

# *Collectanea Creaturae*

*a collection of creatures  
for the Fate Core system*



*by Travis S. Casey  
and Julian A. G. Stanley*

*Revised and Expanded*



Ebon  
Gryphon  
Games

### *How Does One Measure a Hero?*

*By His Enemies.*

Within these pages, you will find over 160 creatures for your *Fate Core* heroes to face, ranging from the mundane - bears, wolves, and sharks - to the truly monstrous - demons, titans, and dragons.

In true *Fate Core* fashion, these creatures are presented with an eye toward dramatic use, with aspects, skills, stunts, and extras that guide their use not only in combat, but also as characters to interact with. Your characters can strike a deal with a goblin trader, negotiate with a centaur tribe, frolic with fauns, or look for a way to lay an unfortunate shade to rest.

In addition, an appendix is presented with suggestions on using many of the creatures within as NPC companions for your PCs.

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Travis S. Casey

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# Collectanea Creaturae

A Compendium of Monsters  
for the *Fate Core* system  
revised and expanded

by Travis S. Casey and Julian A. G. Stanley



*Ryan Lee*



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## **Dedication**

To friends, be they close or far away.

## **Special Thanks**

To Evil Hat Productions, for making  
*Fate Core* so easy to license, and to  
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to include versions of the monsters from  
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# Preface

---

In late 2013, when we set out to create a monster book, we discovered that writing concisely, doing book layout, securing art, and all the various bits that make it possible for someone else to use the products of one's creativity took a great deal of work. We both had lots of experience creating homebrew material for games, but had only really ever represented them as mad (and borderline demonic) scrawls in notebooks or on note cards. Thus, with little experience and lots of heart and determination, we began our great journey into publishing.

*COLLECTANEA CREATURAE FOR MONSTERS & MAGIC* was our original intended product for our Kickstarter, with a few other books resulting from stretch goals. *FATE CORE* wasn't an afterthought, though - we'd been running and playing the *DRESDEN FILES RPG* for quite some time, had both backed the *FATE CORE* Kickstarter, and had run a couple of brief *FATE CORE* campaigns. We did, though, somewhat underestimate the amount of effort that it would take to create *FATE CORE* versions of all the creatures, and how much game-mechanical involvement there would be in some of the descriptions. The *FATE CORE* version was also produced using software that was new to us, and, at the same time, we didn't want to take too long getting out the *COLLECTANEA CREATURAE* for all of our *FATE CORE* fans.

The upshot was that there were quite a few compromises made along the way, and it didn't take long for us to feel it. Quite a few *M&M*-isms slipped through in the text, and the layout felt crowded. We did a lot of referring to *CC-FC* (as we call it for short) in the process of creating *APERITA ARCANA FOR FATE CORE*, and started to feel its inadequacies. In addition, while we'd had *AA-FC* in the back of our minds as we were writing *CC-FC*, we hadn't finalized it yet, and a lot changed in it along the way.

Thus, as we were finishing up *AA-FC*, we decided that our next major project should be a revision of *CC-FC*, to allow us to bring what we'd learned about layout to it, to fix the problems we'd noted, and to upgrade the art in it. And, of course, being us, we wound up expanding it as well.

Since our goal was revision, and not a completely new book, our changes for this edition include more information about the existing creatures, and a bit more development in areas we felt were lacking mechanically. Still, the process of opening up the layout, particularly our decision to try to start new monsters on a new page as often as was practical, meant that we wound up expanding on some creatures considerably. Of course, all of this will be free for those who already have the book, and we hope you'll all enjoy the fruits of our additional labor!



Travis S. Casey and Julian A. G. Stanley  
Tallahassee, August 2015

# Introduction

## About The Creature Entries

*FATE CORE* normally divides non-player characters into the categories of Nameless NPCs, Supporting NPCs, and Main NPCs (*FC* 213-221). We've chosen to represent each of our creatures as a main NPC, on the theory that it's much easier for GMs using the book to trim down an entry by removing things rather than to expand on one.

Thus, if you wish to use, say, a half-dozen nameless goblin warriors in an encounter, you should use only the most relevant aspects and skills, possibly cut down their number of stress boxes, and not use consequences for them, as described on *FC* 214-217.

Much of this sort of adjustment can be done on the fly – simply don't use those aspects and stunts that you don't wish to for the given encounter, and remember to cut down their available stress boxes.

Most especially, remember the power of conceding. Most reasonable opponents will give up or run away when it becomes apparent that they're not going to win a fight – and too, having your NPCs concede on a regular basis will remind players that concession exists as an option, encouraging them to concede rather than fight to the death against a superior force.

Regarding the statistics themselves, our default assumption in this book is that the reader is planning for a classic fantasy-style game. Mostly, we've used the basic *FATE CORE* skill list, and have introduced skills where it seemed necessary; these are explained in the *New Skills* section below.

## Stress

Physique and Will determine physical and mental stress, as usual. The new higher ranks also introduce new levels of stress, however:

**Superb (5) and Fantastic (6) are treated the same:** four stress boxes and an additional typed mild consequence

**Epic (7) and Legendary (8)** give four stress boxes, an additional typed mild consequence, and an additional typed moderate consequence

**Mythic (9) and Godlike (10)** give five stress boxes, an additional typed mild consequence, and an additional typed moderate consequence

These are inclusive listings – that is, **Mythic (9)** would only give one additional mild and one additional moderate consequence, *not* three of each.

### The Ladder

Since our creatures range up to things that are akin to gods, we've extended the default *Fate Core* ladder, adding two new ranks:

|                  |           |
|------------------|-----------|
| <b>Godlike</b>   | <b>10</b> |
| <b>Mythic</b>    | <b>9</b>  |
| <b>Legendary</b> | <b>8</b>  |
| <b>Epic</b>      | <b>7</b>  |
| <b>Fantastic</b> | <b>6</b>  |
| <b>Superb</b>    | <b>5</b>  |
| <b>Great</b>     | <b>4</b>  |
| <b>Good</b>      | <b>3</b>  |
| <b>Fair</b>      | <b>2</b>  |
| <b>Average</b>   | <b>1</b>  |
| <b>Mediocre</b>  | <b>0</b>  |
| <b>Poor</b>      | <b>-1</b> |
| <b>Terrible</b>  | <b>-2</b> |

## Scales

Creatures have a Scale value indicated. Scales are indicated using terms from the Fate ladder. You can think of a character's Scale as being the limit on how high its highest skill can be. Normal Fate characters, thus, are of Great scale (If you are using *APERITA ARCANA*, characters start at Good scale). When the GM decides to lift the skill rank limit to Superb (5), they become Superb (5) scale.

There are exceptions: for example, with player characters, the GM might have raised the limit to Superb (5), but an individual player might have chosen to use their skill advances to raise lower skills, and have their highest skills be Great. Similarly, you will find some creatures in this book who have a higher or lower maximum skill than their listed Scale, but usually, Scale will go along with their highest skill.

## New Skills

Since we are focusing on a fantasy world, we've chosen to expand the *FATE CORE* skill list slightly. Quick summaries of the new skills introduced are given here – these should be enough to make use of them with the creatures in this book. If you'd like to find out more about them, they are more fully described in *APERITA ARCANA: FANTASY FOR FATE CORE*, along with stunts based upon them.

**Faith** indicates a connection to a divine or pseudo-divine source of power. It is not the same as religious knowledge – that comes under Lore. It can normally be used in mystical tests of faith and to create advantages against supernatural creatures opposed to your deity. Other uses are possible with stunts.

**Magic** comprises knowledge of and ability to use a branch of magic. Functions as Lore, but limited to magical subjects; type(s) of magic the character knows and can use is determined by high concept and other aspects. Magic can normally be used for Create an Advantage actions, or to Overcome obstacles that are magically related. Using it to Attack or Defend requires a stunt or extra that allows it.

**Nature** is a knowledge skill like Lore, but of getting along in the natural world, knowledge of animals, etc. Separated to give more leeway for rangers, druids, and similar characters. Some characters may be able to use Nature as Magic via stunts or extras – for example, druids do so.

**Politics** is composed of knowledge of “who’s who” and “what’s what” in society. Scope is determined by your high concept and other aspects – a Noble will know noble and royal politics, while a Gutter Rat will know who’s who “on the street”.

**Ride** replaces Drive for use with animals; Drive remains for ships, wagons, etc.

### Optional Use of Scale

If you wish to avoid using weapon and armor values, you can use Scale as a rough guide instead. If, however, you are using weapon and armor values, then Scale simply exists to provide you with a rough indication of each creature's power level. For every rank of Scale a character or creature is below their opponent, they get a -1 on their Attack actions. Similarly, if they are of a higher Scale than their opponent, they gain a +1 for each rank they by which they exceed the opponent's scale.

**Example:** A group of beginning characters, at Great (4) scale, encounter a dragon of Fantastic (6) scale. Since Fantastic (6) is two ranks higher than Great (4), the characters will have a -2 on their attacks, while the dragon will have a +2 on its attacks.

## Redefined Skills

**Drive** is now the skill for either working with an animal or team of animals and a conveyance (e.g., a cart, wagon, or carriage) or with a crew and a conveyance (e.g., a ship or boat). The GM may choose to restrict what you can do with it based on relevant aspects.

**Lore** becomes the “everything else” knowledge skill. It covers what Magic, Nature, and Politics don’t, such as history, sciences, etc.

### Healing

As in standard *Fate Core*, there is no ‘medicine’ or ‘healing’ skill. Healing could reasonably be covered by Faith, Lore, Magic, or Nature, depending on how you do it. In any case, however, you cannot do any sort of healing beyond normal recovery from a consequence (*FC* 164) without a stunt or extra.

## Unusual Skills

Remember that *FATE CORE* allows for specialized creature skills – one might have a skill of Hit Things, or Explode Messily, or the like. We’ve chosen to use such skills in a few places where it made more sense to us, although we’ve stuck to the standard skills for the most part. These should be self-explanatory where used.

## Immunities and Resistances

An **Immunity** makes a creature invulnerable to abilities or aspects of the type that it is immune to. In order to affect the creature with such an effect, it’s necessary to invoke an aspect that could explain why you can bypass the immunity, or to have a stunt or extra that would allow it.

**Resistance** normally is treated as having a stunt that allows one to resist that sort of ability or aspect – thus, the resistant creature gains a +2 on its defense. Some creatures have resistances that instead allow them to use an alternate skill to defend. This will be noted as such in the creature’s statistics.

Note that immunities and resistances apply not just to attacks, but also to attempts to create an advantage, unless the advantage is only related to the effect type indirectly. For example, a creature that is **Immune to Fire** can’t be directly affected by an aspect like *On Fire!* It could, however, be affected by one such as *Thick Smoke*, which could block its sight. As always, the GM should reward creative strategy in making and applying aspects!

## Creature Types

Each creature in the listing is assigned one or more types; this allows us to avoid repeating certain information over and over. Each type is described here.

If you are using spells taken from old school RPGs, such spells may only affect certain types (e.g., *charm person* or *hold animal* spells).

**Animal:** This type is used for ‘normal’ animals. They do not have human intelligence, and are affected by spells that affect animals or monsters, but not by those that affect persons. They lack abstract thinking ability, and generally cannot be meaningfully communicated with without magic of some sort.

**Animated:** These are ‘creatures’ which are either magically animated objects, or are powered by some sort of clockwork or other technology. As they are not biological creatures, they do not need to eat, drink, or breathe, and are immune to poisons. They cannot be healed or harmed by standard healing spells and their reverses, nor

by spells that only affect living beings. It may be possible to repair them using Magic or Crafts, as appropriate. In general, they cannot be negotiated with or frightened, and are thus immune to many uses of Rapport, Provoke, Empathy, and Deceive.

**Anomalous:** Creatures of this type are alive, but are not ‘life as we know it’. Examples include elementals of all sorts, creatures of ‘living stone’, and some from alien dimensions. Because of their alien biology, standard healing spells do not heal them, but *harm* spells do hurt them (it being much easier to break something without detailed knowledge of it than to repair it!). Spell variants can be researched to heal them. Their own healing spells only heal their own kind unless otherwise specified. Anomalous creatures are resistant to mind-affecting magic and psionics, and to sleep and paralyzation magic, unless designed to affect them (e.g., a *control elemental* spell).

**Aquatic:** These creatures cannot move on land unless otherwise specified. If removed from water, they will dry out, suffering one stress per hour until killed. This stress cannot be recovered without wetting them thoroughly.

**Extraplanar:** Movement and powers of extraplanar creatures can be blocked by magical protections (magic circles, *protection from evil* spells, etc.). They can be sent back to their own plane by appropriate magic (exorcism, spells of dismissal, etc.), or by killing their summoner or destroying the magical item that summoned them. ‘Killing’ an extraplanar creature simply returns it to its own plane. In general, will have a true name, if there are true names in the setting.

**Fey:** The inhabitants of the realm of Faerie, the fey are technically extraplanar. However, due to the complex relationships between the ‘normal’ world and Faerie, they are treated as a separate type. They *can* be kept out by magical protections, but *cannot* be sent back to their own plane by any general method (some have specific methods). All fey are immune to aging, and they normally have true names.

The fey are vulnerable to cold iron weapons, and can be harmed simply by touching cold iron. Some types can *only* be harmed by cold iron or magical weapons, and are immune to attacks with normal weapons. Plants with red berries (rowan, mountain ash, holly, etc.) provide resistance to their magic, while turning one’s coat inside-out does the same for fey illusions and glamours. St. John’s Wort, marigolds, and primrose repel them, but do not grant protection from their powers.

Some types may be helpful if appeased with offerings of milk, food, or sugar – this is up to the GM, but it’s recommended that these be useful when creating aspects to aid in negotiation with fey creatures.

## True Names

In many settings, creatures – especially extraplanar creatures, such as demons – have *true names*. People or objects may have them as well. True names are often kept hidden, and it may require research to discover one, or involve a quest to find someone who might know.

The use of true names is magic, and the GM may require that a character have an aspect, stunt, or extra indicating knowledge of how to use true names (or, alternatively, may simply decide that any character with knowledge of magic knows how).

Knowledge of a true name is represented with an aspect – *I Know X’s True Name* or the like. Such an aspect may be compelled to make a magical attack against that target automatically successful, or invoked for a bonus.

At the GM’s option, true names of persons (or even other types) may expire in time; in this case, having someone learn your true name could be treated as a consequence. If the GM wishes to have true names be extremely important in the game, consider using a separate ‘name’ stress track.

**Gargantuan:** a gargantuan creature is one so much larger than normal PCs that it is represented as having different zones for different parts of it. (As per *Multiple Zone Monsters* in the *FATE SYSTEM TOOLKIT*, p 158.) Note that regular creatures might become this type if PCs find themselves on the receiving end of a shrinking spell!

**Incorporeal:** An incorporeal creature has no physical body, and usually no Physique score; thus, it cannot lift anything directly. They are immune to physical attacks of a non-magical nature, and possibly to all physical attacks (one will not have physical stress boxes in that case). Lacking bodies to affect, they are immune to paralyzation, poisons, and diseases, and have no need for food, water, or air. They are normally also immune to *sleep* spells.

**Magical Hybrid:** The result of experiments by wizards or alchemists, or of a special creation by a god or demigod, magical hybrids are creatures that combine elements of normally incompatible creature types. Such creatures are generally incapable of reproducing. However, they are also usually either unaging or extremely long-lived.

As creations of magic, they are resistant to magic, and resistant or immune to aging as well. Many have additional immunities.

**Mythic Beast:** These creatures are of animal-grade intelligence, like animals, but are not real-world animals. As such, they immune to both *person* and *animal* spells. *Monster* spells are required to affect them.

**Person:** These are creatures affected by *person* spells. They may have an additional type tag: e.g., person (humanoid). They may or may not have true names, depending on setting. Persons are of human-style intelligence, and are capable of forming long-term plans, anticipating the future, and so forth.

**Plant:** Biologically different from animals, plants are not affected by *animal* or *person* spells, but require spells that specifically affect plants, or those that affect *monsters*. They are not affected by hunger, the need for sleep, nor the need to breathe (although there may be exceptions where specified). Normal healing spells do not affect them, although *harm* and *cause wounds* spells do. (At GM's option, druidic healing may affect them.) Poisons and diseases that affect animals do not normally affect them. They are immune to paralysis and mind-affecting spells and abilities.

**Primordial:** Creatures of this type are, to put it simply, components of the universe itself. They are intrinsically immortal, and as such, immune to magical aging (although some do age normally), death magic, poisons, and diseases. In general, they do not need food, water, air, or sleep – but many enjoy those things. Ones who are

### **Semi-Divine or Fey?**

The fey come from the mythology of the Celtic peoples, and have several characteristics that are specific to them, especially the vulnerability to cold iron that most share, and the effects that certain berries have. They also are described as living in an "otherworld", where strange creatures roam and time flows differently than in the mortal world.

Other mythologies have creatures of similar nature, but which inhabit the mortal world, such as the nymphs and fauns in Greek myth, or many of the Kami in Shinto. You could consider fey to stand midway between semi-divine and extraplanar – the fey are "native" to the otherworld, but they are linked to the mortal world in a way that extraplanar creatures are not. Tolkien's elves could be a fictional example of semi-divine creatures – they too have a 'divine nature', but are native to the mortal world.

Individual GMs may wish to adjust the status of various creatures for their campaign, depending on their particular vision of the creatures.

‘killed’ will be reborn in some way, though this may take considerable time. Unlike extraplanars, primordials are considered a natural part of the mortal world, and cannot be kept out by magic circles, *protection from evil* spells, and similar defenses. They frequently have true names.

**Semi-Divine:** Descended from divinities, or somehow partaking of divine nature, semi-divine creatures are naturally long-lived or immortal, and therefore resistant to aging effects.

**Undead:** The spirit or reanimated body of a dead creature. Undead are immune to mind-affecting magic, except that specifically meant for them (e.g., clerical turning). They are not healed by normal healing spells (at the GM’s option, healing may damage them instead). The living find undead frightening, and so undead gain a +2 bonus to fear attacks. In general, undead do not need to eat, sleep, eat, drink, or breathe; exceptions will be noted. They are immune to poisons, disease, and death magic. They may have true names, if the GM wishes.

**Unique:** There is only one of this creature. This has no effects, and is only provided for informational purposes.

**Unit:** a collection of creatures who are treated as a single creature for game purposes. A **small unit** occupies only a single zone. It acts twice each exchange, and has armor: 1 against non-area attacks of all types. A **large unit** occupies one or more zones. It gets to go twice in each exchange in each zone it occupies, and has armor: 2 against non-area attacks of all types, increasing by an additional point for each zone beyond the first it occupies (thus, a 3-zone unit would have armor: 3). The zones the unit occupies must remain contiguous.

Units vs. units: as described here, units are meant for use against individuals, such as PCs. If two units are fighting, we recommend that they each gain only one action against the other, and that the larger unit (in terms of zones occupied) gains +1 on their actions (including defenses!) for each additional zone they occupy. They ignore each others’ additional armor gained from being a unit.

## Weapons, Armor, and Ratings

Weapon and armor ratings have been assigned to creatures, using the assumptions of a fairly cinematic fantasy setting. In more detail, comparisons would be:

**Weapon Rating 1:** one-handed weapons: daggers, short swords, throwing daggers and axes

**Weapon Rating 2:** weapons that can be wielded one or two-handed: swords, axes, light spears, short bow, light crossbow (cocked by hand)

**Weapon Rating 3:** two-handed weapons: two-handed swords, halberds, heavy spears, long bow, medium crossbow (cocked by foot or with ‘goat’s foot’)

**Weapon Rating 4+:** magical weapons, siege weaponry, guns, heavy crossbow (steel bow, cocked by windlass)

**Armor Rating 1:** light armors: leather, padded, partial mail

**Armor Rating 2:** medium armors: mail, partial plate, Roman legionary armor

**Armor Rating 3:** heavy armors: reinforced mail, full plate

**Armor Rating 4+:** magical armor, walls, buildings

Note that these are lower than the numbers given in the *FATE CORE* book (page 277), since those are intended for a gritty fantasy setting. In general, the numbers are similar enough that it shouldn't matter, but you may wish to adjust to fit your setting style.

## Weapon and Armor Features

In *APERITA ARCANA*, we introduced the idea of weapon and armor features, differentiating such equipment not only by numerical ratings that affect Stress dealt out, but also through aspects, free boosts, and stunt-equivalents tied to them.

To make use of such features, one must be proficient with the weapon in question, or have training with the type of armor. We have continued this system here. Those of you playing without *APERITA ARCANA* may either ignore these (they are noted in the weapon entry, so you can easily separate them from the abilities of the creatures themselves), or draw upon them as additional ideas for aspects, stunts, etc. for the creatures.

A feature that is listed in ***Bold Italic*** without other explanation is an aspect that the weapon or armor has. Such aspects can be used both for invocations and compels; however, they do not come with any free invokes, so invocations must be either bought with fate points, or created via uses of the Create an Advantage action with the weapon/armor.

A **Free Boost** means that the weapon/armor user may gain the particular boost listed on a success with style without needing to reduce their level of success by a shift. Similarly, a **Free Lasting Aspect** allows the user to create a lasting aspect instead of a boost on a success with style, and do so without needing to spend a shift of success.

Some items may have more than one of these benefits. This does not, however, allow the user to gain more than one such benefit from a single action: a single success with style on an attack or defense only allows creating one boost or aspect!

Many bows and some other missile weapons grant the following stunt:

**Rapid Shooting:** allows a character using Shoot with the weapon to make an additional attack instead of creating a boost (but still costing one shift).

## A Note About 'Humans'

You'll find the term 'humans' in many of the monster descriptions in this book. Old school games distinguish a variety of human-like creatures: humans, demi-humans, semi-humans, and humanoids are all separate categories of intelligent beings that have societies.

Unfortunately, writing 'humans, demi-humans, semi-humans, and humanoids' gets rather unwieldy. Thus, when you see such phrases as "bears do not normally attack humans" in this book, please consider it to mean "bears do not normally attack humans, demi-humans, semi-humans, or humanoids". Where there are exceptions, we'll note them.

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## Annis

High Concept: *Child-Eating Hag of Winter*

Trouble: *Too Much Heat For These Cold Bones*

Other Aspects: *With My Dying Breath I Curse Thee, Uninvited Guests Taste Best, Who Could Refuse a Kindly Old Lady?*

Scale: Superb (5)

Skills:

Superb (5): Fight

Great (4): Burglary (stealing children from their home), Magic

Good (3): Deceive, Physique

Fair (2): Crafts (cooking), Notice, Will

Stunts: **Illusion of a Kindly Old Woman** (use Magic to create advantages for appearing as kindly old woman), **Cold and Ice Magic** (use Magic as Shoot, and to create advantages involving cold and ice)

Extras: **Dying Curse** (can curse foes when they die, may use their open consequences to strengthen curse (see sidebar)), **Tough Skin** (armor: 1), **Claws of Iron** (weapon: 1)

Physical Stress: ☐☐☐☐

Mental Stress: ☐☐☐

Type: fey

Size: about 5 feet tall

Living primarily in cold temperate areas, annis are associated with winter, and are said to steal children to eat and waylay travellers in the night. Appearing as an old hag clad in black rags, the annis is said to have iron claws, and sometimes teeth as well. Their preferred prey is children, whose flesh annis find succulent, but they also very much like halflings, gnomes, and similar smaller races. Kobolds have an especial fear of them. While they prefer those, however, the annis will eat full-grown people when they cannot find children or smaller folk to prey upon.

An annis will normally make its lair in a hut or crude house, deep in a wooded area or swamp. This will most often be located fairly near (i.e., no more than a couple of miles from) a village with many children or a highly travelled road. Annis often take victims by force, using their surprising strength and speed, but they are also known to lure children (and others with a sweet tooth!) with treats such as sweet cakes, gingerbread, or candy. Rumors of houses made of gingerbread and decorated with frosting seem unlikely to be true.

### Death Curses

In fiction and folklore, some creatures are capable of cursing their killers when they die. Examples of such curses include **May You Forever Bear the Mark of Your Treachery**, **Your Children Shall Turn Their Hands Against You**, **Your Line Shall Die By Fire and Water**, and even **May Toads Drop From Your Mouth**.

Of course, in *Fate Core* terms, such a curse is an aspect, applied to the killer(s), and/or extending to their families. The simplest way to implement a death curse is to just apply the aspect to the killer (who we'll presume to be the PCs, since this is a book about monsters). If the GM would rather give them a chance to defend against it, then treat it as a Create an Advantage action by the dying creature, with PCs defending using their Will, or possibly Magic or Faith (especially if they've anticipated a death curse and attempted to prepare a defense). The cursing creature needs to be aware of its killers and know that it is dying. Note that magical means of killing-at-a-distance will usually still allow the death curse, with the cursing creature simply directing it at whoever is casting the spell, via the link the spell creates between them.

They may also temporarily disguise their true nature by assuming the appearance of a kindly woman, although still quite old and wrinkled. While in this guise they will persuade travellers to take shelter in their hut, or convince heroes they are in need of some assistance at their home.

Regardless of how an annis lures a victim, however, if they can get them back to their hut, the victim will soon find things spiraling nightmarishly out of control. The annis will reveal its true nature, bind the victim(s) up, and force them to watch while she begins to prepare the meal where they will be served as main course. A group of annises might capture an entire party for this purpose.

A victim who can get free will find that their best course of action often is to push and shut the annis into its own oven. Since the creatures are vulnerable to fire and heat, their strength is quickly sapped by it. In addition to slaying this creature, burning it in its oven also prevents it from placing its dying curse upon its killers, since it must be able to see them to do so. Trapping one in its hut and burning it down around her might be another safe solution.

The name 'annis' comes from the Black Annis of Scottish legend, but we've thrown in bits from the witches of *Grimm's Fairy Tales*, other hag legends, and even *The Blair Witch Project*.



Ryan Lee

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## *Ant, Giant*

About the size of a large dog, these creatures are most commonly found in desolate places – badlands, deserts, hills, and so forth. They dig their nests deeply, often running all the way down to the bedrock or water table, and build up mounds above them as well. These mounds may be dozens of feet high, and hundreds across. The tunnels of a giant ant nest are generally about three feet in diameter – large enough that a six-foot man can crawl through on all fours.

The vast majority of ants in a colony will be workers – the smallest type. Workers forage for food and return it to the nest, where they store and distribute it. They also construct and repair the colony's tunnels. Soldiers are larger than workers, but are otherwise the same. In normal times, they also fulfill the duties of workers, but when the nest is under attack, they will take the forefront in fighting off and killing intruders.

Both workers and soldiers are of low intelligence. They have no sense of self preservation when defending the nest, and will sacrifice themselves in order to gain an advantage for the nest.

All ants are incapable of communicating with other species. Their 'language' consists of a combination of sounds, pheromone emissions, and tactile communication, and is impossible for non-ants to learn. Between this and the fact that workers and soldiers do not regard themselves as individuals, but as parts of a greater whole, they are immune to *charm*, *fear*, and similar effects. Ants sleep, but not as most creatures do – instead, they sleep in short bursts throughout the day, for a minute or two at a time. Because of this, while they are not immune to *sleep* effects, they recover from them very quickly – consider a consequence that makes them sleep to be one level lower for purposes of recovery time.

Giant ants also have no real creative or problem-solving intelligence. Their solution for everything is handling the issue with an unthinkingly determined multitude of ants.

All the nest's activity is ultimately devoted to caring for the queen – but the queen in no way 'leads' the nest. She is simply a baby-producer, a necessary element for the nest's survival that must be protected. Killing the queen, however, will not necessarily result in the death of the nest, as any female larva can become a queen if properly fed. Thus, destroying all the larvae and unhatched eggs is necessary to ensure the death of the colony.

Individual non-queen giant ants live six to ten years. Queens are much longer-lived, often living as long as a hundred years. Under normal circumstances, a nest will spawn a set of new queens once every five years or so. A half dozen to a dozen new queens will leave the nest, taking to the sky along with a hundred or more males. Every nest in an area of around fifty miles will produce new queens and males at the same time, and the new queens will not mate with males from their own mound.

The new queens will release pheromones that will attract males from great distances. They will then attempt to evade the males, so that the fastest and most enduring will be the only ones with the chance to mate. Mating occurs in the air.

Once it is complete, the male will die, and the fertilized queen will land, shed her wings and eat them, and then excavate a chamber and lay eggs. She will care for the first brood herself, still being capable of moving about. When the first group of children mature, around six months later, it will become their task to care for the eggs and young.

Ants recognize members of their nest by a 'nest smell' and will attack anything moving inside the nest that does not have the proper smell. A few species of ants have evolved to become parasites, learning to fake the nest smell of other ants and hitching a free ride on an existing colony, or taking it over.

# Mature Queen

**High Concept:** *Mother of All the Nest*

**Trouble:** *Grown Too Big to Move*

**Other Aspects:** *The Queen Knows Best; You're in My Hive, I'm in Your Mind; You and What Army?*

**Scale:** Fantastic (6)

**Skills:**

**Superb (5):** Physique (see Special)

**Great (4):** Will

**Good (3):** Notice (nest-wide)

**Poor (-1):** Athletics

**Stunts:** **The Queen's Command** (may use her Will to create advantages for ants of the colony by directing them), **Psychic Attack** (can use Will to attack, causing mental damage, and to create advantages against foes)

**Extras:** **The Nest Is My Domain** (can use Notice and Will anywhere within the nest)  
**Special:** the Queen herself can barely move, and should be treated as having a Physique of Poor (-1) for purposes of attack or overcoming obstacles.

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐☐☐ + additional mild mental consequence

**Type:** animal

**Size:** 10-15 feet long

**Optional:** mental armor: 1



As discussed above, the 'queen' in no way controls the nest in a normal giant ant colony; she is simply an egg layer. There are persistent rumors, however, of queens who have intelligence and direct the nest telepathically. A queen of this sort is described here.

A telepathic queen will immediately know of the presence of intruders, and will direct workers and soldiers to them. She may sacrifice workers and soldiers to lure intruders into ambushes or traps. If the intruders get close enough, she will begin to psychically attack members of the party, starting with those who seem weakest against such attacks. She will seek to make them flee or bring them under her control.

A queen with true intelligence should have additional skills. We recommend:

**Superb (5):** Physique (see Special)

**Great (4):** Lore, Will

**Good (3):** Empathy, Notice (nest-wide), Provoke

**Fair (2):** Rapport, optionally Politics

**Poor (-1):** Athletics

Such a queen will have a sense of self and of self-preservation beyond that normal to ants, and may bargain with intruders if the situation seems to warrant it. With the ability to plan, such a queen will have her nest gather treasure to use for such bargaining, which will be hidden in secret chambers in the nest. Perhaps more importantly, however, such queens may make defensive pacts with other intelligent creatures. Goblins are a common choice, since they can fit through the ant tunnels fairly easily, allowing greater mutual cooperation. A particularly powerful and clever ant queen might take over the mind of a humanoid group's leader, or influence them subtly!

For a normal, non-telepathic queen, remove Will and Notice and all stunts and extras. Change *You're in My Hive, I'm in Your Mind* to *She Who Must Be Protected*.

## New Queen

High Concept: *A Queen Alone*

Trouble: *A Queen Without a Kingdom is No Queen at All*

Other Aspects: *Far From Defenseless; If I Build It, They Will Come; All Shall Do as I Command*

Scale: Great (4)

Skills:

Great (4):      Physique

Good (3):      Will

Fair (2):      Athletics, Fight

Average (1):    Notice (nest-wide when in nest)

**Stunts:** **Psychic Attack** (can use Will to cause mental damage, and to create advantages in combat), **Poison Sting** (weapon: 2, may create lasting aspect of *Poisoned* on opponent on success with style instead of a boost), **Flight**

**Extras:** **The Nest is My Domain** (can use Notice and Will anywhere in her nest when she is in the queen's chamber), **Exoskeleton** (armor: 1)

Physical Stress:    □□□□

Mental Stress:    □□□□

Type: animal

Size: 5-6 feet long

This is a new queen, either during her maiden flight, or while caring for her first set of eggs. Preventing her from mating or the eggs from hatching could be an adventure, or at higher scale, could be part of an “encounter,” with an encounter step of “region becomes infested by giant ants”.

For a non-psychic version, remove **Psychic Attack** and **The Nest is My Domain**; change *All Shall Do As I Command* to *I Believe the Children Are Our Future*.

A telepathic queen might also be able to take over an existing nest – possibly her own mother's, leading to a civil war! For a very strange adventure, a party could be recruited by one side....

## Soldier

High Concept: *Defender of the Nest*

Trouble: *All Brawn, No Brains*

Other Aspects: *No Burden is Too Heavy For Me, In the Nest We Are All Sisters, The Queen and Children Above All*

Scale: Great (4)

Skills:

Great (4):      Physique

Good (3):      Athletics, Fight

Fair (2):      Notice, Stealth

**Stunts:** **Poison Sting** (weapon: 2, may create lasting aspect of *Poisoned* on opponent on success with style instead of a boost)

**Extras:** **An Ant's Brain** (cannot be negotiated with), **Exoskeleton** (armor: 1)

Physical Stress:    □□□□

Mental Stress:    □□

Type: animal

Size: 5-6 feet long

Given their size, giant ant soldiers are quite fearsome. As mentioned above, during normal times, they are simply the workers who do the heavy lifting, but when the nest needs to be defended, they are the ones who take the lead.

These statistics can also be used for males in a mating flight, with the following changes: add **Flight** as a stunt, change high concept to *Suitor to the Queen*, trouble to *I Must Be First to Catch the Queen!* and the other aspects to *I Will Outfly Them All, If It's in the Way, Kill It*, and *Long Live the Queen*.

## Worker

**High Concept:** *The Girls Who Keep It All Going*

**Trouble:** *An Ant's Work is Never Done*

**Other Aspects:** *No Burden is Too Heavy For Me, In the Nest We Are All Sisters, The Queen and Children Above All*

**Scale:** Good (3)

**Skills:**

Good (3):      Physique

Fair (2):      Athletics, Stealth

Average (1):      Fight, Notice

**Stunts:** -

**Extras:** **An Ant's Brain** (cannot be negotiated with)

**Physical Stress:**    ☐☐☐☐

**Mental Stress:**    ☐☐

**Type:** animal

**Size:** 3-4 feet long

The smallest of the adult ants at three to four feet long, workers are also far more numerous than soldiers. They're the backbone of the nest – the ones who do most of the work of tunnel-building, food gathering, and so forth. If the nest is invaded, they will work to hinder foes, making helping actions for any soldier ants by doing such things as grabbing intruders and holding on. Without soldiers, they will still fight, seeking to overcome foes with weight of numbers.

## Variations

**Carpenter ants:** add **Deconstruction** (use Physique as Crafts to tear apart wooden structures, or other construction of similar strength, such as plaster)

**Cordyceps:** its brain having been taken over by a fungus, the ant gains the aspects *Relentless* and *Feels No Pain*. No longer works with the rest of its former nest.

**Fire ants:** have Fair (2) **Shoot** and **Flaming Spittle** (can shoot a fluid from their mouth that ignites on contact with air. This is a weapon: 2, and places the lasting aspect *On Fire!* on the target on a success with style)

**Honey pot ants:** typically found in deserts, these ants have a caste of workers who are sessile and fed by other workers. Their bellies swell with stored food, which they can regurgitate for other workers. This comes out as a honey-like substance, which is considered a delicacy in some areas, especially by goblins. A full giant honey pot ant has a Fair (2) value of honey, properly extracted (Great (4) difficulty Overcome with Nature, or just take the whole ant with you). A nest will normally have from 20 to 30 such ants, for a total of a Superb (5) value treasure if all their honey is removed.

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## Ape, Carnivorous

High Concept: *Flesh-Eating Simian*

Trouble: *Grown Used to Easy Prey*

Other Aspects: *I Throw What I Have in Hand, Trespassers Shall Be Eaten, More and Less Than Human*

Scale: Superb (5)

Skills:

Superb (5): Physique

Great (4): Athletics

Good (3): Fight, Notice, Stealth

Fair (2): Shoot (used for throwing objects)

Stunts: **An Ape's Agility** (+2 to overcome actions with Athletics when swinging from place to place, climbing walls, etc.), **Heavy Hitter** (FC 111), **Grappler** (FC 119)

Extras: **Great Strength** (hand attacks count as weapon: 1)

Physical Stress: ☐☐☐☐

Mental Stress: ☐☐

Type: animal

Size: about 6 feet tall, but about 8 feet arm span

Optional: **heavy club** (weapon: 2, *Difficult to Parry*)

Real-world apes are either vegetarian or omnivorous. However, sword-and-sorcery stories sometimes feature apes who are carnivorous, either as their natural diet, or having become so due to an evil/mad king or magic user trapping them in a dungeon maze where their only food sources are prisoners (sent in to be slain by the apes) and rats. The above specimen represents a gorilla weighing about 300 to 400 pounds.

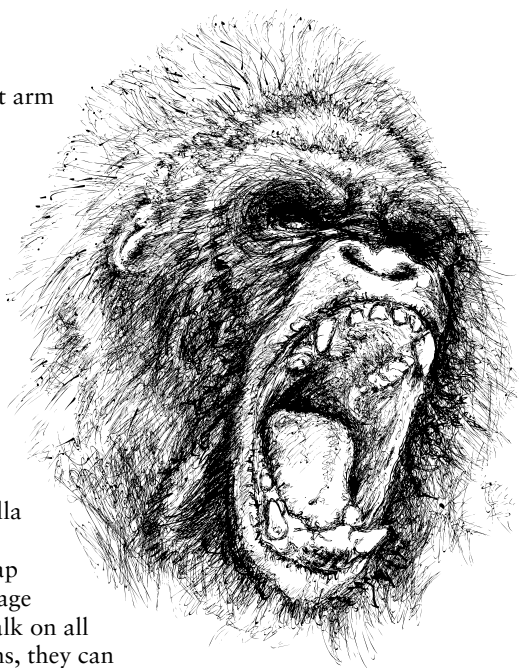
Apes will often climb things and leap from them in order to gain an advantage against a foe. While they normally walk on all fours, knuckle-walking with their arms, they can walk on two legs, and will often do so to carry things.

Adult males will have reddish-brown, brown, or black hair, a patch of silver hair on their backs, and prominent canine teeth. Apes typically live 35 to 40 years, and are mature at about 12 years of age.

Tool use has been observed in the wild, including the use of sticks as clubs and to determine the depth of water, and using rocks to smash open nuts. In a fantasy environment, carnivorous apes might use maces or rods that they find as weapons.

Apes do not seek to collect treasure for its value, but some enjoy shiny things and may gather them. Some might even wear jewelry in imitation of humans or others they have seen.

Rarely, an ape of this sort will have a more human-like intelligence. For such a one, change out *I Throw What I Have in Hand* for *Unexpected Intelligence*. If you are using *APERITA ARCANAE*, such apes and wukong are quite wary of each other.



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## Bandit

**High Concept:** *Your Money or Your Life*

**Trouble:** *Worse Bark than Bite*

**Other Aspects:** *The Cost of Doing Business, You've Got to Pick a Pocket or Two, The Best Fight is the One I Pick*

**Scale:** Good (3)

**Skills:**

Great (4): Provoke

Good (3): Contacts (other gang members)

Fair (2): Deceive, Fight, Physique

Average (1): Athletics, Ride, Shoot, Stealth

**Stunts:** *The Weight of Reputation* (FC 101)

**Extras:** Short bow (weapon: 2, *Long Range*, Rapid Shooting), short sword (weapon: 1, *Quick & Light*, Free Boost: *In Close*), leather armor (armor: 1, *Lightweight & Quiet*)

**Physical Stress:** ☐☐☐

**Mental Stress:** ☐☐

**Type:** person (variable)

**Size:** normal size for their race

**Optional:** instead of normal weaponry, some may have: spear (weapon: 2, *Superior Reach, Set Against Charge*), axe (weapon: 1, *Versatile*, Free Boost: *Weapon or Shield Hooked*)

Bandits were a persistent trouble in medieval times. Since punishments for even minor crimes were harsh, many people who broke the law in small ways chose to become outlaws rather than face justice. Typically, outlaws would establish a camp in one of the many forests, rob travellers and take what they wanted, and sometimes even raid villages. Historically, medieval bandits were often family of people in nearby villages and kept close ties to them. We've chosen here, however, to model ours a bit more after the bandits of Wild West movies, in order to make things a little more interesting for player characters and provide more plot possibilities.

These bandits, therefore, deal mostly in intimidation. Used to dealing with a populace that is cowed and won't fight back, or with merchants who consider giving the bandits a little something part of "the cost of doing business", they're not actually very skilled combatants, but they are good at putting on a tough show, and at calling for help from the rest of the gang. Most bandits will be armed with clubs, staves, short bows, and other easily-obtained weapons, and will have a knife or dagger as a backup weapon. Leaders might be disgraced knights or gentlemen, and might have swords – and some actual training and experience in using them, raising them up a level or three from their lackeys here.

Note that while these bandits are described as human, there's no reason why they couldn't be elves, half-elves, half-orcs, etc. – either the entire gang, or simply some of them. Some of the bandit actions could also be borrowed for orc, goblins, or other such 'villain' races, if appropriate to the GM's setting.

# Bandit Gang

High Concept: *A Not-So-Merry Band of Thieves*

Trouble: *It's Hard to Hide So Many*

Other Aspects: *Cost of Doing Business, We've Got You Surrounded, Cowed Populace*

Scale: Fantastic (6)

Skills:

- Superb (5): Provoke
- Great (4): Fight, Physique
- Good (3): Athletics, Contacts (populace)
- Fair (2): Deceive, Shoot, Will
- Average (1): Ride, Stealth

Stunts: **The Weight of Reputation** (FC 101), **Outriders** (gains +2 to Athletics in chases outdoors where horses are useful)

Extras: **Short bow** (weapon: 2, *Long Range*, *Rapid Shooting*), **short sword** (weapon: 1, *Quick & Light*, Free Boost: *In Close*), **leather armor** (armor: 1, *Lightweight & Quiet*), **Trapped Hideout** (automatic Great attack against Athletics to intruders; success with style puts a *Trapped!* lasting aspect on the target with one free invoke), **Large Unit** (occupies 2 zones; takes 2 actions each exchange in each zone; has armor: 2 against all non-area attacks, including mental/social attacks)

Physical Stress: ☐☐☐☐

Mental Stress: ☐☐☐

Type: person (variable), large unit (2 zones)

Optional: instead of normal weaponry, some may have: **spear** (weapon: 2, *Superior Reach, Set Against Charge*), **axe** (weapon: 1, *Versatile*, Free Boost: *Weapon or Shield Hooked*)

A bandit gang in their hideout may be treated as a multiple zone creature, with zones such as *Perimeter Guards*, *Main Camp*, *The Campfire*, and *The Leader's Tent*.



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## Banshee

**High Concept:** *Fey Harbinger of Death*

**Trouble:** *Daylight Is Not My Time*

**Other Aspects:** *A Ghost Except When She's Not, Beauty is Only Glamour Deep, Dancing to the Death*

**Scale:** Superb (5)

**Skills:**

Superb (5): Provoke

Great (4): Deceit, Stealth

Good (3): Magic, Will

Fair (2): Empathy, Fight, Rapport

**Stunts:** **Banshee's Wail** (can use Provoke to make physical attacks and create advantages in the form of curses; Will defends against)

**Extras:** **Fey and Undead Immunities, Ghostly Claws of Ice** (Fight attacks ignore armor; Fight may be used to create advantages relating to cold)

**Physical Stress:** □□

**Mental Stress:** □□□□

**Type:** fey, undead, incorporeal

**Size:** 5-6 feet tall

Best known as a harbinger of death, the banshee is a ghostly creature of faerie. Legend has it that they are attached to certain noble lineages, for whom they foretell death. Sometimes, this is done with their keening or wailing. At other times, they may come to court balls, where they will dance the night away before delivering their prophecy of death. There are also legends of travellers encountering banshees on the banks of rivers, where they are seen washing blood from the very clothes that the traveller is wearing.

Some, however, tell a different tale: that banshees cause the deaths they foretell, as they are the result of ancient curses upon the noble houses that they are associated with. Banshees will not say which is true, and will be gravely insulted by anyone who suggests that they are killers or evil in nature. Like most fey, banshees can be quick to take insult, and they deal harshly with those they feel have wronged them (or have attacked them outright), using their power of cursing to its fullest effect.

There are also tales that banshees recruit servitors for their Queen and her Court (*Aibell, Queen of Banshees* below), using faerie glamours to persuade children and young men and women to follow them. Sometimes, they kidnap particularly beautiful specimens outright, since their Queen values beauty greatly.

Banshees only appear by night, remaining in the faerie realms during daylight. Normally, they appear as beautiful young women, often with long, pale hair that they use a silver comb to style and decorate. They also wear long, flowing dresses, often of a shade of white or grey, but of bright emerald and ruby shades when intending to dance. (Some say that if you find a silver comb upon the ground, you must leave it alone, for it belongs to a banshee, and if you take it, she will be angered.)

Beneath their glamours, however, their true appearance is that of an old and frightening crone. Even if one can see this, however, it is unwise to remark upon it, lest the banshee take insult. Rarely, they are said to appear as animals – particularly crows, ravens, weasels, and hares.

Destroying a banshee is difficult at best, since they can become incorporeal at will (using the *A Ghost Except When She's Not* aspect, possibly paying a compel if escaping from the midst of PCs), and can disappear into the fairy realms (using their high concept). Despite this, they may be able to be exorcised from people or places they are haunting. This should be played out as a mental conflict between exorcist and banshee.

When being exorcised, a banshee can manifest even if it is daylight, as the exorcist's connection to them provides a way through to the mortal realm.

### **Banshee's Comb (1 refresh)**

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A banshee will sometimes leave behind a jewel-decorated silver coin. These are often magical, granting the aspect of *Silken-Haired Beauty* when used. However, it's possible that the same banshee or another may come to claim the comb....

## *Aibell, Queen of Banshees*

**High Concept:** *Bewitching Queen of the Banshees*

**Trouble:** *Love Binds Us All*

**Other Aspects:** *The Better End of the Bargain, Doom Upon You, Gods Save Us From the Queen!*

**Scale:** Fantastic (6)

**Skills:**

**Fantastic (6):** Provoke

**Superb (5):** Deceive, Will

**Great (4):** Empathy, Fight, Lore, Magic

**Good (3):** Contacts, Politics, Rapport, Stealth

**Fair (2):** Physique

**Stunts:** **Banshee Queen's Call** (can use Provoke to make physical attacks and create advantages in the form of curses)

**Extras:** **Fey and Undead Immunities**, **Frigid Caress** (touch causes cold damage, using Empathy to attack; ignore armor), **A Queen of Faerie** (always accompanied by lesser servants, though such may be invisible)

**Physical Stress:** ☐☐☐

**Mental Stress:** ☐☐☐☐ + additional mild mental consequence

**Type:** fey, undead, incorporeal, unique

**Size:** 5 feet 5 inches tall

The undisputed Queen of the Banshees, Aibell spends most of her time in the realms of Faerie, only rarely appearing in the mortal world. When she does, it is almost always for the passing of someone of great import. She is considerably more powerful than a normal banshee, as befits her status, and wields the magical item **Aibell's Harp**, described below.

