Chicken	43
7	Goat ¹	131
8	Ox	56
9	Pig ²	53
10	Duck	46
11	Pigeon	51
12	Sheep ³	185
13	Mule	172
14	Horse ⁴	141

1= Dwarven characters may substitute mountain goat for a regular goat.

2= If half orcs, orcs, and dwarven characters may substitute boars instead of pigs.

3= Elves, dwarves, and gnomish characters may substitute sheep of the appropriate kind; see page 186 for more detail.

4= A successful luck check versus a DC of 25 for non-elves means these are flying horses instead. Elves roll against a DC of 20.

Table 4-10: Maximum Sprinting Speed for Insects by Size and Strength in feet per round.

Strength Score	Smallest	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
1	10	30	30	50	55	60	60	65
2	25	55	60	95	110	120	125	130
3	35	85	95	145	165	180	190	190
4	50	110	125	190	220	240	250	255
5	60	140	155	240	275	300	315	320
6	70	170	190	290	330	360	380	385
7	85	195	220	335	385	420	440	450
8	95	225	250	385	440	480	505	510
9	110	250	280	430	495	540	570	575
10	120	280	310	480	550	600	630	640
11	130	310	345	530	605	660	695	705
12	145	335	375	575	660	720	755	770
13	155	365	405	625	715	780	820	830
14	170	390	435	670	770	840	880	895
15	180	420	470	720	825	900	945	960
16	190	450	500	770	880	960	1010	1025
17	205	475	530	815	935	1020	1070	1090
18	215	505	560	865	990	1080	1135	1150
19	230	530	590	910	1045	1140	1200	1215
20	240	560	625	960	1100	1200	1260	1280
21	250	560	655	1010	1155	1260	1325	1345
22	265	615	685	1055	1210	1320	1385	1410
23	275	645	720	1105	1265	1380	1450	1470
24	290	670	750	1150	1320	1440	1510	1535
25	300	700	780	1200	1375	1500	1575	1600
26	310	730	810	1250	1430	1560	1640	1665
27	325	755	840	1295	1485	1620	1700	1730
28	335	785	875	1345	1540	1680	1765	1790
29	350	810	905	1390	1595	1740	1830	1855
30	360	840	935	1440	1650	1800	1890	1920
31	370	870	970	1490	1705	1860	1955	1985
32	385	895	1000	1535	1760	1920	2015	2050
33	395	925	1030	1585	1815	1890	2080	2115
34	410	950	1060	1630	1870	2040	2140	2175
35	420	980	1090	1680	1925	2100	2205	2240

Table 4-11: Spotting distance in miles to the horizon by creature size and observing altitude; assuming perfect viewing conditions.*

Creature Size & Height in Feet	Ground Level	5 feet	10 feet	15 feet	20 feet	30 feet	40 feet	50 feet	75 feet	100 feet
Tiny (1.5ft)	1.49	3.11	4.14	4.96	5.66	6.85	7.86	8.76	10.67	12.29
Small (3ft)	2.11	3.45	4.4	5.18	5.85	7.01	8.0	8.88	10.77	12.38
Medium (5ft)	2.73	3.86	4.73	5.46	6.1	7.22	8.18	9.05	10.91	12.5
Large (10ft)	3.86	4.73	5.46	6.1	6.68	7.72	8.63	9.45	11.25	12.8
Huge (15ft)	4.73	5.46	6.1	6.68	7.22	8.18	9.05	9.84	11.57	13.08
Gargantuan (20ft)	5.46	6.1	6.68	7.22	7.72	8.63	9.45	10.21	11.89	13.36
Colossal (30ft)	6.68	7.22	7.72	8.18	8.63	9.45	10.21	10.91	12.5	13.91

*1 Mile = 1.609 Kilometers, & 1 foot = 0.305 meters.

Acknowledgements

Special thanks to the following for the help and information they contributed to this book. Except where referenced, the work herein is all original. It is a work of fiction. All efforts have been made to not infringe on the rights of other authors, creators, and storytellers.