Her name means 'beautiful', and Aibell is indeed lovely to behold. In fact, her beauty is part of her true form, unlike other banshees. Whether this is a personal characteristic, or is inherent to the 'office' of Queen of Banshees, is unknown. It is well known that Aibell is attracted to mortal men, and she has sent invitations to those who interest her to come over to Faerie for a dalliance. Occasionally, some are ambitious (or dumb) enough to accept such invitations. However, more commonly, those who attract her interest are simply forcefully abducted by her servitors. Regardless of how they wind up in her embrace, Aibell will keep them there with promises of power or outright threats. Once she tires of a lover, she allows them to return to the mortal world, where they often find that dozens or hundreds of years have passed during their absence.

There are also stories of scorned women who have beseeched Aibell's aid after failing to secure the hearts of the men they love. In these stories, Aibell convenes a Faerie Court to inquire into the man's reasons for not returning the woman's love. If Aibell finds their reasons inadequate, she may force the marriage, pronouncing doom upon the man should he refuse her judgement. There are ancient tales that before

Aibell became queen, she was to be wed to a mortal man, who disappeared the day of the wedding. Scholars theorize that this could be the reason for Aibell's ambivalent disposition towards mortal men, but are nonetheless unsure, as the veracity of these tales is unknown.

It is not uncommon for ambitious mortals to seek Aibell, as she is well known for making deals. In such a deal, the mortal will gain a magical item or the extra **Aibell's Favor** (once per session, can reroll a roll dealing with illusion, death, or formal social interaction for free, and take the better of the two rolls. Further, when spending a fate point to reroll such rolls, take the better of the two rolls). Gaining an item or the extra requires taking the aspect **In Aibell's Debt**. This allows Aibell to find the character at will, regardless of magical defenses against being found, prevents normal wards against fey magic from affecting Aibell's magic (or that of her agents) against the character, and allows her to demand a favor from the character in return, at a point of her choosing. Remember, Aibell will always get **The Better End of the Bargain**, regardless of how smart a mortal thinks they are, and even death cannot keep her from collecting her due.

Aibell may have servitors and/or other banshees at her disposal. It should be noted that her mortal servitors all serve her loyally – be it out of a debt, fear, or as one of her many lovers.

### Aibell's Harp (2 refresh)

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This instrument grants the stunt **Mastery of Songs**, which gives a +2 to any use of **Provoke** or **Rapport** while playing the harp. While being played, the bearer is also given **The Harp's Protection**, which provides +1 resistance to any Magic and Will-based attacks or attempts to **Create an Advantage** against the harp's player.

Once per day, the harp will play itself when commanded, freeing the player to perform other actions for the remainder of a scene while still enjoying **Mastery of Songs** and **The Harp's Protection**.

However, songs played on this harp were not meant for mortal ears, and any mortal using the harp takes a Mild mental consequence. This may take the form of compulsive dancing, distraction, not being able to stop playing or singing, and so forth.

The harp cannot be used to aid recovery from any damage that it caused.

Note as well that should Aibell be defeated and her harp taken, it's quite likely that whoever is to be or seeks to become the next Banshee Queen will try to reclaim it.



Ryan Lee

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## Basilisk, Greater

**High Concept:** *Mythological Serpent of Petrification*

**Trouble:** *Your Gaze Can't Hit What Your Eyes Can't See*

**Other Aspects:** *I See What Can't Be Seen; Earth Devourer; If It Moves, Bite It*

**Scale:** Fantastic (6)

**Skills:**

Fantastic (6): Physique

Superb (5): Fight

Great (4): Notice

Good (3): Provoke, Will

Fair (2): Athletics, Stealth

**Stunts:** **Venomous Bite** (when the basilisk succeeds with style on a bite attack, it creates a lasting advantage of *Poisoned* on the target with one free invoke), **Poisonous Breath** (on success with style on defense against a melee attack, attacker takes 2 physical stress instead of the basilisk taking a boost)

**Extras:** **Anomalous Immunities**, **Petrifying Gaze** (Provoke attack against Notice or Stealth; weapon: 5, consequences taken must relate to partial petrification. Ignores armor), **Body of Earth** (armor: 2)

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐☐☐

**Type:** mythic beast, anomalous, possibly extraplanar (elemental)

**Size:** about 50 feet long

Vastly larger than the common basilisk, the greater basilisk is also far more deadly. While it shares the name 'basilisk', most scholars believe that the greater basilisk is an unrelated creature, pointing to the fact that while normal basilisks have eight legs, the greater basilisk has a snake-like body with no legs.

The greater basilisk weighs about half as much as a large bull elephant (roughly three tons), and has a body roughly two feet in diameter. Thankfully, these monsters are slow, but they are exceedingly hard to kill, having an incredibly tough hide in addition to their awesome size.

Their gaze turns those who meet it full-on to stone. Unlike a medusa, however, the lair of a greater basilisk will not appear to have been decorated with statues, for this monster's sole nourishment is the petrified bodies of its prey. Because of this, some scholars believe that greater basilisks are actually native to the elemental plane of earth. However, others argue that if that were the case, they would surely be immune to their own gaze, which they are not. The gaze of the greater basilisk extends into the astral and ethereal planes, and their other senses seem to as well. Thus, they can both sense astral and ethereal intruders, and can use their gaze to attack such intruders.

Although they are not immune to their own gaze, using a mirror against a greater basilisk is a chancy proposition. The creatures are very near-sighted,

In *The Fantasy System We Can't Name For Fear of Lawyers +4, +6 to Vs Indie Publishers*, a basilisk is a huge, eight-legged lizard that petrifies with its gaze, and so is the greater basilisk - just a tougher version. We decided to go in a different direction, inspired by the basilisk in the Harry Potter books and movies. We've kept the petrifying gaze (since that seems more dramatically useful than a killing gaze), but taken the huge snake-like body. Both versions are poisonous, but the first has poison claws and fangs, while the HP version has only the fangs. The idea of them eating petrified victims was ours, though it's an obvious enough idea that we're sure someone's done it before.

If you'd prefer something closer to the classic monster, simply change the description to make it smaller and eight-legged.

doing much of their hunting by sound and smell. Nonetheless, their vision is very sensitive to motion.

Extremely rare, greater basilisks are almost never encountered in the wild. Usually, they are found guarding some great treasure; thus, while the creature itself does not collect treasure, a greater basilisk's lair will often contain some other creature or being's treasure. The bodies of these creatures are very valuable on their own – many alchemical and magical ingredients can be recovered from them, with proper care. (See the sidebar *Valuable Bodies*, p 100.)

When they are happened upon in the wild, they will likely be found in large caves located near a body of water. Greater basilisks seem to enjoy swimming, and are sometimes mistaken for sea serpents. Nothing is known about their mating habits or reproduction, and no immature specimens have been found – those scholars who maintain that the greater basilisk is a form of earth elemental hold that they can only reproduce on their native plane.

Identifiable individual specimens have been observed to live for hundreds of years, and some may have lived for thousands, based on the age of the treasure caches they were found with. No greater basilisk is known to have died from old age.



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## Bat, Giant

**High Concept:** *Bat Big Enough for Small Humanoids to Ride*

**Trouble:** *Goblins Want Our Babies*

**Other Aspects:** *Nocturnal Predator, Not As Clumsy as You'd Think on the Ground, That Won't Hide You*

**Scale:** Great (4)

**Skills:**

Great (4):      Athletics, Notice

Good (3):      Fight, Stealth

Fair (2):      Physique, Provoke

**Stunts:** *Aerobatics* (+2 to Athletics when flying between/around obstacles)

**Extras:** *Claws and Teeth* (weapon:

1)

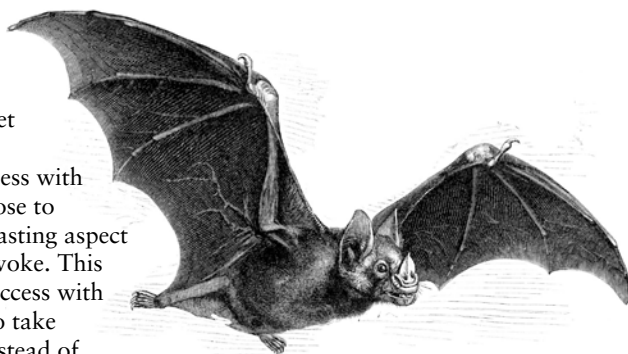
**Physical Stress:**    ☐☐☐

**Mental Stress:**    ☐☐

**Type:** animal

**Size:** 5-6 feet body, 12-15 feet wingspan

**Optional: Vampiric** (on success with style with Fight, may choose to place *Grabbed & Bitten* lasting aspect on target with one free invoke. This may be compelled on a success with Fight to force the target to take a physical consequence instead of merely taking stress)



These are giant versions of ordinary bats. Where ordinary bats are either fruit eaters or insect eaters, giant bats eat both. They also eat small animals, including night birds, small bats, squirrels, and rabbits. They range up to 40 miles a night from their home cave in their search for food.

These bats have dark brown to black fur, sometimes with a reddish tinge when seen in bright light. Preferring to lair in caves, they sleep hanging upside down from the ceiling or walls, and can move on those surfaces as well as they can on the ground. Dozens to hundreds of bats may live in a single cave or cave system, flying out all at once at night, whereupon they split up into small groups or as individuals to seek food.

They are extremely dexterous flyers, but are clumsy on the ground, walking on all fours with their wings folded (although less clumsy than one might suspect!) Their primary mode of perception when flying is echolocation, which enables them to fly and hunt in complete darkness.

Giant bats hibernate in deep winter, and will avoid flying in rain, since it interferes with their echolocation. Breeding season is in the autumn, but female giant bats hold the male's sperm internally, and will not fertilize until spring, and then only if there is not a shortage of food. The mother will bear only one baby at a time, due to the need for the mother to be able to fly while pregnant. The newborn bat will stay in the cave, the mother feeding it milk until it is almost fully grown, six months later. Giant bats live for forty to fifty years in the wild, and become sexually mature at ten years.

Bat guano is rich in nitrogen and phosphates, and farmers sometimes gather it to use as fertilizer. In the real world, it has also been used in making gunpowder, which may be of interest to GMs who might wish to introduce guns or explosives into their game worlds.

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## *Bear, Black*

High Concept: *Benign Ursine*

Trouble: *Bigger Bears and Wolves Bully Me*

Other Aspects: *Love of Honey and Fish, Climbing Trees Solves Many Problems, A Bear of Very Little Brain*

Scale: Superb (5)

Skills:

Superb (5):     Physique

Great (4):     Fight

Good (3):     Athletics, Notice

Fair (2):     Provoke

Average (1):   Stealth

**Stunts:** **Bear Hug** (on success with style with Fight, may make a second attack instead of taking a boost. If this also succeeds, place the lasting aspect *Hugged!* on the target with one free invoke), **Nose for Food** (use Notice and Nature to find food in wild)

**Extras:** **Tough Hide** (armor: 1), **Claws and Teeth** (weapon: 2)

**Physical Stress:**    ☐☐☐☐ + additional mild physical consequence

**Mental Stress:**    ☐☐

**Type:** animal

**Size:** 5 feet long

The most common of the bear family, “black bears” have a range of colors including black, cinnamon brown, grey, and white. They are not very aggressive toward humans, and are omnivores who primarily eat plants. Black bears favor areas with relatively inaccessible terrain and thick vegetation. This helps keep them out of the territories of brown bears, who prefer more open areas. However, in areas where there are no brown bears, they will move into semi-open areas to live.

A black bear that feels threatened will climb into trees, or will slap the ground with their paws, make blowing noises, and make mock charges to scare the threat away in preference to attacking. When black bears do attack humans, it is usually out of hunger, rather than from territoriality as with brown bears. Therefore, fighting back will tend to repel an attacking black bear, which it normally will not with a brown bear.

They will eat apples, oats, and corn (stealing them from farmers), and prey on livestock, especially sheep, goats, calves, and pigs. More rarely, they kill adult cattle and horses. They have been known to frighten livestock herds over cliffs, but whether this is intentional is unknown. Pets are sometimes killed by black bears as well, especially dogs that attempt to frighten the bear away. In the wild, they mainly eat carrion, shoots, buds, fruits, nuts, and berries. They will steal nuts from squirrel caches and honey from beehives; the latter they do from bees in apiaries as well. Black bears will even eat bees and their larvae, and ants and ant larvae. In fact, insects are their main meat source in the wild. They fish, and will attack deer and even moose, albeit rarely.

Black bears hibernate three to five months of the year, starting in October or November. Bears usually dig their own dens, although they will sometimes use natural dens. Dens are sometimes made inside tree cavities. During their hibernation period, black bears live off of fat they have stored for winter and do not normally venture out. They do not sleep the entire period; rather, they are in a state of reduced activity.

Average lifespan in the wild is 18 years, but black bears in captivity have lived 30 years or more. Reproductive maturity is reached at three to five years. Mating happens in the summer, but the fetus does not implant until the female hibernates for the winter. Gestation is four months, with the cubs born in January or February. They are mobile at five weeks, nurse for six months, and will leave the mother at 16-18 months.

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## *Bear, Brown (Grizzly)*

**High Concept:** *Carnivorous and Cantankerous Ursine*

**Trouble:** *Too Big For That*

**Other Aspects:** *Deadlier Than the Average Bear, Why Work For What You Can Steal, I Just Want to Hug and Crush You*

**Scale:** Superb (5)

**Skills:**

**Superb (5):** Fight, Physique

**Great (4):** Athletics, Provoke

**Good (3):** Notice, Will

**Fair (2):** Stealth

**Stunts:** **Bear Hug** (on success with style with Fight, may make a second attack instead of taking a boost. If this also succeeds, place the lasting aspect *Hugged!* on the target with one free invoke), **Territorial Nose** (+2 to Notice to smell intruders)

**Extras:** **Tough Hide** (armor: 1), **Claws & Teeth** (weapon: 2)

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐☐☐

**Type:** animal

**Size:** 6½ feet long

The brown bear, or grizzly, is the larger, more carnivorous in preferences, and more aggressive cousin of the black bear. Older specimens often have grey-tipped fur, from which the name “grizzly” comes (in some areas, they are called “silvertip” bears).

Grizzlies are omnivores, but primarily eat meat, preying on moose, caribou, sheep, bison, deer, and even black bears. They also feed on fish and small animals such as



ground squirrels and lemmings. On the vegetable side, they favor nuts, berries, tubers, and legumes. Normally solitary, grizzlies will feed together when such food is abundant.

Wolves and grizzlies prefer similar areas, and compete for food. Grizzlies will try to steal kills from wolves, and vice-versa. Wolves often have one or two members of the pack distract the grizzly from a kill while others feed. They mostly harass each other, so deaths in grizzly-wolf confrontations are rare. Black bears normally stay out of territory claimed by grizzlies, which will take the better areas where both are present. Cougars also avoid grizzlies, but have been known to fight grizzlies who attempt to steal their kills, often with one killing the other. Coyotes, foxes, and wolverines are generally too small to challenge grizzlies, though they will sometimes follow grizzlies and scavenge from what they leave behind.

Although they do not normally hunt humans, grizzlies can be aggressive toward them. Unlike black bears, they are too large to climb trees in order to escape danger, so a grizzly who perceives itself in danger will stand, issue a challenge, and fight. Mothers with cubs are the most dangerous to humans, as they will attack any perceived source of danger to the cubs. They will also attack humans who surprise them at a kill they have made, under the presumption that the humans are attempting to steal the kill. Grizzlies have an excellent sense of smell, and have been known to try to steal food from human camps, and even to attack humans for it. In bear country, it's often a good idea to travel in groups of six or more, since grizzlies will rarely attack a large group.

Grizzlies reach sexual maturity at five years old, and normally live 20-25 years in the wild; they have been known to live to 30. A female will mate and produce offspring about every five to six years. Mating happens in the summer, but the grizzly delays implantation of the fetus until winter hibernation, giving birth to one to four cubs – most commonly two – three to four months later. Cubs are very small when born, and will be nursed by the mother until the next summer, when they will be old enough to venture out with her. They will stay with the mother for about two years before leaving on their own.

## *Polar Bear*

Treat as a brown bear, but change:

**Other Aspects:** *A Very Solid Grip, Patient Hunter, Surprise! I Climb and Swim!*

**Stunts:** *Amazing Endurance* (+2 to Physique for checks involving endurance), **White on White** (+2 to Stealth in snow and ice)

**Extras:** *Tough Insulating Hide* (armor: 1, +2 to defend against cold-based attacks), **Claws & Teeth** (weapon: 2)

**Size:** 7 feet long

Polar bears' primary food is seals, which they hunt by lying in wait at water edges, especially around pools in ice where seals surface to breathe. They lay in snow, relying on their sense of smell to let them know when a seal is coming out of the water. They will then lunge forward, grab the seal with their claws, and pull it from the water. After feeding, they wash with water or snow to remove blood from their fur.

While seals are their primary prey, they will eat reindeer, musk ox, crabs, birds, stranded dolphins or whales, and even other polar bears that are not members of their family. They can eat plants, and seem to enjoy seaweed. They do not hibernate, but can fast for months at a time if needed, living off their fat reserves until prey becomes available again. Polar bears have also been known to swim continuously for a week or more when traveling, and can hold their breath for three minutes.

Unlike brown bears, who will often maul a human and leave them alive, polar bears normally attack only when they have intent to feed, preferring to avoid humans.

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## Bee Swarm

High Concept: *Swarming Defenders of the Hive*

Trouble: *Everybody Loves Honey*

Other Aspects: *A Stinging Burning Sensation, Our Lives For the Queen, Drive Them Away!*

Scale: Great (4)

Skills:

Great (4): Athletics (chasing)

Good (3): Provoke (buzzing to cause fear)

Fair (2): Notice

Average (1): Fight, Physique

Stunts: -

Extras: **Stinger Loss** (swarm takes one physical stress for each time they successfully inflict a consequence on someone; when all stress is gone, swarm gives up. However, anyone who takes a consequence is attacked again on the next two exchanges from venom unless stingers are removed), **Unit** (can attack two targets each exchange; armor: 1 against non-area attacks)

Physical Stress: ☐☐☐

Mental Stress: ☐☐

Type: animal, small unit

Size: n/a

Honeybees are common animals, occurring throughout the temperate zones of the world, and kept in many places for their honey. The above statistics represent a small swarm of honeybees – note that these bees are of the type whose workers die after stinging creatures with skin sufficiently thick (including humans). Queens do not die after stinging, and the workers can sting other insects without having their stingers ripped free.

For a larger swarm, increase Physique and Will. For bees that do not die after stinging, increase Fight and remove the **Stinger Loss** extra. A typical apiary hive should be considered to be have a Good (3) Physique.

Stingers can be removed by careful scraping or picking; either way, make a check for first aid to remove them, using the standard rules for removing an aspect. This will take a few minutes, and cannot normally be done while under attack.

A swarm's primary goal will be to chase intruders away. Escaping the swarm is a challenge (FC 147)) involving Athletics, Physique, and Will, against the bees' Athletics, Fight, and Provoke, respectively.

"Killer bees" are mainly distinguished by being more aggressive (and thus more likely to attack someone who merely approaches the hive), attacking in larger numbers (increase Physique of swarm), and being more persistent (we suggest invoking *Swarming Defenders of the Hive* against the PCs at least once in an escape challenge). They also, however, need more energy, and therefore store more honey.

Bees do not hibernate in winter, but do reduce their activity, subsisting on stored honey rather than gathering nectar. They will be sluggish (giving them a -1 to Athletics), but will still attack intruders. They fly poorly in rain; any aspect reflecting rainy weather gains an additional free invoke against them.

As far as adventure possibilities go – robbing a beehive isn't going to be lucrative, unless the adventurers are *very* poor. However, they could be hired to steal a hive's honey by a rival beekeeper, or a villain might decide to hide an item inside a hive (either a wild one or an apiary one). Of course, a hive might randomly be come across while travelling, or perhaps they need the help of a famous retired investigator, who wants

them to help him with his hives in return...

Also, the honey of a particular hive could have unusual properties, and be needed by an alchemist or wizard who hires the adventurers, or they might need to seek it out themselves.

Normally, a hive will have a 'treasure' of honey and wax equal in value to the swarm's Physique.

Along with milk and bread, honey is traditionally one of the foods that the faerie folk like the most. Bribes of honey may be useful in getting pixies, brownies, and other minor fairies to either leave a party alone, or to perform services for it.

### **"Killer Bees"**

Africanized honeybees, or "killer bees" as they are sometimes called, don't really exist in a European setting in the medieval period. However, if you're setting your game elsewhere, they could be common, or even be the only type of honeybees about. If you want to surprise your players a bit, we suggest having one in three beehives be "killer bees" - roll a Fate/Fudge die, and on a (-), the hive has them.



*Arthur Rackham*

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## Blackwood

High Concept: *Corrupted and Maddened Tree Spirit*

Trouble: *I Depend on Others To Do My Dirty Work*

Other Aspects: *Hatred of the Unrooted Living, The Slow Strangle Works Best, A Cursed Realm For a Cursed Tyrant*

Scale: Fantastic (6)

Skills:

Fantastic (6): Physique

Superb (5): Notice

Great (4): Will

Good (3): Lore, Nature

Fair (2): Fight

**Stunts:** **Blackwood's Curse** (uses Will to create advantages against foes: making forest creatures hostile to them, making them lose their way, etc. Foes taken out while under its curse are rooted in place and turned to trees), **Slow Branches** (+2 to Fight to grapple sleeping creatures; -2 to Fight for all purposes against wakeful ones; once a creature is grappled, it is held with the blackwood's Physique)

**Extras:** **Plant Immunities, Demonic Immunities or Undead Immunities, Poison Brambles** (free Create an Advantage action with Physique vs. Fight or Athletics vs anyone trying to melee it; places **Poison Tremors** on those affected), **A Nice Spot to Rest** (use Will vs. Will to place **Getting Sleepy** aspect on someone; affects all in zone)

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐☐☐

**Type:** plant, extraplanar (demon) *or* plant, undead

**Size:** large tree

There are forests that have become twisted, their trees blackened and withered, with branches that move when they should not. They have become home to unwholesome creatures – giant spiders, hydras, giant scorpions and snakes, strigoi, dire wolves. Sometimes animals that dwell in such a forest become changed themselves – huge black squirrels with bright red eyes that eat meat rather than nuts, flocks of ravens who follow travellers and gleefully caw warnings of doom.

Blackwoods are typically found in such forests, and there is usually not more than one in a given forest. Their rarity suggests that they do not reproduce by natural means. Some scholars theorize that a tree of this sort results when a hamadryad is either possessed by a demonic spirit, or cursed to be undead. Regardless of how they come to be, such a tree appears blackened, as if by disease or fire, and any leaves it grows are greyish – or outright grey, without any trace of green or brown. A blackwood's influence corrupts the forest for dozens of miles around, driving out normal forest denizens and drawing in poisonous and destructive creatures, or twisting those who do not or cannot leave.

Unlike a treant or writhecopse, a blackwood does not move: it is rooted in place like a normal tree. Its limbs and roots move, but only slowly, preventing it from fighting effectively against a wakeful, moving target. Instead, it uses **A Nice Spot to Rest**, getting them to nap nearby (within about thirty feet), then uses **Slow Branches** to grapple them. A grappled target will wake up, unless the blackwood gets a success with style on a second **A Nice Spot to Rest** attack. A wakeful victim can struggle against the blackwood; note, however, that if the blackwood's grapple succeeded, then the victim will be struggling against the blackwood's Physique. Once the victim has been killed, the tree will begin to pull it into a cavity underneath its trunk and roots. This process takes roughly ten minutes for it to complete.

A blackwood's influence causes trail markers to vanish, paths to seem to twist upon themselves, and disorients travellers, making navigation in its forest extremely difficult. Further, individuals who can speak with animals or plants will find they have great difficulty making themselves understood by those within a blackwood's forest.

There are dark tales of blackwoods having the ability to curse those who defy it or attempt to do it harm. The **Blackwood's Curse** is nothing to take lightly, as it can literally turn the forest itself against its victims – roots will always slow the victims down, creatures within the forest will target the victims first, and so on. The most sinister aspect about the curse is its ability to turn the victim into a tree, rooting them within the forest, and forever trapped under the blackwood's sway...

## *Blackwood's Forest*

Aspects: *A Corrupted Forest, The Trees Move With No Wind, Poison Brambles*

Great (4): Physique

Good (3): Fight (lash with branches and trip)

Stunts: **Lash With Branches** (success with style on a Fight attack also startles mounts, creating **Panicked Mount** lasting aspect with one free invoke), **Poisoned Brambles** (free Create an Advantage action with Fight against anyone running, placing **Weakened and Trembling** aspect on them)

Physical Stress: ☐☐☐☐

Mental Stress: n/a; has no mental defense of its own; treat mental attacks against it as if they were against the blackwood. If taken out physically, the forest will no longer attack – it has been damaged enough to refuse to follow the blackwood's commands for a time.



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## Bobcat

**High Concept:** *Short-Tailed Feline Predator*

**Trouble:** *Livestock are Such Tempting Prey*

**Other Aspects:** *Opportunist, A Quick Pounce, A Cat's Eyes and Ears*

**Scale:** Good (3)

**Skills:**

Great (4): Stealth

Good (3): Fight, Investigate

Fair (2): Burglary, Notice, Physique

Average (1): Athletics, Deceive, Provoke

**Stunts:** Pounce (use Stealth for initial attack from hiding), Claws (weapon: 1)

**Extras:** -

**Physical Stress:** ☐☐☐

**Mental Stress:** ☐☐

**Type:** animal

**Size:** about 3 feet long

Bobcats are highly adaptable, living anywhere from semi-desert regions to swamps. They are small, averaging around 33 inches long, not including the four to nine inch tail, with a weight of around 20 pounds. Their short tails gave rise to their name, since they appear cut short or 'bobbed'. The largest reliably recorded bobcat was 49 pounds, but there are unverified reports of ones as large as 60 pounds.

Their coats are normally tawny with circular black spots, but completely black bobcats have been spotted. Their noses are pinkish-red, and their eyes yellow, with circular black pupils. Bobcats are closely related to lynxes, and they can interbreed.

An adult bobcat usually claims a territory of around eight square miles, though some have much larger territories. Males claim larger territories than females. Males and females freely overlap territories; males allow some overlap with other males, but females will not normally overlap with females. A bobcat has multiple shelters in its territory, usually with one main den and a few other sheltering spots. Hollow logs, rock overhangs, thick brush, or small caves are preferred. In addition, a bobcat's den will smell very strongly of the cat.

A bobcat will normally have a circuit it follows through its territory, travelling a few miles along it each day. They are primarily active around dusk and dawn, but will be more active during daylight in winter, since their prey is as well.

Mating takes place mostly in February and March, but can happen from October until early summer. A female normally mates with multiple males in a season, and vice-versa, but dominant males sometimes choose a single female and stay with her for the entire mating season. While they are normally silent, bobcats make hisses and screams during courtship and mating. Gestation is around two months, with kittens usually born in April or May. Females give birth and raise the kittens alone, usually in a hollow log or small cave. A litter has one to six kittens. The kittens open their eyes at nine to ten days of age, and stay with their mother for the first year of life, remaining in the den for the first three to five months. Bobcats usually begin breeding in their third year.

Favored prey include rabbits, squirrels, rats, birds, and fish. During winter, they may seek larger prey, up to and including small deer. They have been known to hunt livestock and poultry – mostly chickens, sheep, and goats. Cattle and horses are too large for bobcats to take. A bobcat that makes a large kill will eat its fill, then bury the rest to return to later. Bobcats are, however, opportunistic predators, and their diets vary greatly depending on what is available.

The bobcat is one of the smallest species of the lynx family; the Eurasian lynx grows to about twice the weight of a bobcat. It's found throughout Europe, Russia, and Central Asia in the real world, and prefer Roe Deer (a small deer species, about 4 feet long and weighing around 60 pounds as an adult) as prey. In summer, they grow reddish fur, which is replaced in winter by the thick, spotted coat normally associated with lynx.

Both bobcats and lynx are often hunted for their fur – typically in winter, so the thicker winter coat can be taken. If killed in a way that will not significantly damage the fur, a properly skinned bobcat or lynx will yield an Average value treasure.

In Native American myth, Bobcat is often paired with Coyote as opposing forces – Coyote tends to be associated with wind, Bobcat or Lynx with fog and mist. In a Shawnee tale, Bobcat gained its spots after being tricked by Rabbit (who he had chased into a hollow tree) into building a fire. Embers from the fire landed on Bobcat's coat, singeing it to make his spots. The Mohave believed that dreaming often of a lynx would give one its skill in hunting.



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## Bonnacon

**High Concept:** *Fiery Fewmet-Spewing Bovine*

**Trouble:** *I'd Rather Run Than Fight*

**Other Aspects:** *Lord of the Cows, Fastest Cow You Ever Saw, This Really Stinks*

**Scale:** Superb (5)

**Skills:**

Superb (5): Athletics

Great (4): Physique, Shoot

Good (3): Contacts (the herd), Deceive

Fair (2): Empathy, Fight, Notice, Rapport

**Stunts:** **Pretending to Be Brave** (use Deceive instead of Provoke to get enemies to move aside), **Sticky Fewmets** (success with style with Shoot creates a lasting advantage of *It's All Over Me* with a free invoke rather than a boost), **Fiery Fewmets** (weapon: 1)

**Extras:** **A Spray of Fiery Sh...Doom** (when using Shoot to spray fewmets, attack is against all behind it in the same zone)

**Physical Stress:** □□□□

**Mental Stress:** □□

**Type:** mythic beast

**Size:** cow-sized

Looking like a bull with a horse's mane and twisted horns that point inwards, the bonnacon is an inoffensive creature unless frightened. Unfortunately, it is exceedingly easy to frighten, which causes it to turn and sprint away at its highest speed. Most distressingly for those it is fleeing from, it also sprays its fewmets behind it, which immediately ignite on contact with air. This fiery semi-liquid spray then ignites any easily flammable plants or other materials in the area. To add insult to injury, the spray is sticky and smells quite horrid.

Thankfully, bonnacons are quite rare. They often live with normal cattle, with whom they can breed. A bonnacon will be quite protective of the herd's young, and will attempt to distract any threat to them by **Pretending to Be Brave**. The bonnacon will lower its head and paw the ground while its horns coruscate with violet St. Elmo's fire. It will try to use this to make opponents move out of the way, whereupon it will charge through the opening thus created and use its **Fiery Fewmets** attack while running away, making a great noise to warn any other cattle that they must run. They will tend to do so in all directions, making an attack using the bonnacon's Contacts.

Less disturbingly, the bonnacon also uses its light display to signal the herd, helping it to lead them at night and in foul weather. It can also light the way as the bonnacon leads the herd, helping it to see obstacles and potential dangers.

Outside of the above, a bonnacon essentially is a normal bull, albeit one much smarter than most. Its intelligence is still animal in nature, however – it cannot read, write, or speak to anyone who cannot speak to animals. They will sometimes 'adopt' a herd of cattle, either replacing the existing bull or co-existing with it (bulls instinctively know what a bonnacon is and will not try to fight it). When one does so with a herd of domesticated cattle, this can become a great source of frustration to the farmer or rancher, who may need to call upon adventurers for help.

Like cattle, bonnacons live on average about 25 years. Due to their intelligence, they are much more likely to actually reach this age, since they will not allow themselves to be led off to the slaughter. Maximum potential lifespan is around 40 years.

Roughly 50% of the bulls sired by or born from a bonnacon will be bonnacon; only about 10% of any heifers will be, leading many to believe that all bonnacon are bulls. Gestation period is nine months, as for cattle. Rumor says bonnacon beef tastes spicy.

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## Cat, Domestic

**High Concept:** *Lovable Feline* (unless you're a mouse, or a squirrel, or....)

**Trouble:** *Curiosity Killed the Cat*

**Other Aspects:** *Always Lands on Its Feet, Nine Lives, Nature's Little Serial*

*Killer* (or optionally: *When In Doubt, Wash*)

**Scale:** Fair (2)

**Skills:**

Good (3): Notice, Stealth

Fair (2): Fight, Deceive, Empathy

Average (1): Athletics, Investigate, Rapport, Will

**Stunts:** Very Small (+2 to defend with Fight)

**Extras:** Fits Tiny Spaces (+2 to Stealth when hiding from much larger creatures, such as humans)

**Physical Stress:** ☐

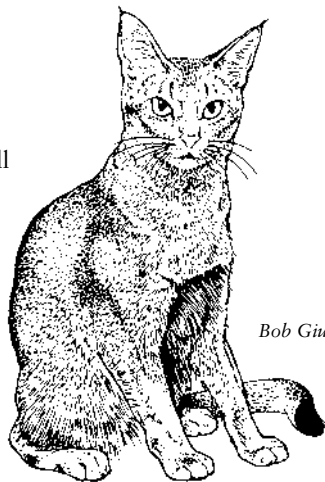
**Mental Stress:** ☐☐☐

**Type:** animal

**Size:** 1½ to 2½ feet long

**Optional:** Change Luck (use Deceive to create advantages based on changing someone's luck),

Can See Ghosts and Spirits



Bob Giuliani

Cats are well-known for being able to twist their bodies in mid-air so as to land on their feet. Furthermore, because of their size, their terminal velocity is much lower than a human's. You may assume that a cat will always land on its feet after a fall, and will not be harmed by falls of thirty feet or less. This also applies when a cat is thrown – it takes an extreme effect to make one not land on its feet. (Note, though, that this doesn't help when being thrown into a wall or against some other vertical surface.)

Cats are nocturnal by nature, though they will adapt their schedules somewhat when tamed. They sleep most of the day – around sixteen hours – but their sleep is broken up into several short naps (hence, 'cat-naps'). Their wild ancestors are solitary, but domestic cats will band together, even when feral. Males claim larger territories than females, and will fight over mating rights. Females generally fight only over territory or to defend kittens.

In the wild, cats live around five years, but domestic cats can live much longer, due to leading safer lives. The average lifespan of a domestic cat is twelve to fourteen years, with the longest verified being 38 years.

Female cats will mate with many males over the course of an estrous cycle, and kittens in a litter may have different fathers. Gestation is about two months, and litters average three to five kittens. Kittens are weaned at six to seven weeks, and generally considered ready to leave their mother at twelve weeks. A female may have multiple litters in a year.

Cats have often been used to hunt mice and rats, but they will also hunt rabbits, birds, frogs, and insects. They are playful, especially as kittens, and will play-fight with each other and humans they are attached to. They also enjoy playing with anything that mimics their natural prey, including such things as a dangled string, ball of yarn, or any other small object that will roll or move about.

Lastly, some ancient religions believed that cats were all-knowing, but could not speak. The GM might wish to give some cats more than animal intelligence.

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## Centaurs

Variously described as either lawless, violent drunkards or as wise sages, the truth is that centaurs are as varied as any other race. Socially, they are organized in tribal herds, usually led by a partnership of a shrewd old warrior and the tribe's chief druid or sage. Sometimes, however, a younger warrior will be in control of a tribe, and the hot-bloodedness of the young warriors will be given free rein.

Most herds get along reasonably well with their neighbors, although centaurs' nomadic hunter-gatherer lifestyle often brings them into conflict with more settled farmers, herders, and townsmen. This is exacerbated when a young warrior is in control of a tribe, and is often made worse by centaurs' rough sense of humor.

A herd will claim a large territory, but is nomadic within it, never occupying the whole territory at once. They will usually have a regular circuit that they follow throughout the year, often following game animals. Herds' territories can and will overlap without this leading to conflict. Indeed, centaurs' lack of understanding of property rights is often a major source of contention with more settled races.

Females are more common than males, and centaurs are polygamous, with a single stallion often associating with multiple mares. Such associations tend to be more temporary than among other races, with the mares free to leave and take up with another stallion. Foals are cared for communally, although parents do take special care of their own. Since females are more common, in absolute numbers, more centaur warriors are female than male. However, the aggressive nature of stallions tends to push them to leadership roles as warriors, and almost all stallions are warriors in their tribes. Thus, it's common outside centaur society to see only stallions depicted as being warriors.

They tend to have very good relations with wood elves, gnomes, and satyrs. Dwarves and centaurs find each other mystifying, although they do sometimes bond over a love of strong drink.

Centaurs have little use for clothing, but they do enjoy decorating themselves with jewelry, beads, feathers, braids, flowers, and so forth. They will also make use of belts, bandoliers, and vests in order to have places to carry items. The human half is flexible enough to turn almost completely around, so centaurs who need to carry a great deal often wear something much like a pack saddle.

Centaurs have a slightly longer lifespan than humans. Like horses, centaur mares come into estrus once a year, usually in late spring or early summer, and gestation period is about a year.

Some legends claim that centaurs originated from horses and humans breeding together. Most sages believe this to be fanciful, claiming instead that some god or goddess chose to meld humans and horses together to create them – although accounts differ on whether this was meant as a gift or a curse for the humans it was done to. It is possible for centaurs to interbreed with both humans and elves: with humans, the result are *equosi*, faun-like beings with horse legs and tail; with elves, the children are called *kheiron*, and physically resemble elves, although they are somewhat taller and more powerfully built.

# Centaur Warrior

High Concept: *Guardian of the Herd*

Trouble: *Humiliating Others Is Funny*

Other Aspects: *Body of a Horse, Brain of a Man; Outsiders Do Not Mean Well; Violence Solves Most Problems*

Scale: Superb (5)

Skills:

Superb (5): Provoke

Great (4): Athletics, Shoot

Good (3): Fight, Physique, Will

Fair (2): Investigate (tracking), Notice, Stealth

Stunts: **Run Like the Wind** (can move two zones in a conflict for free without rolling, instead of one, if there are no aspects restricting movement), **Tough As Nails** (FC 119), **Horse Power** (+2 to Physique to overcome obstacles by hauling or moving objects)

Extras: -

Physical Stress: ☐☐☐☐

Mental Stress: ☐☐☐☐

Type: person

Size: horse length, about 8 feet tall

Optional: **Longbow** (weapon: 3, *Very Long Range, Rapid Shooting*), **short sword** (weapon: 1, *Quick & Light*, Free Boost: *In Close*), **shield** (*Shield in My Hand*)

A herd's warriors patrol the outskirts of the area the herd is currently using, so they will most likely be the first centaurs encountered by a group entering centaur territory. Unfortunately, the younger warriors usually given this duty. If the group is lucky, there will be an older warrior (or rarely, a druid) present to take charge and inquire as to the group's reasons for being in the centaurs' territory. Otherwise, it's likely that the warriors will try to drive the group away, harrying then until they leave, then attacking if they will not. If the group is quick to announce their presence and reasons for being there, it may be possible to avoid such confrontation.

In areas where centaurs and their settled neighbors do not get along, this may be a 'raiding party' – a group of young warriors who have taken it upon themselves (or have been commanded, if they have a warlike chief) to make a raid, seizing livestock and other valuables. As most centaurs are good-natured (albeit with chaotic tendencies), such raids rarely involve killing; rather, they are 'merely' harassment and intimidation. If, however, members of the herd are killed, centaurs are quite likely to seek repayment in blood.



# Centaur Druid

High Concept: *Spirit-Speaker of the Herd*

Trouble: *The Young Do Not Listen*

Other Aspects: *Wisest of the Herd, Listen to the Small Voices, An Acorn Does Not Become an Oak Overnight*

Scale: Superb (5)

Skills:

Superb (5): Nature

Great (4): Empathy, Will

Good (3): Rapport, Shoot, Stealth

Fair (2): Fight, Investigate, Physique, Resources

**Stunts:** **Run Like the Wind** (can move two zones in a conflict for free without rolling, instead of one, if there are no aspects restricting movement), **Druidic Magic** (can use Nature to create 'magical' advantages dealing with natural things or protecting the herd and its allies; Shoot can be used to create fire), **Horse Power** (+2 to Physique to overcome obstacles by hauling or moving objects)

Extras: -

Physical Stress: ☐☐☐

Mental Stress: ☐☐☐☐

Type: person

Size: horse length, about 8 feet tall

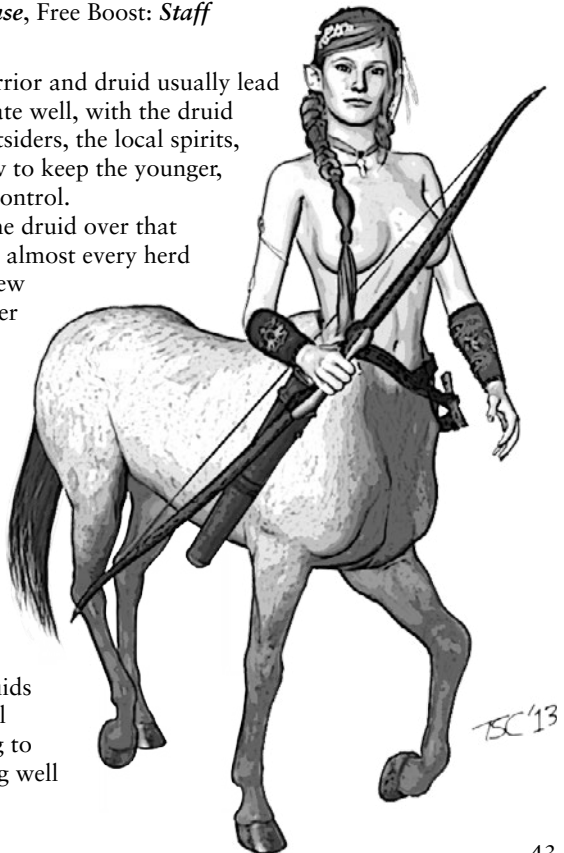
**Optional:** Longbow (weapon: 3, *Very Long Range, Rapid Shooting*), staff (*Good on Defense*, Free Boost: *Staff Between Us*)

As mentioned above, the chief warrior and druid usually lead a herd. Normally, the pair cooperate well, with the druid taking charge of relations with outsiders, the local spirits, and the gods, and advising on how to keep the younger, more hot-headed warriors under control.

Few centaurs take the path of the druid over that of the warrior, but enough do that almost every herd has at least the chief druid and a few apprentices. Since mares outnumber stallions, centaur druids are commonly female.

Like other druids, those of the centaurs practice nature magic. They serve as their herds' healers, speak to spirits and animals, and place blessings upon the herd when necessary or desired. In combat, they make use of elemental magic, usually involving fire, water, wind, and control of plants and animals.

Beyond their magic, centaur druids are often accomplished at practical psychology, aiding them in helping to keep the herd focused and working well together.



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# Chimaera

High Concept: *Multi-headed Monster of Myth*

Trouble: *Two Heads Aren't Always Better*

Other Aspects: *Two in Front, One in Back; Ever Vigilant Guardian; Used to Living in Extreme Environments*

Scale: Fantastic (6)

Skills:

Superb (5): Fight, Shoot

Great (4): Physique, Notice

Good (3): Athletics, Provoke

Fair (2): Deceive, Stealth, Will

Stunts: **Spray Cone of Acid** (Shoot against multiple targets by putting an aspect of *Close Together* on them first), **Roar** (use Physique to create an advantage involving deafness, ringing in ears, etc. against all in same zone; see *Roar* sidebar p 72), **Claws & Fangs** (Fight attacks have weapon: 2), **Tough-Skinned** (armor: 2)

Extras: **Magical Hybrid Resistances; Immune to Fire, Acid, and Heat; Three-Headed Monster** (gets three actions per exchange; gets an additional mild physical and mental consequence; 3 stunt slots)

Physical Stress: ☐☐☐☐ + additional mild physical consequence

Mental Stress: ☐☐☐ + additional mild mental consequence

Type: magical hybrid

Size: body 8-12 feet long, tail 6-8 feet

Chimaera (singular chimaeram) are strange creatures, a mixture of different animals, often with multiple heads. The most well-known variety is described above, with the heads of a lion and a goat in front, and a tail like a serpent, but with a small dragon's head on the end. The body is, for the most part, leonine in aspect, but is partially scaled as well, giving it very tough skin.

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## Variations on a Theme: Different Chimaera

Chimaera can vary in several ways. A simple variant is to change what the dragon head breathes - this could be fire, lightning, cold, or anything else that dragons are known to breathe. The chimaeram's associated immunities should be changed as well in this case. Heads may be switched as well. In some cases, this might merely be cosmetic (e.g., a tiger's head instead of the lion's), while in others, associated abilities might change (for example, giving it a basilisk's head instead of a dragon's).

Other variations might have more or fewer heads, or move the dragon head from the tail to the front. See the *Dragons* (p 85) and *Giant Scorpion* (p 223) entries for stunts and extras that could be given to such a chimaera.

The classical fantasy RPG chimaera have dragon wings; ours don't, since those in Greek myth do not. If you wish to add them, simply add a **Flight** extra, or an appropriate aspect. You could also add a dragon's wing buffet attacks with this. (One of our authors states that you could give them the head of a red bull and wings. His name is concealed for his protection.)

Our default assumption is that the heads can communicate without speaking - effectively, they have telepathy with each other. GMs may wish to have them speak out loud to each other, however, either making it where they can only communicate that way, or where they simply do it as a habit. Cruel GMs may wish to have them fool foes this way, saying one thing but doing another.

Lastly, since they are guardians used by magic users and gods, a GM could grant one some form of enchantment or magical item to increase its capabilities and new attacks and actions. This could, of course, be of any sort - use your imagination and have fun!

They are nearly fearless, but intelligent enough to recognize that some battles cannot be won. Thus, they may choose to withdraw from a fight, but can only rarely be scared away. In addition, their multiple heads sleep at different times, so chimaera are almost always wakeful – and, since each has an independent brain and senses, they make excellent guardians. Because of this combination of attributes and its intelligence (which is not great, but high enough that they can be negotiated with), chimaera are often used as sentries.

Their three heads can also be a weakness at times, if all three can be tricked into arguing with each other. Two in cooperation can overrule a third, but if all three disagree on how to move, or if two disagree and the third is unconscious or dead, the chimaera will be unable to move. Its physical defense, however, will not suffer, since getting out of the way of danger is very easy to agree upon.

Much like some insects, chimaera prefer their food to be soft and easy to eat – almost liquid. Thus, they will spray food with acid before eating it, then let it soften for a time, leaving the food laying where it is until they return to eat it. Finding such softening bodies is a strong indicator that a chimaera is in the area.

Extremely powerful beasts, chimaera rarely employ stealth, preferring instead to attack prey openly, charging in with a headbutt against the enemy it sees as the biggest threat. Against multiple opponents, they will seek to get into the midst of their foes, bringing all of their heads to bear. They will roar as well, seeking to scare foes into feeling, or to daze and/or deafen foes temporarily.

Chimaera most often speak Common, but might speak almost any language – it simply depends on what language(s) they were taught by their maker. Many people believe that they can speak Draconic, but this is in fact rare, since dragons do not tend to like or associate with chimaera.

Chimaera are not natural creatures, and do not reproduce normally. Those that exist have been created by magic users, alchemists, or minor gods seeking to have guardians, and some of these have escaped into the wild. When not encountered as a guardian, chimaera tend to favor living in desolate, rocky areas, often in hills or mountains. Because of their immunity to fire and heat, they prefer to dwell in volcanic areas, hot springs, and so forth. They are not immortal, but are very long-lived, with lifespans of a thousand years or more.



BELLEROPHON - FIGHTS - THE - CHIMAERA

HJ Ford

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# Crocodile

High Concept: *Cold-Blooded Apex Predator*

Trouble: *Not So Hot on Land*

Other Aspects: *Silent Death in the Water, Powerful Jaws That Open Weakly, That's No Log!*

Scale: Great (4)

Skills:

Great (4): Fight

Good (3): Athletics, Physique

Fair (2): Notice, Provoke, Stealth

Stunts: -

Extras: Extremely Tough Skin (armor: 2), My What Big Teeth (weapon: 2)

Physical Stress: ☐☐☐☐

Mental Stress: ☐☐

Type: animal

Size: about 12 feet long

While clumsy on land, in the water crocodiles are apex predators, preying on both water animals (even including sharks!), but also on land animals that come near the water to drink. Primarily nocturnal, they have excellent senses, and can remain submerged for as much as six hours. Crocodiles will also lay near the top of the water, with minimal parts of their bodies sticking out, waiting for unwary prey.

Crocodile skin contains many bony armor plates. In older crocodiles, the scales that overlay the bony plates may wear away, leaving the plates themselves exposed.

An attacking crocodile will attempt to grab on and hold, using the great strength of its jaws to hold on to prey. It will attempt to drag air-breathing prey underwater. There, the prey will have to hold its breath, *while* fighting – a Physique test against Fair (2) difficulty is suggested, with difficulty increasing each exchange. Failure inflicts one physical stress (at the GM's option, it might inflict one mental stress as well, as drowning induces panic).

While the muscles that close a crocodile's jaws are very powerful, those that open the jaw are not. If a character can manage to get hold of the jaws while closed, the crocodile's strength for resisting should be considered to be Poor (-1).

On land, crocodiles are slow and clumsy, but they are capable of short bursts of surprising speed, which may take prey unawares, especially if the crocodile manages to conceal itself in tall grass or at the edge of water before attacking.

Crocodiles are the most social of modern reptiles. While they do not cooperate in hunting, they will readily tolerate each other's presence, and sometimes gather in large groups when sunning. They make a wide variety of vocalizations, from the peeps of hatching crocodiles, to the high-pitched distress call of young ones, through hissing and coughing sounds used as warnings, up to the deep bellow made by males during breeding season.

Female crocodiles build mound nests, and keep a close watch on their eggs. The eggs incubate two to three months before hatching. When hatching, the baby crocodiles will make a peeping sound, which signals the mother to begin digging open the mound. She will also often help the young break out of their shells by rolling the eggs with her snout.

Once the young have hatched, the mother carries them to the water in her mouth. They will stay with her for a few months before going off on their own, and a mother crocodile will defend her young ferociously. Crocodiles normally live 30 to 40 years. Larger species live longer, with the oldest known believed to be around 130 years old.

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# Cyclops

High Concept: *Barbarous One-Eyed Giant Biggest Jerk in the X-Men*

Trouble: *A Taste for Human Flesh*

Other Aspects: *I Never Forget a Face or Scent, Driven to a Blind Rage, Friend to Nobody*

Scale: Fantastic (6)

Skills:

- Superb (5):     Physique
- Great (4):      Fight, Notice
- Good (3):       Investigate, Provoke
- Fair (2):        Athletics
- Average (1):   Lore (Riddles)
- Poor (-1):      Empathy, Rapport

Stunts: **Throw Boulders** (use Physique to make ranged attacks), **Heavy Hitter** (FC 111),

**Take the Blow** (FC 119), **Mighty Lifting** (+2 to Physique to lift and move objects)

Extras: **Mighty Rage** (can inflict a severe mental consequence of *Enraged Past Reason* on self to gain a +2 to Physique for the rest of the scene; only once per scene, only if severe slot is unfilled), **Huge Club** (weapon: 3, *Difficult to Parry*, Free Boost:

*Stunned*)

Physical Stress:   ☐☐☐☐ + additional mild physical consequence

Mental Stress:    ☐☐

Type: standard or semi-divine

Size: 15 feet tall

This represents a monstrous cyclops like Polyphemus in *The Odyssey* – crude and of low intelligence. Polyphemus raised sheep, and would simply pick one up and eat it raw when he was hungry. He lived on an island which, according to other Greek tales, had other cyclopes as well, but there are no stories indicating any sort of society among the cyclopes.

They appear as huge, muscular humans with a single eye, centered above the nose. This eye is considerably larger in proportion to the cyclops' face than humans' eyes are. Between their great size and the relative size of their eye, a cyclops has considerable light-gathering power, allowing them to see excellently at night and over long distances.

However, their single eye also makes them easy to blind, allowing them to be blinded on a severe consequence. A blinded cyclops is quite likely to become enraged, as is one who is heavily wounded.

Their sense of smell is excellent as well – however, like that of humans, it is not directional. Thus, while a blinded cyclops will likely be able to smell whether foes are still present, that will not help it to find or hit them.

Some cyclopes have come to consider human flesh a delicacy. These will raid sometimes raid villages or towns in search of food, or may strike a bargain for regular feeding in return for not attacking them. They have also been known to waylay travellers, and even caravans in snatch-and-run attacks.

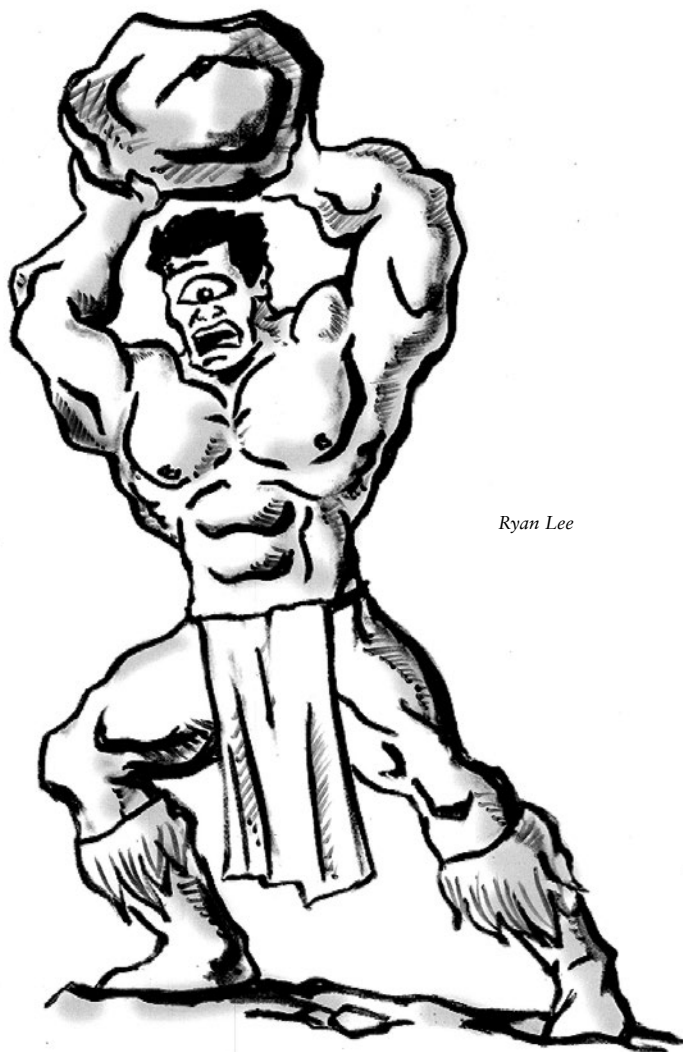
Cyclopes are rather stupid, but many of them imagine themselves to be quite smart. They do have good memories, and will not forget a face or scent – and will hold grudges for a long, long time. Some enjoy riddle games, and may know a wide variety of riddles, but are likely to be stumped by any riddle that is come up with on the spot, even a reasonably simple one.

They do not normally build structures, but will make use of natural caves, or of structures left by others if they are large enough. They have little consideration for the former purpose of their dwellings, and so are just as likely to occupy an abandoned

barn or a defiled temple.

They have patience when not enraged, and will often ‘set aside’ captives to eat later, rather than immediately indulging. When doing so, cyclopes do not tend to make use of any sort of elaborate means of confinement requiring locks or chains or the like – rather, they dump captives into a hole or cave, then place a large boulder to block it, using their Epic (7) lifting capacity. Typically, this boulder is difficult even for them to move, placing it at Legendary (8) or Mythic (9) weight.

Rumor states that some are children of gods, who may be angered if they are killed. In this case, the GM may wish to have the cyclops curse its killer(s): add the extra **Death Curse** (see sidebar, p 15).



*Ryan Lee*

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## Cyclops, Greater

**High Concept:** *Weapon-Makers to the Gods*

**Trouble:** *Respect and Fear Our Skill*

**Other Aspects:** *Stone, Bone, and Steel Shatter; We Will Not Be Bound; The Bigger They Are...*

**Scale:** Mythic (9)

**Skills:**

Mythic (9): Crafts

Legendary (8): Physique

Epic (7): Resources, Will

Fantastic (6): Fight

Superb (5): Lore, Provoke

Great (4): Athletics, Notice

**Stunts:** *Take the Blow* (FC 119), *Tough as Nails* (FC 119), *Hard-Boiled* (FC 127), *Always Making Useful Things* (FC 103), *Better Than New* (FC 103), *Haggling* (use Provoke as Empathy and Rapport when negotiating prices)

**Extras:** *Thunderbolts of Zeus* (use Crafts to attack as if it were Shoot, with *Killing Stroke* stunt as per Fight (FC 111); twice per day), *Incredibly Tough Skin* (armor: 4), *Spears of Great Size* (weapon: 5)

**Physical Stress:** ☐☐☐☐ + additional mild and moderate physical consequences

**Mental Stress:** ☐☐☐☐ + additional mild and moderate mental consequences

**Type:** semi-divine *or* primordial

**Size:** 40 feet tall

Hesiod's *Theogony* describes a different group of cyclopes – three brothers (Argos, Steropes, and Brontes) who were related to the Titans and were renowned for their blacksmithing and masonry skills. Uranus, who feared their strength, imprisoned them and Zeus promised to free them. In return for that promise, they made Zeus' thunderbolts (and kept some for themselves), Hades' helmet of invisibility, and Poseidon's trident, which the gods used to help defeat the Titans. Later on, they made Apollo and Artemis' bows and arrows, and were said to be Hephaestus' helpers. Legend also claimed that they made the great fortifications at Tiryns and Mycenae.

In Greek myth, they were slain by Apollo as revenge for killing his son Asclepius with thunderbolts – but there's no reason why you couldn't have them, or others like them, in your campaign world!

If you can look past their single eye, the greater cyclopes are quite handsome, and they are definitely well-spoken, unlike their more common kin, and far more intelligent as well.

It may be possible to engage them to create weapons of great power. To do so would likely involve one or more major quests at their command in payment, plus an offering of treasures of great value. A minimum of a Legendary treasure would have to be offered to tempt them.

Greek myth never directly states how large they are, but given that the Titans feared their strength, it seems safe to assume that they are extremely large – 40 feet tall or more. They are mythic creatures, fit foes for gods.

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## Death Knight

*Death Knight* is the term used for certain powerful undead warriors. Exactly who is worthy of this appellation varies depending upon who is applying it, but it is generally agreed that the major undead ‘generals’ directly serving the Princes of Hell should be given the title. From here on, we speak only of these, unless otherwise stated.

All death knights are undead. However, they are a special sort, not having been raised by the power of any mortal necromancer, nor by a curse, but by a demon prince. This only occurs when a soul of a mighty warrior has become the personal property of a demon prince, then returned to its own body after death. A death knight can only be created with the willing acquiescence of the soul in question: this cannot be compelled by supernatural means of any sort.

Because of this freely willed cooperation, death knights are resistant to *turn undead*, exorcisms, and holy effects that normally affect undead. Note that this also includes the *command undead* of evil clerics and necromancers. Since they are also not demons, they are also not restricted by magic circles.

These abilities make death knights of considerable use to the demon princes. The investiture of power required to create one is considerable, and because of this, their numbers are limited, and only very powerful individuals are granted death knight status. To give such status to someone who would be easily destroyed by the mortal agents of the gods would be wasteful.

Death knights, having their own souls, retain the powers, knowledge, and skills they had in life. In the case of physical and arcane abilities, they are capable of using these, and often have them enhanced through additional abilities granted by their demonic patron. Their undead status grants the resistances and immunities associated with it, and their formerly-living flesh often feels no pain, granting a considerable advantage in combat. Further, their appearance and presence normally become much more fearsome.

Those who were formerly paladins (and there are some such) have lost the backing of their former gods. However, their knowledge of how to channel such energies remains, and they are normally granted access to demonic forms of the powers they formerly wielded in life.

Most often, the powers granted to death knights include the ability to command non-free-willed undead and lesser demons, to raise fallen foes as lesser undead (skeletons, zombies, and sometimes ghouls), attacks involving cold and/or necromantic energy (e.g., life draining), abilities to cause fear, and the ability to see invisible persons and objects. Some are granted fire or shadow-related powers, similar to those of certain demons (see the *Demons* section for inspiration).

Death Knights are a wild card in the politics of Hell. They cannot overthrow their superior without destroying the source of their power and coming into the torment that they had been eluding during their time as a death knight. Thus, the princes often favor death knights over other retainers – even other demons. This breeds resentment among powerful demons when they are assigned to serve a death knight, while lesser demons often seek to curry favor with the death knight, while at the same time feeling both terror and hate toward these damned souls who have been raised to power over them.

However, there are legends of death knights who have colluded with other demon princes, rivals of their own creators, on the promise that the other demon prince would continue to maintain the death knight once they seized their rival’s dominion. As always in Hell, no trust can be absolute.

Lastly, the Princes of Hell have access to powerful magical items, and will usually equip their death knights with a few – at the least, a cursed and terrible weapon, along with an armor that makes them even more formidable.

## *Falcatus the Dread*

**High Concept:** *Elven Blademage Turned Death Knight*

**Trouble:** *A Broken Knight Is Only a Pawn*

**Other Aspects:** *Cold and Efficient Killer, Cold-Burning Hatred of the Drow, Cursed By the Blood Upon My Hands*

**Scale:** Epic (7)

**Skills:**

|                       |                          |
|-----------------------|--------------------------|
| <b>Epic (7):</b>      | Fight                    |
| <b>Fantastic (6):</b> | Magic                    |
| <b>Superb (5):</b>    | Provoke                  |
| <b>Great (4):</b>     | Notice, Physique         |
| <b>Good (3):</b>      | Athletics, Stealth, Will |
| <b>Fair (2):</b>      | Contacts, Investigate    |
| <b>Poor (-1):</b>     | Empathy                  |

**Stunts:** **Battle Teleportation** (use Magic for movement in combat instead of Athletics), **Countermagic** (use Magic instead of Will or Physique to resist magical attacks), **Chill of the Grave** (use Fight or Magic (with range as Shoot) to create advantages involving frost, cold, or slowness), **Sword Magic** (on a success with style with Fight, may choose to create a lasting advantage against the target (as per **Chill of the Grave**) instead of a boost)

**Extras:** **Reflected Pain** (upon taking a physical or mental consequence, this creates an immediate pain-based mental attack upon the person who inflicted it, at the rank of the consequence value (i.e., Fair (2) for a Mild, Great (4) for a moderate, Fantastic (6) for a Severe), **Immune to Cold and Fear**

**Physical Stress:** ☐☐☐☐

**Mental Stress:** ☐☐☐☐

**Type:** undead, unique

**Size:** 5 feet 2 inches tall

Long ago, Falcatus was Aidara, a great elven warrior, the royal champion of the King of the Elfwood. Proud of her abilities with blade and spell, she would dance through the battle lines of the Elfwood's enemies, using her magic to blink about the battlefield, surprising foes and slaying them with her twin swords. She grew haughty, believing that none could best her, and often boasted of her skill.

Eventually, she became a target of interest for the drow. Wary of her skills with the blade, they chose to attack her in a more subtle and insidious way. Working dark enchantments upon the mind of Aidara, her husband, and her daughter, they sowed poison seeds of mistrust among them. In addition, drow infiltrated her household servants, planted evidence, and worked suggestions to lead Aidara to believe that her daughter was having an affair with her husband (her daughter's stepfather), and that many others knew of the affair and were mocking her behind her back.

The last straw came when Aidara found her husband and daughter in a seemingly compromising position, which the drow agents had arranged. In a blind rage, Aidara slew them both, whereupon, one of the drow agents revealed himself, and taunted Aidara with the ease with which she had been manipulated. Mad with rage and grief, she attacked the agent. This was the reaction the drow had anticipated, and she played right into the agent's hands. Aidara pursued the fleeing agent through a portal, only to find herself deep in the vaults of the drow, surrounded by a host of her foes. Her skill and fury were not enough to overcome their endless waves, and seeing that defeat was inevitable, in her fury she called out to Mav'tglor, demon prince of the undead, and pledged herself to him if he would grant her the opportunity for vengeance.



*Dave Allsop*

This had been his plan from the beginning, and he gleefully let her dispatch his unwitting drow pawns. No longer was she Aidara, but Falcatus, Sword of Mav'tglor, one of the greatest of the Death Knights.

Falcatus is a cold and efficient killer. She takes a grim joy in wounding and killing her foes, and revels in their pain. Unlike most other death knights, she does not allow her rage or joy in suffering to rule her, and she will not prolong battle with a foe who is obviously a true danger to her.

In battle, she will often use her power to raise zombies when she is dealing with many foes at once, seeking to kill the weakest, then use them as weapons. She will also make use of her abilities to slow enemies as she teleports about the battlefield, smashing enemy lines to make ways for her zombie forces.

According to rumor, Falcatus now dwells in the far north, in a castle of black ice, ringed by mountains in such wise that sunlight never touches it directly. There, she is served by an army of undead and lesser demons – although 'served' is perhaps not the best term. Falcatus has little patience for the servants she has been given, finding them slow and incompetent, and some sages believe they are meant more to keep an eye upon her for Mav'tglor, rather than to help her.

Those bold or foolish enough to venture there in search of her will find that the

surrounding land is a literal bit of *Hell on Earth* (okay, their Earth-equivalent): Mav'tglor's dominion extends over it, causing any who die there to rise up as undead (GM's discretion as to the sort). It is difficult or impossible to turn undead or exorcise demons there, and 'holy' magic and items may be weakened. (GMs seeking actual statistics for the castle and army should look to those of Kaltraxis for inspiration.)

She still hates the drow, and may be distracted from her assigned goals if there is a chance to strike at them. Those hoping that she might still maintain a fondness for other elves, however, will find themselves sorely mistaken: no love appears to have survived her transformation, only hate and rage.

### **Soulblight (5 refresh)**

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The sword with which Falcatus slew her daughter, *Soulblight* radiates an aura of despair. Anyone picking it up takes 1 mental stress, and another point each scene they continue to carry it. They may not recover mental stress unless they set the blade aside for a scene. Undead are immune to this mental attack.

The souls of those slain by *Soulblight* are trapped within the sword, from which the wielder can call upon them to create the *Storm of Screaming Souls*; note that the wielder is *not* automatically immune to the effects of this.

Anyone slain by *Soulblight* can be **raised as a zombie** by the wielder for the cost of a fate point. (Provided, of course, they have not already been raised as some form of undead, or back to full life.)

It appears to be a normal single-edged short sword with a hilt wrapped in black leather, unremarkable save for its aura of despair, and a continuous sound of many faint, tormented screams that can only be heard by holding it close to one's ear.

**Aspects:** *Death and Despair to All, Rotting Flesh*

**Weapon:** 4

**Storm of Screaming Souls:** wielder may spend a fate point to make an attack with Magic against the Will of everyone in the same zone. This is a cold and fear attack; the wielder is not automatically excepted for it.

### **Bitterfrost (3 refresh)**

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Used by Falcatus to kill her husband, this sword constantly radiates an aura of intense cold, such that anyone carrying it takes 1 physical stress immediately, and another point at the start of each scene.

*Bitterfrost* is identical in appearance to *Soulblight*, but makes no sound and radiates cold rather than despair.

**Aspects:** *The Chill of the Grave, Frostbite Steals Fingers and Toes*

**Weapon:** 4

Anyone wielding both *Soulblight* and *Bitterfrost* also gains the aspect *Twin Swords of Doom*. At the GM's option, this may replace one of their existing aspects while they wield the pair, as part of the price for wielding them.

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# Demons

Demons are evil extraplanar creatures, originating in the multitudinous planes of Hell, who serve the Lower Powers or are themselves Lower Powers.

All demons share the following immunities, which are tied to their high concept as demons: immunity to fear, sleep, charm, paralysis, poisons, disease, aging, and death magic.

Demons can understand any spoken language. Intelligent demons can speak any language, and may be literate. Those of average human intelligence or better are almost always literate.

The truly innocent are protected from demons; to represent this, a demon struggling against a character with an aspect that indicates they are an innocent automatically suffers a -2 on actions against them. Further, demonic mental attacks which can force specific behavior can be compelled to fail by such an aspect. (Note, however, that attacks that create an emotional state (e.g., fear or anger) or a physiological reaction (e.g., paralysis or sleep) cannot be stopped by such a compel. They may be influenced, but their freedom of choice cannot be taken.) Some demons have further restrictions against the innocent in their individual descriptions.

Many demons have weapon immunities. Weapons blessed by a character with an appropriate aspect (especially high concept) indicating service to the Higher Powers (or, if using *APERITA ARCANA*, belonging to an appropriate class or having Faith in a good deity and a stunt allowing the placing of blessings) can strike them. A weapon with a Holy aspect (or one of similar flavor, at GM judgment) counts as being blessed for striking purposes.

Hell is all about politics. Stronger demons dominate the weaker, and smarter ones find a way to translate their intelligence into power, or set themselves up as the advisors (read: controllers) of those who have power. Since demons are immortal, these games of power tend to play out over centuries at the upper levels (but minor demons may still find themselves in or out of favor in mere moments).

Like the fey, demons tend to literal interpretations of contracts and agreements – but demons are malign, seeking to twist things to not only maximize their own benefit, but also to cause pain and suffering to others. They are, however, too proud of their ability to twist things to resort to such tactics as invisible writing, print too small to read, and so forth. When you read a demonic contract, you can be certain you’ve seen all of it – but not how it will be interpreted!

Traditionally, the *Fantasy System That Must Not Be Named* distinguishes between *demons*, who are Chaotic Evil; *devils*, who are Lawful Evil; and *daemons*, who are Neutral Evil. (We’ll ignore the demodands because pretty much everyone else does.) However, this distinction does not arise from anything in the classic fantasy source materials, so we’re choosing to ignore it here and simply class all our evil extraplanar creatures as “demons”. If you want to use the distinction, though, feel free to simply assign all these “demons” to different groups based on alignment.

## Higher and Lower Powers

Here, we use the term “Higher Powers” to refer to the major “Good” forces of the universe. Depending on setting, these might be gods, angelic beings, the Light Side of the Force, or any of many other things. Regardless of what they are, they empower certain beings and are generally on the side of preserving the freedom and safety of living beings.

Contrastingly, the “Lower Powers” are the major “Evil” forces. The demon princes definitely count as Lower Powers, and some of the Lords and Ladies may as well. They empower certain beings as well, but are on the side of either destroying or enslaving others in order to enhance their own power and status.

# Flenser Demon

High Concept: *Cruel Demon Soldier*

Trouble: *Trained to Serve, Not Lead*

Other Aspects: *Our Masters Care Not For Us, The Lash Teaches Best, The Best Kiss is the Last Kiss*

Scale: Superb (5)

Skills:

Superb (5): Fight

Great (4): Physique, Shoot (used for whip)

Good (3): Athletics, Provoke (Terrifying Howl)

Fair (2): Deceive, Investigate (Scouting), Stealth, Will

Poor (-1): Notice

Stunts: **Sprinter** (FC 98), **Climber** (+2 to overcome actions with Athletics to climb an obstacle, or to move out of a zone that has a climbable barrier)

Extras: **Demonic Immunities**, **Flensing Claw** (weapon: 2), **Toughened Skin** (armor: 1)

Special: **Death Kiss** (functions as **Killing Stroke** (FC 111) with tongue; requires a helpless or bound opponent)

Physical Stress: ☐☐☐☐

Mental Stress: ☐☐☐

Type: extraplanar (demon)

Size: 7 feet tall

Among the lesser, more common sorts of demons, flensers make up a great part of the armies of Hell. They appear as scaly grey, black, or red humanoids, with horns like those of a ram, powerful clawed legs of animalistic proportions, and a very large ‘flensing claw’ on each hand. They have tails, but they are stubby and useful only for balance.

Flensers aren’t very bright, but they are well-disciplined and trained, and used to life under the lash. Their tactics won’t be imaginative, but they aren’t stupid enough to simply die in useless charges or keep using a losing strategy. Given the chance, they will make probing attacks against foes who seem likely to be a challenge, possibly withdrawing to prepare a proper strategy. In this respect, despite their lower intelligence, they’re often smarter than those who employ them, who tend to be impatient with such practices, viewing them as cowardice.

In direct battle, flensers will make use of their whips to trip, bind, and disarm foes, and to throw objects about – sometimes even each other! Fast and strong, they are very good climbers and jumpers, and will use that to their advantage as well, especially if they have the superior numbers to swarm over and past enemy lines and defenses.

They delight in torture, and will capture foes alive so they can ‘play’ with them later. Initial torture will involve their whips and claws, but they do have enough imagination and cruelty to appreciate ‘games’ like releasing a prisoner to hunt down, or setting prisoners against each other by randomly favoring (or simply appearing to favor) some of them. When they grow bored with a prisoner, their most common means of execution is their **Death Kiss** – in which a flenser demon will push its two-foot long, barbed tongue down the throat of a prisoner, then rip it out forcefully.

Flensers will often keep hell hounds (p 146) as pets and hunting dogs. Since they are immune to the hell hounds’ stench, flensers find them very useful.

# Ice Demon

**High Concept:** *Icy Spider-Demon*

**Trouble:** *Impressed with My Own Intelligence*

**Other Aspects:** *Caught in the Web; Too Many Eyes; What I Don't Eat, My Babies Will*

**Scale:** Fantastic (6)

**Skills:**

**Fantastic (6):** Physique

**Superb (5):** Notice

**Great (4):** Athletics, Will

**Good (3):** Provoke, Shoot

**Fair (2):** Burglary, Deceive

**Stunts:** **Jump** (+2 to Athletics to jump), **Ice Webs** (+2 to create advantages with Shoot by spinning webs), **Hypnotic Thrumming** (+2 to Provoke to create advantages by thrumming webs to hypnotize)

**Extras:** **Demonic and Anomalous Immunities**, **Weapon Immunities** (hit by blessed, silver, or magical weapons), **See Invisible Items and Magic**, **Spider Feet** (climb walls and ceilings as easily as walking, even icy-slick ones), **Icy Body** (armor: 4)

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐☐☐

**Type:** extraplanar (demon), anomalous

**Size:** 15 feet long, 18 feet wide (including legs)

These spider-like demons have a body covered in hard, blue-black plates that seem to be made of some sort of dense ice. Their heads have dozens of eyes, allowing them to see in all directions at once, and they can see invisible objects and beings and the presence of magic. Their front two legs can be used as arms as well, and have a set of claws that can grasp as well as a human hand, and these are often used to wield weapons. Ice demons are about eighteen feet wide and roughly fifteen long when standing, but most of this is their legs. Despite their size, they can squeeze through spaces as little as six feet by four feet, allowing them to go through most doors.

Like spiders, they can climb vertical surfaces and walk on ceilings, and they can do so on ice and similar slick surfaces.

Ice demons are often used as guardians by magic users or magic-using monsters in cold areas. Some have managed to escape control, and now dwell in cold waste areas with no master. Those who have dwelt freely in the mortal world for a considerable time may have developed a stronger-than-normal resistance to exorcism and other means of banishing demons to their native planes.

They prefer to eat humanoids, but when not hungry, will enwrap them in webs and store them for later. Sometimes they will implant eggs inside a wrapped victim. This usually leads to a horrible death as the victim is eaten from the inside by hundreds of ice demon larvae should they not be removed in time. Since other demons do not reproduce normally, this has led scholars to speculate that ice demons may be a corrupted race from the material plane – or that the eggs may in fact be damned souls.

Nevertheless, ice demons do have their own sense of honor, and will keep their given word, although they will seek ways to twist the literal meaning to their own ends. They are very impressed with their own intelligence, and enjoy toying with victims before killing them, often promising passage in return for being able to answer a riddle or perform a task. Ice demons do desire treasure, and can sometimes be bribed with it.

Their native environment is said to be an icy mountain range in Hell, covered with crystalline trees and the webs of the ice demons. In the mortal world, they will mark their territory with webs – but these markers will be placed far enough inside

the territory that those finding them have almost certainly already been spotted and chosen for the next meal. A territory will normally be shared by a band of a half-dozen to a dozen, and carry an area about twenty miles across.

Ice Demon Eggs

These are implanted by taking a full exchange to do so on an immobilized opponent and spending a fate point to compel *What I Don't Eat, My Babies Will*.

Eggs hatch hours later (at least another scene later). They attack with Great “Eating My Way Out”, opposed by the victim’s Physique. The attack repeats until the victim is dead or the larvae are taken out. The larvae have:

Aspects: *Inside of You, Mother Knows Best*

Great (4): Eating My Way Out  
Physical Stress: ☐☐  
Mental Stress: n/a, immune to mental/social attacks

Attacks can be made against them with Lore, Magic, or Nature with a suitable aspect (indicating the character is a healing cleric, doctor, or other healer). Attempts to make attacks against them with Fight require inflicting at least a mild consequence on the victim first to gain access.

**Demons, Clerics, and Exorcism**

In most old school games, the clerical *Turn Undead* ability also affects demons (and devils, and so forth). Fate generally allows compelling or invoking the high concept of demons with an appropriate power, or an appropriate high concept of your own. An *Exorcist* stunt could be created, to allow using Faith as Provoke against creatures with appropriate high concepts. When doing so, they might also use Faith to defend against mental attacks from the target.

In many cultures, wizards are capable of exorcism as well, so the GM may wish to allow those with a wizardly high concept to take such an stunt (based on Magic, and possibly without the defense portion), even if those of priestly high concept do not need it.



Valerie Diaz

# Incubus

High Concept: *Demon of Sex and Desire*

Trouble: *I'm...Too Sexy for This Fight*

Other Aspects: *Beautiful is Neither Good Nor*

*Stupid, What's in Shadows is My Business, Who's Your Daddy?*

Scale: Superb (5)

Skills:

Superb (5): Deceive

Great (4): Empathy, Rapport

Good (3): Athletics, Physique, Will

Fair (2): Magic, Notice, Stealth

Stunts: Mind Games (FC 104), Best Foot Forward (FC 121), Enter Dreams (use Magic to create aspects relating to entering a target's dreams)

Extras: Demonic Immunities, Appear Where a Woman is Dreaming of Sex, Cause Intense

Pleasure (can use Deceive to create advantages from this, even in combat)

Physical Stress: ☐☐☐☐

Mental Stress: ☐☐☐☐

Type: extraplanar (demon)

Size: 6 feet tall

An incubus is a male demon of sex and desire. They are among the lesser sorts of demons, but one of the most intelligent, and tend to disdain other lesser demons as crude and unsophisticated brutes.

Incubi avoid direct confrontation, their preferred *modus operandi* being to begin by infiltrating a woman's dreams, discovering who she secretly desires, then appearing to her in that form, often under cover of it still being a dream. They will use their abilities to create silence and darkness to aid them, often seducing a woman in the night while she is with others who are sleeping.

Like other demons, their goal is to corrupt and gather souls. To this end, they encourage their victim to bring their apparent fantasies into real life, so they seduce others in turn. Once the incubus believes it has no more use for its victim, it may seek to harvest the corrupted soul by strangling the woman to death in the night.

In order for an incubus to seduce someone, there must be an opening. Thus, aspects such as *Virgin*, *Pure of Heart*, and *Innocent* render the bearer entirely immune to an incubus' charm. At the GM's option, those with an aspect that indicates they are 'good' may be able to use that to help resist.

As lesser demons, incubi usually serve stronger demons. Due to their intelligence and usefulness, they are sometimes chosen to directly serve lesser demon lords. One sort of service they are often used for is to create half-breeds, seducing mortal women and leaving them pregnant with half-demons.

In their natural forms, incubi appear as tall, strong, handsome men with black, claw-like nails, bat wings, long canine teeth, and a slender, pointed tail. This form is usually only assumed if the incubus has been uncovered and is driven to combat.

Incubi are rivals of shadow demons, who operate in a fairly similar fashion. If they encounter a shadow demon and are not under the same demonic master, they are quite likely to attempt to interfere with the shadow demon's plans.

## Incubi and Succubae

Here, incubi are being presented as separate beings from succubae - the male and female versions of the same species. In medieval lore, however, they were often described as being the same thing - a demon able to alter not only its shape, but its sex as well, becoming male or female as needed. If a GM wishes, they may use this form; few alterations should be required.

One alteration that is likely for this scenario is that incubi cannot impregnate women on their own; instead, one would first appear to a man as a succubus, gather his seed within themselves, and then appear to a woman as an incubus, altering the seed in demonic fashion in-between victims. In this case, **Who's Your Daddy** should be switched for **A Need For Seed** when in succubus form.

# Rimeshade Demon

High Concept: *Demonic Being of Ice and Shadow*

Trouble: *My Mountain is My Kingdom...For Now*

Other Aspects: *The Driven Snow, The Confusion of Light and Shadow, Ice Can Crush and Slice*

Scale: Epic (7)

Skills:

- Epic (7): Deceive
- Fantastic (6): Nature, Will
- Superb (5): Fight, Physique, Provoke
- Great (4): Athletics, Notice, Stealth
- Good (3): Empathy

**Stunts:** **Avalanche** (use Nature to make an attack on all within up to four adjoining zones on its mountain; costs a fate point to use), **Shapeshifter** (+2 to Deceive or Stealth when appearing to be someone/something else), **Icy Attacks** (on success with style with Fight, may inflict a lasting aspect of *Chilled* with one free invoke on target), **Assume Horrific Form** (+2 to Provoke against all foes in zone the first time it takes on a horrific form in their view)

**Extras:** **Demonic and Anomalous Immunities, Hears What Is Spoken in Shadows**

**Within Its Realm** (+2 to Notice for anything happening on the mountain; GM may compel *My Mountain is My Kingdom...For Now* to make it know something it could know via this method), **The Abominable** (if the rimeshade takes out a victim mentally or physically on its mountain, the victim's soul is stored in an ice crystal in one of the rimeshade's lairs), **Disorienting Light and Shadows** (spend a fate point to use Stealth to vanish in plain sight), **Travel as Snow Flurry** (use Nature instead of Athletics to move and escape barriers and bonds), **Body of Ice** (armor: 2), **Icy Fangs and Claws** (weapon: 2)

**Physical Stress:** □□□□ + additional mild physical consequence

**Mental Stress:** □□□□ + additional mild mental consequence

**Type:** extraplanar (demon), anomalous

**Size:** varies (shapeshifter) – up to 15 feet tall

Rumored to arise when ice and shadow demons interbreed, the rare rimeshade demons are considerably more powerful than either of their supposed parents. They construct bodies of snow and ice, growing fangs and claws as needed, and transforming into snow flurries to travel quickly. A rimeshade can also assume a humanoid form, appearing to be a pale human, elf, or half-elf with white hair, but with 'flesh' that is icy cold. In this form, they are sometimes mistaken for vampires.

Causing further confusion, a rimeshade cannot enter a constructed dwelling without being invited by someone who is within. Those in such a structure may hear voices in the wind calling to them, often sounding like those the person is missing or has lost. Going outside, they will find a blinding blizzard quickly arising, in which it's quite easy for them to become lost, wandering far from their shelter. When frustrated by those who will not emerge, the demons have been known to cause avalanches, burying the shelter in snow, ice, and rock.

In combat, a rimeshade will often assume a form similar to that of a great, hairy white ape, but with eight long, hairy, spider-like limbs, and six eyes upon its head. Sages speculate that this is their true form. When appearing thusly, they can climb as ice demons do, and are accompanied by constant flurries of snow, which seem to block light more than seems logical or possible. They still have teeth and claws made of ice, and their forelimbs often sport icy blades. By combining their shadow powers with

light refracted through their ice, they can dazzle and confuse opponents.

Most often, a rimeshade will dwell on a snow-capped mountain. The cap will remain throughout the summer, even if the mountain is not tall enough for this to naturally occur. The mountain will have a spring near the peak, which will seem to have healing powers. Drinking from such a spring, or eating the snow or ice close to it, will allow the character consuming it to remove a physical consequence. In exchange, however, they will have the *Icy Heart* mental consequence placed upon them, at the same level as the consequence that was removed. Those affected will find themselves feeling much stronger and faster, but their new power will betray them should they fight the rimeshade itself.

Rimeshades trap the souls of their victims, keeping them in icy crystals within their lairs. Looking at such a crystal will reveal a tiny image of the person whose soul is within. The demon can use these souls to animate creatures of frost and ice that look like huge tarantulas; treat as giant spiders (p 233) with immunity to cold, causing entangling frost instead of webs and frostbite rather than poison. Just as with the crystals in the lair, tiny images of the trapped soul can be seen within these ice-spiders, and when they are injured, they will cry out with its voice (Fair difficulty Notice check to recognize voice if it's someone well-known to the character; relationship aspects can be invoked).

Salt can harm rimeshades, much as holy water does undead and other demons. Throwing a handful of salt on one should be treated as a Shoot attack with a weapon: 2. If one can find a way to effectively coat a weapon with salt, it would be treated as a magical weapon with its weapon value increased by one against the rimeshade.

While a rimeshade will have a home atop its mountain, some will keep multiple lairs upon their mountains, with some victims in each. They also make use of their *Shapeshifter* ability, sometimes posing as someone trapped on the mountain, or who is attempting to rescue a friend or relative who has been trapped.

There are rumors that a rimeshade's power is tied to its mountain, and that removing one from its home will cause it to begin melting. If the GM wishes to have this be true, treat as an Epic physical attack affecting the rimeshade each exchange. Rumors that magical hats can prevent rimeshades from melting are most likely simply childhood fantasies.

### Okay, what's a "Constructed Dwelling"?

Essentially, it's any dwelling place, temporary or not, that has been erected by an intelligent creature. Simply using a natural shelter does not qualify, so caves, giant mollusc shells, and similar things are not 'constructed dwellings'. However, a house, hut, shack, lean-to, tent, or even igloo would qualify, since these are things that have to be built. A rimeshade may not enter such a dwelling, nor can it directly affect anyone inside it; treat this as a compel against its high concept. It can, however, affect them indirectly with its Deceive skill, using *The Driven Snow* in conjunction with it. An avalanche caused by one will not damage anyone within a dwelling, but it may create effects that trap them within.

If you choose to have your vampires be unable to enter a home, similar definitions can be applied. In the case of vampires, however, it is generally the case that the dwelling must be someone's personal home, and only someone who is a permanent resident there can invite the vampire in.

# Shadow Demon

High Concept: *Demonic Spy and Seducer*

Trouble: *Light Drives Away Shadow*

Other Aspects: *Naught But a Whispering Shadow, Possession is Nine-Tenths of the Law, Lust for Gems*

Scale: Superb (5)

Skills:

Superb (5): Deceive

Great (4): Investigate, Stealth

Good (3): Empathy, Magic, Politics, Will

Fair (2): Contacts (represents others it has its hooks in), Fight, Lore, Notice

Stunts: **Mind Games** (FC 104), **Lie Whisperer** (FC 109), **Eavesdropper** (FC 113), **Vanish into Shadows** (as Ninja Vanish, FC 126), **A Mind of Shadows and Mirrors** (defends against mental attacks with Deceive; against magically-based mental attacks, on a success with style on defense, may redirect the attack to another target), **Shadow Magic** (use Magic to create darkness and manipulate shadows)

Extras: **Demonic and Incorporeal Immunities**, **Vulnerable to Holy Light** (see below), **Incorporeal Claws** (Fight attacks ignore armor)

Physical Stress: □□

Mental Stress: □□□□

Type: extraplanar (demon), incorporeal

Size: about 5 feet tall

Creatures of living shadow, these vicious and spiteful demons are thankfully rare. When encountered, they are often in service to some stronger evil force, such as a stronger demon or an evil mage or cleric of great power.

Shadow demons have no normal physical body, and can only be harmed by magic, magical weapons, and blessed or silver weapons. Neither can they move nor carry anything in their natural form; hence their treasures tend to be small but valuable items that they have had possessed victims secret away.

They are, however, **Vulnerable to Holy Light**, magical light created by characters with an appropriate high concept which will act as an attack against them. In such light, they are unable to vanish into shadows, and can be seen to be man-sized shadowy forms with small bat wings, horns, and goat-like legs. Magical light of a non-holy nature will burn them less strongly; it causes them mental stress rather than physical, they are treated as having armor: 2 against it, and it does not reveal their form.



Travis Casey

A shadow demon's wings are not large enough to support them in true flight. Instead, they use them to make longer, higher, more controlled jumps and to fly in brief bursts. This is usually more than enough to assist them in getting away from a ground-bound pursuer, but shadow demons are intelligent enough not to put their flying ability up against that of a true flier.

Their favored trick is to pose as someone's shadow and whisper to them of evil things they could do, slowly wearing down the victim's will until they either begin to do evil things themselves, or are ripe for possession. Having possessed or seduced a victim into doing something they would not normally do, a shadow demon can then cause the victim to forget about events that took place during the possession, and about actions they performed while possessed.

Shadow demons are psychically powerful, and those unwary enough to engage in direct psychic battle with one will find themselves in a realm of shadows. Here, within the demon's mind, it will appear and disappear while simultaneously projecting multiple targets of itself. Any psychic attacks hurled at any of these moving targets will ultimately reveal them to be the mental projections of allies, or perhaps reflections of the attacker themselves. Striking out at them only makes it easier for a shadow demon to defeat its opponent(s).

Because of these abilities, shadow demons make ideal spies, and their masters often use them in this capacity. Although they are chaotic, and would normally serve poorly in an independent capacity, shadow demons' love for knowing secrets helps bind them into service, and many masters will also make use of their love for gems.

Shadow demons and incubi are rivals, and a shadow demon who encounters an incubus will often seek to disrupt the incubus' plans, so long as they do not serve the same demonic master.

### **The Astral Plane and Mental Combat**

The astral plane is a realm of thought and possibility - coexisting alongside and extending throughout the material world. Its existence extends beyond the material world as well, reaching to the realms of the **Outer Planes**, and beyond them into the **Deep Astral**.

The area of the astral plane that interpenetrates the material world is often called the **Near Astral**. Here, travelers can see into the normal world, and can move about like a ghost, moving by thought alone. Magical protections within the material plane can block astral movement, however, and particularly dense substances make such movement difficult and slow, or sometimes even impossible, often requiring the astral traveler to find another route.

A traveler's 'astral body' generally appears according to their self-image. This often includes apparent 'doubles' of weapons, armor, or other equipment that is important to the person. Magical items may have actual astral forms of their own, which the bearer may bring along when astrally projecting.

As the astral is a non-physical realm, mental skills are the only useful ones here. Provoke is normally used to attack and Will to defend. Rapport and Empathy have their normal uses, but can also take the place of Athletics (for movement) and Notice, respectively. Will can be used as Physique, when attempting to move others (both people and astral 'objects'). Deceive can be used as Stealth, and, with stunts, to disguise one's astral form, making it appear to be someone else.

An astral form is joined to the traveler's physical body by a **silver cord**. If extreme consequences are in use, one possible such consequence is the severing of the silver cord, causing the traveler to lose the ability to quickly and easily return to their own body. Normally, the body will die in a day in such a case.

Demons and empyreals may be encountered within the astral, along with certain creatures that dwell within it. Elder psyche lashers may be encountered in the Deep Astral, where they appear as roughly spherical entities of living darkness, lashing out with long, tentacular appendages. There are also rumors that some tulpai are encountered in the Deep Astral with frequency.

# Shadowflame Demon

High Concept: *Demon of Darkest Fire*

Trouble: *A Cruel and Barbarous Taskmaster*

Other Aspects: *The Beating of a Hideous Heart, A Dark and Unholy Shadow, Huge and Terrifying Presence*

Scale: Epic (7)

Skills:

Epic (7):           Physique, Will

Fantastic (6):    Fight, Athletics

Superb (5):       Magic, Notice, Provoke

Terrible (-2):    Stealth

**Stunts:** **Fiery Whip** (may use Fight to make attacks and create advantages in adjacent zones in there is no barrier), **Invoke the Dark Flame** (use Will to overcome obstacles involving light, magic, and holiness; and to create advantages involving its unholy power and spiritual fire), **Unholy Word** (spend fate point to use **Invoke the Dark Flame** against all in zone as one action)

**Extras:** **Demonic and Anomalous Immunities**, **Immune to Fire**, **Truly Fearsome** (may compel others with *Huge and Terrifying Presence*; may invoke even against those normally immune to fear), **Immune to Normal Weapons** (struck by magical or blessed weapons), **Thundering Heartbeat** (makes a fear-based Provoke attack against all in a zone upon entering the zone; this does not take an action), **See Invisible and Hidden Objects**, **Weapon of Unholy Fire** (weapon: 4), **Claws of Fiery Steel** (fist attacks are weapon: 2)

**Physical Stress:**   □□□□ + additional mild and moderate physical consequences

**Mental Stress:**    □□□□ + extra mild and moderate mental consequences

**Type:** extraplanar (demon), anomalous

**Size:** at least 8 feet tall, with shadow extending much further around

Shadowflames are the strongest non-unique demons; some have risen to become demon lords and ladies. Lesser demons fear them, and will normally obey them when within their presence, unless under orders from someone they fear even more greatly (e.g., a powerful demon lord/lady or a prince/princess). Shadowflames are intelligent, but unobtrusive, and many are generals or great captains in Hell.