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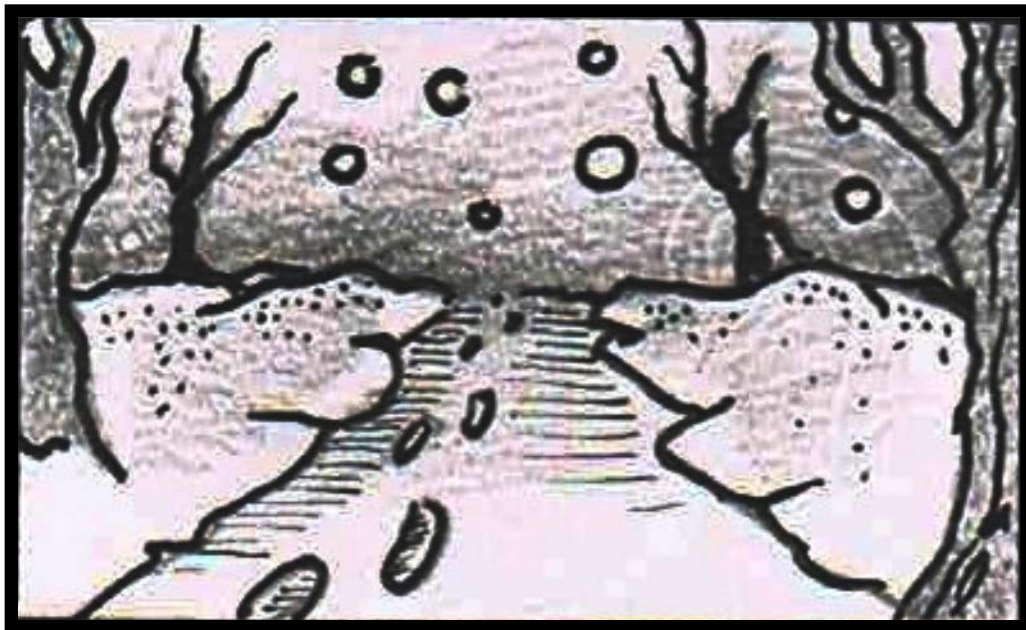
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Critter Name, Class, Description, & Story Notes:

Type:				
Alignment:				
Size:				
STRength:				
AGILity:				
STAMina:				
INTelligence:				
PERsonality:				
LUCK:				
Action Die:				
Lift:				
Drag:				
Carry:				
Speed (Land)				
Run:				
Sprint:				
Speed (Swim)				
Run:				
Sprint:				
Speed (Fly)				
Acceleration:				
Deceleration:				
Glide:				
Hover:				
Initiative:				
AC:				
HD:				
Attack Die:				
Damage:				
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Critical Die:				
Critical Table:				
Fortitude:				
Reflex:				
Willpower				

General information:

Attack Profile:

Special Attacks/ Mutations:

Special Powers/ Mutations:

Immunities & Vulnerabilities:

Character Name, Class, Description, & Story Notes:

	Character	Familiar/ Retainer	
Type:			General information:
Alignment:			
Size:			
Reach:			
STrength:			
AGILITY:			
STAMINA:			
INTELLIGENCE:			
PERSONALITY:			
LUCK:			
Action Die:			
Lift:			
Drag:			
Carry:			
Speed (Land)			
Run:			
Sprint:			
Speed (Swim)			
Run:			Special Attacks/ Mutations:
Sprint:			
Speed (Fly)			
Acceleration:			
Deceleration:			
Glide:			
Hover:			
Initiative:			
AC:			
HD:			
Attack Die:			
Damage:			
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Critical Die:			
Critical Table:			
Fortitude:			
Reflex:			
Willpower			