Physically, they appear as a vague humanoid shape made of fire, ranging in height from eight feet up to twenty at will. While their facial features are indistinct, they appear to have horns, hooved legs, and claws of brightly glowing steel. They are shrouded in shadows, which manifest as a cloud up to twice their height, and flow out a similar distance to the sides, appearing as wing-like extensions. To those with true sight, a shadowflame has many fiery tendrils constantly whipping about within their shadow cloud, passing through things around them.

Shadowflames wield flaming weapons – most commonly, a striking weapon such as a sword, axe, or mace, in conjunction with a whip, scourge, or other weapon that can entangle and cause pain. The latter is often used in driving their own minions forward, as the shadowflames are cruel, barbarous

In case it's not blindingly obvious, our shadowflame demon is inspired by a certain famous monster from a trilogy about some rings. We've chosen not to give our version wings or flight, despite its popular appearance in media. The **Claws of Fiery Steel** and use of other weapons comes from other works by the same author. The effects of its **Invoke the Dark Flame** are speculative, but given the nature of the creature, seemed appropriate. The **Thundering Heartbeat** was inspired by the "doom doom" sound heard during the scenes it appears in. We had the idea of "what if the sound was its heartbeat?" and decided to go with that!

masters. They are usually served by creatures of a similar nature, such as orcs, hobgoblins, ogres, trolls, lesser demons, hell hounds, and sometimes young dragons, hydras, or even werewolves or wererats.

When loosed in the mortal world, shadowflames will sadistically wreak awe-inspiring destruction. They will happily undertake missions that allow them to do this, although they will still demand great tribute to do so, unless forced or compelled by a being of surpassing power. There are rumors that a few of these demons have escaped into the world, establishing their own dark kingdoms beneath the earth.

**Shadowflame Weapons (3 refresh)**

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The weapons wielded by shadowflames are powerful magical weapons, granting the aspect *Weapon of Unholy Fire* and acting as a weapon: 4. However, they flame all over; thus, unless held by a being immune to fire, the wielder is attacked by a Superb (5) fire attack each exchange they hold the weapon. This attribute cannot be removed without disenchanting the weapon.

**Orcish Legion**

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An example of a force that a Shadowflame demon might lead, the Orcish legion acts as an extension of the demon, granting it the following:

**Aspects:** *The Overrunning Horde, That Way is Blocked*

**Superb (5):** Legion Attack (can use as a second attack while it has the legion; equivalent to Fight)

Players can create advantages to shut down the legion’s aspects. If both are shut down, the legion is lost to the shadowflame, and it’s abilities cannot be used. The demon may choose to lose one of the legion’s aspects in place of a mild consequence.

If you’d rather have the Orcish Legion be an independent entity instead of just an extension of the Shadowflame, here’s a writeup for it:

***Orcish Legion***

**High Concept:** *Too Damn Many Orcs*

**Trouble:** *Our Boss Doesn’t Care About Us*

**Other Aspects:** *That Way is Blocked*

**Scale:** Fantastic (6)

**Skills:**

**Fantastic (6):** Physique

**Superb (5):** Fight, Provoke

**Great (4):** Athletics, Will

**Good (3):** Notice, Shoot

**Stunts:** **Sacrifice Move** (give up an action for the exchange to instead take damage for its boss)

**Extras:** **Large Unit** (occupies 3 zones; gains armor: 3 against non-area attacks, may act twice in each zone it occupies each exchange), **Orcish Weapons** (weapon: 1, Free Boost: *Painful Wounds*), **Battering Ram** (uses Physique as Crafts to break down doors), **Catapults** (weapon: 4 against a single very large target, or weapon: 2 against an entire zone; *Extremely Long Range*)

**Physical Stress:** □□□□ + may ‘shrink’ by a zone to absorb 4 stress from a hit

**Mental Stress:** □□□□

**Type:** person (orc), large unit

# Storm Demon

High Concept: *The Demonic Living Storm*

Trouble: *Brute Force and Cruelty Over Strategy*

Other Aspects: *A Hunger for Elf-flesh, Revel in Tempestuous Combat, Terrifying Power*

Scale: Epic (7)

Skills:

Epic (7):       Physique  
Fantastic (6):   Shoot (Lightning Bolt)  
Superb (5):     Fight  
Great (4):       Magic, Will  
Good (3):        Athletics, Notice

Stunts: Flight, Heavy Hitter, Killing Stroke, Tough as Nails, Claws & Teeth (weapon: 2)

Extras: Demonic and Anomalous Immunities, Call the Lightning (weapon: 5 attack, must spend fate point to use, cannot use two exchanges in a row, can only use if there is appropriate weather-based scene aspect), Lightning Aura (anyone attacking with hand-to-hand or conductive weapons who inflicts a consequence suffers an immediate Good (3) counterattack; this does not count as an action), Storm Control (uses Magic to create advantages dealing with bad weather), Immune to non-Magical, non-Blessed Attacks

Physical Stress:   □□□□ + additional mild and moderate physical consequences

Mental Stress:    □□□□

Type: extraplanar (demon), anomalous, possibly elemental

Size: 7-8 feet tall

These demons are living embodiments of the storm, given evil sentience. Like other demons, they have no need to eat for sustenance – but they enjoy the taste of flesh, especially that of elves.

There are few of these horrid creatures, and these statistics are appropriate for one of the weakest of their kind. Storm demons should never be used as simply nameless foes.

Appearing as blue humanoids with five-eyed bald heads, pointed ears, shark-like fangs, claws and hairless, corpulent bodies, storm demons have taloned feet and bat-like wings. They are constantly surrounded by small electrical discharges, sparks that harm anyone attempting to touch them directly or with a conductive instrument.

They are capable of calling and directing storms, and enjoy using lightning bolts against targets – although they will not seek to kill those they wish to eat in this manner. Storm demons also will use winds to push their enemies about, especially when fighting in the air, which they greatly enjoy, as their control of winds lets them play cruel tricks on their foes.

Perhaps their greatest weakness in combat is their cruelty, which drives them to prolong fights, preferring to cause painful wounds rather than those that would quickly kill their opponents. This tends to be of little comfort to their foes, however, especially when they see that the storm demon's own wounds regenerate quickly.

Due to their great personal power, storm demons often arise to power over other demons – yet they are poor commanders, focusing more on their own personal glory in combat than on effective use of their forces. Desertion from their forces is often a problem, which the storm demons normally seek to prevent through ever more harsh punishments.

Storm demons and zephyrs hate each other, and will attack on sight. Some scholars speculate that storm demons may in fact be a corrupted form of air elemental.

# Mezzurithal of the Black Hand, Demon Lady of Nightmares

High Concept: *Demon Lady of Nightmares*

Trouble: *My Sinister Left Hand*

Other Aspects: *Perchance to Dream; Dream Logic is My Logic; Where Someone Has Dreamed, I Can Be*

Scale: Legendary (8)

Skills:

Legendary (8): Magic

Epic (7): Deceive, Provoke

Fantastic (6): Empathy, Politics, Rapport, Resources, Will

Superb (5): Athletics, Contacts, Investigate, Lore, Physique

**Stunts:** **I Know Your Dreams** (use Magic for Empathy to figure out what someone wants or fears), **Teleportation** (may use Magic instead of Athletics to overcome barriers and move), **Summoning** (spend a fate point to compel *Demon Lady of Nightmares* in order to summon an incubus, succubus, shadow demon, or flenser demon), **The Dreams of Reason** (once per session, invoke *Demon Lady of Nightmares* to use Magic to substitute for Crafts)

**Extras:** **Lady of Nightmares** (can enter the dreams of others and take control of them; game effect is creating advantages in dreams with her Magic vs their Will), **Induce Waking Nightmares** (must successfully create a *Waking Nightmares* aspect on a target, then can use **Lady of Nightmares** on them while they are awake as long as the aspect lasts), **The Black Hand's Caress** (may use Magic as Fight to make melee attacks; on a success with style, she creates a *Waking Nightmares* aspect with one free invoke instead of a boost), **Immune to non-magical, non-blessed weapons**

**Physical Stress:** □□□□ + additional physical mild consequence

**Mental Stress:** □□□□ + additional mental mild consequence

**Type:** extraplanar (demon), unique

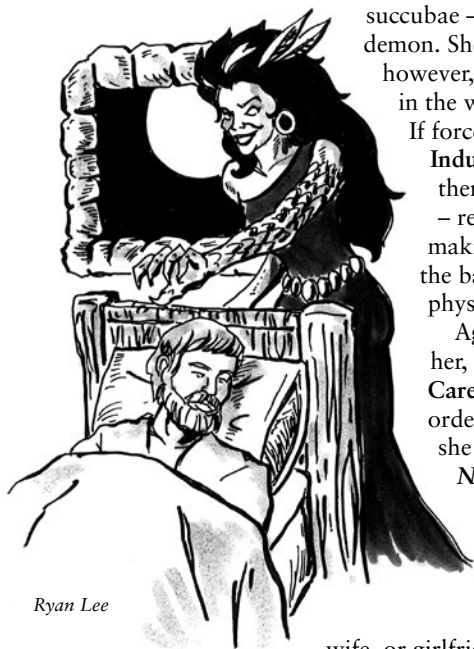
**Size:** varies (shapeshifter)

A Lady of Nightmares, Mezzurithal's particular realm is that of dreams where the dreamer is or feels trapped – either physically trapped, or trapped in an unbearable situation. The dream will be arranged in such a way that some of the dreamer's friends or acquaintances are in the situation as well, and the dreamer can possibly escape by either betraying or abandoning one or more of them to their fate.

Over time, the situations will become worse and worse, and closer and closer friends will be involved – and the solutions will become more extreme, culminating with the dreamer having to directly kill their best friends. This, however, will take a great deal of time to accomplish, and in most cases is never completely accomplished at all. The end goal is to make it more likely that the dreamer will betray their friends in real life, and Mezzurithal's efforts will sometimes be part of a larger plan, seeking to first “soften up” the target in dreams before other demons work on them in the waking world.

As a Lady, she only becomes personally involved when the dreamers are of some rank or importance – corrupting the dreams of commoners is left to lesser demons, without rank. Her activity may be discovered by divinations, consulting with clerics on one's nightmares, or by means of magics that allow entering someone's dreams.

In dream or in the real world, she wields terrible power. She can control a nightmare, shaping the dream world to her desire; others may struggle against this with their own mental abilities. In the real world, she is capable of creating darkness, teleporting away, and of *gating* in two to four lesser demons – typically shadow demons and incubi and



Ryan Lee

succubae – or one greater demon, such as a storm demon. She will rarely be physically encountered, however, since she cannot manifest physically in the world unless summoned in some way.

If forced into physical confrontation, she will **Induce Waking Nightmares** in her opponents, then use **Dream Logic is My Logic** to fight – rearranging the battleground to her liking, making friends seem to be foes, and shifting the battleground to a mental one rather than a physical.

Against foes who manage to close with her, Mezzurithal will use **The Black Hand's Caress**, damaging and slowing them in order to withdraw to a safer distance. If she manages to create the aspect **Waking Nightmares** when doing so, she can invoke it to bring the battle into the dream world!

Often the Lady will appear in dreams as a woman or girl who is close to the dreamer – mother, sister, daughter,

wife, or girlfriend, as suits her purposes. She may also appear as someone with whom the dreamer is not close,

but wishes they were. Her **Dream Logic is My Logic** aspect makes it difficult for the dreamer to realize that she is not who she seems to be, even if she is behaving in a way completely unlike how that person would in reality. Within a shared nightmare, she may appear differently to each dreamer at the same time, and can even be in multiple places at once, thanks to her **Dream Logic is My Logic** aspect (although each dreamer will only see one of her, at most).

A natural shapeshifter, Mezzurithal may use these same tactics in the real world, if it would either make sense or she can **Induce Waking Nightmares** and use **Dream Logic is My Logic** to make the target accept it. When she cannot, she will appear as a beautiful woman (or man if absolutely necessary, though she detests doing so), with an appearance calculated to appeal to the viewer without seeming too obvious about it (informed by her **I Know Your Dreams** stunt).

In her true form, she is a small, beautiful woman with curly, jet-black hair that hangs to her waist, which she often adorns with feathers and tassels. She has large lambent green eyes with no pupil or white, and skin the pale grey of ashes. Her most distinguishing feature, however, is her left hand, which is covered in tiny black scales, extending like a long glove almost up to her elbow, and has clawed fingernails of emerald green. She is always left-handed (which is unlikely to be noticed even when she is appearing as someone else, thanks to dream logic), and normally carries a highly decorated fan in her right hand. Mezzurithal will appear dressed appropriately for whom she is impersonating, but prefers floor-length dresses and gowns.

Mezzurithal's home in Hell is a strange valley, surrounded on each side by tall, beautiful mountains, filled with lovely forests and sparkling rivers, verdant trees and safe, secure-looking houses. On one mountain stands a spire of deep blue crystal, with a well-built mountain road leading up to it. Venturers there will find, however, that nothing is what it seems to be – as in a nightmare, the land itself will twist around them, taking them places they did not wish to go, and the creatures will reveal themselves to be horrific monsters at the worst possible time. Only one road actually

leaves the valley, taking travelers through a pass to The City of Fallen Dreams, where Satariel, Prince of Nightmares, Mezzurithal's liege, dwells.

### Mezzurithal's Black Hand (plot device)

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Even if the demon is slain on the material plane, her hand still proves quite dangerous. Anyone who takes it gains the aspect *The Black Hand's Caress*, granting them access to the extra of the same name, and compelling them to use it. Doing so corrupts the wielder, inflicting a point of mental stress which cannot be removed while they still possess the Black Hand. This also causes a slow physical transformation, with the bearer's left hand becoming The Black Hand, while the Hand that was left behind starts to become their hand.

If the hand becomes unhappy with its owner (most likely because the owner is successfully resisting its temptations), it will begin to attack them, striking each day with a Legendary (8) mental attack. This attack is subtle, and the GM should record its effects secretly. Consequences inflicted should drive the person to use the hand, including paranoid fantasies, irrational anger, and so forth.

If the owner cannot be moved to use or give away the hand, then it will eventually disappear, usually after two weeks of attacking them as above. If the hand is not claimed by anyone when left on the material plane, it disappears after one day.

Someone who is taken out by the Hand's mental attacks becomes a thrall of Mezzurithal, gaining the aspect *Bearer of Nightmares*, and gaining demonic immunities. At this point, their own left hand has fully become the Black Hand, and the former Black Hand is simply their hand, with no powers whatsoever.

### Mezzurithal's Fan (plot device)

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A folding silk fan with ebony slats, painted on one side with a sylvan landscape showing unicorns and fairies. The other side shows the same landscape, but with the trees dark and twisted, and the inhabitants replaced by demons and skeletal creatures.

The fan grants a +2 bonus to Rapport and Deceive when persuading others to do things that are bad for them, and also allows its wielder to enter and participate in the dreams of another, allowing them to make social attacks thusly. After doing so, the next dreams the target has will be terrible nightmares, causing a Legendary (8) mental attack upon them, with consequences of being tired, cranky, or paranoid.

Wielding the fan will also cause its owner nightmares the next time they sleep, dealing a point of mental stress that cannot be healed without abandoning the fan. There is no defense against this except not to use the fan. Consequences should involve beginning to suffer waking nightmares, designed to make them attack or betray their friends. If taken out, the fan's owner becomes a thrall of Mezzurithal, gaining the aspect *I Will Make of This World a Nightmare*.

#### Thralls of Mezzurithal

Traditionally, being converted to evil in RPGs turns the PC to whom it happens into an NPC. However, there's no reason why you have to do things that way - if you and your group think it would be fun to have one player playing as a thrall of Mezzurithal, give it a try! You could even have that player working against the group for a time, while the others try to find a way to release them from being a thrall.

This would be good fodder for extreme consequences, if you're using those in your game - the character would lose an aspect they have and gain one indicating their thralldom, possibly even changing high concept. When the consequence is removed, they'd be left with an aspect indicating how they've been changed by the experience.

# *Scest-hualadas Demogorgon, Demon Prince of Serpents*

High Concept: *Demon Prince of Serpents*

Trouble: *Uneasy Lie the Heads that Wear the Crowns*

Other Aspects: *He Before Whom All Tremble, Master of Many Forms, The Serpent Who Devours the World*

Scale: Godlike (10)

Skills:

Godlike (10): Deceive, Will

Mythic (9): Contacts, Magic

Legendary (8): Empathy, Politics, Provoke, Resources

Epic (7): Fight, Investigate, Lore, Physique

Fantastic (6): Notice, Rapport, Shoot

Superb (5): Athletics, Ride

**Stunts:** **Lord of Serpents** (can use Will to command and control serpents and serpent creatures), **Mystical Senses** (uses Magic for Notice when detecting magic and magical influences, including invisibility granted by magic), **Teleportation** (uses Magic for Athletics when moving in combat, and for Stealth when entering areas he is not supposed to be), **Unholy Power** (uses Magic for overcome actions against holy effects), **Gaze of All Serpents** (use Magic vs. Will to mesmerize someone who meets his eyes, or Magic vs. Physique to turn them to stone)

**Extras:** **Two Heads Are Better** (each head has two actions per exchange; one physical, one mental. Heads may be in separate zones), **Hellflame** (can emit hellflame as an action; treat as Shoot attack against all in same zone, but using Magic), **Devouring Serpent** (on success with style when biting, place *Swallowed* aspect on foe by spending a fate point; lasting aspect with one free invoke; must inflict serious physical consequence or worse on Scest-hualadas to remove), **Demonic Toughness** (immune to fire and cold; can only be harmed by powerful magical or highly blessed weapons; has armor: 4 even against those), **The Devourer's Fangs** (bite is a weapon: 5; can inflict sleep or confusion consequences with bites), **Infected by Evil** (spend fate point to place *Infected by Evil* aspect on someone with bite; makes doing good things physically hurt, but doing evil give a rush)

**Physical Stress:** □□□□ + additional mild and moderate physical consequences

**Mental Stress:** □□□□□ + additional mild and moderate mental consequences

**Type:** extraplanar (demon), gargantuan, unique

**Size:** varies (shapeshifter)

Lord of Serpents, eels, and all cold-blooded things that slither, Scest-hualadas is undisputedly the strongest of the demon princes. At least, for now – he rose to his position by slaying the previous Demogorgon, and, in the way of Hell, there are many who hope to someday gain sufficient power to challenge him.

While he did have to personally slay the previous Demogorgon to gain his position, do not make the mistake of believing that Scest-hualadas is a dumb bruiser. He is superhumanly intelligent, and has willpower and perceptiveness that many gods would be envious of. A long-term plotter, he is not afraid to take temporary setbacks in order to maneuver to a better position to attain his ultimate goal. Indeed, he always has many strategies in motion, with backup plans and ‘escape hatches’ in place. His position as Demogorgon allows him to work through many intermediaries, but he still tends to take a personal hand when things are important, knowing full well that his underlings would be happy to deceive him in order to gain personal advantage.

In many cases, Scest-hualudas finds mortal servants to be more reliable than demonic ones, as no demon's goals can truly be aligned with his own. With mortals, however, he can promise them the power to achieve their own goals, selectively helping those with goals that would further his own. They will, of course, be suspicious of him – but that he can fully understand and work with.

Indeed, he will often attempt a minor betrayal of some sort, calculated to let his cat's-paws catch him, neutralize it, and therefore believe themselves to be more clever than he is. He may even do this when he has no need to

betray them. Such a betrayal will be expected, thus, creating a scheme that is reasonably difficult to uncover causes them to relax their guard, blinding them to his long con.

His favored appearance for serious combat or for open threat is that of a gigantic serpent, some sixty to a hundred feet long, with a body three to five feet thick, and a head at each end of that body. Upon each head is a crown, one of black iron, the other of adamant. Since he is a shapeshifter, Scest-hualudas' length and thickness vary as is convenient, allowing him to pass through doorways and enter areas that he would not be otherwise able to.

When he wishes to be subtle, Scest-hualudas is capable of appearing as any living or unliving creature, including plants. He tends to favor appearing as a serpent or an elf, and he will not hesitate to appear in a female form when it would be beneficial. Regardless of the form(s) he chooses, he always has two heads. Thus, when disguising himself as a one-headed creature, his primary form will almost always have a 'companion' – an apparent servant or partner who in actuality is also Scest-hualudas. Rarely, he will assume two forms in this way and separate them so that he can be in two places at once, but he dislikes doing so. It is nigh-impossible to penetrate Scest-hualudas' disguises, given his unparalleled ability to deceive.

His two heads can each speak and act, but he does *not* have two minds, and his two heads cannot be turned against each other. It is possible, however, for one head to be knocked out while the other remains standing, thereby robbing him of his second set of actions, and the use of one of his two crowns (see below for details).

In combat, Scest-hualudas will use minions and henchmen to do most of his fighting. If engaged in melee and pressed to where he believes there to actually be danger, he will use **Hellflame** and bite with the nearest head. He may also use his ability to teleport to move away, gaining a more advantageous position.

### Crown of Lies (plot device)

Sometimes referred to as 'the black iron crown', the **Crown of Lies** is the regalia of the Demogorgon, created by the first demon to hold that title. It appears to be a simple, undecorated band of black iron when picked up. If placed on someone's head, it immediately extrudes spikes into their head, fusing itself to the wearer, only releasing when the wearer dies. At the same time, twelve points extrude outward as well, giving it the appearance of a crown.

It grants the aspect ***Demogorgon*** to the wearer, marking him/her as the ruler of all

### Other Aspects for Scest-hualudas

For the official version, we've kept Scest-hualudas to the standard five aspects; however, there are plenty more we could have given him! If you wish to give him more, or to vary his aspects at time, here are some others:

***Duke of the Unending Flame  
Everything is Part of the Plan  
Favors Are My Stock in Trade  
I Can Get You What You Need  
None Who Can Make Me Do Their Will  
Knight of the Pits of Torment  
Lies Become Truths, Truths Become Lies  
Lord of the Eternal Dark  
Two Backs to Stab***

demons, and the stunt *Crown of Lies*, granting a +2 to all uses of Deceive, but preventing the wearer from ever telling a direct, straight truth. The wearer cannot be summoned or dismissed by a demon against his/her will. The *Demogorgon* aspect may be compelled to gate in other demons.

### Crown of Truth (plot device)

This silvery crown with an iridescent sheen is immediately recognizable (to those who have seen the material before) as adamant, rarest and hardest of metals. It has seven points, evenly spaced about, all projecting upward. One point is tallest, and is normally worn at the front; the front is also set with a ring of black diamonds and agates.

This crown belonged to a moon goddess, a daughter of Night and Day, and grants the extra **Crown of Truth**, giving a +2 to Rapport when telling the truth, but preventing the wearer from knowingly telling a lie. This extra also acts as an aspect, and can be compelled to allow the wearer to see under any conditions, see through illusions, and see the true forms of shapeshifted beings. It grants a +2 to Empathy when attempting to discern lies from truth.

On a success with style against an attack, the crown can reflect the attack back at the attacker; this costs a fate point, and cannot be done more often than once per game day. The attacker and defender's rolls are reversed, with the successful defense roll being treated as an attack roll, and the unsuccessful attack roll being treated as a defense roll.

Since Scest-hualudas wears both crowns, their effects on his ability to lie and tell the truth cancel each other, and he may freely do either.

This is a story of a long, long time ago, when the world was young, when Mallur the Maker still visited Tathir. In that time, there was no night or day; the stars and the sun shone together in the sky, always.

And Erethas, the goddess of the sun, and Sathra, the god of the stars, were in love. But their love was forbidden, for they were both the children of Mallur, brother and sister to each other.

And they had a daughter, and her name was Vyrain. And thought they hid their daughter very well, she was curious, and she stole out into the world one day, where Mallur met her.

She told him who her parents were, and then Mallur was greatly angered, and separated the stars from the sun. But he was not cruel enough to take their daughter from them, so she became the moon, and moved back and forth between them each month.

In those days, the moon was a green jewel, and lovely; for it was made so by Vyrain's liveliness.

To protect her, Erethas and Sathra had made a crown, the Crown of Truth; and she wore it ever.

But Scest-hualudas desired her crown, for he knew its powers, and knew that with it, he could defeat R'thar, and become Demogorgon. And he knew that if he wore it, other demons would trust him when he spoke to them, for all knew that whoever wore the Crown of Truth could not lie.

And so Scest-hualudas went up into the sky, and found Vyrain, and killed her and took her crown.

And that is why the moon is as pale as a corpse now, and why serpents crawl beneath things, hiding from the sun and stars.

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# Dinosaurs

These versions of dinosaurs are based on the views of most modern paleontologists – that dinosaurs were warm-blooded, with the theropod lineage being the ancestors of modern birds.

Note that these are ‘fantasy versions’ of the dinosaurs presented, and are not meant to be completely accurate. In particular, very little is known about the nesting habits or other behavior of most dinosaurs, so presume everything here is simply made up. The same is true of the colors described.

We’ve given our dinosaurs fantasy-style names, since the scientific names really don’t fit well in a typical fantasy setting. The intent is that these could be used for normal, albeit somewhat rare, creatures in the world, rather than only existing in specific “Lost World” areas, and our descriptions are written with this in mind.

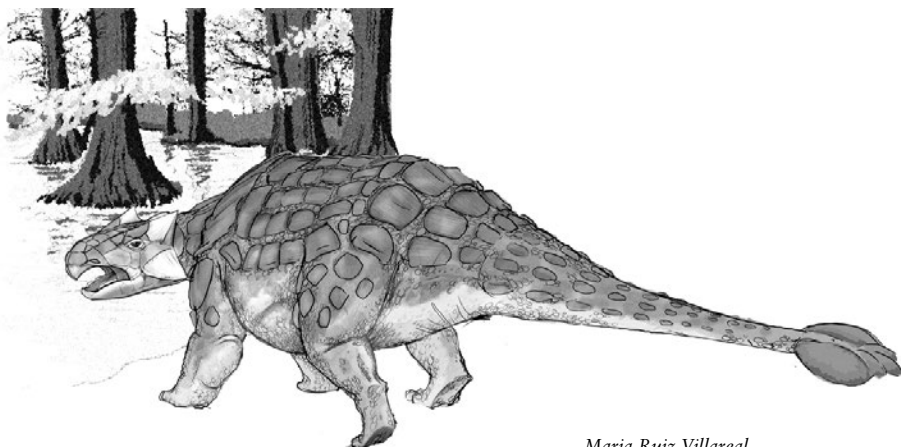
## Roars (or Lions and Tigers and Dragons. Oh My!)

You’ll see a lot of creatures here who have abilities like **Terrifying Roar**, **Threatening Bellow**, or the like. These are naturally area attacks – separate rolls are made for each target in the area. Since sound carries, such attacks can cover a huge area, though, and it doesn’t really make sense for someone who’s a hundred yards away to feel quite as threatened as someone close up. So, here are our rules for roars:

A roar counts as a fear-based Provoke attack – indeed, you’ll find it listed as Provoke (Terrifying Roar) or something similar

The power of a roar drops off with distance. Within the same zone, it’s at full power. In adjacent zones, it’s at a -1. Out to around a hundred yards or meters, it’s at -2. Out to about five hundred yards (or half a kilometer), it’s at -3. Out to the limit of sighting range – around a mile or two kilometers – it’s at -4. Beyond that, it’s -5. If the roar’s rank drops to Mediocre or below, it’s not even rolled for. For creatures that can be heard at extreme ranges, the description will mention how far away their roar can be heard.

However, in order to be ‘attacked’, the hearer must know what the source of the roar is (i.e., that it’s a lion, not necessarily that it’s that specific lion), be able to hear it, and have some understanding of what the intent is (for a lion’s roar, to announce that this is the lion’s territory).



*Maria Ruiz Villareal*

## Dragon Tortoise (*Ankylosaur*)

**High Concept:** *Eternally Hungry Living Tank*

**Trouble:** *Slow and Heavy*

**Other Aspects:** *Walk Softly But Carry a Big Club, I Don't Do Flips, Don't You Come Near My Babies*

**Scale:** Epic (7)

**Skills:**

Epic (7):       Physique

Great (4):      Notice

Good (3):      Fight, Provoke

**Stunts:** **Tail Club Master** (+2 to Fight for tail club attacks), **Shoulder Spike Charge** (move one zone and attack, treating attack as weapon: 2)

**Extras:** **Heavily Armored Body** (armor: 4, but only 2 on underbelly), **Massive Tail Club** (weapon: 2), **Tree-Snapping Beak** (weapon: 4, but attacks at Mediocre)

**Physical Stress:** ☐☐☐☐ + additional mild and moderate physical consequences

**Mental Stress:** ☐☐

**Type:** animal *or* mythic beast

**Size:** 25-35 feet long

Huge, slow-moving herbivores, dragon tortoises would not seem to be a threat. However, they cause much damage simply from their sheer size and appetite, eating huge swathes through fields and knocking down small buildings. They can smell grain and vegetables, and have been known to break down silos and storage buildings to get to the food within. Their beaky mouths are strong enough to bite clean through a small tree trunk.

This destruction intensifies when a mated pair has young, as the immature dragon tortoises eat even more than an adult, thanks to their incredibly fast growth. It only takes three to four years for one to grow to adult size, during which time it will eat almost continuously when it is not sleeping.

A female dragon tortoise will seek out a mate about every ten years, starting when she is five years old. After an extended courtship, which involves the male building or procuring a 'nest' of shattered trees or other heavy materials near a food source such as an orchard, they will mate, and the female will lay four to six eggs. There they will take turns guarding the nest for the next two months, each ranging out for two or three days before returning to let the other go out and eat. The eggs will hatch in early September to mid-October, and the attending parent will immediately lead the babies to food, whereupon they will set about eating. The attending parent will call the other with a series of great bellows, and the proud parents will then guard their offspring for the next two years, following them about and helping them to find food.

During this period, the baby dragon tortoises will not yet have armor, and are easy prey for large predators. The parents will therefore be extremely hostile towards anything nearby perceived as a threat to their young, seeking to kill them or drive them away.

In their third year, the offspring begin to grow their armor, and by the end of it, they separate from their parents, having reached a size and plating strong enough to resist the vast majority of predators (Great Physique, armor: 3).

Adults are a bright orange in color, with the tail club being blue, while the young are a muddy brown. A full grown dragon tortoise is lighter than one might expect, at only three to four tons. The underbelly of one is, while not soft, nowhere near as well armored as the back. However, getting under one is difficult, due to their low build – the belly of an adult is only about a foot and a half off the ground.

## Land Dragon (*Tyrannosaur*)

**High Concept:** *King of the Dinosaurs*

**Trouble:** *Kings Never Dirty Their Own Hands – and I Just Can't*

**Other Aspects:** *Amazing Sense of Smell, Terrifying Power with Very Little Brains, Humans are Bite-Sized!*

**Scale:** Epic (7)

**Skills:**

**Epic (7):** Physique

**Fantastic (6):** Provoke (Terrifying Roar)

**Superb (5):** Tracking

**Great (4):** Athletics, Fight, Notice

**Average (1):** Will

**Terrible (-2):** Stealth

**Stunts:** **Tail Sweep** (use Physique to knock down a foe behind it; free attack if a target is already behind it)

**Extras:** **Teeth of Doom** (weapon: 4 bite), **Armored Skin** (armor: 2), **Swallow Whole** (on success with style on bite, can place a lasting aspect of *Swallowed* on the target instead of creating a boost. Swallowed characters suffer a Superb (5) acid attack each exchange. A severe consequence must be dealt to the land dragon to cut the target out.), **Terrifying Roar** (see sidebar, p 72)

**Physical Stress:** ☐☐☐☐ + additional mild and moderate physical consequences

**Mental Stress:** ☐☐☐

**Type:** animal *or* mythic beast

**Size:** 40-45 feet long

While not as powerful as old flying dragons, land dragons are in some ways even more terrifying. The flying varieties are normally intelligent and can be negotiated with, but a land dragon is a dumb beast. Further, where the great flying dragons have periods of torpor that can last years or decades, land dragons do not, and are continuously active. Herders especially hate and fear them, as cattle, sheep, and goats are favored prey of these beasts, but they have been known to eat humanoids as well, so no one feels safe with one active nearby.

A female will seek out a mate, establish a nest, and lay four to six eggs about every four years. The young stay in the nest the first several months, until they are strong enough to hunt. Land dragons grow slowly at first, staying fairly small (less than 2 tons in weight) until about 14 years of age. They then grow quickly, reaching their full size at about 19 years old. During this period of rapid growth, they are ravenous.

Young land dragons are feathered, with brown and grey plumage that helps them to hide in the forests they prefer. During their 'growth spurt', they lose the feathers, acquiring the pebbly textured skin of an adult. Males are brightly colored, often in blues and yellows, and slightly smaller than females. Females tend to be more muddy in coloration, but with some blue or yellow pebbling, especially around the shoulders.

Land dragons have excellent forward vision, and an incredible sense of smell, capable of scenting out rotting meat literally miles away if the wind is blowing to them. They are both predators and opportunistic scavengers, and adults will often track down other animals' kills and take them.

## *Sharptooth (Allosaur)*

High Concept: *Large-Toothed Dinosaur Bully*

Trouble: *We Work Better in Packs*

Other Aspects: *All The Better to Grab You, It's Easier to Steal Food Than Hunt, SURPRISE!!*

Scale: Fantastic (6)

Skills:

Fantastic (6): Physique

Superb (5): Athletics

Great (4): Fight, Notice

Good (3): Stealth, Tracking

**Stunts:** **Bite and Hold** (on success with style with bite, may place a **Held** aspect on target with one free invoke instead of creating a boost), **Attack on the Run** (with successful Athletics check to move two zones, can enter a zone, attack in it, then leave the zone in one exchange), **Tail Sweep** (use Physique to knock down a foe behind it; free attack if target is already behind it)

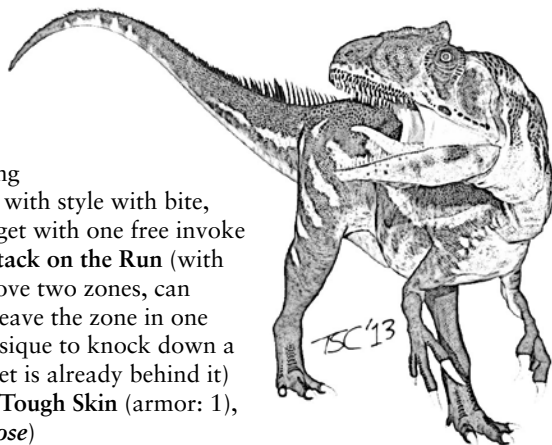
**Extras:** **Fanged Bite** (weapon: 2), **Tough Skin** (armor: 1), **Claws** (weapon: 1, **Good in Close**)

**Physical Stress:** ☐☐☐☐ + additional minor physical consequence

**Mental Stress:** ☐☐

**Type:** animal *or* mythic beast

**Size:** 25-35 feet long



These creatures are much like a smaller version of the land dragon, but there are important differences. Where land dragons are solitary, sharptooths cooperate to hunt larger or more powerful prey, forming temporary 'gangs' of two to four members. Further, where a land dragon's arms are so small as to be useless in combat, a sharptooth has much longer arms, allowing it to claw as well as bite, and to use its arms to grab onto and hold prey.

Unlike land dragons, sharptooths grow steadily until they reach adult size at about 15 years of age. A female will mate about every two years for the rest of her life; lifespan is about 25 to 28 years. After mating, she and her mate will build mound nest, in which she will lay nine to sixteen eggs. Both sexes help to care for eggs, and hatchlings are protected and fed by the parents for the first few months, after which they leave the nest to strike out on their own, and the parents separate.

Sharptooths use stealth in their hunting, stalking and ambushing prey. Against smaller prey, they will attempt to grab with their arms and then bite. Somewhat larger prey will be grabbed with the sharptooth's mouth, trying to get a hold on the neck in order to choke the prey. For extremely large prey, sharptooths will either hunt cooperatively, or will use harassing 'quick attack' tactics, literally running in, taking a bite out of the prey, and then running out.

They prefer to hunt at dusk and dawn, and sleep at night. Sharptooths have color vision, and the small crests above their eyes are brightly colored – red for males, blue for females. The rest of the body is brown or grey, sometimes shading toward black.

## Spikehead (*Triceratops*)

**High Concept:** *Bony-Crowned Dinosaur*

**Trouble:** *Family Comes First*

**Other Aspects:** *Bash Down What's in the Way, These Horns Aren't Just For Show, Wanting Peace Does Not Equal Weakness*

**Scale:** Epic (7)

**Skills:**

**Epic (7):** Physique

**Good (3):** Athletics, Fight, Notice, Will

**Stunts:** **Charge** (attack with Physique if moving at least one zone before attacking),

**Trample** (move at least one zone, attacking everyone you move through along the way with Physique), **Tail Sweep** (use Physique to knock down a foe behind it; free attack if a target is already behind it)

**Extras:** **Horns** (weapon: 3), **Bite** (weapon: 3), **Bony Frill** (armor: 3 against attacks from in front)

**Physical Stress:** □□□□ + additional mild and moderate physical consequences

**Mental Stress:** □□□

**Type:** animal *or* mythic beast

**Size:** 26-30 feet long

Although they are peaceful grazers, spikeheads should not be underestimated. As big as an elephant, but with a bony frill for defense and display, thick skin, a beak that can bite through a small tree, and two long projecting horns, these creatures survive in spite of being favored prey for land dragons.

Much like elephants, spikeheads will use their bulk to push down trees to get at the fruit on them – and allow their young to get at it as well – making them a pest for orchard growers. Their beaks also work well for grasping and pulling, and they will uproot bushes, pull down fences, and so forth.

They travel in small family groups, generally of three to six, consisting of a mated pair and their young. Sometimes, two family groups will travel together, usually a pair of siblings and their mates and children. A female will lay eggs in late spring every five years, usually laying about a dozen in a nest of earth and plant matter. She and her mate will guard the nest for the next two months, until the eggs hatch. Spikehead eggs are considered a delicacy by many animals – and intelligent races – and it's very rare that more than half of the eggs will survive to hatch. The young stay in the nest for another three to four months, until they are large enough to follow their parents about. They will stay with the parents for about four years, at which point they will be large enough to go off on their own.

Males and females both leave at that age to seek mates. They will contest with other spikeheads, displaying their frills – which are colored in bright patterns – and locking horns to compare strength. They do not actually attack each other with horns, however, except in rare instances. Once a pair mates, they will stay together until death.

Spikeheads can live as long as thirty to thirty-five years. They do not attain full size until they are about ten years old – a new 'adult' of four weighs about half what it eventually will, and is at about 80% of its adult length (around 20-24 feet). Full adults range from about seven to ten tons in weight, and 26-30 feet in length. Almost a third of that length is the head and frill, while the tail makes up another third.

When threatened, a group of spikeheads will move back-to-back, hoping that presenting a strong defense will cause their attacker to seek easier prey. If the attacker does not quickly leave, however, one of the adults will charge, bringing its horns to bear. If possible, a spikehead will move away repeatedly, attacking with **Charge** and

## **The Many Kinds of Dragons - Dinosaurs in a Fantasy World**

Fantasy RPGs have had dinosaurs in them for a long time. They're big, they're powerful, they're potentially quite dangerous, all of which combines to make them good monsters.

But how do they fit into a fantasy world? Traditionally, they've been used in "Lost World" or "Under the Earth" scenarios (much the same way that early science fiction writers brought them into their world to have modern humans interact with them). In a fantasy world, however, there's no reason why they couldn't be part of the everyday landscape, either throughout the world, or at least in some parts of it. Humans are good at hunting large animals to extinction, even dangerous ones - lions existed in Europe prior to 100 BC, mammoths and mastodons were found throughout Asia, Africa, Europe, and North America, and Australia was home to lizards nearly 20 feet long when the Aborigines arrived. It's perfectly conceivable that humans would hunt dinosaurs to near-extinction, leaving them alive only in less-populated or isolated areas.

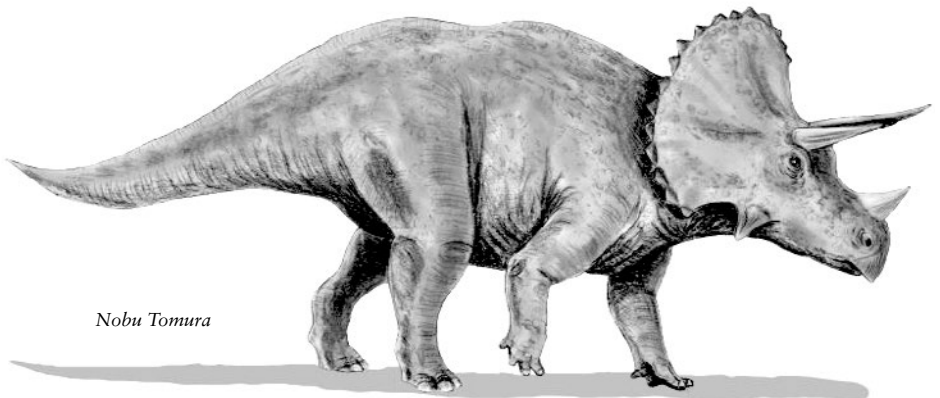
Of course, it's also possible that humans (and demi-humans, humanoids, etc.) might tame dinosaurs. At the extreme, one could have a Dinotopia-like fantasy world; more reasonably, tame dinosaurs might be like 'tame elephants' in the real world. As practiced in Southeast Asia, 'elephant taming' is a process of capturing and 'breaking' wild elephants, which is potentially quite dangerous. Tamed elephants commanded high prices, and were still at risk of 'going rogue', reverting to their wild behavior and tearing free of their captivity. In a fantasy world, magical means of compulsion might also be used - but such shortcuts may have their own dangers, especially since the compelled animal would almost certainly rebel violently were the magic to cut out.

Humans and similar creatures aren't the only point of view in a fantasy world, however. Dragons might consider dinosaurs to be unintelligent relatives and protect them to some extent, as humans sometimes do with monkeys and apes. Alternatively, a dragon might use the larger varieties of herbivorous dinosaurs as a food source. In either case, a dragon might be insulted by suggestions that they are the same or a similar sort of creature, just as many humans are offended by being called 'apes' or compared to them.

For a more 'standard' fantasy world, we suggest that dinosaurs be fairly rare, and not commonly tamed (though there may be rumors of this happening elsewhere!).

**Trample** to do maximum damage to a foe. If surrounded or unable to move away, a spikehead will bite, kick, use its horns, and sweep with its tail, all while attempting to create advantages related to distancing itself from its enemies so it can charge again.

However, while they are dangerous in a fight, spikeheads are not normally aggressive, and will usually let an opponent who tries to flee get away. However, one who is protecting small young will give chase, making sure the attacker moves far away.



*Nobu Tomura*

## *Thunder Beast (Ampelosaurus)*

**High Concept:** *Massive, Aggressive Plant-Eating Dinosaur*

**Trouble:** *Too Big for their Own Good*

**Other Aspects:** *Non-Dinosaurs Are Beneath Me, That's Not Thunder You're Hearing, All Your Space Are Belong to Us*

**Scale:** Legendary (8)

**Skills:**

**Legendary (8):** Physique

**Superb (5):** Provoke (Threatening Bellow)

**Great (4):** Will

**Good (3):** Fight, Notice

**Stunts:** **Stomp** (weapon: 5), **Tail Club** (weapon: 2, can attack in adjacent zones),

**Trample** (move at least one zone, attacking everyone in path with Physique), **Too Big to Notice You** (use Physique to resist mental attacks until either a mental attack has succeeded, or a physical consequence has been taken), **Fake Charge** (stomps and rushes forward a short distance, using Physique to create advantages against the target – usually either *Frightened* or *Knocked Down*)

**Extras:** **Armored Skin** (armor: 2)

**Physical Stress:** ☐☐☐☐ + additional mild and moderate physical consequences

**Mental Stress:** ☐☐☐☐

**Type:** animal *or* mythic beast

**Size:** 50 feet long

Thunder beasts, while herbivorous, are extremely territorial. Humans and smaller creatures generally will be ignored, but anything elephant-sized or larger will definitely be considered an intruder if spotted, and a horse and rider is also quite likely to be. They are aggressive in defending their territory, and have little fear of anything less than a pack of cooperating sharptooths, a land dragon, or a true dragon.

Against something they consider to be invading their territory, a thunder beast will first make a **Threatening Bellow**, then will often make a **Fake Charge** before really attacking if the intruder does not begin to leave. If this fails, they will then either charge with intent to **Trample** (against foes small enough) or attack with their **Tail Club** (against elephant-sized and larger foes).

Thunder beasts travel in herds, usually of six to eight adults and a dozen or so young of various ages. The adults usually form a ring around the young while on the move. A herd will have one or two bulls, who will take the lead in defending the herd, but it is the oldest cow who will lead, determining where the herd goes.

Their long necks are adapted for feeding from trees, and thunder beasts normally dwell in forested areas. While their bodies are tall and long, they are proportionally skinny, assisting them in moving between trees - and, of course, with their great mass and strength, they can knock down trees when needed. Humans will often tolerate thunder beasts in forests they are logging, simply because their movements through the forest create natural paths that the loggers can exploit.

They communicate across long distances with sounds much too deep for most creatures to hear. During daytime, this allows them to 'speak' to other thunder beasts up to 20 miles away; on clear nights in their favored environment, however, atmospheric conditions are very good for this, and they can communicate across as much as 200 miles. This helps thunder beasts to find other groups for breeding, and aids groups in avoiding each other outside the breeding season.

They breed in spring; bulls will fight for breeding rights, and while they rarely hurt each other in doing so, they can do a great deal of damage to the environment around

them. They are egg layers, and the female will lay six to a dozen eggs, which will hatch after about two months. The newborns immediately leave the nest; at hatching, a newborn thunder beast is tiny compared to its future size, only two to three feet long. The babies will live in underbrush on their own for the first two years of their lives; at that point those who have survived, having reached a length of around twelve feet, they will seek out a herd to join. They will live another fifty to sixty years if not killed by predators. They reach breeding age at about fifteen years old, at which point they are around forty feet in length. They will grow very slowly for the rest of their lives, the largest reaching around 60 feet in length.

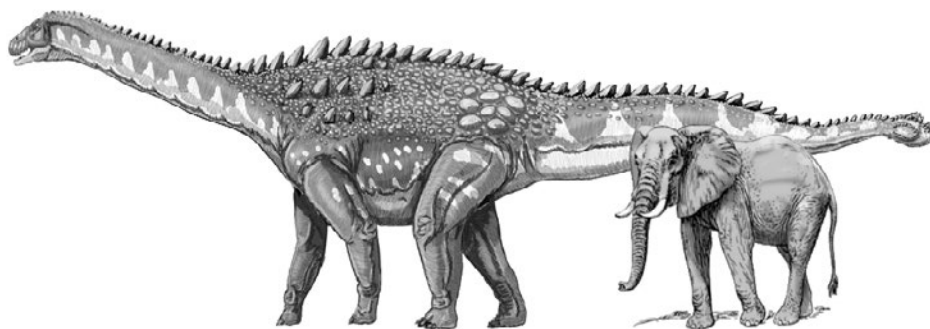
Thunder beasts are herbivores, but will sometimes accidentally swallow small animals, birds, etc. while they are browsing from trees. By rearing onto their hind legs, they can reach up about thirty feet to eat from treetops; they can also lower their heads to the ground in order to eat from bushes and other ground plants.

Adult thunder beasts are brightly colored, with a yellow 'crest' row of spikes along the back, a yellow underbelly, and a blue-green body pebbled with yellow. The young are green to start with, and grow into their adult coloration around the time they become large enough to join a herd. They are built much more heavily than dragons, with a shorter neck and taller, thicker body.

There have been attempts by loggers to tame the beasts, but even an elephant goad is normally ignored by these huge beasts, and their tail clubs are fearsome weapons when they are riled. Thunder beasts are highly social, and adults will not tolerate being away from other adults for more than a few hours before attempting to break free and return to the herd. Worse, their subsonic communications are difficult to block, so even if one can be successfully penned in, it will not be long before an entire angry herd arrives to free their companion!

While very young thunder beasts do not live with a herd, they are also too small and too easily panicked to be of use - ones so young are no stronger than horses or oxen, which are much more tractable beasts.

*Ampelosaurus* has been chosen here instead of the better-known *Apatosaurus* (aka *Brontosaurus*), because it is one of the armored sauropods. It's a bit smaller than *Apatosaurus* (current estimates 15-20 tons, vs. 18-25), but we believe the armor makes for a better fantasy creature. While *Ampelosaurus* did not actually have a club on its tail, there are species in the same family that did, so we've added one.



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# Dogs

In the wild, dogs are pack animals. Domesticated dogs treat their human family as their pack, with their master being the pack leader. Tales of the loyalty of dogs are manifold, and dogs may be helpful in tracking down missing family members. In addition, they have been known to travel dozens or hundreds of miles to rejoin a family they have been separated from.

Dogs chase things that run, and will chase horses and carts unless trained not to. Typical dogs are not very well-trained, and may not follow commands reliably, especially when there are distractions – such as fighting or creatures running around. Dogs also instinctively bark to warn the pack of possible danger, and require intensive training to learn to only bark on command.

A well-trained dog may be of value (usually Average or Fair), but most dogs are considered to be of no value, beyond personal sentimental value.

## Dog, War

**High Concept:** *Armored Friend of Man*

**Trouble:** *Loyal to the Bitter End*

**Other Aspects:** *Cry Havoc and Let Us Loose, My Bark is Almost as Bad as My Bite, A Well-Trained Companion*

**Scale:** Great (4)

**Skills:**

Great (4): Fight

Good (3): Notice, Physique

Fair (2): Athletics, Provoke, Will

**Stunts:** **A Dog's Nose** (can use Notice to track, as if using Investigate), **Hold 'em Down** (uses Fight instead of Physique to keep an opponent down when holding onto them)

**Extras:** **Fangs and Claws** (weapon: 1)

**Physical Stress:** ☐☐☐☐

**Mental Stress:** ☐☐☐

**Type:** animal

**Size:** 4 feet long

**Optional:** **Armor** (armor: 1), **Favored Enemy** (+2 to attacks against particular foe type)

This is a large, stocky dog, such as a mastiff or pit bull, which has been trained and armored for war. Like all dogs, it is loyal to its master and anyone it considers part of its family.

War dogs are famous for defending their masters, even on the field of battle – there are many medieval stories of dogs who guarded a fallen master against all attackers. They are accustomed to horses, and will not chase after a running horse unless ordered.

They are bright as dogs go, and will have been trained to obey verbal commands and pointing, including commands to attack, pin down, release, guard, stay, bite, enter (a building), follow, go to their kennel, bark, stay quiet, come to heel, eat, and 'no!' for stopping them from doing anything the trainer didn't originally think of. They are sometimes trained to hate and immediately attack certain types – for example, orcs who keep war dogs often train them to attack all non-orcs.

War dogs need a great deal of training; thus, acquiring one requires a Good (3) difficulty overcome action with Resources. If more than one or two dogs are being kept, either an aspect regarding dog training should be taken, or a dog trainer should be hired.

# Dog, Working

High Concept: *Loyal Friend and Worker*

Trouble: *My Bark is Worse Than My Bite*

Other Aspects: *Sheep Go Where I Tell Them To, I Carry The Master's Burdens, No Greater Love*

Scale: Good (3)

Skills:

Great (4): Rapport

Good (3): Empathy, Notice

Fair (2): Athletics, Provoke

Average (1): Fight

Stunts: A Dog's Nose (can use Notice to track, as if using Investigate)

Extras: -

Physical Stress: ☐☐

Mental Stress: ☐☐

Type: animal

Size: 2-4 feet long

This is a herding dog; a sled dog should be similar, but with Fair (2) instead of Mediocre (0) Physique (also granting it three physical stress boxes). In either case, it is not trained for nor experienced in combat. Nonetheless, dogs are loyal to their masters and their families, and thus, may well attack someone who is perceived to be a threat to either.

A working dog has likely been trained to some extent, but not greatly, and may not be very reliable in following commands, especially when there is a distraction.

For a ratter, increase Athletics to Good (3) and change out *Sheep Go Where I Tell Them To* for *Rat Holes Won't Hide You*. Physique should be reduced to Poor (-1), and the ratter should have only one physical stress box.



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# Dolphin

**High Concept:** *Playful and Friendly Sea Dweller*

**Trouble:** *Social Animals Can Also Be Antisocial*

**Other Aspects:** *So Long and Thanks For All The Fish, Sleep With One Eye Open, Smart and Curious*

**Scale:** Great (4)

**Skills:**

Great (4): Athletics, Rapport

Good (3): Empathy, Fight

Fair (2): Notice, Physique

**Stunts:** **Deafening Click** (use Rapport as Provoke underwater; or at a -2 to create an advantage in combat by stunning nearby opponents), **Ram** (move up to two zones and attack, using Athletics to create an advantage for the attack, then immediately resolving the attack)

**Extras:** -

**Physical Stress:** ☐☐☐☐

**Mental Stress:** ☐☐

**Type:** aquatic, animal *or* person

**Size:** 8 feet long

**Optional:** may be fully intelligent

Closely related to whales (and even more closely to killer whales), the bottlenose dolphin is much smaller, weighing around 550 pounds on average. Those in colder areas tend to be larger than those living in warm waters, up to around 13 feet long and 1400 pounds. They do not live in arctic waters, though – in the real world, around Scotland is as far north as they tend to live.

In addition to their echolocation abilities, dolphins also have excellent eyesight, with horseshoe-shaped pupils that enable them to focus well both underwater and in air. Their sense of smell, however, is extremely poor – indeed, dolphin brains have no olfactory lobe at all.

Dolphins communicate with each other through whistles, clicks, and pulsed sounds, combined with body language (leaping out of the water, snapping their jaws, butting heads). Each dolphin has an individual “signature sound”, and they identify and track each other by these sounds. They use sound to coordinate when hunting, and to communicate about predators in the area.

When hunting, they will cooperate to herd fish together, and have been known to raise up ‘plumes’ of mud from the bottom to aid in hunting, and to place sponges on their beaks to protect them when searching for food in sandy seafloor areas. In some places, they have even learned to cooperate with human fishermen, driving fish toward a group of fishermen who wait with nets. One of the dolphins will roll over to signal the fishermen to throw their nets, and the dolphins will then feed on escaping, panicked fish.

Typically, a dolphin will surface two or three times a minute to breathe, but they can remain underwater up to 20 minutes at a time. Their breathing is purely voluntary, and they sleep with one brain hemisphere active at a time, controlling surfacing and breathing. They may also close one eye while doing this.

Dolphins normally live in ‘pods’ of ten to thirty members, but groups have been observed to vary from a single individual up to huge groups of more than a thousand; these larger groups, however, are temporary agglomerations of smaller pods. They will herd their young together and circle them to protect them from sharks or other dolphin predators, and help injured dolphins by swimming under them and helping them to

surface. If forced to fight, they will 'mob' opponents, attacking from all directions, and have been known to kill considerably larger sharks in this way.

Adult males usually live alone or in groups of two or three, and join pods for short periods. Adult females and young usually live in groups together. Males bond when young, and will continue to stay together when they are adults.

They can be aggressive, especially males in mating season, when they will fight for rank and access to females. Some dolphin groups have been observed to practice infanticide, killing young dolphins in order to get their mothers to come into estrus again. Small groups of males have also been observed herding a female for up to weeks at a time, waiting for her to go into estrus and preventing other males from approaching.

Gestation averages twelve months. Births can happen at any time of year, but are more common in warmer months. Dolphins give birth in shallow water, sometimes with another dolphin assisting. Usually only one calf is born, but twins do rarely happen. Newborns are around three to four feet long, and weigh around 40 pounds. The calf will nurse at least 18 months, and sometimes as long as eight years. Females reach sexual maturity at five to thirteen years, males at nine to fourteen, and females will reproduce every two to six years. Dolphins have been observed to live up to forty years in captivity, but average lifespan in the wild seems to be less than twenty.

## *Dolphin Pod*

A small pod has the same statistics as a single dolphin, except for the following modifications:

**Scale:** Fantastic (6)

**Skills:**

**Fantastic (6):** Empathy, Fight

**Superb (5):** Athletics, Notice, Physique, Rapport

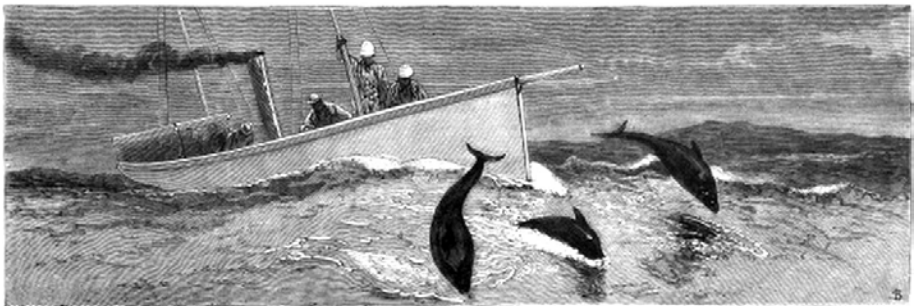
**Fair (2):** Will

**Extras:** large unit (occupies 3 zones; has two actions in each zone each exchange;  
armor: 3 against non-area attacks)

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐☐

**Type:** aquatic, animal *or* person, large unit



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## Draconic

**High Concept:** *Humanoid Servant of Dragons*

**Trouble:** *Driven By Motives Even I Don't Understand*

**Other Aspects:** *Riddle Me This, A Breath You Won't Forget, Reasons Are For the Reasonable*

**Scale:** Superb (5)

**Skills:**

Superb (5): Physique

Great (4): Fight

Good (3): Provoke, Stealth

Fair (2): Notice, Shoot, Will

**Stunts:** **Tail Lash** (+2 to Fight to create an advantage against someone by striking them with their tail)

**Extras:** **Immune to Own Breath Weapon Type**, **Claws and Fangs** (weapon: 2), **Scaly Skin** (armor: 2), **Breath Weapon** (weapon: 3 against a single opponent, or attack all in zone as weapon: 1), **Death Strike** (when killed, does a zone-wide attack with Physique, of a type based on its breath weapon type)

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐☐

**Type:** standard

**Size:** about 6 feet tall

**Optional:** **spear** (weapon: 2, *Superior Reach, Set Against Charge*), and/or **short sword** (weapon: 1, *Quick & Light*, Free Boost: *In Close*), **medium armor** (armor: 3 due to also having Scaly Skin – armor: 2 normally; *Sturdy but Noisy*)

Most often found in the vicinity of old, sleeping dragons, draconics are of mysterious origin. Some say that unfertilized dragon eggs can hatch to become draconics, who then guard their mother and her fertilized eggs; others say that the eldest dragons become so magically powerful that their dreams manifest as these creatures.

Regardless of their origin, however, draconics are known for their bizarre behavior. They often do things that seem completely unreasonable, and, when questioned about why, are unable to explain it themselves. They are also prone to suddenly ask riddles, even in the middle of combat – this may be treated as a Provoke attack, or as a use of Provoke to create an advantage.

Physically, they appear as humanoids with the scaly skin of dragons and dragon-like heads, long and thick tails, clawed hands, and sometimes vestigial wings. They appear to be neuter, and most do not wear any sort of clothing or decoration, not even so much as lizardfolk. While there are obvious differences between draconics and lizardfolk, those who have never actually seen either may easily mistake non-winged draconics for lizardfolk.

They are sometimes found at a considerable distance from any dragon. Again, though, explanations are lacking, with the answers that the draconics themselves give as to why they are so distant ranging from the incomprehensible to the unbelievable. These individuals are likely to be found wearing some sort of clothing or armor, and many of them use weapons.

There are rumors that draconics with vestigial wings use them to signal each other silently across distances.

Upon dying, the bodies of draconics often self-destruct in a way that relates to their breath weapon type – for example, exploding in flame, dissolving into an acidic pool, or becoming a cloud of poison gas.

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# Dragons

*Dragon.* The very word conjures forth images of beasts of great power, size, and alien intelligence. Encountering a dragon should never be routine, even for the most seasoned of adventurers. Even a young one is a force to be reckoned with, and the eldest of their kind are in a power class with Titans and demigods.

All but the very youngest dragons should be considered main NPCs – a dragon is normally the focus of an adventure, not a mere apurtenance.

Western dragons are often depicted with a body much like a sauropod dinosaur – a long, thin neck and tail joined to a much thicker body. Other depictions show dragons as being shaped more like a snake or eel, with a long body of uniform thickness. The latter generally have fairly small legs in proportion to their body, and are herein called *serpiform* dragons; they usually do not have wings, although some have small ones above the front legs.

Dragons are a classic foe, expected to be quite difficult to take on. We've designed our dragons with this in mind – they have considerable abilities even in their basic form. In keeping with the general tone of this book, we've also provided details on dragon life-cycle, but of course you should feel free to use what you want of that, and ignore the rest!

Both kinds of dragons are normally depicted as being extremely long-lived – sometimes even as immortal. On the other hand, they are usually depicted as being rare, but also as laying many eggs. This implies that young dragons have a very low survival rate. Dragons are normally solitary, meeting to mate once a century or so, and immediately separating thereafter. A female dragon in her mating cycle will seek out several mates over the course of a few months. Her body will store the sperm from each of them until she returns to her lair to begin laying eggs. She will lay dozens of eggs, often well over a hundred, which will begin to hatch in about six months. Dragon eggs are a bit more than a foot across, and almost perfectly spherical, but with numerous sharp protuberances, and a brightly-colored, very hard shell.

Dragon eggs are unusual in that they do not need to be incubated – indeed, those of dragons who dwell in the icy reaches of the far north stay freezing cold at all times, yet still hatch. The time that it takes an egg to hatch varies considerably, from six months up to well over year. Since dragons lay their eggs in such profusion, in most cases those who hatch early will eventually break open and eat the eggs of their slower-hatching siblings.

The many eggs will thus be reduced to a brood of anywhere from three to a dozen *dragonets*. Most dragons are indifferent mothers, letting their young eat the rest of the eggs as mentioned above, then tolerating their existence in her lair for a few years, until

Kimura Konen



she finally drives them out. Rarely will a mother dragon care for her young for a long term, but there are few things as fearsome as one such whose babies are threatened!

Once they have left the mother's lair, the dragonets are quite capable of surviving on their own, already being quite intelligent. Immature dragons also have a **Chameleon Power** and **Poison Sting**, both of which most will lose when they move to the next stage of their lives. Lastly, they have an innate ability to handle magical power, which causes more than a few magic users to seek them out as familiars. Allowing magic users to attach to them in such a way also heightens the likelihood of survival for the dragonet, and so they are usually quite open to forming such bonds.

A dragon will normally stay in its dragonet phase for about fifty to seventy years. There appears to be some element of choice involved in this, however, and those who bond to magic users as familiars will often stay dragonets until their bonded partner dies – in the case of elven mages, some have stayed as dragonets for centuries.

Eventually, however, should it live long enough, the dragonet will seek out a secluded spot, often in a deep cave or high mountain, where it will dig a hole in the earth several times its current size, go into the hole, and seal it behind itself. It's unknown whether the dragonet chooses this place according to its nature, or whether the choice of place shapes the nature of the dragonet. Regardless of the relation between these things, there is a relation – dragonets who seal themselves in volcanoes always become fire-breathers, those who choose icy caves always become cold-breathers, and so forth.

About a year later, the former dragonet will break free, emerging with a ravenous hunger. Immediately after emerging, the new dragon cannot yet fly – winged varieties do not yet have the wing size and strength to do so, and wingless ones are similarly under-equipped for flight. Because of this, dragons in this stage often take to the water for the next few years, until they are able to fly. Watery environments also often have tremendous food supplies, in the form of fish and animals who venture to the water to drink.

Once it is capable of flying, the beast is a true dragon, and will seek out the largest and best-located lair that it can take. At first, this will likely be a cave or an abandoned ruin, but as the dragon grows older and stronger, it will periodically remove to a new home –

### **Frequency of Breath Weapons**

Traditionally in RPGs, a dragon's breath weapon is its ultimate attack, doing massive amounts of damage and covering a wide area. Because of this, how often or how many times it can be used is normally severely limited. We've chosen to limit it to one free use per scene, with additional uses in the same scene costing a fate point. Some alternatives are:

- Use the traditional "three times per day" limit.
- Leave how many times it can be used unlimited, but have a recharge time in between. This could be a few exchanges, if you want it to be able to breathe more than once in the course of a combat, or it could be expressed in minutes or hours – or in scenes or sessions, if you'd rather track it in dramatic time.
- Roll a die after each use to see if it's been exhausted. This being Fate, you'll likely have a Fate Die handy, so it could exhaust if a [-] is rolled on one die after use.
- Make it an aspect (for example, **And My Breath is Death**) that can be compelled, so the players can pay a fate point to take it out, or the dragon can self-compel to get one.
- Roll a die each exchange/scene/whatever after use to see if it has recharged yet.

This being Fate, we suggest the fourth option to be a good one, possibly coupled with some variation of the second, so the dragon can't simply breathe-breathe-breathe until someone stops it or the GM is out of fate points.

often in the process greatly disrupting life both for those in the area it is leaving, and the one it is moving to!

The abilities and power of dragons vary greatly, but there are some things that can be relied on. Dragons in general have the following abilities:

**Breath Weapon:** all dragons have breath weapons – some more than one – but what that is varies considerably. Fire, cold, acid, poison clouds, lighting – there are even stories of dragons that breath forth geysers of water, steam, or blasts of sand or salt.

Most dragons will breathe in a cone, doing a normal cone-style area of effect.

Those who spit acid or breathe lightning will normally breathe in a line, targeting one character. Older dragons with such breath weapons may be able to strike multiple targets, provided they have an aspect such as *Lined Up* on them. Gaseous breath weapons, including steam, will normally take the shape of a cloud in the open, but will conform to the shape of the environment indoors or underground.

The standard cone-shaped breath is an attack made against everyone in an adjacent zone, using the dragon's Physique. It may be used once in a scene for free; further uses in the same scene cost a fate point.

**Exceptional senses:** their hearing, sight, smell, and taste are incredibly acute. A dragon will sense the presence of a nearby invisible or hidden intruder. For most, they will sense it within the same zone, but elder dragons will sense ones in adjacent zones, and the eldest might be able to sense even farther. This does not tell them the exact location, but does alert them of an intruder.

**Fear aura:** the mere presence of a dragon is enough to panic most creatures. A dragon's fear aura is a Create an Advantage action using the dragon's Scale against the Will of all those nearby. This is handled as a standard use of Create an Advantage – meaning that a failure can either fail cleanly, or create an appropriate aspect, but in such a way that someone else benefits, giving them the free invoke. (“My horse panics... and in its blind panic, runs straight toward the dragon, giving me the aspect *Wild Headlong Charge!*”) Note that this is mechanically identical to the fear created by gargantuan creatures (p 12). If dragons in general have this ability, gargantuan dragons should cause fear using Scale+2.

**Immunities:** dragons are immune to aging effects, ingested poisons, and death magic. They are resistant to fear, sleep, charm, and paralysis effects.

**Multiple Attacks:** even a small dragon is quite capable of fighting multiple foes at once. It can claw two opponents; bite, roar, or breathe; and tail swipe in the same round. Its tail is large enough to swipe multiple opponents, if there's more than one behind it. A dragon's wings are very strong, and can be used to buffet foes to the sides, whip up winds or dust, spray water, or scatter snow.

Serpiform dragons often do not have wings, instead flying purely by magic. Such will not have a wing buffet attack, but also cannot suffer damage to their ability to fly from opponents attacking the wings.

Dragons of gargantuan size will have separate attacks in each zone they occupy. See the *Old Dragon* (p 91) and *Kalirad Earthburner* (p 93).

## Dragon Special Abilities

Encountering a dragon should never be routine, especially in a planned encounter. It's

recommended that each dragon have something special about it. Here are several ideas for 'special abilities' for dragons:

**Crusted Hide:** the dragon's hide has become encrusted with coins, gems, and so forth from centuries of sleeping on its treasure mound. Such a dragon gains an additional armor: 2, but should have a vulnerable spot that can be found and exploited. Even when not in its lair, such a dragon's body will yield some treasure – likely a Good or Great treasure value.

**Elemental Abilities:** in some fantasy worlds, dragons are tied to or expressions of the elements. Such dragons might have the ability to merge with their element (see the *Nymph* entries, p 194), or abilities similar to those of *Elementals* (p 98). Such dragons may have the *Primordial* type (p 12) added to them as well.

**Hypnotizing Gaze:** by looking someone in the eyes, this dragon can hypnotize them. This may act as a paralysis effect, or, at the GM's option, an outright charm effect. Use the dragon's *Provoke* for this.

**Shapeshifting:** many elder dragons are capable of changing their shape. Frequently, this will be used to take the form of a human, demi-human, or humanoid, so that an intelligent dragon may interact with people more normally. While shapeshifted, the dragon's *Physique* should be reduced to a reasonable level for the form taken, and it of course only has the physical attack capabilities of the form it has assumed; it still, however, retains its full stress boxes.

**Speech:** this dragon can speak human, demi-human, or humanoid languages. Speaking dragons tend to have a gift for languages, and should be allowed to speak a number of them equal to their *Lore* or *Will*.

**Spellcasting:** this dragon has natural magical ability. Most commonly, this would be expressed with the *Magic* skill and appropriate stunts or extras; however, in some campaign worlds, dragons may use Nature-based magic, or individual ones might. Dragons in fantasy are rarely associated with Faith-based magic, but a GM might create such a dragon to surprise players! If you have *APERITA ARCANAE*, see the *Magic User* class there (AA 107), the *Druid* (AA 99), the *Cleric* (AA 95), and the *Magic* chapter (AA 145-163).

**Spiked Body:** the hide of this dragon is covered in small, bony spikes, especially around the shoulders and upper back. This grants an additional +1 to *Fight* when defending, and the ability to inflict a point of stress on a foe when achieving a success with style against a *Fight* attack instead of taking a boost. Such a dragon will also usually have a *Tail Weapon*.

**Tail Weapon:** all dragons can strike with their tails, but this one has a tail that is especially suited for it. This could be a spiked tail, a tail club, a sword-like appendage at the end of the tail, or even a scorpion-like sting. The dragon's tail swipe should have a weapon rating, and the GM may wish to add poison for a tail sting; see the *Scorpion*, *Giant* entry (p 223) for an example of how this could work.

**Weather Control:** particularly in Eastern myth, dragons are sometimes able to control the weather, making rain and storms. This could be used for rain and wind effects; a lightning breath weapon may go well with this thematically.

# Dragonet

High Concept: *Immature Dragon*

Trouble: *Smart, But Tiny*

Other Aspects: *More Than Familiar With Magic, Your Magic Can't Hurt Me, Seeing Without Being Seen*

Scale: Great (4)

Skills:

Great (4): Notice, Stealth

Good (3): Athletics, Fight

Fair (2): Empathy, Rapport

Stunts: **Chameleon Power** (+2 to Stealth to overcome obstacles when remaining still), **Poison Sting** (on success with style with Fight, places *Paralyzed* lasting aspect on target with one free invoke), **Flight** (+2 to Athletics to overcome obstacles by flying)

Extras: **Magic Resistance** (use Stealth to defend against magical attacks), **Transmit Magic Resistance** (an ally who is touching the dragonet can invoke *Your Magic Can't Hurt Me*), **Telepathic Speech** (can 'speak' to someone up to 200 yards away)

Physical Stress: ☐☐

Mental Stress: ☐☐

Type: standard

Size: 1½ – 2 feet long, 2 – 3 feet wingspan

As discussed above, dragonets (sometimes called pseudodragons or dragonlets) are the immature form of dragons. They are fully intelligent, and many can speak, and all dragonets are capable of **Telepathic Speech** (although not of more advanced forms of telepathy, such as mind control). Neither strong nor capable of inflicting great damage, they normally avoid trouble via stealth and their superior senses (as discussed in the main entry, dragons have exceptional senses that permit them to notice invisible creatures).



## Adult Western Dragon

**High Concept:** *Majestic and Terrifying Wyrms*

**Trouble:** *Every Adventurer Wants a Piece of Me*

**Other Aspects:** *I Smell Your Blood, I Feel Your Footsteps; The Hoard is Life Itself; The Rightful Heirs to the World*

**Scale:** Fantastic (6)

**Skills:**

**Fantastic (6):** Physique

**Superb (5):** Fight, Will

**Great (4):** Notice, Provoke (Terrifying Roar)

**Good (3):** Athletics, Empathy; optionally Magic

**Poor (-1):** Rapport

**Stunts:** **Dragon Flight** (use Physique instead of Athletics for movement when flying),

**Multiple Attacks**

**Extras:** **Breath Weapon**, **Armored Skin** (armor: 3), **Claws and Teeth** (weapon: 2), **Terrifying Roar**

**Physical Stress:** □□□□ + additional mild consequence

**Mental Stress:** □□□□ + additional mild consequence

**Type:** standard

**Size:** about 50 feet long, wingspan 100 feet

## Eastern Dragon

**High Concept:** *Wise and Powerful Incarnation of the Elements*

**Trouble:** *It's Hard to Be Wise and Patient When Dealing With Idiots*

**Other Aspects:** *Touchy About Being Respected; No, I Don't Want Your Gold; Everybody Talks About the Weather, I Do Something About It*

**Scale:** Fantastic (6)

**Skills:**

**Superb (5):** Fight, Nature, Will

**Great (4):** Lore, Notice, Physique, Rapport

**Good (3):** Athletics, Empathy, Provoke

**Stunts:** **Dragon Flight** (use Nature instead of Athletics for movement when flying),

**Nature Magic** (uses Nature to create aspects magically, especially related to weather)

**Extras:** **Armored Skin** (armor: 3), **Claws and Teeth** (weapon: 2), **Terrifying Roar**, **Weather Attacks** (uses Nature as Shoot with lightning as weapon: 4, or crashing waves when close to water as weapon: 2 against a zone)

**Physical Stress:** □□□□

**Mental Stress:** □□□□ + additional mild consequence

**Type:** standard or primordial

**Size:** about 60 feet long

These are fairly basic dragons, with just the special abilities 'standard' to their types. An adult dragon is a few hundred years old. It's common for dragons of this age to be able to speak, and many can cast spells as well. Only rarely will these be able to shapechange or have a character class.

A dragon of this age will normally weigh about seven tons – as much as a large bull elephant. The Eastern Dragon, being serpiform, is longer, but of the same weight as the Western.

# Old Dragon

**High Concept:** *Great and Terrible Wyrms*

**Trouble:** *My Bed Could Buy a Kingdom*

**Other Aspects:** *I Smell Your Blood, I Feel Your Footsteps; I Have Seen Kingdoms Rise and Fall; You Will Not Take My Children*

**Scale:** Epic (7)

**Skills:**

**Epic (7):** Physique

**Fantastic (6):** Fight

**Superb (5):** Provoke (Terrifying Roar, audible to 10 miles), Will

**Great (4):** Magic, Notice

**Good (3):** Athletics, Empathy, Lore

**Poor (-1):** Rapport

**Stunts:** **Dragon Flight** (use Physique instead of Athletics for movement when flying), **Multiple Attacks**

**Extras:** **Breath Weapon**, **Armored Skin** (armor: 4), **Claws and Teeth** (weapon: 3), **Roar**

**Physical Stress:** □□□□ + additional mild and moderate consequences

**Mental Stress:** □□□□ + additional mild consequence

**Type:** gargantuan

**Size:** about 80 feet long, wingspan 180 feet if winged

This is an old dragon – ‘old’ in dragon terms being a thousand or more years, most likely. A dragon of this status will almost certainly be able to speak several different languages, including some no longer spoken (although it won’t be very diplomatic in any of them, usually), and can likely cast spells, using Magic to create advantages through them. It will weigh around 18 tons, and can relatively easily wreck a small to medium castle if it wishes.

At this age, dragons will tend to sleep a lot, sometimes for years at a time. When one awakens from such a sleep, it will be quite hungry, and will likely eat a few herds of cattle, or horses, or people, or whatever else takes its fancy.

Old dragons may share their lairs with younger ones at times, and are likely to have unhatched eggs about. Disturbing either of these is quite likely to anger the old dragon.

Dragons of this age are gargantuan - large enough that they count as being multiple zones in and of themselves. For a traditional Western-style dragon, we recommend dividing it up into three zones: head, body, and tail. The head and body are vital zones (see *Fleshing Out Multiple Zone Monsters*, p 180), while the tail is non-vital. For additional challenge, the GM might choose to give the body zone two actions, so that it could claw twice, or claw and perform a wing buffet or other maneuver, and so forth.



# Sea Dragon

**High Concept:** *Draconic Terrorizer of Ships*

**Trouble:** *Not the Biggest Fish in the Sea*

**Other Aspects:** *What is Hidden Beneath the Waves, Accompanied by Storms, All Dragons Want Treasure*

**Scale:** Fantastic (6)

**Skills:**

**Fantastic (6):** Physique

**Superb (5):** Fight

**Great (4):** Notice, Will

**Good (3):** Athletics, Magic, Provoke (Roar)

**Poor (-1):** Rapport

**Stunts:** **Storm-bringer** (+2 to Magic for creating advantages dealing with storms and rough water), **Experienced Swimmer** (+2 to Athletics for swimming speed), **Snatch from Deck** (on a success with style on a bite, can place *In My Mouth* lasting aspect on target, with one free invoke)

**Extras:** **Breath Weapon** (lightning, superheated water/steam are both interesting possibilities), **Armored Skin** (armor: 2)

**Physical Stress:** ☐☐☐☐ + additional mild consequence

**Mental Stress:** ☐☐☐☐

**Type:** standard

**Size:** 30 feet long

As described above, newly-emerged dragons often take to the water. For the first decade or two, they eat ravenously, generally staying away from men, other dragons, or any other creature that might pose a threat, until they become large enough to feel safe in leaving the waters.

Sometimes, however, one comes to enjoy the aquatic life. Dragons are capable of holding their breath for a good deal of time – not as long as, say, a whale or a crocodile, but for half an hour or more – and they are strong swimmers. This is especially true of those who are not flyers, whether by nature, or due to some injury.

This example has stayed aquatic longer than normal, and become large enough to threaten ships. Since dragons are air breathers, its lair will be out of the water, but may only be accessible by water or air – caves that have no large entrances except an underwater one, or that are on isolated islands, are often chosen.

It will venture forth from the lair often to threaten or attack ships in order to gain tribute. It will not demand much; perhaps a chest full of valuables, as that is the most it's likely to be able to carry back to its lair. It may also be satisfied with food in large quantities, or a combination of food and treasure.

Sea dragons often appear during storms. Sailors say that the dragons summon the storms, while others maintain that they merely take advantage of the storms to help keep themselves concealed when approaching ships.

# Kalirad Earthburner, Great Wyrm

High Concept: *Dragon or Force of Nature, It's All the Same*

Trouble: *My Domain is the Only Important Thing*

Other Aspects: *There's a Reason an Empire Shares My Name, Let Sleeping Dragons Lie, Those I Have Slain Forever Serve Me*

Scale: Mythic (9)

Skills:

Mythic (9): Physique

Legendary (8): Magic, Provoke

Epic (7): Contacts, Notice, Resources

Fantastic (6): Fight, Investigate, Will

Superb (5): Deceive, Lore

Great (4): Athletics, Empathy

Good (3): Politics, Rapport

**Stunts:** **Flight** (uses Physique instead of Athletics to move when flying), **Earth and Death Magic** (can create magical traps, creating detonating aspects within his lair; these must be prepared ahead of time)

**Extras:** **Breath Weapons** (Kalirad can breathe out a blast of fire, a cloud of sleep gas, or a blast of scouring sand), **Armored Skin** (armor: 5), **Weather Control** (uses Magic to control weather; for controlling over a wide area, treat like his roar), **Earth-Shaking Roar** (see *Roars* sidebar, p 72; also counts as a zone-wide physical attack with Provoke against his *head* zone; usable once per session), **Claws, Teeth, Wings & Tail** (weapon: 4 for physical combat), **Swallow Whole** (on success with style when biting, may place *Swallowed* aspect on foe with one free invoke instead of creating a boost against them; swallowed targets are attacked by Kalirad's Physique each exchange; must inflict serious physical consequence or worse on Kalirad to free the swallowed character)

**Physical Stress:** ☐☐☐☐☐ + additional minor and moderate physical consequences

**Mental Stress:** ☐☐☐☐ + additional minor mental consequence

**Type:** gargantuan, unique

**Size:** 140 feet long

Dwelling at the center of the Kalirad desert, which takes its name from him, Kalirad Earthburner is one of the oldest and strongest of dragonkind. He created – and maintains – the desert, seeking out and destroying any magical attempts to create green areas. Kalirad also uses his magic to influence the weather, drying out the air and causing the sandstorms for which the open areas of the Kalirad are infamous.

Beyond that, he also is known to use his magic to scry other places, place magical traps within his lair, and, most famously, bind the spirits of those he has killed to serve him. He especially does this with other dragons he slays, but sometimes with heroes who have tried to kill him.

He tolerates no other dragons in his territory, which he considers to include the entire expanse of the desert. In times long past, he had mates and spawn, but all of them were driven out upon reaching adulthood – several are powerful dragons in their own right now. He has not spawned in well over three hundred years now, and seems to show no interest in doing so again.

Indeed, Kalirad shows little interest in anything, other than maintaining his desert and exacting tribute from the humans, elves, and lizard men he permits to live within it. The Kalirad Empire is also named for him, and much of the apparatus of the imperial government is devoted to raising the required tribute and conveying it to the agreed-upon place. In spite of this, Kalirad maintains no control over the empire that is named

after him – he merely permits its existence in exchange for the tribute. There are some within the Empire who believe that Kalirad is a god, and there is a cult devoted to placating him as ‘the great lord of the eternal desert’.

Personally, Kalirad is immense – 140 feet long, and with a weight of at least 180 tons. His serpiform body is a brilliant blue in color, with golden horns, spikes, claws, and eyes. He dwells in caverns deep beneath the earth, which are said to be guarded by the ghosts of other dragons he killed in establishing his territory. In the present time, Kalirad often sleeps for a decade or more at a time before venturing out for a few months of activity. The Kalirad Empire maintains guard posts near the entrances of his lair, both to relay warnings when he awakens, and to prevent adventurers from prematurely waking him.

Kalirad is enormous! We suggest dividing him up into five zones - head, forebody, hindbody, and tail (with the tail being non-vital), and a special additional zone: the *Spectral Flight*. This is a non-vital zone, and has the special property that it can move independently of Kalirad’s other zones. The spectral flight zone has the types undead and incorporeal, and makes both physical and mental attacks using Kalirad’s Magic skill.

As a serpiform dragon, Kalirad is also extremely flexible, and may be able to “coil up” to bring some or all of his zones together. Doing so should probably be considered a Create an Advantage action on his part. The Flight may likewise share a zone with one of Kalirad’s other ‘parts’, since it is incorporeal.

At times, Kalirad has been known to release a great roar, which can be heard as far as a hundred miles away. It is loud enough to shake the earth nearby, and to physically injure those in close proximity to him.

## *The Spectral Flight*

Composed of the spirits of dragons slain by Kalirad across the millennia, this ghostly army both defends his lair and, when necessary, accompanies him when he issues forth to remind those he allows to dwell within his desert who owns it.

They appear to be howling, skeletal, semi-transparent dragons bound about with chains. They glow softly, enabling them to be seen even in complete darkness, and constantly scream words of torment and horror – which can only be heard as a whisper.

The Flight acts as an extension of Kalirad, granting him the following:

**Aspects:** *There is Only Death For You That Way, A Thousand Fangs and Claws, The Dead Know Not Fear... But You Do*

**Type:** undead, incorporeal

Players can create advantages to shut down the Flight’s aspects. If all are shut down, the Flight is lost to Kalirad, and he can no longer use it. Kalirad may also choose to lose one of the Flight’s aspects in place of taking a mild consequence from attacks against his *Spectral Flight* zone.

The Flight is fearsome in the extreme to have around one, and Kalirad can make Provoke attacks through it.

When the Flight is damaged (i.e., missing an aspect), Kalirad can heal it with an Overcome action using Magic at Godlike (10) difficulty.

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# Eagle

High Concept: *Avian Lord of the Skies*

Trouble: *Even Apex Predators Can Be Hunted*

Other Aspects: *Eyes That See All Below, Dedicated Mate and Parent, Always Scout Before Attacking*

Scale: Good (3)

Skills:

Great (4): Notice

Good (3): Athletics, Provoke

Fair (2): Fight, Stealth

Stunts: **Strong Flight** (+2 to Athletics for movement checks when flying)

Extras: **Thunderclap** (may use Provoke to create advantages for combat by clapping wings together before attacking; counts as one action with the attack), **Ripping Beak and Talons** (weapon: 1)

Physical Stress: ☐☐

Mental Stress: ☐☐

Type: animal

Size: about 2 feet tall, about 6 feet wingspan

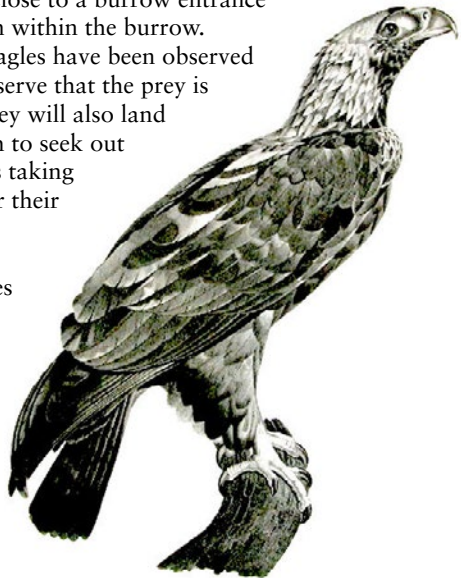
Eagles are among the largest of the birds of prey, and in the real world, are usually the top aerial predator in their habitat. They prey on small mammals, reptiles, and other birds. Normally their prey is small, but eagles have been known to snatch and carry off prey as heavy as 15 pounds, including foxes, small dogs, and even baby moose and human toddlers. Eagles will also hunt prey too large to carry off, eating it where it was killed. In medieval times, falconers trained them to hunt and kill wolves.

Eagles are skilled hunters, using varied methods. Against other birds and animals with poor vision, they will fly high and then dive to attack, often braking at the last moment with their wings – this can create a booming sound like a small **Thunderclap**. Against animals with better vision, they will fly close to the ground as they come in on the attack, keeping low enough that they are concealed against surrounding terrain features, rather than being visible against the sky. They will also do this against burrowing animals, making passes close to a burrow entrance until prey emerges, staying out of sight from within the burrow.

When hunting prey that can fight back, eagles have been observed to make slow passes overhead until they observe that the prey is looking down or away before attacking. They will also land and walk on the ground, walking into brush to seek out prey that has sheltered in it, even sometimes taking baby sheep or deer who are sheltering under their mother this way.

Interestingly, while hawks look over their shoulder before going in for an attack, eagles do not. It is speculated that this is because eagles are the top aerial predators of their habitats, and thus, do not fear attack from another while concentrating on prey.

Eagles bond with their mates, staying together for years, often for life. Mated pairs will hunt together, using tactics such as one flushing prey for the other,



distracting to help the other attack, or distracting a mother so the other can take one of her children.

The nests of eagles, called eyries, are built in high places – usually either in trees or on cliff sides. Eagles will prefer the tallest tree they can find for a tree eyrie; cliff side ones will be built about halfway up the mountain/hill they are built on.

Egg laying tends to happen in warmer times, but depending on local conditions, this can lead to an egg laying season as short as the start of March to the middle of April, or as long as January to September. Normally one clutch will be laid a year, with mating occurring 40-46 days prior. Eagles do, however, also mate outside of egg-laying season.

## *Eagle, Giant*

**High Concept:** *Huge and Wise Bird of Prey*

**Trouble:** *Damn Wizards Always Need Rescuing*

**Other Aspects:** *Surprising Carrying Ability, There is No Rest While Evil Works, The Sky and All It Touches are Our Domain*

**Scale:** Superb (5)

**Skills:**

**Superb (5):** Athletics, Notice  
**Great (4):** Physique, Provoke  
**Good (3):** Fight, Stealth  
**Fair (2):** Lore, Nature

**Stunts:** **Strong Flight** (+2 to Athletics for movement checks when flying), **Grab and Carry** (when attacking while flying, on a success with style, may place lasting aspect of *Grabbed!* on the target with one free invoke instead of creating a boost)

**Extras:** **Thunderclap** (may use Provoke to create advantages for combat by clapping wings together before attacking; counts as one action with the attack), **Ripping Beak and Talons** (weapon: 3), **Thick Feathers** (armor: 1)

**Physical Stress:** ☐☐☐☐

**Mental Stress:** ☐☐

**Type:** standard

**Size:** 10 feet body, 25 feet wingspan

Giant eagles are surprisingly intelligent and wise. Those who know them respect their advice and opinions, especially on matters pertaining to things of the sky. They are often described as noble birds, and are almost uniformly good in orientation – although as predators, they do not view their hunting of prey as being wrong. They do not, however, normally prey on other sentient beings.

They normally build nests in high, isolated locations, such as mountain cliffs or crags, atop extremely high trees (e.g., redwoods), or sometimes on the floating, solid clouds of storm giants (p 129).

Some giant eagles have formed alliances with good wizards, providing them transport and rescue on occasion. However, they do not care to perform this service too often – and it's quite possible that one will not be available when needed.

Such services are not free, however! Those wishing to gain an alliance with a giant eagle must first do it a substantial favor. This could be as simple as rescuing it from attack or imprisonment, or could involve helping one to establish a new nest (e.g., aiding it in transporting chicks or eggs, or in fortifying the new location), rescuing a stolen egg or chick, or aiding them in an assault against an evil force.

Eggs and chicks are both very valuable, with an egg counting as a Great treasure (worth around 200 gold), and a chick Superb (around 600 gold). However, the parents will certainly try to recover either if they are still alive, and may have powerful aid!

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## Eel, Electric

**High Concept:** *Aquatic Creature With a Shocking Surprise*

**Trouble:** *I Need Access to Air*

**Other Aspects:** *Wanted By Tinkers and Alchemists, More Slippery Than a Snake, Who Would Dare Prey Upon Me?*

**Scale:** Great (4)

**Skills:**

Great (4): Fight (electric shock)

Good (3): Athletics, Provoke

Fair (2): Will

**Stunts:** **Forced Release** (anyone grabbing the eel is automatically hit by a Fair (2) electrical shock attack; success with style forces them to release their grip),

**Electrolocation** (use Fight as Notice for detecting other living creatures in the water)

**Extras:** Immune to Electricity

**Physical Stress:** ☐☐

**Mental Stress:** ☐☐☐

**Type:** animal, aquatic

**Size:** 6-7 feet long

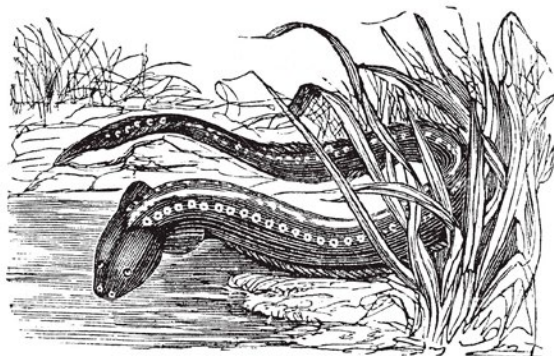
Despite their name, electric eels are not eels, but are more closely related to catfish. They are typically a greyish color with a yellow-orange belly. The body is cylindrical in shape, and it has a squarish mouth shape. They do not have scales.

They live in warm climates in fresh water: river basins, swamps, floodplains, and coastal areas at the mouths of large rivers. Their primary prey being shrimp and crabs, electric eels tend to dwell in muddy areas on the ‘floor’ of the water. They are highly sought after by collectors, but very hard to catch – one can continue producing its “defense” level of shock over and over for an hour or more before being exhausted. In captivity, they require very large tanks (200 gallons or more), and will not tolerate any fish besides other electric eels.

Electric eels are apex predators in their ranges, and have no known natural predators besides each other – adults eat young, and young eat each other. Adult electric eels, however, will leave each other alone.

Electric eels must surface and breathe air once every ten minutes or so. Thus, they are mostly found in shallow waters, and can survive being stranded in muddy areas a considerable length of time. If one is forced to “slither” across land, it will move at ¼ normal movement rate.

Lifespan averages fifteen years in the wild. Mating behavior is very unusual, with the male building a “nest” made of saliva, into which a female will deposit eggs. The male will then fertilize them, without the two ever approaching each other closely. The first eels to hatch will often eat the rest of the eggs.



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## Elementals

All elementals are immune to non-magical weapons, poison, disease, sleep, and aging. In addition, since their biology is nothing like that of normal creatures, they have the immunities and resistances of anomalous creatures.

Immortal and sexless, elementals do not reproduce as familiar creatures do. Instead, an elemental who has grown to massive size splits into three new elementals. The chthon, undine, and zephyr only do this when in a safe place, as for them it is a process that takes hours to days. Salamanders, however, can split quickly, and may even do so in combat if they have consumed enough with their flame!

Elementals are often sought after by magicians and alchemists for the rare materials that can be gleaned from their bodies. See the sidebar *Valuable Bodies*, p 100.