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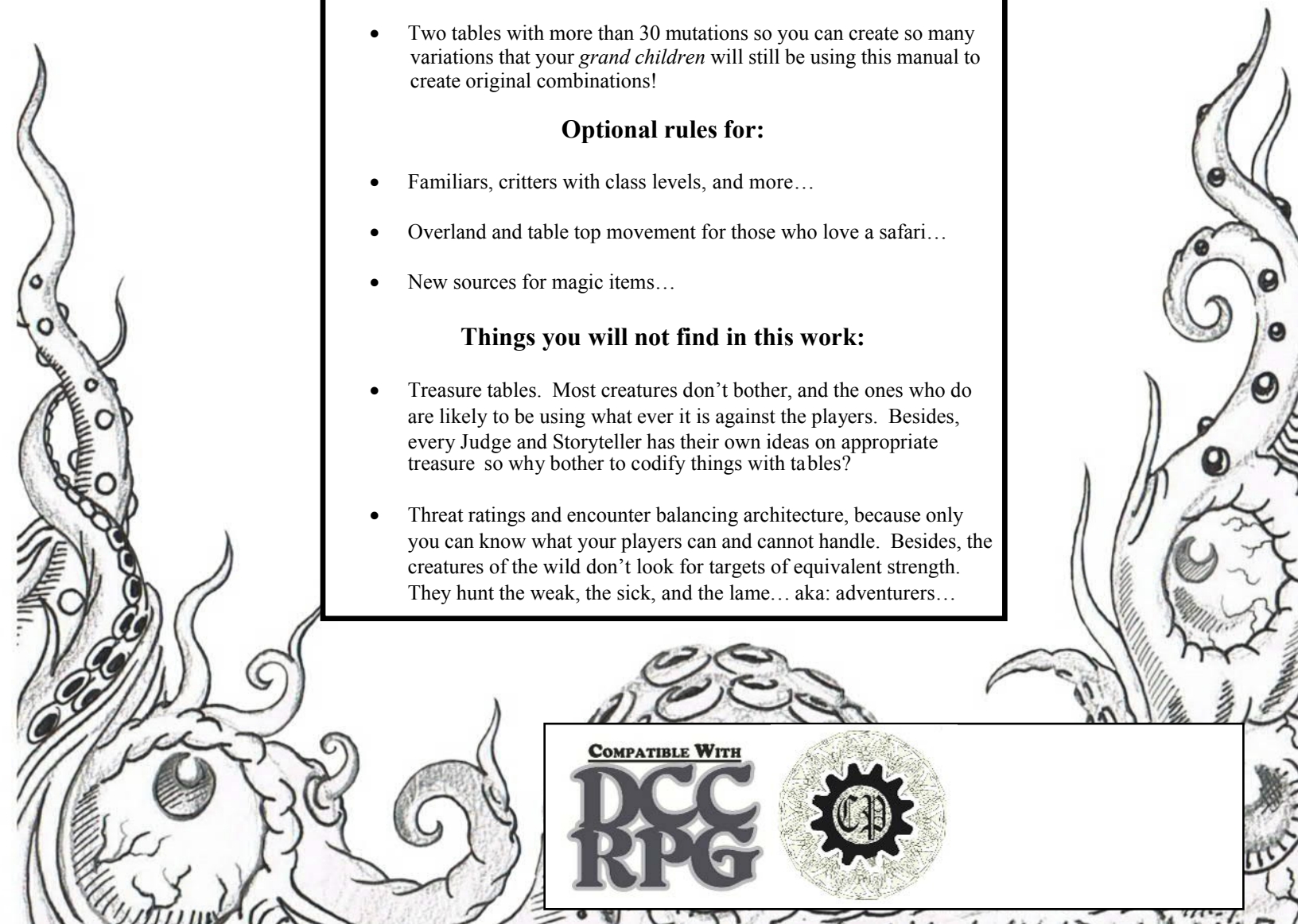
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- More than 7 templates that transform the stock creatures into zombies, skeletons, lycanthropes, and more...
- The guidelines and definitions needed to create your own creatures that will scale appropriately with the DCC RPG environment.
- Two tables with more than 30 mutations so you can create so many variations that your *grand children* will still be using this manual to create original combinations!

Optional rules for:

- Familiars, critters with class levels, and more...
- Overland and table top movement for those who love a safari...
- New sources for magic items...

Things you will not find in this work:

- Treasure tables. Most creatures don't bother, and the ones who do are likely to be using what ever it is against the players. Besides, every Judge and Storyteller has their own ideas on appropriate treasure so why bother to codify things with tables?
- Threat ratings and encounter balancing architecture, because only you can know what your players can and cannot handle. Besides, the creatures of the wild don't look for targets of equivalent strength. They hunt the weak, the sick, and the lame... aka: adventurers...



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