### *Aether Elemental (Caeles)*

**High Concept:** *The Living Essence of Magic*

**Trouble:** *No Body, Not Much Brains*

**Other Aspects:** *I'm Gonna Let It Shine; It's a Kitten, You're Its Yarn; Moving in Mysterious Ways*

**Scale:** Fantastic (6)

**Skills:**

**Fantastic (6):** Will

**Superb (5):** Provoke

**Great (4):** Notice

**Stunts:** **Absorb Magic** (a caeles can use its magic stress track to absorb stress caused by magic directed at it, or to cancel a magically-created aspect on it; the latter use costs 2 stress), **Release Magic** (the caeles can 'heal' its own magical stress by creating magical effects, effectively using Magic with that many ranks; only one stress box can be cleared at a time)

**Extras:** **Elemental and Anomalous Immunities**, **Drain Magic** (Provoke attack, inflicting mental stress and magic drain consequences), **Incorporeal** (has no physical body; immune to physical attacks), **Shed Magical Light** (gives off light when 'active'; if a rank is needed for this, consider it to be Good (3) light; color of light changes at will)

**Physical Stress:** n/a

**Mental Stress:** □□□□ + additional mild mental consequence

**Magic Stress:** □□□□

**Type:** extraplanar (elemental), anomalous

**Size:** n/a (no physical body)

Caelites are rarely encountered – which is a very good thing, since they are difficult to deal with. Appearing – when they can be seen at all – as small glowing balls of light, they are sometimes mistaken for pixies or other mischievous small fairies. Like those, caelites flit about at random, appear and disappear, seem to delight in playing tricks, and are attracted to magic. Unlike pixies or fairies, however, caelites have no physical body at all. Their light is the only indication of their presence.

An active caeles (i.e., one who is currently doing something, rather than simply sitting and observing) always sheds light. Attempts to strike it or move it will fail, however, since there is nothing there that can be struck or moved – objects will simply pass through the space where the caeles is without disturbing it or being disturbed.

The exception comes when a 'full' caeles decides to play pranks. Having absorbed some magic, it can then release it to create magical effects. This works as if the caeles

were casting a spell, and they favor minor transformations and illusions, typically directed to humorous (at least for them) effect.

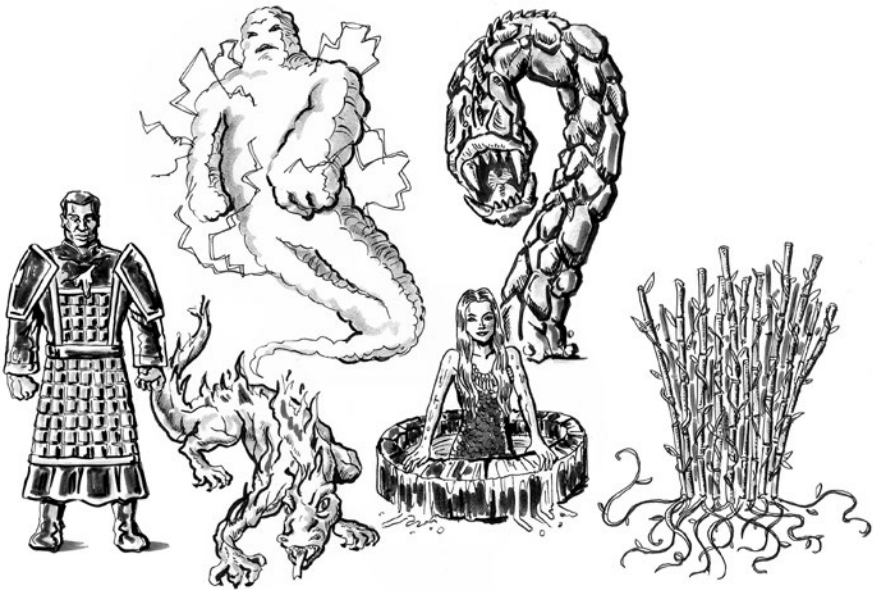
A caeles will be satisfied upon absorbing a significant quantity of magic – sixteen ‘points’, counting each stress inflicted in magic drain as a point as well. If it’s in a friendly mood, it may then simply disappear; if in a mischievous one, it will spend five to ten points in playing pranks before departing.

A cooperative caeles can use its **Release Magic** ability to assist a wizard, creating advantages for them to draw upon. A wizard can also bind a caeles and force it to assist, although this is quite difficult. Binding a caeles is, however, exceedingly difficult; one must overcome its extremely high Will to do so. Further, one must do so quickly, as the caeles will likely be trying to drain the binder’s magic while they are attempting to bind it!

A cooperative caeles can use its **Release Magic** ability to assist a wizard, creating advantages for them to draw upon. A wizard can also bind a caeles and force it to assist, although this is quite difficult.

One can also be forced to release *quintessence*, the physical manifestation of magical power. It is unknown whether doing this kills the caeles or not; it does, however, at least cause it to disappear afterwards. Quintessence works as if lending power above, but it can be stored for later use, rather than having to be used immediately, and rather than gaining a point for each point of stress inflicted, one gains two points for inflicting a mild consequence on the caeles, four for a moderate, six for a severe, or eight for taking out the caeles.

Caelites are native to the ethereal plane, but are rarely encountered even there. Sages theorize that they normally dwell in the deep reaches of the aether, far from those areas that are tangential to the material world. They are completely uncommunicative, show no signs of intelligence beyond that of a bright, playful animal, and nothing is known of how they reproduce or of any society they might have.



Ryan Lee

## Air Elemental (Zephyr)

**High Concept:** *Playful and Dangerous Living Wind*

**Trouble:** *Confined Spaces Restrict Me*

**Other Aspects:** *You Can't Take The Sky From Me, Sound is Just Moving Air, Storms and Lightning Are Fun!*

**Scale:** Superb (5)

**Skills:**

Superb (5): Athletics, Stealth

Great (4): Notice, Physique

Good (3): Fight

Fair (2): Deceive

**Stunts:** **Amazing Flyer** (+2 to Athletics for overcome actions when flying), **Asphyxiate** (may use Athletics to attack an *Enveloped* target (see **Hitting the Wind**); ignores armor), **Sonic Boom** (use Fight to attack or create advantages against all in zone at -2)

**Extras:** **Elemental and Anomalous Immunities**, **Resistant to Fire**, **Immune to Non-Magical Missile Attacks**, **Made of Wind** (+3 to Athletics for defense, but only has two physical stress boxes; can flow through any opening that will admit air), **Hitting the Wind** (on success with style when defending against melee, may put *Enveloped* aspect on target with one free invoke instead of creating a boost), **Electrical Absorption** (electrical attacks clear stress from a zephyr instead of causing it; if the zephyr does not have a high enough checked stress box to 'absorb' the clearing, it may remove physical consequences to 'make up the difference'; otherwise, excess clearing is lost)

**Physical Stress:** ☐☐

**Mental Stress:** ☐☐

**Type:** extraplanar (elemental), anomalous

**Size:** indeterminate

The elemental of wind, zephyr are sentient clouds that spend their days chasing after storms. Some legends say that it is the zephyr themselves that set storms in motion, just so they will have something to chase. Sages also say that the zephyr consumes the lightning given off from such storms.

Almost everyone has seen a zephyr, although most are unaware of this due to the nature of the creatures. Every time an individual sees a cloud that appears in the shape of an animal or object, they are really looking at a zephyr. It is also said, when any chimes or bells are stirred by the wind, it is really zephyr trying to communicate with those nearby.

Extremely agile, a zephyr can travel almost as quickly as the wind itself. In addition, one can turn the power of wind against those who would seek to enslave or harm it. Many of those intent on doing such deeds have found themselves swept up by the zephyr and choked – or carried into the sky and summarily dropped from a great height. Any creature or being that attempts to throw or shoot objects at a zephyr will find it to be an exercise in futility, and a dangerous one at that – said objects have been known to be sent hurtling back.

### Valuable Bodies

The bodies of certain creatures (or at least, parts of them) are valuable in and of themselves. Those of elementals and closely related creatures can yield magical and alchemical ingredients; elephant tusks are valuable ivory; dragon scale can be used to make armor in some settings; and, on the more common end, the fur of some creatures is highly prized.

In general, if a creature is noted as having a valuable body, the creature's body counts as a treasure of the same value as the creature's Scale.

## Earth Elemental (Chthon)

High Concept: *Giant Metal-Eating Earthworm... of Earth*

Trouble: *Loathed By Underground Races*

Other Aspects: *Swim Through Earth Like Water, Highly Attuned to Land Vibrations, The Earth Will Shake*

Scale: Superb (5)

Skills:

Superb (5): Physique

Great (4): Notice, Stealth

Good (3): Provoke

Fair (2): Fight, Will

**Stunts:** **Clumsy Swiftness** (may use Physique in place of Athletics for determining movement), **Hiding Deep** (+2 to Stealth when underground, but -2 aboveground)

**Extras:** **Elemental and Anomalous Immunities**, **Immune to Visual Illusions and Blinding**, **Immune to Fire and Air Attacks** (immunities negated if turned to flesh), **Vulnerable to Earth Magic**, **Beneath Your Feet** (use Physique to create advantage by shaking or reforming earth; affects all in same zone), **Stony Body** (armor: 4), **Earthquake** (spend fate point when using **Beneath Your Feet** to do damage to structures in the zone), **Create Pit** (on success with style with **Beneath Your Feet**, lasting aspect of *In a Pit* is placed on foe, with one free invoke), **Swallow Whole** (on success with style when biting, may place *Swallowed* aspect on foe with one free invoke instead of creating a boost against them; must inflict severe physical consequence or worse on chthon to remove; swallowed foe is attacked by the chthon's Physique each exchange)

**Physical Stress:** □□□□ + additional mild consequence

**Mental Stress:** □□□

**Type:** extraplanar (elemental), anomalous

**Size:** about 20 feet long

Chthon appear as huge, brown-grey worms with rock-textured skin which has small, pale tooth-like hooks in rows along their length. The maw of one is a terrifying thing, a round hole lined with thousands of sharp, gleaming crystal fangs in circular rows, and with four mandible-like protrusions around the edge, each sporting a tusk-like fang.

They have no visible eyes, and seem to be blind. Instead, they sense vibrations through the earth, and appear to be able to hear sounds when the 'head' is above ground. Whether they have a sense of smell or taste is unknown.

As elementals of earth, they pass through the earth as a lamprey swims through water, leaving behind no tunnels or other noticeable trails if they do not wish to. However, they are bound to the earth, and take one stress each exchange they are not in contact with the earth. This, however, is rare, since they avoid water and are extremely difficult to lift (difficulty is Physique+2: Epic (7) for the small one here).

They eat metals and gems, and thus are roundly hated by dwarves, who will do their best to drive chthon away. Those who anticipate fighting an earth elemental should consider its love of eating metals. Many a dwarf warrior has been swallowed by chthon due to their race's predilection for dwarven-forged metal armor. Wielding metal weapons against the chthon is also inadvisable, as it often garners the same response from these creatures. When they wish to, they can collapse ground from underneath, creating sudden pits. Their most feared attack is their **Earthquake**, but they cannot do this often – no chthon has been observed to do so more than once in a day.

The specimen here is relatively small – about twenty feet long and two and a half feet in cross-section. Much larger ones are known, and there are rumors that ones exist on the elemental plane of earth that are literally miles long.

## *Fire Elemental (Salamander)*

High Concept: *The Living Essence of Fire*

Trouble: *Water and Fire Don't Mix*

Other Aspects: *Gentle and Beautiful When Tranquil, Consumed By Flames, Hot-Tempered Destroyer*

Scale: Superb (5)

Skills:

Superb (5): Physique

Great (4): Fight

Good (3): Empathy, Rapport

Fair (2): Shoot, Will

Stunts: **Dangerous & Hypnotic Flames** (once per scene, create an aspect of *Dazzling Brightness* without needing to take an action to do so), **Flame Burst** (use Physique to attack all in zone; once per scene), **Consuming Flames** (invoke an aspect created via **Burn Them Down** to reduce a consequence by a step or remove a mild consequence; must be in zone with thing that is burning), **Burn Them Down** (uses Physique as Crafts to demolish structures)

Extras: **Elemental and Anomalous Immunities, Vulnerable to Water, Immune to Fire, Strengthened by Air/Wind Attacks, Parental Melt** (use Create an Advantage when burning things to split into two Salamanders. Each has all consequences the parent had, and each loses their top physical stress box. Treat as an extreme consequence for how often it can be done), **Flaming Tail** (weapon: 2), **Tongue of Flame** (weapon: 2 for Shoot attacks), **Tough Carapace** (armor: 2), **Creature of Flame** (on a success with style with any attack, places an *On Fire!* lasting aspect on the opponent with one free invoke), **Aura of Fire** (free attack with Physique against anyone who grapples salamander or makes an unarmed melee attack against it)

Physical Stress: ☐☐☐☐ + additional mild consequence

Mental Stress: ☐☐☐

Type: extraplanar (elemental), anomalous

Size: about 12 feet long

Rumored to have spawned in the hearts of volcanoes, salamander were named after their resemblance to a lowly lizard. Nonetheless, a casual observer would note that the similarity is fleeting at best, since these creatures are extremely large and covered in a cracked carapace made of ever-cooling magma. An appearance by one of these fire elementals is often greeted with trepidation – for one can never be sure what they will do. Many horror stories abound of villages and their occupants being overrun and reduced to ashes by a salamander, yet there are just as many tales that praise these elementals' beauty and devotion to protecting villages they call home. Unless one incurs the wrath of this elemental, it will typically be very docile, and by some accounts, almost affectionate. Few are truly aware of the actual nature of these creatures, and even fewer have survived to give first hand accounts of events once they provoke a salamander.

However, there are some physical warning signs that provide insight into the elemental's current state. A tranquil salamander will always be crawling on all fours, and its carapace will have the appearance of cooled lava, with a few cracks showing the fires beneath. As salamander become more agitated, these cracks will widen and the temperature around the creature will begin to drastically rise. When preparing to attack, the salamander will shed the remainder of its carapace, revealing its true fiery nature, and stand up on its hind legs.

Woe unto those that are close enough to witness this transformation, for they too are

likely to be considered opponents, along with the individual(s) that caused this reaction. It is usually far too late when said opponents discover that normal weapons are often ineffective against salamander. To confuse things even further, most survivors can't even recall how they escaped such explosive confrontations. Some have theorized that a salamander is more likely to attack when it is preparing to reproduce, but there has been no evidence to support this.

The sheer power of a salamander is an awesome thing to behold, as survivors and those under one's protection can attest. Those who would oppose the elemental usually meet their end in its hellish embrace, providing fuel for salamander as they do. When salamander are not rampaging, it is not uncommon to see one destroying forests, isolated buildings or wildlife in an effort to feed itself.

## ***Metal Elemental (Mercurial)***

**High Concept:** *Statue-Encased Liquid Metal Elemental*

**Trouble:** *My Shell Protects, But Limits* – becomes *Ooh, Shiny!* when shell is broken

**Other Aspects:** *Lightning Finds Me Attractive, I Hold the Promise of Immortality, How Did Hatters Become Mad?*

**Scale:** Superb (5)

**Skills:**

**Superb (5):** Provoke  
**Great (4):** Rapport  
**Good (3):** Fight, Will  
**Fair (2):** Athletics, Empathy, Physique

**Stunts:** **Conductive** (immune to electricity; electrical attacks made against mercurial instead target anyone touching it, if it has *Broken Shell*), *Shiny!* (may make a free Create an Advantage using Rapport when an individual first sees its true liquid form, to create an aspect related to the individual being dazzled or feeling the urge to touch it)

**Extras:** **Elemental and Anomalous Immunities, Acid Resistant, Terracotta Shell** (armor: 3, weapon: 2; has additional mild physical consequence of *Broken Shell*; when this is used, armor is lost, but other extras are activated), **Splash** (when shell is broken, create advantage against anyone in melee with it using Provoke; created advantages involve loss of coordination or impaired senses), **Merge** (two mercurials can merge. Doing so creates a new mercurial, which loses the highest physical consequence either had. For lower consequences, if there are two at the same level, choose one of those two to keep. Stress boxes are only marked if both 'parents' had that stress box marked)

**Physical Stress:** ☐☐☐ + additional mild physical consequence of *Broken Shell*

**Mental Stress:** ☐☐☐

**Type:** extraplanar (elemental), anomalous

**Size:** 5-6 feet tall in shell; globule about 2 feet across outside

Often used as guardians for the tombs of royalty or alchemists, mercurials are often found encased in constructed bodies of terracotta. In this form, their true appearance is hidden. When released from their terracotta bodies, they appear as blobs of living mercury, capable of extending tendrils and hardening parts of themselves at will.

The essence of mercurials can be used by alchemists and magic users to create elixirs of immortality or longevity. Unfortunately, such elixirs often have damaging side effects, causing madness in those who take them. Mercurials sometimes feel responsible for this, causing them to persuade the newly-mad immortal that sleeping for ages under their guard is in their best interest. Thus, the 'tombs' that mercurials guard are

sometimes the prisons of mad immortals, and the mercurials seek to prevent them from being awakened. Using their powers, mercurials can keep immortals asleep, but only if they are present and alive in the tomb.

Sometimes within such tombs, mercurials who have been previously released by those attempting to raid the tomb will form themselves into a protective border, forming what appears to be a pool, stream, or river of mercury, usually in a spot that put them in the path of those who attempt to enter the tomb and disturb what the mercurials are guarding.

Besides guarding tombs, mercurials are sometimes summoned by magic users and alchemists for their abilities to dissolve and deposit non-ferrous metals, and to improve and harden all metals. This can be used in creating magical weapons, or in creating permanent magical circles and other diagrams, or as a quick way of creating artworks.

Within the elemental planes, mercurials are comparatively rare, relative to air, earth, fire, and water elementals. There, they tend to congregate together more than they do in the mortal world, forming themselves into apparent ponds or lakes of mercury. The exact purpose of doing this is unknown, and mercurials seem unable or unwilling to explain it. Physically disturbing such a congregation, however, invariably results in being attacked.

## ***Void Elemental (Ortum)***

**High Concept:** *The Void that Creates and Destroys*

**Trouble:** *Curious and Dangerous*

**Other Aspects:** *When You Stare Into the Abyss, Magic is But Another Form of Energy, The Vanishing Point*

**Scale:** Epic (7)

**Skills:**

Epic (7): Magic

Fantastic (6): Fight (cold and life draining attack)

Superb (5): Will

Great (4): Athletics, Notice

**Stunts:** **Absorbing Void** (uses Magic to defend against physical attacks; on success with style, can absorb a melee weapon used to attack it, **Increased Physical Stress** (treat Physique as Good (3) for determining physical stress boxes)

**Extras:** **Elemental and Anomalous Immunities**, **Immune to Energy Attacks**, **Immune to Cold and Life Draining**, **Heal** (uses Magic to make recovery actions for others), **Disturbing Appearance** (looking directly at it from close by requires roll of Will vs Will; failure inflicts one mental stress), **Singularity Vortex** (when taken out, collapses upon itself, making an Epic (7) attack against all in the same and adjacent zones, defended against with Athletics or Will. Success with style inflicts ***Drawn Into the Astral Plane*** aspect; no damage otherwise)

**Physical Stress:** ☐☐☐

**Mental Stress:** ☐☐☐☐ + additional mild mental consequence

**Type:** extraplanar (elemental), anomalous

**Size:** about 2 feet across

Void is the element of creation and destruction, and also of life, and the void elemental partakes in all these things. They are the rarest of elementals.

From a distance, an ortum appears to be a sort of floating, spherical black ball. When approached more closely, however, things can be seen within it – brief flickers of unnatural shapes and colors and impossible objects. Those who have been exposed to these visions struggle to find words to describe them, but all say that they were

disturbing to look upon, and those who have looked too long sometimes go mad.

When attacked, an ortum changes, its ‘substance’ flowing into a swirling mass of tendril-like extensions with which it lashes out. The touch of these tendrils drains life energy, and can cause inanimate objects to disappear. These objects are moved to the astral plane (or, if already on the astral, to another). With proper magic, they can be recovered, or the ortum itself can bring them back, if it can be persuaded to.

Orta are sometimes summoned by magic users in order to take advantage of their healing abilities; however, a magic user powerful enough to summon one usually has access to other forms of healing, so this use is rare. Hypothetically, they could also be used for transportation or for storage and retrieval of items, but as with healing, a magic user who could summon an ortum normally has other, simpler options.

Thus, they are most often encountered when one has somehow found a way into the material plane from their native habitats in the deep astral (see sidebar, p 62), or by travellers in the astral plane (where the ortum’s ability to move objects between planes is usually less problematic). Orta are very curious, and one that finds its way onto the material plane will likely spend several days looking about before returning. They will show little to no fear of anything, generally secure in the knowledge that they can flee back to the astral plane if necessary. Sometimes, though, this sense of security turns out to be quite misplaced!

Normally friendly, orta will happily converse with anyone they can. Unfortunately, they rarely speak any language that most inhabitants of the material plane would know. Typically, any recognizable language tends to be some form of Demonic, leading those familiar with the language to assume it is some kind of demon.

## *Water Elemental (Undine)*

**High Concept:** *Beautiful ‘Person’ of Living Water*

**Trouble:** *It All Boils Down to This*

**Other Aspects:** *Something to Reflect On, One With the Water, Mysterious and Dangerous as the Ocean Deepes*

**Scale:** Superb (5)

**Skills:**

Superb (5): Will  
Great (4): Empathy, Notice  
Good (3): Lore, Physique, Rapport  
Fair (2): Athletics, Magic, Nature

**Stunts:** **Watery Body** (+2 to Athletics in water, or where flexibility is important),

**Transformation** (appear as human, demi-human, or humanoid; use Will as Deceive to fool others into believing they are that race), **Storm’s Fury** (use Will to attack the same or an adjacent zone when entire zone has water – lake, pond, ocean, etc.), **Control of Water** (use Will to create an advantage in watery zones, as with **Storm’s Fury**), **Drown** (use Physique to attack, but must put *Enveloped* aspect on target first; when in water, can spend a fate point to attack all in same zone; ignores armor)

**Extras:** **Elemental and Anomalous Immunities, Immune to Paralysis, Mental Reflection** (on success with style against a mental attack, spend a fate point to reverse so its defense roll becomes an attack, and opponent’s attack a defense – applies to attacks the undine is immune to, so those must still be rolled)

**Physical Stress:** □□□□

**Mental Stress:** □□□□ + additional mild mental consequence

**Type:** extraplanar (elemental), anomalous

**Size:** varies (shapeshifter)

Undine are perhaps the friendliest of the elementals, appearing as beautiful humans, humanoids, or demi-humans (as appropriate to who they are interacting with) when out of the water. In this form, they can be mistaken for a member of the race they are imitating when not displaying their powers. Upon immersing in water, however, an undine transforms into an animated watery form, which is normally indistinguishable from the water itself without the use of *detect invisibility*, *true seeing*, or similar magic.

They can speak, and part of their magic is the ability to reflect the thoughts of humans and similar types; this allows them to speak the language of anyone they are interacting with. They do not, however, learn languages as such – most undine cannot read, and they will not understand a message delivered by magic that ‘replays’ a spoken message.

Undine are universally curious, and are happy to speak to people at length when they can, asking all sorts of questions about anything and everything. They do not seem to understand the concept of privacy, and since they automatically sense the surface thoughts and emotions of those they are interacting with, this can lead to interesting questions and situations, particularly when they are interacting with a group.

Those who might seek to mentally attack an undine may find themselves in dire straits, as their own attacks are reflected back at them. Thanks to the undine’s reflective mental state, this happens even with non-magical mental attacks. Thus, due to their **Mental Reflection** ability, one arguing or threatening an undine may find their arguments and threats being turned against them. The same applies with charm or persuasion. Violence as well is quickly returned in kind!

An undine is more dangerous than many would expect, since in its element, it has terrible power. It can drag foes underwater and drown them, create whirlpools and mighty waves, and even raise storms. Since undine normally choose a form that would be attractive to those viewing them, part of the traditional sailors’ respect of mermaids comes from this – any apparent mermaid could be an undine (which in turn has led to sailors’ stories claiming that mermaids can control the waves and raise storms).

## *Wood Elemental (Writhecopse)*

**High Concept:** *Slow-Moving Stand of Poisonous Wood*

**Trouble:** *Fire is No Friend*

**Other Aspects:** *No Safety Beneath These Branches, Seeds Hold Potential, When the Bough Breaks*

**Scale:** Superb (5)

**Skills:**

**Fantastic (6):** Physique

**Superb (5):** Notice

**Great (4):** Nature

**Good (3):** Fight

**Stunts:** **Quick Regrowth** (once per scene, immediately drop a mild physical consequence, or improve a more serious one by one step)

**Extras:** **Elemental Immunities, Plant Immunities, Resistant to Fire, Poisonous Fumes when Wet** (use Nature to create advantage against anyone in same zone when it is wetted), **Explosive** (when takes a consequence from a fire-based attack, portion explodes, attacking all in zone with Fight and inflicting *Writhecopse Poison* on a success with style)

**Special:** Poisoning inflicts *Writhecopse Poison* aspect on target; if someone already has that aspect on them, they instead take one physical stress. Aspect effects are from pain, boils arising on skin, welts, and possibly temporary blindness.

**Physical Stress:** □□□□ + additional mild physical consequence

**Mental Stress:** □□

**Type:** extraplanar (elemental), plant, large unit

**Size:** stand of bamboo or sapling-like stalks about 30 feet across, 15-20 feet tall

Wood is a capricious element, generous most of the time, but terrible when angered. Writhecopse look much like a thick stand of bamboo or a cluster of young, slender trees. The entire set is a single wood elemental, however, and close inspection will show that some apparent roots in fact run from one of the “trees” to another, joining them together in a web.

Writhecopse are rarely summoned; when they are, it's most often to harvest some of the rare essences and poison that can be gleaned from them. Wise summoners quickly dismiss the writhecopse, being well aware of the danger of it leaving seedlings, and of its destructiveness when aroused.

Normally, writhecopse are patient and kind, and do not mind having small amounts of their woody substance harvested. If too much is taken, however, or if it is threatened with fire or destruction, one will rouse to great violence. Unfortunately, they also sometimes become roused for no apparent reason, so summoning them can be quite dangerous.

An angered writhecopse will attack any nearby animal life, releasing its deadly poison as it does. The poison is secreted from its bark, affecting any creature that touches the writhecopse – or it touched by it. It is soluble in water, and water-based attacks against the writhecopse may result in the poison being sprayed onto anyone nearby. In this case, it will thankfully be somewhat diluted, so that the difficulty of resisting the poison will only be Good (3).

Fire, normally effective against plant creatures, is quite dangerous to use against writhecopse. First, they contain a great deal of water, making them resistant to such attacks. Secondly, as the water boils out of them, it carries the writhecopse's poison with it, making the smoke affect creatures as with water attacks above. Lastly, watery pockets within the writhecopse's body can boil inside it, creating pressures that lead to explosions, spraying shards of poisonous wood.

With all of this, however, it's important to remember that normally, writhecopse are gentle and harmless. When not angered, they peacefully allow animals to nibble on them and people to harvest small amounts of their wood. In such situations, they control their poison, withdrawing it to prevent poisoning. Some communities live cooperatively with a writhecopse, feeding it their garbage and leavings and irrigating it in return for its wood and tender shoots (which are quite tasty when cooked properly and not saturated with poison).

Writhecopse reproduce via what are commonly called ‘seedlings’, although the term is not truly accurate. They have no seeds, but rather, can choose to leave behind a living piece that will grow, much like growing a new tree from a cutting of an existing one. These ‘seedlings’ look like small branches. Given an environment with plenty of water, they grow with supernatural quickness.

A seed placed within someone is a detonating aspect (*FATE SYSTEM TOOLKIT*, p 14). If not resolved before the next scene, it will cause one physical stress per scene. The first time the victim chooses to take a consequence from this, the aspect detonates, becoming *It's in Me, Get it Out!*

Removing a seedling requires surgery or some magic that can remove/destroy it – it will be embedded in the target's flesh and must be cut out. This requires taking at least a mild consequence representing the wound so generated.

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# Elephant

**High Concept:** *Even-Tempered and Powerful Pachyderm*

**Trouble:** *I Trample Everything When I'm Upset*

**Other Aspects:** *A Trunk For Every Occasion, The Herd Never Forgets, What I Can't Lift I Can Push*

**Scale:** Fantastic (6)

**Skills:**

**Fantastic (6):** Physique

**Superb (5):** Provoke

**Good (3):** Burglary (for opening cage doors and such), Fight

**Fair (2):** Athletics, Empathy

**Stunts:** **Trample** (make up to four stomp attacks with Fight when moving, but must be against opponents in line of movement)

**Extras:** **Thick Skin** (armor: 1), **Tusks & Stomp** (weapon: 3), **Multi-Attack** (stomp, tusk attack, and trunk grab, all in one exchange, but on different opponents)

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐

**Type:** animal

**Size:** about 10 feet tall at shoulder, about 15 feet long

Wild elephants live in free-roaming matriarchal herds. Control of the herd normally passes to the matriarch's eldest daughter when she is no longer capable of leading, even if there are older females in the group. Bulls live in separate 'bachelor herds' and seek out females in mating season. During this period, bulls are very aggressive. A typical herd has 6-12 adults, but huge herds – both female and male herds – have been known to have a hundred or more individuals.

In zoos, elephants are notorious cage-breakers, often figuring out latches and bars and opening them with their trunks. In addition, elephants are enormously strong, and will easily overpower many gates by simply pushing against them, unless the gates are spiked.

Elephants tend to stay near water sources, and will migrate seasonally to follow food and water sources. They feed mainly in the morning, afternoon, and at night, dozing in shaded spots during the heat of midday. Dozing is often done standing up, but they lay down to sleep during the deep night. Elephants sleep only 3-4 hours a day.

An elephant herd has a large impact on its surroundings, as elephants will use their tusks to dig watering holes (especially during droughts), and sometimes even caves for sheltering during bad weather. They will uproot trees and undergrowth, clearing the land, and have been considered to be a factor in the transformation of forest areas into savannah. Elephants do not digest their food fully, and their droppings are an important means of spreading seeds.

Elephants have a two-year gestation, with births normally four to five years apart. Birth usually happens during the wet season. Calves are dependent on their mothers for the first two years. Females are fully mature at about nine years, males at around 14, and both live for 60-70 years.\

Elephants do not have treasure (unless they are war elephants or pack animals that have been loaded with something), but the ivory of their tusks is valuable, providing a treasure of Good or Great value.

In myth, some African tribes believed that the souls of their ancestors resided in elephants. In Sumatra and Hinduism, they are linked with lightning and thunderstorms. The Romans believed elephants were religious, and that they worshipped the sun and stars.

The mammoth and mastodon were prehistoric members of the elephant family. For the most part, they were similar enough to elephants as to make no difference. A few species were larger, however. For a large mammoth, raise Scale and Physique to Epic (7).

For something truly gigantic, along the lines of Tolkien's Oliphaunts, raise Scale and Physique to Legendary(8), Fight to Great (4), and Provoke to Fantastic (6). An oliphaunt is also gargantuan, having the zones front, back, and howdah. The howdah is a non-vital zone, and presents a Superb (5) obstacle to attempts to enter it. Those riding the oliphaunt are in the howdah zone.

An oliphaunt's tusks have a Great (4) or Superb (5) treasure value in ivory.



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## Empyreals

The servants of the Higher Powers are collectively known as empyreals. Not Powers themselves, they nonetheless have a partially divine nature, and are immortal. This grants them immunity to fear, sleep, charm, paralysis effects, poisons, disease, aging effects, and death magic.

Empyreals communicate via telepathy in most cases, although they can speak, read, and write any language they need to.

Although some empyreals have bizarre appearances, there is nonetheless a property about them which inspires confidence in their honesty. Note, however, that this does not imply that their appearance will not be fearsome – should one openly state it will not harm you, you’d tend to believe it, but in the absence of such a statement, you could legitimately be quite terrified of one. Such appearances are likely why Biblical angels traditionally say “Be not afraid” or some variation upon first appearing to people. In our write-ups, Empyreals make an automatic Provoke attack when first appearing openly; they often follow this up by using their own Faith to calm those they just ‘attacked’... but, of course, there is no requirement for them to do the latter when appearing to enemies! Note that this is not necessarily a fear-based attack – it could cause awe, feelings of unimportance, and so forth. In myth and legend, the appearance of angels has been known to cause those looking upon them to be struck blind, mute, or unable to move. These could be Severe consequences from the automatic Provoke attack.

It’s traditional in most settings that the agents of the Higher Powers operate under a more strict set of rules than those of the Lower Powers do, and thus we have chosen to present things here. In general, the empyreals are more reactive, while demons are proactive. Because of this, it’s to the demons’ advantage to be subtle in their machinations – the longer they can go unnoticed, the longer they can work without opposition.

Empyreals may have weapon immunities. Weapons that have been maledicted by a character with an appropriate aspect (especially high concept) indicating service to the Lower Powers (or, if using *APERITA ARCANA*, belonging to an appropriate class or having Faith and a stunt allowing the placing of maledictions) can strike them. A weapon with an *Unholy* aspect (or one of similar flavor, at GM judgment: for example, Falcatus’ swords on p 53) counts as being maledicted for striking purposes.

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### **Remember: Good Is Not the Same as Nice**

So, in case you couldn’t tell, the empyreals are basically angels. However, it should be kept in mind that these are not angels in the vein of *Touched by an Angel* or *Highway to Heaven*. Bear in mind what Thomas Dagget says in *The Prophecy*:

*Did you ever notice how in the Bible, whenever God needed to punish someone, or make an example, or whenever God needed a killing, he sent an angel? Did you ever wonder what a creature like that must be like? A whole existence spent praising God, but always with one wing dipped in blood. Would you ever really want to see an angel?*

*Even now in Heaven, there are angels carrying savage weapons.*  
– 2nd Hezekiah 4:6 (Apocrypha)

# Custodi

High Concept: *Guardian Spirit of Good*

Trouble: *I Must Be Subtle in Protecting My Charge*

Other Aspects: *Be Not Afraid, The Power of the Holy Word, You May Not Like What's Good For You*

Scale: Epic (7)

Skills:

- Epic (7): Faith
- Fantastic (6): Empathy, Notice
- Superb (5): Fight, Physique, Will
- Great (4): Investigate, Provoke, Rapport, Stealth
- Good (3): Deceive, Lore

**Stunts:** **Holy Power** (uses Faith to create advantages related to holiness and light), **A Warning to the Evil** (+2 to Provoke against evil creatures and characters), **Subtle Workings** (+2 to Deceive to hide own presence, but cannot tell a direct lie)

**Extras:** **Empyrean Immunities, Dream**

**Communication** (with their charge when necessary; see description), **Manifestation** (immune to shapeshifting effects; when first appearing obviously to someone, automatically makes a Provoke attack against them. May follow up with own Faith to calm them.)

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐☐☐ + additional mild mental consequence

**Type:** extraplanar (empyrean)

**Size:** varies (shapeshifter)

Some say that the gods give everyone a guardian spirit. Whether this is true or not, there are certainly some individuals who have been given such, and there are places and objects that the gods have chosen to place guards upon.

The custodi are the least order of the empyreals, and they are those who are typically assigned such duties. In most cases, their watch is only for direct action or interference from the Lower Powers – while there may be many other dangers that their charge could be subject to, they are normally under orders not to interfere with the natural order of things.

They are often depicted in art as looking like an attractive member of whatever race is creating the depiction, sometimes with wings. This, however, is merely an artist's fancy. Invisible to normal sight, the custodi appear to those who can see into the astral plane as a conglomeration of sharp-edged, rectangular shapes, constantly shifting. If forced to

## PCs and Custodi

As implied in their description, custodi are usually assigned only to individuals who are of special interest to the Lower Powers. While hypothetically anyone could be, since souls are valuable in and of themselves, in most cases this only happens with personages of influence, or with those who have been marked for a special destiny.

Thus, PCs are unlikely to be assigned one. Even then, if the GM decides a PC has one, its working should be subtle – perhaps some dream hints and the like. Since most PCs are quite combat-capable (or are associating closely with people who are), a custodi is extremely unlikely to physically defend them, even against an open demonic assault. (Or, for that matter, the custodi might be fighting off a more subtle assault, leaving the PCs to handle the physical one!)

As mentioned in the **Demons** section, the truly innocent are protected from demons. At the GM's option, this may take the form of characters with such an aspect having a custodi watching over them. In this case, their immunity to certain demonic abilities originates in the custodi's defense of them, rather than being a property of the innocent character.

physically defend a charge, custodi will usually take on the appearance of a powerful animal, such as a lion or bull, of larger than normal size, and sometimes with the wings that they are attributed in art. Their voices can vary from a soft whisper to a thundering roar as needed.

In some cases, custodi are allowed to appear in the dreams of their charge – and there, they will often appear in the guise of a friend, family member, or other trusted figure, in order to lend any advice they might give additional weight. Sometimes, custodi may appear as their charge’s own reflection, to give advice in a way that leads their charge to believe their own subconscious is communicating with them.

It should be noted that while custodi do tend to like their charges, their eye is normally to the greater good and to long-term good. Short-term suffering is not something they tend to worry about – and indeed, they may allow some of it “for their own good”, or simply because the Higher Powers have commanded it.

## Soldati

**High Concept:** *Soldier of Heaven*

**Trouble:** *Pride Goeth Before a Fall*

**Other Aspects:** *Eternally Vigilant, Wielder of The White Flame, Fear is the Beginning of Wisdom*

**Scale:** Epic (7)

**Skills:**

- Epic (7):** Faith
- Fantastic (6):** Fight, Physique
- Superb (5):** Athletics, Provoke, Shoot
- Great (4):** Lore, Notice, Will
- Poor (-1):** Investigate, Rapport

**Stunts:** **Holy Flame** (uses Faith to create advantages related to holiness and light), **A Warning to the Evil** (+2 to Provoke against evil creatures and characters), **Body of Holy Flame** (flies and swims with full Athletics; magical or maledicted weapons needed to hit), **The Light is With Us** (grants mental armor: 2 to all allies in same zone)

**Extras:** **Immune to Fear**, **The Armor of Heaven** (armor: 3 physical, armor: 2 mental), **Weapon of White Flame** (weapon: 2 on all attacks; considered a holy weapon against demons; cannot be disarmed), **Immune to Fire and Cold**, **Manifestation** (immune to shapeshifting effects; when first encounters someone in obvious presence, automatically makes a Provoke attack against them. May follow up with own Faith to calm them.)

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐

**Type:** extraplanar (empyrean)

**Size:** 8 feet tall, centaur-shaped

The soldati are the soldiers of the Higher Powers, those who guard the borders of their extraplanar domains, who hunt down invading demons, and who patiently (or not-so-patiently) await the war they are certain is to come. Most commonly found in the upper planes or on the astral, in their true form, the soldati appear to be a centaur-like figure of white flame, wielding a weapon of the same substance. The form of this weapon changes according to the soldati’s desire, and it can even become a bow, shooting arrows of white flame.

They shed light all around them, both physical and spiritual, granting the armor from **The Light is With Us** to all allies within the zone. This also counts as holy light. Thus,

shadow demons (p 61) fear the soldati with a stark, unreasoning terror.

The soldati know no fear; their bravery is legend even among other empyreals. This can work against them, however, as they are sometimes prone to overestimating their own chances of success. They can be proud as well, which at times interferes with carrying out their tasks properly.

Soldati are rarely deployed within the material world, due primarily to their own pride and sometimes foolhardy bravery. When they are, it tends to be as a lone individual or in very small groups, often with a custodi or terrestri in company, in hopes of mitigating the soldati's failings. In general, little short of an open play of demonic forces will cause soldati to be so deployed – and even then, the Higher Powers prefer to see if mortal agents can handle the problem first.

## *Terrestri*

**High Concept:** *Supernal Keeper of the Natural Order*

**Trouble:** *Mortal Minds are So Limited*

**Other Aspects:** *One Mind in Many Bodies, Death is Natural, What I Guard Against Would Shatter All That Is*

**Scale:** Epic (7)

**Skills:**

**Legendary (8):** Nature

**Epic (7):** Crafts (to create items from nature), Faith

**Fantastic (6):** Notice, Stealth, Will

**Superb (5):** Empathy, Investigate

**Skills Special:** When borrowing a body, gains all the skills of that body, but can still use its own skills if they are higher, and its own stunts.

**Stunts:** **Incomprehensible Word** (uses Faith to create holy effects, repel demons and undead)

**Extras:** **Restoration of the Natural Order** (use Nature to heal, removing all stress and allowing healing to begin on a simple success; on a success with style, immediately reduces consequences by one level), **Disruption of the Natural Order** (can use Nature to create earthquakes, reverse gravity, cause tidal waves, and so forth)

**Physical Stress:** as per borrowed body

**Mental Stress:** □□□□ + additional mild mental consequence

**Type:** extraplanar (empyrean)

**Size:** as per borrowed body

The Keepers of Nature, terrestri are responsible for the ordering of the physical world – making sure that mountains rise and crumble on schedule, that the rains fall when they should, that the seasons come and go. There are few of them now; there were more in previous ages, when the world was still being formed, but most of those have gone on, to other places and times.

Usually, their day-to-day activities are enough to keep a terrestri busy; one is only likely to become involved in the material world in a direct fashion when and if something disturbs the natural order to a great degree and for an extended period. Alternatively, one might be captured and held, then forced to serve its captor – or simply prevented from taking corrective action.

On the astral or ethereal plane, a terrestri appears to be a network of fiery lines glowing in odd colors. The network shifts from time to time, with some pieces remaining only tenuously connected to the rest at times. In the material world, they normally ‘borrow’ the bodies of animals – with a strong emphasis on the plural. This can be mildly to very disturbing, as the terrestri do not have a strong grasp of what

bothers creatures that have only one body, and thus, will speak from different bodies as is convenient, do other things while talking to someone, have several bodies speak in chorus to achieve a desired volume (or to create sounds that the host bodies normally couldn't alone), and so forth.

They can possess any creature with the animal type. If necessary to gauge the difficulty of this, use their Faith against the creature's Will or Magic (whichever is higher). A success with style is needed to take full possession. They may use this against a unit, possessing the entire group.

Since maintaining and enforcing the natural order is the purview of the terrestri, they are especially offended by undead. If faced with both undead and demonic foes, terrestri will normally choose to attack the undead first, such is their hatred. When they are possessing a body, that body becomes capable of striking any undead creature, and is counted as blessed for the purposes of striking demons.

The terrestri control the movements of the earth, and, if pressed, one can cause earthquakes. If in a suitable area, they can also cause and direct lava eruptions and tidal waves, or cause the earth to crack open beneath opponents, then slam shut around them. They prefer not to use these attacks unless necessary, however, since doing so does disturb the balance of the forces of the earth, causing extra work for them later on. They can also control the weather, creating storms, winds, and so forth, but their control is not as finely directed, and they cannot make direct attacks with lightning bolts and the like – they can only create effects over areas.



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## Faun

High Concept: *Magical Half-Goat Man*

Trouble: “No” *Never Means No*

Other Aspects: *Life is One Big Party, Listen to the Forest’s Song, Quicker Than I Appear*

Scale: Great (4)

Skills:

Superb (5): Rapport  
Great (4): Nature, Provoke  
Good (3): Athletics, Deceive  
Fair (2): Empathy, Will  
Average (1): Fight, Shoot

Stunts: **Knows the Forest Ways** (use Nature as Stealth in a forest environment), **Horns of a Ram** (+2 to Fight when attacking unarmed while moving at least one zone), **Pipe Player** (+2 to Rapport to create advantages when playing pan pipes)

Extras: **Legs of a Goat** (+2 to Athletics for movement)

Physical Stress: ☐☐

Mental Stress: ☐☐☐

Type: person, optionally fey or semi-divine

Size: 5-6 feet tall

Optional: **dagger** (weapon: 1, *Fast & Concealable*, Free Boost: *In Close*), **shortbow** (weapon: 2, *Long Range, Silent, Rapid Shooting*), **leather armor** (armor: 1, *Lightweight & Quiet*)

Most fauns (sometimes called satyrs by those who don’t know the difference) are peaceful, living for little other than to frolic and enjoy themselves. They are usually friendly to travellers who encounter them, asking them to stop and join the revel, and can be quite persistent. Some are helpful, doing small (to them) kindnesses for those who live nearby – helping to find lost animals and children, carrying messages, and so forth – in exchange for wine, food, and fellowship.

Some, however, are evil. Fauns are rarely brave or warlike, so their evil tends to run to misleading, harassing, and stealing from travellers, seducing or outright raping young women, stealing livestock, and so forth. They will not attack someone unless they are certain of their ability to win a fight.

Rather than engage in physical combat, fauns prefer to use their songs. Generally only the leader of the group and perhaps one other will be capable of **The Magic of Music**. Very rarely, fauns who live in dangerous areas (or are both evil and braver than usual) may use weapons and armor.

Note that all fauns are male. They normally reproduce with nymphs, the children staying with the mother if female, or going with the father once weaned if male. Both races are of very low fertility and tend to be protective of their young, leading most people to believe that there are no young fauns or nymphs.

They are extremely long-lived, or possibly even immortal at the GM’s option. There are rumors that fauns are capable of moving back and forth between the mortal world and the Otherworld of Faerie; at the very least, they have considerable abilities to hide and seem to disappear in their forests.

Their goat’s legs may appear to be awkward, but no one who has seen a faun run would make the mistake of thinking that again. They are extremely fast – almost as fast as centaurs – and quite maneuverable. Coupled with their intimate knowledge of their native forests, evading or catching a faun is extremely difficult.

Fauns respect druids, but since it often falls to druids to deal with fauns when they

have behaved too far outside the bounds of propriety, fauns consider most druids to be sticks-in-the-mud and killjoys. This in turn means that if and when a faun believes he can get away with pulling a practical joke on a druid, he most likely will. These will normally be only annoying or mildly embarrassing, however, since the fauns have no desire to anger the druids enough for retribution.

Evil fauns should usually have their Nature and Deceive swapped, giving Great (4) Deceive and Good (3) Nature. The GM may also wish to up Fight at the expense of Empathy. Faun leaders may have **The Magic of Music** (use Rapport to heal, defend against magic, and influence animals and plants, in addition to its normal uses.)

The fauns described above originate in Roman myth. However, Roman writers confused the Greek satyr with the faun, resulting in them often being considered the same thing in later antiquity and in medieval times. Originally, however, the satyrs had normal human legs, with the ears and tail of a horse, full beards, and often carried a rod with a pine cone on the end (the thyrsus, a symbol of Dionysus). They are often represented with permanently erect penises. Like the faun, they were woodland spirits that enjoyed drinking, partying, and ‘frolicking’ with women.

If you wish to have distinct satyrs, we recommend changing the high concept to *Forest Spirit of Wine and Debauchery*, and removing the **Horns of a Ram** and **Legs of a Goat** abilities. They may also have a stunt of **Satire** (+2 to Rapport when creating advantages dealing with making people see a particular person or organization in a belittling light).

As followers of Dionysus, satyrs are also associated with bulls, and they are associated in Greek myth with the Cretan form of dance called *Sikkinis*. GMs may wish to give them a special relationship to minotaurs and/or bonnacon, and, since Crete is known to have had bull-dancers, might give them a stunt of **Sikkinis** (+2 to Athletics to defend against charging attacks; on a success with style on such defense, may take a free boost of *Behind You*).

Fauns and satyrs may also be confused with equosi (see *APERITA ARCANA*, p 34), half-centaurs, since they have horse legs and tails. While fauns and satyrs are both exclusively male, there are female equosi, and this confusion has led to tales of female fauns and satyrs.



Frank Pape

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## Ferret

**High Concept:** *Cute and Energetic Mustelid*

**Trouble:** *Crippled By Extreme Temperatures*

**Other Aspects:** *Rats Can't Hide From Me, Never Met a Hole I Couldn't Squeeze Through, Escaping and Hiding Are What I Do Best*

**Scale:** Fair (2)

**Skills:**

Good (3): Notice, Stealth

Fair (2): Athletics, Provoke

Average (1): Investigate, Fight

**Stunts:** **Very Flexible** (can squeeze through small openings; gains +2 to Overcome barriers with Athletics when this could help), **War Dance** (can use Provoke as Rapport with humans, demi-humans, and humanoids)

**Extras:** **Spray** (once per day, use Provoke against Athletics to Create an Advantage of *Foul-Smelling Scent*, gaining +2 to Athletics if the target is holding the ferret)

**Physical Stress:** none

**Mental Stress:** ☐☐

**Type:** animal

**Size:** 1 to 1½ feet, excluding tail



Ferrets are small, carnivorous animals who are often kept as pets. Their bodies are extremely flexible, and ferrets can fit through openings that one would not expect them to be able to – even going through a slot about an inch tall by three inches wide. Their claws make them excellent climbers. They are also good swimmers.

Historically, ferrets have been used as rat killers and to flush rats out of their hiding places (hence the term ‘to ferret out’). Their ability to go through small openings is of great use here. They have also been used for hunting rabbits in much the same way.

Tamed ferrets are very playful, and will fetch toys, climb on people, bat at them, and so forth, much like cats. Ferrets will often become obsessed with a particular ‘treasured item’, and will carry it around and hide it. Like many animals, they like bright and shiny objects, so this could be a valuable item, if the GM wishes.

Ferrets are nocturnal. Like cats, though, they will adapt their schedule somewhat when tamed. Also like cats, they sleep most of the day – up to 18 or 19 hours a day. Wild ferrets are solitary, only associating with other ferrets when breeding and raising litters. They are very territorial, but this is sex-specific; territories of males and females can and will overlap, and males tend to claim larger territories, often overlapping or including those of multiple females.

Kits are born in May and June, in litters of one to five. They stay in the burrow together for the first six weeks, then begin to emerge. At this point, the mother will separate them, putting each in a separate burrow, often claiming burrows from other animals to do this. The kits become independent at about four to five months, and are sexually mature at one year.

The European polecat is closely related to the ferret, and may be considered identical for game purposes. Ferrets tend to have greyish or light brown fur, with black bands across the eyes and body. polecats tend toward a more even coloration, and show greater variation in coloring, with some having reddish, dark brown, and black fur. In the wild, they eat rodents, rabbits, small to medium birds (sometimes preying on chickens), and frogs and toads. Some have been known to catch fish.

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# Gargoyle

High Concept: *Nightmares in the Sky*

Trouble: *Forever Cursed to Be a Pawn*

Other Aspects: *Unmoving Until it Suits*

*Me to Scare You, Stone-Bound Spirits  
of Darkness, Hatred of Free Spirits*

Scale: Great (4)

Skills:

Great (4):      Physique

Good (3):      Fight, Notice

Fair (2):      Athletics, Provoke

Average (1):    Burglary, Shoot

Stunts: **Swoop Attack** (move, attack, continue moving; +2 to defend when doing so), **Carry Off** (on success with style when doing a **Swoop**

**Attack**, can place lasting **Grabbed** aspect on target, with one free invoke), **The High Ground** (+2 to Provoke to maneuver foes in order to give yourself a battlefield advantage), **Spout Acid** (once per scene, can attack using Physique as Shoot, affecting multiple targets if they have an aspect on them indicating they're next to each other. Success with style places **Burning Acid** lasting aspect on the target(s), with one free invoke)

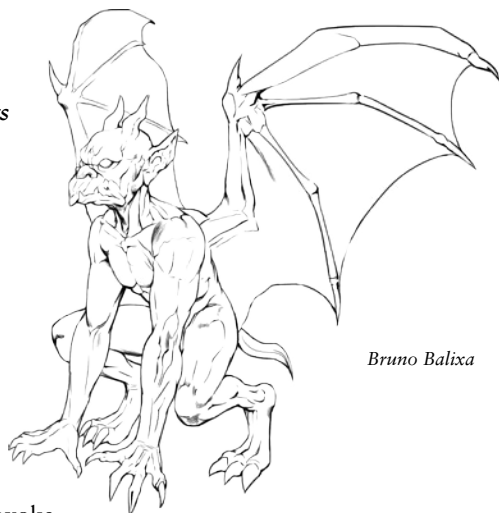
Extras: **Anomalous Immunities**, possibly **Demonic Immunities**, **Immune to Acid and Poisons**, **Stony Hide** (immune to non-magical weapons, except picks; armor: 2), **Claws** (weapon: 2), **Spirit Sight** (Notice applies to spirits, even when normally invisible), **Spirit Claws** (claws affect spirits, even when incorporeal. Count as magical weapons for hurting spirits), **Flight**

Physical Stress: ☐☐☐☐

Mental Stress: ☐☐

Type: anomalous, possibly extraplanar (demon)

Size: about 5 feet tall, 12 feet wingspan



Bruno Balixa

Monstrous humanoid creatures of living rock, gargoyles arise in cities – both abandoned and populated – where the worship of dark and vile gods has corrupted the very essence of the stones themselves. More rarely, they can be intentionally created by evil priests and magicians, through a process of summoning demonic spirits and binding them into carved gargoyle bodies.

Despite their stony bodies, gargoyles can fly, due to their intensely magical nature. They can also see spirits, and can attack spirits even when the spirits are incorporeal. Because of this, they are used as guardians for temples – both evil ones, and, in some cases, good ones where the priests have managed to bind existing gargoyles into service.

As animated stone, they have no need to eat – but gargoyles do eat anyway, purely for the pleasure of it. They produce a powerful acid internally, which they can also spout forth.

These creatures hate all those who are free to roam as themselves, but most especially other spirits. If not under control, they will attack anyone they encounter who is not obviously too powerful for them to defeat. Vicious and spiteful, they will often harass even those they cannot defeat, seeking to steal from them, kill their riding animals, or even simply drop or throw rocks on them from a safe distance.

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# Ghosts

Ghosts are incorporeal undead – the remnants of living creatures, kept in a pseudo-life through either magic or an intense need to accomplish something that they felt at the time of their death. Traditionally, the *Game We Can't Name Thanks to the OGL* has a wide variety of specific types of ghostly beings – ghosts, wraiths, spectres, haunts, phantoms, and so forth. In keeping with our general philosophy, however, we're instead giving you the tools to make your own ghostly beings, and a few specific examples.

As mentioned above, ghosts have the types *undead* and *incorporeal*. They gain the standard attributes of both types, and are thus immune to mind-affecting magic that does not affect undead, are immune to physical attacks of a non-magical nature, have no need to eat, drink, or sleep, cannot be paralyzed, and do not need to breathe. Of course, as incorporeal beings, they can also ignore such barriers as walls, floors, and the like when they wish. They may also simply disappear when under attack, to reappear later (although if this happens, the players may be due a fate point for their trouble!).

Most ghosts have mental or magical attacks, causing fear, aging, and similar effects. For those that do have physical attacks, their attacks often ignore armor. Ghosts tend to have skills in the normal ranges for characters, except for Physique (usually non-existent; sometimes Athletics is as well) and Rapport, which usually suffers due to the ghost's scary nature and obsessive bent.

Some ghosts can perform poltergeist tricks – knocking over pictures, throwing or breaking items, and so forth. Such ghosts generally have a stunt allowing them to use Will as Physique for these purposes. Poltergeists will often make noise, but even fully immaterial ghosts are often capable of that as well.

Many ghosts of an evil nature will tend to whisper suggestions to people; some will, if they can manage it, possess victims. For examples of how this might work, see the entries below, as well as the *Shadow Demon* entry (p 61).

As undead, ghosts can be turned. Many cultures also practice exorcism of ghosts, and if the GM is allowing exorcism as a separate ability (see sidebar, p 57), it is recommended that exorcists can also affect ghosts.

It is very common in myth and legend for ghosts only to appear at night, or only at certain times – for example, the time of day that they died, or some other time of significance to them. They are also often bound to a particular place, to certain people, or to specific items.

There are many different real-world ghost legends and stories, including not only ghosts of individual people, but also ghost armies, ghost ships, ghostly animals, and so forth. In Celtic lore, ghost stories and fairy stories overlap, so that some fey are described as being ghostly, while others live in spectral castles that only manifest on a full moon or certain day, and a few are known for 'haunting' a specific location.

No two ghosts seem to be quite alike, and so we recommend tweaking ghosts that appear in your campaign. The most important part of this is giving them backstory and a reason to be lingering on as a ghost, but you might also express their uniqueness through additional or different aspects, skills, stunts, and extras.

Quite a few legends involve ghosts who are believed to be living people when first encountered. Such ghosts are not normally malevolent, but often relay information to those who encounter them, or warn them away from danger before mysteriously disappearing, as in the modern "Vanishing Hitchhiker" legends. Such ghosts may reappear, but do not seem to be able to form new memories, behaving the same way each time they appear.

In many cultures, the lines between what most modern Westerners would consider 'ghosts' and 'demons' are blurred or nonexistent. Thus, in Greek and Roman times,

it was common to attempt to curse people with ghosts, and to call up ghosts to ask for knowledge of the future and for other purposes. Note that in the medieval period, demons were instead evoked for the same purposes. More modern fantasy fiction sometimes pulls twists such as a slain demon leaving behind a ghost - GMs could possibly do this with certain kinds of monsters, or with powerful wizards!

Vengeful ghosts may attack people indiscriminately (although usually only within a small area, such as the house they lived in), but in many stories, they only attack those who in some way match with who or what killed them. Thus, there are stories of ghosts of those murdered by unfaithful partners who only haunt or attack unfaithful lovers, of those who died in childbirth and now attack small children or pregnant women, and so forth (most 'vengeful ghost' stories in folklore deal with female ghosts). Others may attack everyone except a certain category, or may actively protect some.

In modern fiction, it's common for ghosts to haunt or attack those who closely resemble someone they knew when alive, and more recently, it's common for that person to actually be considered a reincarnation of the one the ghost knew (and in very rare cases, a reincarnation of the ghost itself!). Ghosts who change appearance are common in both folklore and modern fiction. Folklore tends to have them appear as animals, often birds, or to initially appear young, then later appear as old, withered, or corpse-like. Fiction is more likely to have the transformation be linked to the ghost attacking, and to throw in horrific details such as empty eye sockets, fangs, and claw-like fingernails.

Many ghosts in fiction are 'stuck in a loop', repeating either the actions that happened immediately before their death, or unsuccessfully trying to accomplish a task over and over. Such ghosts usually take no notice of anyone attempting to communicate with them, unless it is a person who is/was in some way involved in those events or that task. Anyone with the **Turn Undead** talent (AA 96) or **Exorcist** stunt (AA 13) or a similar ability may attempt to force such a ghost to notice them; treat this as if trying to turn or exorcise, but a success with style will be needed. (Of course, once the ghost has noticed them, it might then take other actions – such as attacking or trying to possess them!) Often such ghosts can be helped to move on if what they want done can be figured out and accomplished.



FS Coburn

# Haunting

High Concept: *Ghost Who Left Something Undone*

Trouble: *The Dead Cannot Speak*

Other Aspects: *Protecting What Was Left Behind, I Need \_\_\_\_\_ to Do Something For Me, Appearing in Many Ways*

Scale: Fantastic (6)

Skills:

Superb (5): Provoke

Poor (-1): Rapport

Stunts: **The Barrier Between Worlds** (if communicated with through a medium, *speak with dead* spell or similar means, Rapport become Fair (1), and *The Dead Cannot Speak* is negated)

Extras: **Ghost Immunities**

Physical Stress: n/a

Mental Stress: ☐☐

Type: incorporeal, undead

Size: n/a; usually appears to be the same size it was in life, but may also appear as a floating light, vague form, or even simply a moving cold spot

This is an example of a ghost haunting a person (although it could easily be changed to an area) who is trying to get that person to do something. Some possibilities include: find and read a letter, find the ghost's dead body, bring the ghost's killer to justice, or find an inheritance that the ghost left to the person.

In this case, the ghost is hindered by not being able to make sound. Nor does it have any attack that it could use to possess someone. Thus, someone is needed who either has an appropriate aspect to let them communicate with spirits, who can figure out that the ghost wants something and let the ghost possess them to communicate, or who has access to magic that can allow communication, as discussed above. In the latter case, it may be necessary to find the ghost's mortal remains in order to communicate effectively.

The ghost can frighten people, but finds communication difficult (hence the low Rapport). If the ghost wants a particular person to find something (for example, if it's defending a treasure it left behind from anyone except its heir), it may seek to frighten anyone else who comes into the area. On the other hand, it may be trying to get people to discover something, but frighten them because it can't communicate with them properly. For example, the ghost of someone murdered may be trying to frighten people toward its body, so the murder can be discovered.

Following the Bronze Rule, this (or any of the other ghost types) could be used for a haunted location, possibly representing multiple spirits who are occupying the area. The GM may wish to apply the *unit* type (p 13), giving the 'haunting' multiple actions and making it harder to exorcise or otherwise affect - or possibly the *gargantuan* type (p 12; also see *Fleshing Out Multiple Zone Monsters*, p 180), giving different zones within the haunted area (e.g., rooms in a house) different characteristics. For example, with a house, maybe only one or two rooms have poltergeist phenomena, the basement receives a bonus to its Provoke for being dark and scary, and the bedroom where the murderer whose victims now are haunting the house is where an exorcism would need to take place (reflected by an aspect like *Here Is Where It All Centers*).

# Poltergeist

**High Concept:** *Noisy and Violent Ghost*

**Trouble:** *Exorcists Have a Field Day With Us*

**Other Aspects:** *Hatred of Holy Symbols, It's the Little Things That Get You, GET OUT!!*

**Scale:** Superb (5)

**Skills:**

Superb (5): Shoot (throw)

Great (4): Athletics, Provoke

Good (3): Crafts (breaking things)

Fair (2): Fight (directly harm or push about people), Will

**Stunts:** *I Know What You Fear* (may use Provoke as Empathy to create advantages relating to knowing what will frighten someone)

**Extras:** *Ghost Immunities, Creepy Changes* (make Provoke attacks via such things as bleeding from the walls, lights that turn themselves off and on, books that open themselves to disturbing passages, stairs that suddenly become slippery, and so forth)

**Physical Stress:** n/a

**Mental Stress:** ☐☐☐

**Type:** incorporeal, undead

**Size:** n/a (no physical body)

A poltergeist is a 'noisy ghost' – one that makes noises, throws things around, breaks items, and plays frightening (perhaps even terrifying!) pranks. Sometimes this upgrades into outright attacks on the inhabitants of the place the poltergeist claims as its home. Poltergeists mostly attack by throwing, pushing over, or dropping physical objects, and these attacks do not ignore armor.

This example is a strong poltergeist, with high stats. It could be quite a threat to people if it decides to try to harm or kill them, and will also be difficult to exorcise or destroy!



# Spirit of Vengeance

High Concept: *Revenge-Seeking Ghost*

Trouble: *Bound Without a Body*

Other Aspects: \_\_\_\_\_ *Must Be Found and Punished, Dreams of Vengeance, The Right Tool For the Job*

Scale: Superb (5)

Skills:

Superb (5): Provoke

Great (4): Deceive, Notice

Good (3): Investigate, Will

Poor (-1): Empathy, Rapport

**Stunts:** **Slow Possession** (once per night, makes a mental attack with Provoke on whomever possesses the item this spirit is bound to. Consequences can be from lack of sleep or involve wanting to find out what the dreams are about. If it takes out the target, the spirit may either make them obsessed with finding the person they're dreaming about, or outright possess them), **I Know What You Did** (can leave messages for the person it's pursuing – written in blood, in steam on mirrors, etc. Only that person can see the messages. Finding message counts as mental attack with Provoke)

**Extras:** Ghost Immunities

Physical Stress: n/a

Mental Stress: ☐☐☐

Type: incorporeal, undead

Size: n/a (no physical body)

This example is of a ghost who wishes to wreak vengeance upon someone, but is bound to an item (typically a magic item). Anyone picking up such items becomes susceptible to the influence of the ghost via **Slow Possession**. In addition, the spirit of vengeance will use its **Dreams of Vengeance** to compel the individual(s) who carry the item(s) it possesses to drive them closer to the target it wishes to wreak vengeance on (or one of their targets, if there is more than one). This may be a multiple-step process, taking place over the course of many game sessions, if the GM desires.

In this example, once the spirit has gotten the person it is using close enough to the target of the vengeance, it will seek to possess that person, and then use their body to carry out its vengeance. In the course of doing so, it may use the body's physical abilities, but not its magical or mental ones – and thus, it will tend to choose a host with more physically-oriented capabilities, if possible. If that is not possible, and the spirit has no magical powers of its own, it will either seek to make the bearer of its item give it to a more suitable host, try to make them lose the item, or attempt to force them via repeated dreams to take up its plan of their own accord (which it can do by taking out the host mentally or inflicting an extreme consequence, giving them a maniacal desire to kill the target).

When possessing or otherwise controlling the host, the spirit can use its **I Know What You Did** extra against the target(s) of its vengeance. In some cases, a vengeful spirit will launch a plan use this ability to weaken the target before trying to go for a direct attack, often by leaving messages the target will find.

# Unfortunate Shade

**High Concept:** *Poor Unfortunate Soul*

**Trouble:** *Warnings Are Easily Disregarded*

**Other Aspects:** *Cannot Communicate Clearly, I Will Show You My Death, What Killed Me Will Kill Others*

**Scale:** Great (4)

**Skills:**

**Superb (5):** Provoke

**Great (4):** Lore (about what killed it)

**Terrible(-2):** Rapport

**Stunts:** **Frightening Appearance** (makes an automatic Provoke attack against all surrounding targets when it first appears)

**Extras:** **Ghost Immunities, Cassandra's Curse** (for whatever reason, people just won't listen. Manifests as compels on trouble – these can be self-compels, to make its attempts to scare people away instead make them run the wrong way and such), **Useful Knowledge** (if communication can be established, it can use its Lore to create an advantage for the party when dealing with what killed it)

**Physical Stress:** n/a

**Mental Stress:** ☐☐

**Type:** incorporeal, undead

**Size:** n/a (if visible, generally appears to be size and shape it had in life, although possibly missing head or other parts that were removed when it was killed)

A shade such as this can be a very useful way to give a party warning of an extremely tough monster, which will require forethought and preparation to defeat – e.g., a dragon or demon. As with the haunt above, this ghost cannot directly speak – that would make things too easy on the adventurers! Instead, they will have to realize that it is trying to warn them of something (which might not be too hard – it might be leaving bloody scrawled messages like GO BACK, if the GM doesn't trust the players' ability to figure out subtle clues), and then either find a way to communicate with the ghost or scout ahead themselves somehow to find out what it's warning about.

Unfortunately, the ghost's warnings tend to have the opposite of the desired effect, either causing the curious to try to see what it is they're being warned away from, or causing panicked people to head toward the source of danger instead of away. Since the ghost likely roams over a wider area than what it's warning people away from, this may lead to locals believing that the ghost itself is the danger... and thus, adventurers might be hired to exorcise it!

Either way, once the thing this ghost is warning about no longer exists, the ghost will be released. It might thank the player characters by leading or pointing them to a treasure cache before it departs for its final rest. Alternatively, the ghost might need to be properly laid to rest (and may use its treasure cache as a bargaining chip for this service).

---

# Ghoul

**High Concept:** *Undead Devourer of Sentient Flesh*

**Trouble:** *The Hunger Never Ends*

**Other Aspects:** *Graveyards are Gateways, Paralyzing Claws, Carriers of the Black Fever*

**Scale:** Great (4)

**Skills:**

Great (4):      Physique

Good (3):      Fight, Notice

Fair (2):      Athletics, Lore, Provoke

Average (1):    Burglary, Deceive, Investigate, Will

Poor (-1):      Empathy, Rapport

**Stunts:** **Hard to Kill the Dead** (uses Physique instead of Fight to defend against physical attacks), **Track By Scent** (uses Notice to track, may track when there are no visible signs)

**Extras:** **Locking Jaws** (+2 to Physique to create advantages relating to holding on with its bite), **Powerful Jaws and Fangs** (weapon: 2)

**Physical Stress:**    □□□□

**Mental Stress:**    □□□

**Type:** undead

**Size:** 5-6 feet tall

Ghouls are a type of undead, arising either through the slow transformation of humans who have become cannibals, by being killed by a ghoul without being laid to rest properly, or through vile magic.

Unlike most undead, ghouls experience a physical transformation, becoming hyena-like in aspect, with powerful elongated jaws, fanged teeth, pointed ears, a long black tongue, claw-like black nails, and a body built for locomotion on all fours. Some even grow fur, although they can still be distinguished from normal hyenas by their habits, and by the lack of a tail.

Like hyenas, they have powerful, bone-cracking jaws, and they often laugh when attacking – a sound somewhat like a mixture of a mule’s braying, human laughter, and a dog’s barking. They can also make crying and weeping noises, and will use these to lure victims. Their minds have been warped by the transformation, leaving them with a twisted cunning. They will live and hunt in packs of four to a dozen, and their only joy is in killing and eating.

As they are undead, they can be turned, and a *protection from evil* spell or effect will keep them away. While religious symbols are of no use in keeping away ghouls, the reciting of religious verses can be.

Unlike most undead, ghouls do need to eat, and one who cannot eat will weaken. Some stories say that they cannot starve to death, but that instead, a ghoul that has been starved for too long falls into a coma-like state, in which it is no longer capable of acting. These same tales say that the only action they can take is to move their mouths to chew – and thus, any desiccated corpse found with an open mouth may be a ghoul, waiting for someone to be unwise enough to put their fingers or some other piece of food into it.

It is sometimes said that ghouls can travel the world of dreams, entering and leaving via graveyards, allowing them to escape pursuit without a trace if they can make it to one.

There are also rumors and stories of ghouls of greater intelligence, who have somehow gained or learned magic that allows them to appear to be a normal, living

person. In many such stories, a ghoul will claim to be a lost or abandoned traveller (usually female), luring a group into allowing it to ride or walk with them. When it can, it will lure one away from the rest of the group on an excuse, and then attack. In a few stories, a ghoul marries a human, but the human becomes suspicious because their new spouse never eats in front of them, and slips out secretly each night. They follow the ghoul one night, to find it going to a graveyard, where it joins other ghouls in digging up and eating corpses.

For such a ghoul, change their trouble to *Feeding Reveals My True Nature* (this may be invoked by the ghoul when their nature has not yet been revealed to gain bonuses for Rapport and Deceive when concealing what they are) and add Magic skill at Fair (2), along with the stunt *Illusion of Life* (may use Magic to Create an Advantage of *Appears to Be a Normal Person*).

**Black Fever:** initially manifesting as a fever with sweating and dizziness, as the disease develops, the sufferer's mucous turns black, they begin to crave raw meat, and they start to sneeze and cough (which, while it won't spread the disease, should scare others as they spray the black mucous about!).

**Aspects:** *Transform or Suffer, Spreads by Biting*

**Virulence:** Good (3)

**Severity:** Great (4)

**Period:** 12 hours, lasts 7 days

**Stress:** □□□□

**Effects:** physical stress. Consequences include *Fever, Dizziness, Craving for Flesh, Black Mucous, Coughing & Sneezing*.

**Special:** the sufferer can 'concede' to the disease by choosing to consume the raw flesh of a sentient. This causes them to begin becoming a ghoul, gaining the aspect *Devourer of Sentient Flesh* and the extra **Powerful Jaws and Fangs**. Curing them at this stage should require a quest to do so, and for them to successfully refrain from eating any more flesh of sentients for the span of the quest. They remain infectious until cured, and, if they die while still infected, will rise as a fully undead ghoul.

## Wendigo

In the frozen north, tales tell of the *wendigo* – a cannibalistic creature which one becomes through practicing cannibalism oneself. Make the following changes:

**High Concept:** *Cursed Devourer of Flesh*

**Trouble:** *I Crave the Taste of My Own Kind*

**Aspects:** *A Frozen Heart, Charnel Stench, Carriers of the Black Fever*

**Extras:** Immune to Cold, Thick Fur & Skin (armor: 2)

**Type:** standard, possibly extraplanar (demonic)

*Charnel Stench* may be compelled to force opponents to lose their action for an exchange to vomiting, and invoked for bonuses based on making opponents weak and nauseated. At the GM's option, a wendigo could have a stunt to allow mental attacks based on Physique, linked to the *Charnel Stench*.

A wendigo appears as a large, powerfully-built humanoid figure with shaggy hair and ashen-grey skin. Their eyes are sunken and reddened, and they wear little or no clothing.

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## Giants

Creatures of humanoid shape and human-like intelligence that are much larger than humans are lumped together by the “normal-sized” races as *giants*. There are several different varieties of giants, and sages disagree over whether or not they are truly related to each other. Some sages categorize “true giants” as a separate group, with the “true” ones being those with a more elemental nature. Others consider the greatest giants to be primordials.

Giants of all kinds are hunted by followers of Thor, and tend to be hated by dwarves and gnomes, who are used to competing with these larger humanoids for the mountain heights and large cavern spaces that they both prefer.

### Hill Giant

**High Concept:** *Brutish and Stupid Giants of the Hills*

**Trouble:** *Insecure and Greedy*

**Other Aspects:** *Everything I Have Is Stolen, Never Start a Fight You Won't Win, Only the Strong Will Lead or Survive*

**Scale:** Superb (5)

**Skills:**

Superb (5):      Physique  
Great (4):        Athletics, Notice  
Good (3):        Fight, Shoot  
Fair (2):         Provoke

**Stunts:** **Missile Catcher** (may use Physique to defend against missiles large enough to catch), **Rock Throwing** (weapon: 3 for Shoot, must have *Holding a Big Rock* aspect)

**Extras:** **Tough Hide** (armor: 3), **Huge Club** (weapon: 3, *Difficult to Parry*, Free Boost: *Stunned*), **Brutal Rages** (negotiating with requires a Great (4) difficulty Empathy check, to keep from either insulting them by talking down to them, or angering them by using words they don't understand. Treat as if the giant were trying to create an *Enraged* aspect on itself, with negotiator's Empathy roll being resistance. An *Enraged* hill giant is immune to magical charm and fear), **Resistant to Charm and Fear**

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐

**Type:** standard

**Size:** about 10 feet tall

The smallest and least powerful of ‘true giants’, hill giants stand close to twice the height of a human, and have thick builds, with relatively small heads in proportion to their body. They are notoriously stupid, and usually simple enough to trick, so long as one can walk the line between surpassing their ability to understand and managing to insult them – either one of which tends to trigger their **Brutal Rages**.

Too uncivilized even for the company of orcs and goblins, hill giants normally dwell in the hilly areas they take their appellation from, where they subsist on wild fruits and berries, and whatever meat they can catch – including humans, demi-humans, and humanoids when possible. Giant ants are a favored delicacy.

Rarely, an especially intelligent hill giant chief will manage to bully and persuade his or her people into building a wooden fort. Since hill giants rarely build, such forts are usually crude and ramshackle, relying more on height of the walls and thickness of the tree trunks used for strength than on any sort of good design or plan. They will sometimes make pets of dire wolves (p 270), bears (p 30), and large snakes (p

230), and intelligent chiefs have been known to make deals with orcs or goblins for mutual aid and defense.

Hill giants usually do not live more than forty or fifty years, but this is due primarily to the roughness of life in their brutal society. Giants in general are long-lived, and it's suspected that hill giants could live to be a hundred or more in a less brutal environment.

## Stone Giant

**High Concept:** *Massive Humanoids of Living Stone*

**Trouble:** *Some Stones Are Much Desired*

**Other Aspects:** *What Has Been Hewn In Stone, All Small People Look the Same, Hidden in Plain Sight*

**Scale:** Fantastic (6)

**Skills:**

**Fantastic (6):** Physique

**Superb (5):** Fight, Provoke

**Great (4):** Crafts (stonework and inlays)

**Good (3):** Resources (precious stones and ores)

**Fair (2):** Notice, Shoot, Will

**Stunts:** **Throwing Boulders** (weapon: 4 on Shoot attacks; must first have an aspect of *Picked Up a Boulder*), **Looks Like a Boulder** (Great (4) Stealth when pretending to be a boulder, if boulders are reasonable in the area)

**Extras:** **Stony Body** (immune to poisons and disease, resistant to electricity, does not need to breathe, cannot be healed normally (use Crafts to heal), magical weapons required to damage, armor: 4; can be removed temporarily via a *stone to flesh* spell), **Avalanche** (can trigger an avalanche by pushing the correct boulders. This is a Superb attack that lasts 5 + the result of a four Fate-die roll exchanges. Use Athletics to defend. Affects a wide area; the GM may choose to create advantages instead of causing damaging attacks for some or all of the attacks, resulting in aspects such as *Pinned Under a Boulder*, *Lost My Sword*, and so forth; optionally, the GM might choose to allow the players to voluntarily take such aspects to mitigate stress, allowing them to soak one or two stress, depending on how badly they inconvenience the characters), **Powerful Fists** (weapon: 2, Free Boost: *Knocked Back*)

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐☐

**Type:** anomalous

**Size:** about 16 feet tall

Man-shaped creatures of living stone, the stone giants are considered by many sages to be elementals – yet they cannot be dismissed from the material plane back to the elemental plane of earth, causing many others to disagree.

Regardless of what their true nature may be, what is known is that stone giants like to live in high mountain areas, especially in caves on the upper slopes, above the tree line, but beneath the snow line. They greatly distrust the smaller races (that is, anything smaller than an ogre) and the gods of those races as well. For the most part, they will tolerate travellers passing briefly through their domain, but stone giants do have tempers, and have difficulty distinguishing ‘smallers’ from each other, which may lead to a group passing through stone giant territory being attacked or harassed under the idea that they are someone else.

Dwarves are particularly likely to incur this wrath, as stone giants consider mining in their territory to be ‘poaching’ of a sort, even though they themselves do not mine.

Attempts to discuss this with stone giants are usually short-lived, as the stone giants only reply that they are the guardians of the stones, and will not explain further, nor reconsider. Unfortunately, owing to the above-mentioned lack of ability to distinguish small races, the wrath the dwarves trigger is often visited on others.

Stone giants agree that there are male and females of their race; however, they have no visible sexual organs, and it seems to be beyond the abilities of non-stone-giants to discern their genders. Stone giant children have never been observed, but given the environments that stone giants live in and their ability to disguise themselves as stones, it's quite likely that they simply hide around outsiders.

They are normally encountered alone or in small groups (2-4), but are often accompanied by hill giants and/or ogres. They have been known to use giant scorpions as guardians, and sometimes to cooperate with gryphons in watching out for intruders. Stone giants intensely dislike chthon and will hunt them, but chthon do not seem to take any more notice of stone giants than they do anyone else.

Stone giants seem to enjoy carving designs into their stony 'skin', often producing fine inlaid works of art this way, and some go a step further, setting gems or precious metals into their skin. It is possible that these show family or clan relation. In addition, their eyes are gemstones themselves, leading some groups of dwarves to deliberately antagonize stone giants in order to have the excuse to kill them and loot their bodies! All together, a typical stone giant's body should be considered a Great (4) treasure.

## *Storm Giant*

**High Concept:** *Powerful Nobility Amongst Giants*

**Trouble:** *Tribute Shall Be Given, Lest It Be Taken*

**Other Aspects:** *The Storm is My Playground and Lightning My Toy, Let's See If You Can Fly, High Castles Have a Long Way to Fall*

**Scale:** Legendary (8)

**Skills:**

|                       |                            |
|-----------------------|----------------------------|
| <b>Epic (7):</b>      | Physique                   |
| <b>Fantastic (6):</b> | Magic                      |
| <b>Superb (5):</b>    | Rapport, Provoke           |
| <b>Great (4):</b>     | Deceive, Fight, Resources  |
| <b>Good (3):</b>      | Lore, Shoot, Will          |
| <b>Fair (2):</b>      | Athletics, Empathy, Notice |

**Stunts:** **Weather Control** (use Magic to create weather-related advantages and to use winds to push things), **Great Size** (fists are weapon: 2; however, Notice is -2 against 'small ones' (i.e., those less than 10 feet tall)), **A Noble's Detachment** (armor: 2 against mental damage from social attacks)

**Extras:** **Immune to Electricity and Wind, Resistant to Heat and Cold, Absorb and Emit Lightning** (damage from electrical attacks is stored and can be re-emitted. Normally Starts with 8 points of 'charge'. Ranks used add weapon value on Shoot; must use at least one rank to Shoot with lightning. Metal armor is ignored by lightning attacks.)

**Physical Stress:** ☐☐☐☐ + additional mild and moderate physical consequences

**Mental Stress:** ☐☐☐☐

**Type:** standard or primordial

**Size:** about 25 feet tall

**Optional:** **giant two-handed sword** (weapon: 5, **Great Reach**, may attack multiple targets with single attack if they are *Close Together*), **heavy armor** (armor: 4)

The most powerful of giants, storm giants are so named because of their fondness for storms and ability to create such. They appear much like giant humans, but with skin

colors that range in the greens and blues, from pastels to near-black. Hair can be blue, green, black, or white, and male storm giants are generally long-haired and bearded; males and females both often braid their hair.

Storm giants normally make their homes atop high mountains, or sometimes in enchanted castles built on clouds that never seem to dissipate. Since storm giants are fond of picking up and throwing foes, these locations can prove very dangerous to their enemies – a character thrown off a mountain or a cloud is going to have a long, long fall in addition to the standard damage of the attack!

Lightning is often associated with them. They are not capable of simply generating lightning on their own, but they can absorb electricity and re-emit as lightning. Usually a storm giant will have enough stored for one full-power burst when encountered. They can summon storms, and as tall objects, are likely to be struck by lightning. In combat with a storm aspect active, roll three Fate Dice each exchange; if all three are **+**, the storm giant is struck by lightning and recharged. They can also create and direct winds, rain, snow, and fog. These abilities will be used to move around, knock down, and otherwise inconvenience those they are fighting.

Usually, storm giants live alone or with one other; sometimes, a couple will have children, who will not normally participate in combat. Storm giants love treasure of all sorts, and also love company and chatter, although the latter things only for brief times – many a storm giant guest has found themselves unceremoniously ushered out when their host grew tired of them. Because of these loves, storm giants will quite often require tribute from those they live near, in the form of treasure and company when desired.

They are fond of pets, and will often keep giant eagles, dinosaurs, and sometimes even young dragons as such. Those of evil nature are also liable to keep human, demi-human, or humanoid slaves.



*Eric Quigley*

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## Goblins

Goblins are the smallest of the goblinoid races (with also includes hobgoblins and orcs). They are similar in size to dwarves, but skinnier. There are a number of sub-races of goblins, but a given tribe will usually all be of one race. Their skin ranges from ash-grey to near-black in color, sometimes tinged strongly with yellow or green.

They are smart as goblinoids go, and some goblins make their living as traders and merchants, rather than as raiders, bandits, or hunters. Goblin tribes have been known to strike deals with other, larger and stronger monsters, especially ogres. These deals usually have the goblins supplying the stronger monster's day-to-day needs, in return for its help in dealing with intruders.

Goblins can be quite skilled trackers, having an excellent sense of smell. In addition, they will often tame animals, especially wolves and dire wolves, and are small enough to ride particularly large dire wolves into battle. Rarely, tribes of goblins have been known to tame giant bats and ride them.

They are often used as slaves by larger, stronger races, especially hobgoblins, bugbears, and orcs. In turn, goblin tribes will make slaves of captives when they can.

A tribe's preferred lair tends to be a cave system, but goblins are opportunistic, and will lair in ruins (especially those with an underground portion), abandoned buildings, and other such places. They will only rarely build their own shelter, the notable exception being goblin traders, who travel and shelter in their wagons.

### Goblin Bat-Rider

**High Concept:** *Goblin Aerial Stealth Cavalry*

**Trouble:** *This Bat is Worth More Than Me*

**Other Aspects:** *Hit & Run Tactics, Screech and Screech Again, Why Do We Fall?*

**Scale:** Superb (5)

**Skills:**

**Superb (5):** Shoot

**Great (4):** Notice

**Good (3):** Athletics, Physique, Ride, Stealth

**Fair (2):** Fight, Provoke

**Stunts:** **Flight** (+2 to Athletics to overcome barriers where flying would assist), **Swoop Attack** (move, attack, and finish move in one exchange)

**Extras:** **Separable** (create advantage action against scale to separate. Goblin gets all stress taken; GM should divide consequences as seems logical), **Two Heads Are Better** (can move full speed and attack at no penalty, and may use Provoke and Shoot or Provoke and Fight actions in the same exchange at no penalty), **Mount Up** (if separated, goblin can try to create an advantage in order to get back on its bat; if it succeeds, the two become one unit again. Any consequences taken by either are on the new unit. The highest stress box either has filled is the only stress box filled on the new unit. On a success with style, either all stress can be cleared, or a consequence can be lowered by a level (possibly eliminating a mild consequence)), **Javelins, Daggers, and Claws** (weapon: 2 for Fight and Shoot), **Armor** (armor: 1)

**Physical Stress:** ☐☐☐

**Mental Stress:** ☐☐

**Type:** person (humanoid), animal

**Size:** individual sizes as per individual entries

Goblin bat-riders are elite troops – practiced goblins riding giant bats of unusually large

size. Most goblin tribes do not have any, but some will have a few – perhaps two to four of them. Riders tend to be very protective of their bats – a bat-rider without a bat is simply another goblin warrior, after all! With a bat, however, the rider gains status in the tribe. This is even more important than usual for goblins, because bat-riders are usually among the smallest warriors, picked partly because their bats can carry them more easily. This would normally put them near the bottom of the goblin pecking order.

A bat and rider together are somewhat more vulnerable than they are apart, making a larger target. Thus, bat-riders prefer tactics that keep others from engaging with them, using swooping attacks with their javelins. Where there is not enough room for a proper dive, or it's inadvisable for other reasons, the bat may screech as the pair approaches. This is a use of Provoke to create advantages for combat.

On the ground, the pair is much slower, and the goblin will usually try to defend the bat. Bat mounts can be loyal, however, and have been known to fight alongside their masters – in this case, the bat and goblin may both make attacks.

Sometimes, powerful dark lords will manage to put together a large group of bat-riders; these can be excellent scouts and fearsome shock-troops. A unit of about fifteen could be started thusly:

## *Goblin Bat-Rider Unit*

Use above statistics, but with Epic scale, and with Fight, Physique, Provoke, Shoot, and Will each raised two ranks, giving the following skills and stress boxes:

**Scale:** Epic (7)

**Skills:**

|                    |                          |
|--------------------|--------------------------|
| <b>Epic (7):</b>   | Shoot                    |
| <b>Superb (5):</b> | Physique                 |
| <b>Great (4):</b>  | Fight, Notice, Provoke   |
| <b>Good (3):</b>   | Athletics, Ride, Stealth |
| <b>Fair (2):</b>   | Will                     |

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐☐

**Type:** person (humanoid), animal, large unit

As a unit, a group of goblin bat-riders occupies three zones. Within each zone it occupies, it can take two actions each exchange. It gains armor: 3 against non-area attacks. Unlike most units, the bat-riders are not required to keep the zones they occupy adjacent to each other.

Bat-riders, both in and out of units, will frequently use their Athletics to swoop at targets without attacking, creating distraction aspects that either other riders or their unit can use to assist with attacks. Their bats' screeching can allow Provoke attacks or creating advantages against an entire zone, at a -2 to their Provoke)

# Goblin Shaman

High Concept: *Goblin Healer and Magician*

Trouble: *My Foolish Kin Don't Listen*

Other Aspects: *Be Hex-tra Careful Around Me, The Respect I Deserve, Mouthpiece of the Gods*

Scale: Great (4)

Skills:

Great (4): Nature

Good (3): Magic, Will

Fair (2): Empathy, Fight, Notice

Average (1): Athletics, Crafts, Deceive, Lore, Stealth

**Stunts:** **Shaman Magic** (use Nature to create advantages for other goblins or against foes; examples include tripping, boosted courage, etc.), **Healer** (use Nature to begin healing of consequences; on a success with style, can reduce consequence by a level. Can spend fate point to erase another goblin's physical or mental stress in combat), **Fire Magic** (use Magic as Shoot to perform fire-based attacks)

**Extras:** **Speak With Spirits** (can use Nature as Rapport with nature spirits), **Animal**

**Summoning** (for a fate point, can summon an animal of Great (4) scale or less to help – wolf, wolverine, eagle, something else of that nature),

**Staff** (weapon: 1), **Leather armor** (armor: 1)

Physical Stress: ☐☐

Mental Stress: ☐☐☐☐

Type: person (humanoid)

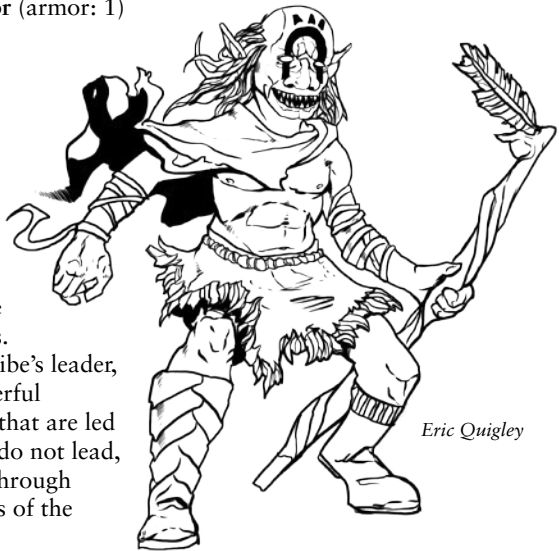
Size: about 4 feet tall

Goblin shamans mix druidic and arcane magic. They learn by apprenticeship, and then later through trial and error – often, a good bit of their magic is simply superstition and impressive rituals meant to cow other goblins.

Usually the shaman is not the tribe's leader, leaving that to a particularly powerful warrior, but there are some tribes that are led by their shaman. Even when they do not lead, shamans exercise great influence through their hold on the beliefs and mores of the tribe.

Due to the mixture of magic they employ, goblin shamans are sometimes contacted by demons, malicious ghosts, or other evil spirits pretending to be a god. Such a spirit will slowly persuade a shaman toward courses of action that benefit the spirit, to the detriment of the shaman and his or her tribe. Some tribes have become corrupted enough to openly deal with undead, hell hounds, and other such entities. Switch Nature and Magic, and:

Change **Shaman Magic** to **Curse Thrower** (use Magic to create advantages involving cursing others with pains, clumsiness, fear, etc.), **Speak With Spirits** to **Speak With Dark Spirits** (uses Magic as Rapport with demons, angry ghosts, etc.), and **Animal Summoning** to **Dark Summoning** (for a fate point, can summon a ghost (poltergeist or spirit of vengeance), ghou, hell hound, skeleton, strix swarm, wight, or zombie to help).



# Goblin Trader

**High Concept:** *Goblin Purveyor of Various and Sundry Goods*

**Trouble:** *Skirting the Edges of the Law*

**Other Aspects:** *I Know Just The Guy, There's a Sucker Born Every Minute, What The Hell Did I Just Buy?*

**Scale:** Great (4)

**Skills:**

- Superb (5):** Deceive
- Great (4):** Notice, Will
- Good (3):** Drive, Empathy, Investigate
- Fair (2):** Lore, Resources, Stealth
- Average (1):** Fight, Ride, Shoot
- Poor (-1):** Provoke

**Stunts:** **Another Greasy Palm** (roll a single fate die. On a  or , may use Resources in place of Contacts via bribes. On a , the trader has tried to bribe someone scrupulously honest, and acts with Terrible (-2) Contacts), **Fast-Talk** (use Deceive as Rapport; however, on a success, the 'customer' realizes they were hoodwinked a scene later. On a success with style, they do not automatically realize it)

**Extras:** **You Broke It, You Bought It!** (+2 to get someone to buy something if they have broken an item of the trader's), **Concealed Leather Armor** (armor: 1), **Dagger and Hand Crossbow** (weapon: 1 for Shoot and Fight)

**Physical Stress:** ☐☐

**Mental Stress:** ☐☐☐☐

**Type:** person (humanoid)

**Size:** about 4 feet tall

Some goblins have integrated into civilized lands as nomadic traders. They travel from town to town in brightly-painted wagons, often following a circuit, although sometimes simply following their whim. While some specialize, most trade in anything and everything they think will bring a profit.

In towns and villages, a goblin trader (or group thereof) will hitch their wagons and set out their wares, generally staying for the day, then travelling on that night. They will usually have useful items to sell, and one can sometimes find good bargains if they approach with a clear goal in mind and keep their wits about them. Many goblin traders will try to sell all sorts of gewgaws, gimcracks, and (not to put too polite a face on it) junk to those they can **Fast-Talk** into buying it.

Goblin traders are well-known for skirting the edges of the law, and will frequently use bribery to get themselves out of trouble, if they can't avoid it simply by leaving at the first sign of it (or even sooner). Many are also smugglers, transporting illegal goods, and sometimes persons who need to 'avoid imperial entanglements'.

Despite their predilection for illicit behavior, goblin traders do provide some useful services to those willing to haggle with them.. Those who can resist their sales pitch can get useful items from them. They will also carry messages or packages for a small fee (though it is wise to make sure that half or more will be paid on delivery!). They will also buy broken or surplus items, to repair them and/or take them somewhere that they are more desired... and where they can be sold for a profit.

Goblin traders will encourage customers to handle merchandise... which will often prove to be *Surprisingly Fragile*, immediately leading to the refrain of "you broke it, you bought it!" They may then negotiate to 'let' the customer buy an unbroken item instead.

When travelling, traders will band together in areas that are known for bandits or

other dangers, and/or hire guards. Typically, these guards will be goblin or orc warriors, but sometimes traders will hire other races. Indeed, the PCs themselves might be hired as guards, if they're travelling in the same direction! Such guards may be employed when in a town as well, if the town is normally hostile to goblins, or if the trader has reason to believe that an 'enforcer' might be of use.

Some possibilities for things that players might wind up buying on a compel of *What the Hell Did I Just Buy?* These are arranged in a table for use by rolling a Fate Die twice, but you or the players could pick as well.

- ▣▣ A forged patent of nobility. When used, it has the aspect *Oh, Then You're My Cousin!* or *You Can't Be the X of Y – I Am!*
- ▣▣ A *Very Official-Looking Deed*.
- ▣+ A scary, but almost cute troll doll with the aspect *Small Crying Children* or *I Swear I Didn't Leave It Here*.
- ▣▣ An item that was previously in the possession of one of the PCs. The trader will, of course, claim to have no knowledge of its origin. Aspect of *What Else is Missing?* or *How Did That Get Here?*
- ▣▣ A food item that tastes delicious, but gives the eater extremely bad gas. Inflicts the aspect *An Incredible New Smell You've Discovered* or *Blame the Dog*.
- ▣+ A very minor magic item with the aspect *Guaranteed Safe and Effective* or *What Doesn't Kill You Might Be Useful*.
- +▣ A holy symbol that, surprisingly, has the aspect *Holy Symbol of My Religion*. Even if you aren't religious.
- +▣ An interesting, unique item that was previously stolen. Unluckily for you, its owner is close to tracking it down. Gives the aspect *Where Did You Get That?*
- ++ A small hideous idol that looks more hideous from any other angle. Has the aspect *Symbol of an Obscure Evil Cult*.

Alternatively, buying an item could be a contest. The item bought is still picked or determined randomly, but if the player wins, they have a free invoke on the item's aspect; if the goblin trader wins, the GM has a free invoke. Success with style could give two free invokes, or allow the side that succeeded to pick the item and aspect and get a free invoke.

A more specialized trader may have a more specific high concept, such as *Dealer in Potions and Alchemical Ingredients* or *Goblin Purveyor of Dwarven Wares*.



# Goblin Warrior

High Concept: *Nimble Dirty-Fighting Goblin*

Trouble: *Not as Fear-Inspiring as I Want*

Other Aspects: *Two Against One is My Kind of Fight,*

*Strategic Withdrawal, Equalizers R Us*

Scale: Good (3)

Skills:

Great (4): Deceive

Good (3): Stealth

Fair (2): Notice, Shoot

Average (1): Fight, Physique

Stunts: **Sneak Attack** (use Stealth to attack from ambush or by surprise), **Dirty Tricks** (use Deceive to create advantages via feints, distracting an opponent so another goblin can attack, and so forth, but -2 to all non-combat uses of Deceive)

Extras: **Poisoned Weapons** (weapon: 1; on success with style with an attack, inflict the lasting aspect *Poisoned!* with one free invoke), **Improvised Armor** (armor: 2 with aspect *Weak Spots*)

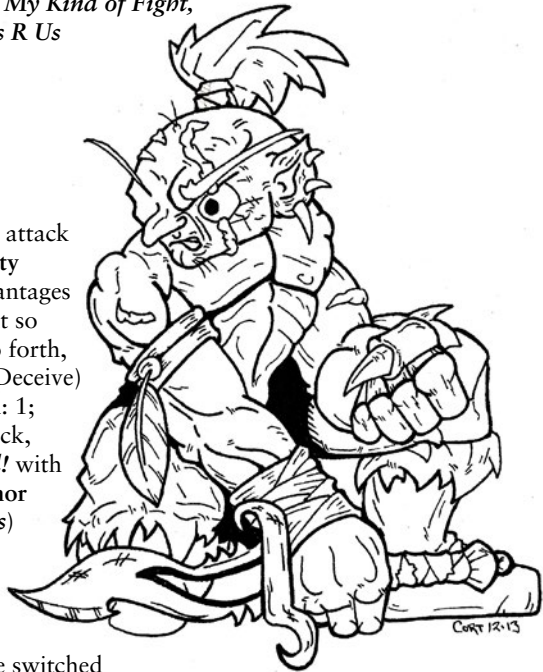
Physical Stress: ☐☐☐

Mental Stress: ☐☐

Type: person (humanoid)

Size: about 4 feet tall

Optional: **Poisoned Weapons** can be switched out for **Befouled Weapons**, infecting wounds instead of poisoning, or **Jagged Weapons**, causing bleeding wounds.



Goblins are not known for courage, and their warriors are no exception. They prefer to attack using ambushes and superior numbers, making use of their skills at hiding and sneaking. In open battle, they are not strong at all, but they can be surprisingly capable when allowed to use their preferred tactics.

Most goblin warriors will be armed with a long knife or small sword, often with a jagged edge. Goblins have been known to poison their blades when they have some sort of venom available to them. Usually this will be a very weak poison, but some tribes have been known to have stronger ones.

Some – generally a fifth or less of any force – will be archers. Make the following changes for goblin archers:

Great (4): Stealth

Good (3): Deceive

Fair (2): Notice, Shoot

Average (1): Athletics, Fight

Extras: **Short Bow** (weapon: 2, **Rapid Shooting**), **Dagger** (weapon: 1), **Light Improvised Armor** (armor: 1 with aspect *Weak Spots*)

Physical Stress: ☐☐

## Goblin Army

This is an army of around a hundred goblins. Normally a shaman would not be with such an army, since goblins outside the influence of a dark lord prefer small raids.

**High Concept:** *Conscripted Goblin Army*

**Scale:** Superb (5)

**Skills:**

**Superb (5):** Deceive, Physique

**Great (4):** Fight, Shoot

**Good (3):** Stealth, Will

**Fair (2):** Notice

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐☐

**Stunts:** **Ambush!** (+2 to Stealth to set up ambushes; +2 to Fight when attacking by surprise), **Dirty Tricks** (use Deceive to create advantages via feints, distracting an opponent so another goblin can attack, etc, but -2 to all non-combat uses of Deceive)

**Extras:** large unit (occupies 3 zones; has two actions per exchange in each zone in each zone; armor: 3 against non-area attacks.)

**Type:** person (humanoid), large unit

## Goblin Wolf-Rider

**High Concept:** *Elite Goblins Riding Dire Wolves*

**Trouble:** *A Bully Has No Friends*

**Other Aspects:** *Life is a Drag, Cruelly Hooked Swords, We Love the Smell of Fear*

**Scale:** Superb (5)

**Skills:**

**Superb (5):** Provoke

**Great (4):** Fight, Physique

**Good (3):** Athletics, Investigate, Notice

**Fair (2):** Will

**Average (1):** Stealth

**Stunts:** **Charge** (use Athletics to create an advantage and Fight to attack in same exchange; must move at least one zone), **Howl** (use Provoke as per the *Roars* sidebar, p 72)

**Extras:** **Separable** (create advantage action against scale to separate. Goblin gets all stress taken; GM should divide consequences as seems logical), **Two Heads Are Better** (may use Provoke and Fight actions in the same exchange at no penalty), **Mount Up** (if separated, goblin can try to create an advantage in order to remount; if it succeeds, the two become one unit again. Any consequences taken by either are on the new unit. Highest stress box either has filled is the only stress box filled on the new unit. On a success with style, either all stress can be cleared, or a consequence can be lowered by a level (possibly eliminating a mild consequence)), **Hooked Sword** (weapon: 2; on success with style, spend fate point to drag opponent to a different zone, causing additional +1 stress as well), **Light Armor** (armor: 1)

**Physical Stress:** ☐☐☐☐

**Mental Stress:** ☐☐☐

**Type:** person (humanoid), animal

**Size:** individual sizes as per individual entries

Elites among goblins, wolf-riders are generally picked from among the larger and stronger goblins. They take great pride in their positions, and use their status and size to bully other goblins. This in turn, however, means that normal goblin warriors are quite likely to abandon wolf-riders to their fate should it appear likely that they can do so without fear of reprisal.

Wolf-riders enjoy using their hooked swords to catch opponents, pulling them over or disarming them, and sometimes even catching their armor and dragging them along. If opponents do not seem to be too much of a threat, they will try to capture them alive, to take as slaves.

Evil armies often have large number of wolf-riders. Treat a unit of these as follows:

## Goblin Wolf-Rider Cavalry

For a unit of about five wolf-riders, make the following changes:

Scale: Fantastic (6)

Skills:

Fantastic (6): Provoke

Superb(5): Fight, Physique

Good (3): Athletics, Investigate, Notice, Will

Physical Stress: ☐☐☐☐ + additional minor physical consequence

Mental Stress: ☐☐☐☐

Type: person (humanoid), animal, large unit

As a large unit, the cavalry occupies two zones, gains two actions per exchange in each zone, and has armor: 2 against non-area attacks.



# Hobgoblin Warrior

High Concept: *Disciplined and Tough Goblinoid Warriors*

Trouble: *Excessive Cruelty Makes Many Enemies*

Other Aspects: *Tactics Over Strategy, Can't Deal With the Unexpected, Paranoia is the Best Defense*

Scale: Great (4)

Skills:

Great (4): Fight, Physique

Good (3): Athletics, Provoke

Fair (2): Lore (tactics), Shoot, Will

Stunts: **Drilled Halberd Use** (+2 to Fight when defending against a mounted charge *or* when using halberds to trip or knock down)

Extras: **Halberd** (weapon: 3, *Best at Distance, Set Against Charge*), **Medium Armor** (armor: 2), **Saber** (weapon: 2, *Light & Fast*), **Medium Crossbow** (weapon: 3, *Easy to Use, Slow to Reload*)

Physical Stress: ☐☐☐☐

Mental Stress: ☐☐

Type: person (humanoid)

Size: about 6 feet tall

Optional: archers may have Good (3) Fight and Shoot; cavalry have Fair (2) Ride, **Lance** (weapon: 3, can use Ride to create advantage before attacking) instead of the **Halberd**, and **Ride and Shoot** (can move and use Shoot in same exchange without penalty) instead of **Drilled Halberd Use**

Larger and more heavily built than goblins, hobgoblins are usually orange to brown in coloration, and while they have pointed ears, theirs are not as prominent as those of goblins. They have sharp fangs, but do not normally use them for combat. Splint or banded mail is common among them, and hobgoblins have been known to make use of dwarven slaves as smiths. Their armor, weapons, and other gear are well-kept, and they tend to be much cleaner than other goblinoids. Hobgoblins make use of their size and strength in dominating both their 'lesser' cousins and other races. They have an extremely martial culture, focused heavily on discipline and obedience, with harsh and cruel punishments for those who do not live up to their strict standards.

Hobgoblins fight as regular troops, preferring open battle to the guerrilla tactics of goblins. They drill regularly for battle, and will make use of terrain and tactics. Hobgoblin forces are unlikely to break when in formation, but are not particularly brave if their formations are broken or scattered. They employ a mixture of troops – usually about 70% infantry, 20% crossbow archers, and 10% cavalry.

Not as intelligent as goblins, hobgoblins are poor strategists, especially in the fields of logistics and siegecraft. They also tend to be inflexible in their tactics, responding poorly to unexpected developments or unconventional opponents. These factors, together with their smaller numbers, keep hobgoblins from controlling large areas. Instead, they tend to claim marginal territories, which they patrol for intruders with vicious fervor. Where they do allow traffic to pass, it is watched intensely and heavily taxed.

Hobgoblin society is based on a military model, with status and privilege corresponding to rank. Everyone is expected to be able to fight, women and children included, and those who cannot are mercilessly outcast, or reduced to the status of slaves, regardless of their former glories. Slaves are poorly treated, and arming a slave or teaching combat skills to one are high crimes.

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# Golems

Created by magic or artifice, golems are humanoid-shaped creations of great size, usually made for the purpose of guarding an important place, person, or treasure. A cleric or magic user constructs a golem using a *manual of golems* of the appropriate sort. This process takes weeks to months, and requires a Resources check against the golem's peak skill+1 at the outset, followed by a similar check using the character's spellcasting skill at completion time. In most cases, a quest to obtain rare ingredients will be involved as well.

## Bronze Golem

**High Concept:** *Giant Bronze Guardian*

**Trouble:** *My Hidden Weak Point*

**Other Aspects:** *Colossal Size, Brightly Shining in the Sun, A Weapon That Needs Orders*

**Scale:** Legendary (8)

**Skills:**

**Legendary (8):** Physique

**Epic (7):** Provoke

**Fantastic (6):** Notice

**Superb (5):** Will

**Great (4):** Fight, Shoot

**Poor(-1):** Athletics, Stealth

**Stunts:** **Throw Boulder** (+2 to Shoot and weapon: 4 if has aspect *Holding Huge*

*Boulder*; may attack at very long ranges (GM judgment)), **Colossal Stride** (Superb (5) Athletics for crossing barriers and moving)

**Extras:** **Animated Immunities**, **Bronze Body** (damaged only by magical weapons; armor: 2 against them), **Huge Sword** (weapon: 4, *Great Reach*, Free Boost: *Knocked Aside*), **Area Attack** (put *Close Together* aspect on two to four foes to attack them all at once with **Huge Sword** or **Throw Boulder**), **Multiple Attacks** (can make an additional Fight attack each exchange by stomping; this is an unarmed attack), **Healed by Fire** (fire attacks remove stress and consequences instead of causing them; consequences can only be removed if healing exceeds any current stress)

**Physical Stress:** □□□□ + additional mild and moderate physical consequences

**Mental Stress:** □□□□ + additional mild mental consequence

**Type:** animated

**Size:** 30 feet tall or larger

Crafted by the most powerful of magic users, the bronze golem is an amazing work, shining brightly in the sun as it guards its charge, never-ceasing in its vigilance. Not needing to eat or sleep, it can watch endlessly – leading to rumors that there are some golems that yet maintain their vigilance over ancient cities that Time has reduced for rubble, waiting for invaders that will never come.

These magical guardians are extremely difficult to defeat, unless one knows the secret of how it was constructed. Each one has a weak point, somewhere on its seemingly invulnerable body, where the fluids that help to maintain its animation can be released. Finding such a weak point might be a test of Craft to Create an Advantage against the Golem's Legendary (8) Physique. The aspect so created could be compelled to bypass the golem's **Bronze Body**, or invoked to gain a +2 on an attack against it.

# Clay Golem

**High Concept:** *Powerful but Dangerous Servant of Clay*

**Trouble:** *Consequences Are Not My Concern*

**Other Aspects:** *A Great and Terrible Rage, Far Too Literal-Minded, Never Tiring*

**Scale:** Fantastic (6)

**Skills:**

Fantastic (6): Physique

Superb (5): Will

Great (4): Fight, Provoke

Good (3): Crafts

**Stunts:** **Build It Up and Tear It Down** (+1 to

Crafts when building, +1 to Physique to destroy buildings and structures), **Throw**

**Heavy Object** (use Physique to make a Shoot attack, but must first have/create an aspect indicating it is holding a heavy object;

range one zone), **Enraged Trample** (may use Physique as a physical attack when

compelled by *Enraged by Battle* aspect; allows two attacks as part of movement)

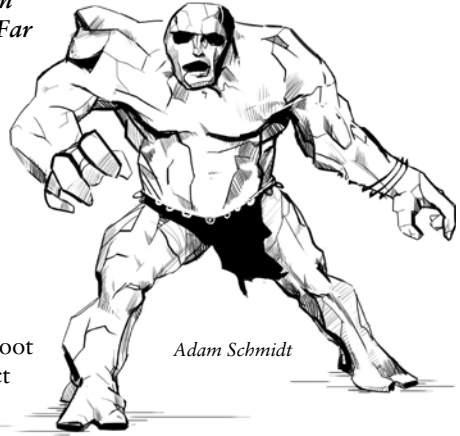
**Extras:** **Animated Immunities; Immune to Fire, Cold, and Lightning; Immune to Stabbing and Cutting Weapons; Haste Self** (once per day, for a fate point, can increase its own speed, allowing it to perform two actions each exchange for the scene)

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐☐☐ + additional mild mental consequence

**Type:** animated

**Size:** 8 feet tall or larger



A clay golem is created by a cleric, using a ritual that requires first shaping the body of the golem from clay, then inscribing certain words on a paper to be placed in the golem's mouth. When this is done, the golem animates and obeys the commands of its creator. If the paper is removed from the golem's mouth, it de-animates, and this should be done one day of the week, allowing the animating spirit to recover.

A golem that is not permitted to recover as required will become increasingly unstable, and will eventually escape control after two to eight weeks. When this happens, control can be re-established by taking it out on the mental stress track magically (via control rituals and spells), or it can be de-animated, either by taking it out physically, or by removing the animating words from its mouth. This means requires getting the golem to open its mouth, then making a Fantastic (6) difficulty check. A clay golem ordered into combat is likely to become unstable; apply the aspect *Enraged by Battle* through a compel against the golem's high concept.

Clay golems are all but mindless – they can understand spoken commands in the language that their creator first spoke to them with, and will attempt to carry them out to the best of their ability, but they have no imagination, no understanding of consequences, and no common sense. Their great strength and limitless physical endurance make them incredibly useful for some tasks, but they must be carefully managed.

At the GM's option, it may be possible for a clay golem to acquire greater intelligence. This would make sense as a consequence of not allowing one its recovery periods. Of course, as it becomes intelligent, it may also come to resent its bondage!

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# Gryphon

**High Concept:** *King of Beasts of the Sky and Earth*

**Trouble:** *Love of Horse-Flesh*

**Other Aspects:** *Eyes of an Eagle, All Fall Before the Pride, Powerful Predator*

**Scale:** Fantastic (6)

**Skills:**

**Fantastic (6):** Physique

**Superb (5):** Fight, Provoke

**Great (4):** Athletics, Notice, Will

**Stunts:** **Cry Challenge** (use Provoke per *Roars* sidebar, p 72), **Diving Attack** (+2 to Fight when attacking at the end of a dive)

**Extras:** **Grab and Carry** (on success with style in combat, can place lasting *Carried Off!* aspect on target with one free invoke), **Resistant to Fear**, **Tough** (armor: 2), **Talons and Beak** (weapon: 2)

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐☐☐

**Type:** mythic beast

**Size:** 9 feet long excluding tail

**Optional:** **Call the Pride** (may spend a fate point to summon a number of gryphons equal to the result of a Provoke check of Fair (2) difficulty; GM may adjust this)

With the head and forelegs of an eagle, the hind body of a lion, and a wingspan of 25 feet or more, gryphons are majestic creatures, and know almost no fear. Gryphons live alone, as a mated pair with chicks, or, rarely, in prides of four to eight adults. A pride of gryphons is a fearsome thing, and attacking prides have been known to drive away even dragons.

Like lions, adult male gryphons will call out to help establish their territory, doing so several times a night, but especially at dusk and dawn. A gryphon's territorial cry can be heard as much as five miles away. Quieter calls are used to communicate and to call in young. They are territorial not only toward other gryphons, but also with regard to other air-hunting predators, such as hippogriffs, dragons, and giant eagles. (They will usually tolerate giant bats, since gryphons tend to hunt by day.)

The adults of a gryphon pride are normally half males and half females – a set of cooperating mated pairs, who share hunting duties and the raising and protecting of young.

A pride will hunt cooperatively; as with lions, the males will often drive prey toward females, who will do the killing, and then the entire pride will eat. While gryphons love the taste of horse flesh, they will eat any large animal they can catch and kill, and will hunt humanoids if hungry enough.

They have the eyesight of eagles, able to spot prey as far as two miles away when on the wing, combined with the night vision of a lion. They will consider large, non-predatory creatures in the air to be prey as well, such as pegasi and nightmares. This can cause problems for groups traveling by air!

Much like lions, gryphons will sleep most of the time when they are not hunting. Their nests are built in caves or on high, rocky ledges, and are usually situated near an open plain or other area offering little cover from the air. Nests are built up from sticks, leaves, and bones. Gryphons do not collect treasure for its own sake, but their caves or nests often contain treasure left from pack horses they have taken and humanoids they have killed in order to take horses.

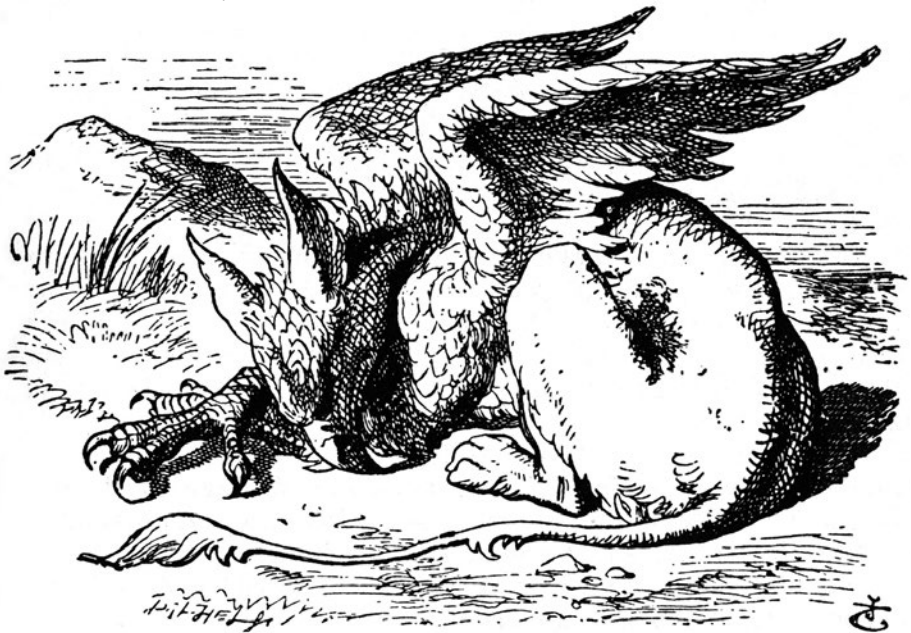
A mated pair will produce one or two eggs in spring every two to three years. The eggs hatch in late summer. The fledglings do not begin to venture out of the nest until

they are about a year old. Adult gryphons with eggs or nest-bound young are extremely vigilant and protective. They will never leave the nest unguarded, and will attack any creature not a member of their pride that ventures within a hundred yards of the nest without mercy or restraint, fighting to the death, all the while calling for the rest of the pride to come.

A tamed gryphon is a very useful mount; see the *Gryphon* companion entry (p 288) in the *Familiars, Animals Companions, and You* appendix. A gryphon egg is a Superb treasure, worth around 600 gp on the open market, and fledglings young enough to train are of Fantastic value, bringing around 2000 gp on the open market. To train, a fledgling should be no more than a year old; they are rideable at four years of age, fully mature at five, and considered old at sixteen. Gryphons are extremely aggressive, and training requires either a specialist, or a specific stunt of **Gryphon Trainer**.

Trained gryphons are also sometimes used as guards, due to their exceptional senses and territoriality. Once trained, a gryphon regards its master and other humanoids it was taught to respect during training as part of its pride, and thus, will not attack them unless they attack it.

*John Tenniel*



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## Harpy

**High Concept:** *Winged Tormentor of Adventurers*

**Trouble:** *Delights Too Much in Torment*

**Other Aspects:** *The Sound of Rushing Wings, A Terrible Beauty, Siren of the Sky*

**Scale:** Superb (5)

**Skills:**

Superb (5): Athletics

Great (4): Fight, Provoke

Good (3): Magic, Notice, Will

Fair (2): Deceive, Physique, Stealth

Terrible (-2): Rapport

**Stunts:** **Gusts of Wind** (may use Magic to create wind-based advantages over an entire zone), **Seduction** (may use Deceive in place of Rapport to seduce)

**Extras:** **Semi-Divine Immunities**, **Sharp Talons** (weapon: 2), **The Sound of Fear** (may spend a fate point to make an automatically successful weapon: 4 mental attack against one target)

**Physical Stress:** ☐☐☐

**Mental Stress:** ☐☐☐☐

**Type:** semi-divine

**Size:** 6 feet tall, 15 feet wingspan

Resembling beautiful women with the lower bodies of giant eagles, and wings rather than arms, harpies are renowned for both their beauty and their cruelty. Myth says that they are sent by the gods to punish the evil – but also that they greatly enjoy their tasks, taking fierce delight in tormenting their victims, and happily tormenting any others they have a chance to as well.

In this role, their normal tactics are to harass their target with frequent and unpredictable harrying attacks, seeking to inflict pain and fear more than to do actual damage. They will take away needed objects and food, sometimes tauntingly leaving refuse in its place.

If forced to outright combat, harpies will use their control of wind to weaken, confuse, and separate opponents, bringing up a concealing cloud of dust in which they can either get away, or choose targets of opportunity for attack. Picking up one member of a group and carrying them off to fight alone is also a favored tactic – often with two or more harpies still ganging up on the lone victim.

As noted above, their human half is beautiful. Their hair is especially renowned, being long, thick, and shiny. Harpies have been known to demand that captives comb their hair for them, and sometimes to bargain for hair-combing as a service. Possibly influenced by their bird half, they also seem to have a predilection for shiny objects, especially metal ones. They do not wear any sort of clothing or jewelry, however, having no hands with which to put on or remove such things.

Some harpies are said to sing to attract victims, who they will then kill and eat. See the *Sirens* entry (p 227) for information on what sort of alterations to make to build such harpies.

# Fury

The greatest of the harpies are the Furies – three sister harpies who are tasked by the gods with punishing those whom the gods hate and despise. Make the following adjustments to represent a single Fury sister:

**High Concept:** *Winged Instruments of Divine Vengeance*

**Aspects:** *Whom the Gods Would Destroy, They First Drive Mad; The Kindly Ones; Three Sisters United in Purpose*

**Scale:** Epic (7)

**Skills:**

**Fantastic (6):** Provoke  
**Superb (5):** Athletics, Fight  
**Great (4):** Magic, Will  
**Good (3):** Notice, Physique  
**Fair (2):** Deceive, Stealth  
**Terrible (-2):** Rapport

**Physical Stress:** ☐☐☐☐

**Mental Stress:** ☐☐☐☐

**Additional Stunts:** **Divine Instruments** (may create advantages across entire zone using Provoke; for a fate point, may deal mental damage across a zone using Provoke), **Disguise Appearance** (may appear fully human, or as humans with bird wings)

**Additional Extras:** **Divine Patronage** (compel high concept to negate a successful attack against them), **Drag You to The Underworld** (on success with style with Fight, place lasting aspect of *To The Underworld With You!* with one free invoke. Three invokes are needed to allow compelling to remove PC to Underworld. Can use free invokes made via Create an Advantage for this.)

While “Furies” is the proper name of these creatures, it should be noted that they do not like it. They are often euphemistically referred to as “the kindly ones”. In battle these three sing songs to torment their enemies further, often bringing victims to their knees in anguish.

For those unfortunate enough to fall before these terrible sisters, they may quickly find themselves being carried off into the Underworld, where an eternity of torment awaits.

They are often associated with snakes, and some legends say that when the Furies appear in disguise, they will always have one or more snakes on them.



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## Hell Hound

**High Concept:** *Cunning Hounds of Hell*

**Trouble:** *The Stench of Hell*

**Other Aspects:** *Sees the Hidden, The Pack Torments the Weak, The Master's Word is All*

**Scale:** Superb (5)

**Skills:**

Great (4): Athletics

Good (3): Fight, Notice, Physique

Fair (2): Investigate, Shoot (Fire, Hell Stink), Stealth

Average (1): Deceive, Provoke, Will

**Stunts:** **Release Hell Stink** (create advantage with Shoot to place *Stench of Hell* aspect on targets in zone who are behind; first use in day is free, further use costs a fate point. Stench aspect causes those with it to detect as evil to magic), **Breathe Fire** (Shoot with weapon: 2 vs. up to three opponents in front of the hound at once; on success with style, may place *On Fire!* lasting aspect with one free invoke on target instead of creating a boost)

**Extras:** **Immune to Fire, Claws** (weapon: 1), **Tough Skin** (armor: 1)

**Physical Stress:** ☐☐☐☐

**Mental Stress:** ☐☐☐

**Type:** extraplanar

**Size:** 4-5 feet long

Hell hounds appear as very large, demonic dogs. They are generally a sooty black to dull red in color, with glowing red eyes, black mouths and tongues, and with small spiky growths around their shoulders. They are not native to the prime material plane, but many have been brought here by evil creatures and wizards.

They make exceptional guardians, due to their ability to smell intruders, track by scent, and to see invisible creatures and things (via compels of their *Sees the Hidden* aspect). While not greatly intelligent, they are far more devious than any normal animal, due to their nature as pack predators. It has been observed that they have their own language, and are capable of learning others, though they may not be able speak them.

While they are evil by nature (even Evil in worlds where Good and Evil are actual forces), hell hounds have a strong natural sense of order (or Law, if you prefer), and will organize themselves under a master, who they will obey without question, unless and until that master is killed or defeated by another. Normally, they will only serve evil masters, in order to have free rein to indulge their own nature. Hell hounds in service to a good master will quickly become bored, irritated, and even anxious, and eventually will overcome their drive to serve enough to leave and seek a new master.

Hell hounds stink extremely badly, badly enough to cause nausea, dizziness, and even vomiting. This stink is the stench of hell – physically, it smells sulfurous, much like rotten eggs. It also stinks on a metaphysical level, and hell hounds can spray the stench in much the same manner as a skunk. Those sprayed not only smell physically, but smell psychically as well, detecting as evil to spells and powers while affected. Someone who has encountered this effect before may be able to tell the difference between the truly evil and those affected by this; Lore difficulty of Great (4) to determine.

Hell hounds are evil, and will torment weaker creatures for the sheer joy of it, ‘playing with’ prey until they tire of the game before killing. Understanding most creatures fear fire, they will use their ability to breathe fire to frighten, and to herd prey into ambushes. They will also release their stench onto passers-by just to torment them.

In their native environment (i.e., Hell) hell hounds are opportunistic predators and scavengers, as they are among the weakest creatures there. Demons there sometimes make use of hell hounds as servants; however, since they are held in disdain, there are also many ‘wild packs’ that have no master. These packs usually number 12 to 30 members, and are led by a dominant female. Like earthly spotted hyenas, female hell hounds have a pseudo-penis, and cannot be distinguished from males except by experts in most circumstances.

While they are native to Hell, hell hounds are not demons; they do not have the full range of immunities that demons enjoy, and killing them does not return them to Hell – it merely kills them. However, this also means that they cannot be banished or exorcised by spells meant to affect demons.

They will lair in caves and abandoned buildings. In Hell, they will attempt to avoid leaving stink there, since many stronger creatures hunt them. On the prime material plane, they will leave stink in their lairs to weaken intruders. Since hell hounds do have a low intelligence, the entrances to their lairs will be concealed when possible, and they may construct crude traps, limited by their lack of hands. Rarely, a band will have a trap constructed for them by another creature.

A deadfall of rocks is a common trap for hell hounds to construct. Normally, this is a Fair (2) difficulty Notice check to spot, and, if triggered, makes a single Fair (2) attack, resisted by Athletics. If the attack succeeds with style, create a lasting aspect of *Pinned* on the target, with one free invoke for the GM. (This also reduces damage by one - functionally, the trap is ‘choosing’ to create a boost with a stunt to lift it to an aspect). They are sometimes able to construct snare traps as well: these are also normally of Fair (2) difficulty to spot, and attempt to create an advantage against the target, using their Fair (2) ability against the target’s Athletics. This may be simply *Caught*, or it might be *Suspended Upside Down*.

Hecate is said to be served by hell hounds, and some call them ‘Hecate’s Hounds’ because of this connection. A few sages maintain that they were actually created by Hecate, and that ‘hell hounds’ is a misnomer. Others argue that they are descended from Garm, who guards the gates of Hel, and that ‘Hel Hounds’ is proper. Adventurers have a wide variety of alternate names for them, most unprintable in family publications.



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# Horses

Horses are common throughout human lands, and have been brought into use by several other races as well, including hobgoblins, some orcs tribes, and elves. Dwarves, halflings, and gnomes tend to favor the smaller breeds commonly called ‘ponies’.

Horses breed in late spring or early summer, and the foals are born about the same time the next year (normal gestation is 11 to 12 months). Mares normally give birth at night or early in the morning, and prefer to be alone for the birth. They lay on their side to give birth. Foals are capable of standing within minutes, and within a few hours can travel with the herd.

A foal will nurse for about a year, but begins to eat grasses, grains, and other food at about four weeks. Mares can be aggressive when protecting young foals, and often will not tolerate other horses or humans near them for the first few weeks.

Horses primarily eat grasses in the wild, but will eat leaves and fruits as well. Many horses acquire a taste for fruits, but too much can cause digestive problems, and problems with their hooves. Hay and oats are commonly fed to tamed horses; a horse being fed hay will need more water, since it will gain less water from its food.

A horse should be unsaddled and groomed after riding, and supervised when it eats, as eating rich grass or too many fruits can lead to foundering, rendering the horse unrideable. Horses do not walk much faster than humans, and this, combined with the time needed to care for the horse, means that over long distances, riding a horse is no faster than walking; however, it does allow one to carry much more. For rapid transport, changing horses often is required. Medieval knights commonly travelled with two riding horses, switching between them and only riding their war horse in battle.

Horses will normally live 25 to 30 years. In the wild, their life is considerably shorter, due to predators. The oldest verifiable horse lived to be 62. A horse will begin being trained at two to four years, and is considered fully adult at five.

Ponies are horses, with the distinction being made on the basis of size – ponies are normally under 14 hands at the withers, while horses are larger. Pony breeds also tend to have proportionally shorter legs, and somewhat shaggier manes and coats.

## Riding Horse

**High Concept:** *Common Equine Steed*

**Trouble:** *Horses Need Care*

**Other Aspects:** *As The Master Directs, Born to Run, What I Notice Isn't What You Do*

**Scale:** Good (3)

**Skills:**

Great (4): Athletics, Physique

Good (3): Notice

Fair (2): Empathy

**Stunts:** *Equine Scenting* (+2 to Notice to smell the presence of other horses, threatening creatures, and water)

**Extras:** *Physically Fragile* (-1 to Physique for determining stress and defending, but +1 for carrying, hauling, and other feats of strength)

**Physical Stress:** ☐☐☐

**Mental Stress:** ☐☐

**Type:** animal

**Size:** horse-sized

Riding horses are light horses that are not trained for combat. A light work horse is

identical for game purposes. A riding horse can carry about 150 pounds without being slowed; with more, reduce effective Athletics by one; with more than 300 pounds, reduce by two. Multiply these weights by five for pulling a cart or wagon and its contents. For a draft horse, reduce Athletics by one, but increase weight thresholds to 250 and 500 pounds.

These statistics can also be used for wild or feral horses. Change aspects as follows:

**High Concept:** *Free-Spirited Equine*

**Trouble:** *Potential Steed*

**Aspects:** *Shy of People, Establish Dominance, Born to Run With the Herd*

# War Horse

**High Concept:** *War-Trained Steed*

**Trouble:** *It's Hard to Armor a Horse Well*

**Other Aspects:** *Fierce Temperament, Loyal to the Master, Charge to the Attack*

**Scale:** Great (4)

**Skills:**

- Superb (5):** Physique
- Great (4):** Athletics
- Good (3):** Provoke, Will
- Fair (2):** Fight
- Poor (-1):** Stealth

**Stunts:** **War Mount** (with trained rider, can use Physique to create advantages for attacks when moving at least one zone with attack; can move for rider), **Trample** (can use Physique to deal physical stress when moving at least one zone)

**Extras:** **Hooves and Teeth** (weapon: 2)

**Physical Stress:** □□□□ + additional mild physical consequence

**Mental Stress:** □□□□

**Type:** animal

**Size:** horse-sized

**Optional:** **Barding** (armor: 2; additional -1 to Stealth)

War horses have been, as the name implies, specially trained as war mounts. They are picked from strong, hardy, aggressive horses, and are trained to be steady in battle (hence their much better Will). They may carry up to 175 pounds without being slowed, up to 350 at -1 to Athletics).

Note that early to mid-medieval war horses were horses of normal size, but strong, spirited, and well-trained – it was not until the advent of plate armor and plate barding that horses of greater size began to be used as war horses. Draft breeds were never actually used as war horses, although they were at times used for parade mounts.



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# Hydra

**High Concept:** *Many-Headed Water Monster*

**Trouble:** *Not Nearly As Smart As A Dragon*

**Other Aspects:** *Master Multi-tasker, Terrifying Keening, Do You Know What I Can Do?*

**Scale:** Epic (7)

**Skills:**

Epic (7):           Physique

Fantastic (6):   Notice

Superb (5):       Provoke, Will

Great (4):         Fight

**Stunts:** **Strong Swimmer** (Great (4) Athletics for swimming), **Surface Lurking** (Great (4)

Deceive to appear as a group of crocodiles), **Bite and Grab** (on success with style on Fight, places *In My Jaws* lasting aspect on target with one free invoke)

**Extras:** **Multiple Heads** (starts with several heads; usually five. Each head can make an attack each exchange. Severing a head is a mild physical consequence.), **Tough Hide** (armor: 2), **Teeth and Claws** (weapon: 2)

**Physical Stress:**   □□□□ + can lose a head as a mild physical consequence

**Mental Stress:**    □□□□ + additional mild mental consequence

**Type:** mythic beast

**Size:** about 30 feet long

These multi-headed, dragon-like creatures prefer to live in watery areas, such as swamps, marshes, caves near lakes, and so forth. Hydras come in many varieties, much like dragons; the variety described above is a simple, normal hydra, but options are given below for creating variations.

Normal hydras have the thinking capacities of animals – very smart animals, but still, they are not capable of abstract reasoning, forming long-term plans, and so forth. There are persistent rumors, however, that hydras have crossbred with dragons, giving rise to ones of much greater intelligence. The fact that some hydras have breath weapons (p 87) seems to provide some support for these rumors. There are also rumors of flying hydras, but these are much less widely believed.

When hunting, hydras tend to let prey come to them, lurking underwater, often with a few heads near or at the surface. As hydra heads are shaped much like those of crocodiles, a hydra doing this may be mistaken for a group of crocodiles sunning themselves at the water's surface (Overcome action with Nature against the hydra's **Surface Lurking**). They hunt in a similar manner to crocodiles as well when in the water, grabbing prey and dragging them underwater. As with crocodiles, a character who has been dragged under must make a Physique check each exchange or take one physical stress, with difficulty starting at Fair (2), and increasing by one each exchange. On land, they will use their multiple heads to their advantage, attempting to put heads on opposite sides of an opponent. Someone fast and lucky enough may be able to use this to get the hydra to bite or breathe on itself!

In the wild, hydras live a very long time – indeed, some say that like dragons, hydras are limitedly immortal, never dying of old age. They have a correspondingly low birth rate, to the point where many people believe they do not reproduce at all, but instead were created by the gods or mad wizards. They have a reptilian metabolism, and can go for weeks or months without eating at times.

Here are common variations, with their additional information:

**Lernean:** regrows lost heads

change *Do You Know What I Can Do?* to *There's Two More Where that Came From*

**Extra: Regeneration** (when a head is severed, will grow two new heads in three exchanges unless the stump is burned with fire or acid. Make an Overcome action against the hydra's Fight to burn a stump.)

**Special:** in order to avoid having the GM use one of the hydra's consequences to make it grow additional heads, a player must create an aspect indicating that they are attacking the body.

**Poison-Blooded:** has poisonous blood

change *Do You Know What I Can Do?* to *A Big Bloody Mess*

**Extra: Blood in the Water** (when the hydra takes a physical consequence from Fight, spend a fate point to place *Poisoned* on the character who placed the consequence with one free invoke. Alternatively, spend to place *Poison in the Water* on the scene if appropriate, also with one free invoke)

**Pyrohydra:** breathes fire

change *Do You Know What I Can Do?* to *That's a Hot One*

add Good (3): Shoot

**Extras:** Flaming Breath (weapon: 3), Immune to Fire

**Cryohydras** or **Electrohydras** are similar to **Pyrohydras**, except that their breaths can slow and freeze or paralyze and electrocute, respectively. They also receive immunities to their elements, and an appropriate aspect change denoting their element. Other variants can easily be imagined.



Ryan Lee

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## *Invisible Stalker*

**High Concept:** *Invisible Servant and Killer*

**Trouble:** *A Frenzied Need to Kill and Devour*

**Other Aspects:** *Swift and Sudden Death, Your Name is Written on the Wind, Where Can the Wind Not Find You?*

**Scale:** Fantastic (6)

**Skills:**

**Fantastic (6):** Fight, Stealth

**Superb (5):** Athletics

**Great (4):** Physique, Will

**Stunts:** **Amazing Flyer** (+2 to Athletics to overcome obstacles by flying), **Horrible Invisible Attack** (when it attacks someone unexpectedly, witnesses automatically suffer a Great (4) fear-based Provoke attack), **Many-Tentacled Grab** (+2 to Physique for overcome actions when holding onto a person or object)

**Extras:** **Elemental and Anomalous Immunities**, **Immune to Air and Wind Attacks**, **Sleep, and Charm**; **Magic Resistant**; **Incommunicative** (immune to all uses of Rapport and Empathy), **Rasping Death** (weapon: 2; on success with style on attack, may place lasting aspect of *Bleeding Wounds* with one free invoke instead of creating a boost)

**Physical Stress:** ☐☐☐☐

**Mental Stress:** ☐☐☐☐

**Type:** extraplanar (elemental), anomalous

**Size:** larger than a horse, but uncertain (invisible and amorphous)

Creatures of elemental air, invisible stalkers do not naturally occur in the mortal world. They are only found when summoned by a powerful magic user or cleric, and they are rarely called by them. Stalkers are useful solely for transport or killing, and will do everything in their power to inconvenience and even kill a summoner who requires a service from them spanning more than a day or so.

They are naturally invisible, and do not become visible upon attacking. An ability that normally allows seeing through magical invisibility will reveal their presence and approximate location, but will not enable them to be seen. Abilities that allow seeing ghostly and otherwise ‘not quite in this world’ creatures allows invisible stalkers to be seen as shifting, cloudy forms that lash out with tentacle-like projections.

Despite their large size, an invisible stalker’s amorphous body allow it to pass easily through any opening large enough to admit a middling-sized dog or a child.

Because of their natural invisibility, immunities, magic resistance, and other abilities, invisible stalkers are favored by magic users for stealthy assassination of other magic users. This sometimes leads to paranoia on the part of those magic users with many enemies.

They do not communicate, and cannot be negotiated with – services can only be gained from them through compulsion. The rituals that summon these creatures include such spells of compulsion imbedded within them, and the target they are to kill or transport must be indicated as part of the ritual. In order to make this as unambiguous as possible, it’s normally necessary to have a sample of the target’s hair, fingernail clippings, or some other sort of bodily castoff. Clothes the target has worn can do in a pinch, provided they have been worn in the last three days and not been washed since.

The stalker will normally take some parts of its target, consuming them quite messily. If multiple stalkers have been summoned, they may literally tear the target apart among them.

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## Kitsune

**High Concept:** *Illusive and Shapeshifting Vulpine*

**Trouble:** *The Proud Must Be Humbled*

**Other Aspects:** *There is Power in Feminine Wiles, Frailty is Not Weakness, Tails of Magic*

**Scale:** Superb (5)

**Skills:**

Superb (5): Magic

Great (4): Fight, Rapport

Good (3): Notice, Provoke, Will

Fair (2): Athletics, Physique, Stealth

**Stunts:** **Shapeshifter** (use Magic as Deceive to appear to be a different species; always appears to be female), **Kitsunebi (Foxfire)** (use Magic to create minor illusions and lights, treating as Deceive for this purpose), **Fire Magic** (use Magic as Shoot to make fire-based attacks)

**Extras:** Fey Immunities (if considered to be fey)

**Physical Stress:** ☐☐☐

**Mental Stress:** ☐☐☐☐

**Type:** person, optionally fey

**Size:** human-sized, slightly smaller in humanoid fox form

In the east, tales are told of the kitsune – foxes who can assume the forms of women, and sometimes other forms as well. They are said to dislike overly-proud people, and delight in taking such persons down a peg or two, using their shapeshifting and illusions to do so.

On the other hand, they are kind to the humble, often helping poor but honest people in small ways. They do this in secret, not wishing recognition for it, but simply to help those truly in need.

In their fox form, they can often be recognized by the fact that they have multiple tails. The older and more powerful a kitsune becomes, the more tails she will have. The eldest of them have nine tails. They will sometimes use this fact in their illusions, escaping pursuit by transforming to fox form, then making it seem as if the tails separate, each one attached to a copy of the fox that runs in a different direction.

They are said to be able to assume seven forms, including their fox and human forms. The other forms may be of animals, objects, or minor monsters. Their changes of form do not actually affect their abilities, beyond locomotion (swimming as a fish, flying as a bird, etc.), size (entering through small openings when in a small form), and appearance (they can appear to be other individuals of a form they can assume).

While they are highly individualistic, kitsune are also loyal friends and lovers. Many tales tell of the devotion of kitsune who married human men, and the unfortunate consequences when a man who discovers that his wife is a kitsune chooses to abandon her or chase her away (that is, of the man's change of heart and subsequent loneliness and sorrow – kitsune do not seek vengeance on those they love). They may have children with humans as well, and a kitsune who is chased away will try to take her children with her if she can. Female children of such a union will be kitsune, while males will be human.

Normally, a kitsune will avoid combat, seeking to escape rather than fight when violence is offered. If she must fight, a kitsune will use her illusion powers to trick foes into fighting each other if possible, doing her best to create a situation in which she can slip away.

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## Kobolds

Somewhere between the goblinoid races and the fey are the kobolds – small, wizened creatures that appear misshapen to humans, with the powers of changing shape to that of a plant or inanimate object (or, according to some, turning invisible) and creating fire. They are found in many different places, but in all of them, they keep the fey ways: staying secretive and hidden as much as possible, rewarding those who respect their rights and offer them small tributes, while playing pranks, gags, and sometimes deadly practical jokes on those who disrespect or attack them.

Their shapechanging abilities, along with great numbers, make it impossible to fight kobolds directly – however many you kill, it always seems like there are more. Instead, they must be dealt with by persuasion, intimidation, or careful negotiation. The last of these is harder than one would think, however, since kobolds will not communicate directly – indeed, many scholars believe that they *cannot* speak, read, or write.

### Mining Kobolds

**High Concept:** *Mischievous Fey from the Veins of the Earth*

**Trouble:** *Sharing Can Be Difficult*

**Other Aspects:** *The Mysterious Tapping Noise, Pranks Can Be Deadly, A Good Presence With Proper Presents*

**Scale:** Superb (5)

**Skills:**

**Superb (5):** Crafts, Stealth

**Great (4):** Burglary, Deceive, Notice

**Good (3):** Magic, Provoke, Will

**Stunts:** **Shapechange** (appear as any small, simple, non-valuable plant or object; +1 to Stealth and Deceive when shapechanged, but cannot move), **Create Traps** (may use Crafts as an attack when fleeing from someone, or through a prepared aspect about a trap), **Spark and Snuff Flames** (use Magic to create advantages relating to creating or putting out flames; cannot use as an attack)

**Extras:** Fey Immunities, Immune to Fire, Does Not Need to Breathe When Shapechanged

**Physical Stress:** n/a

**Mental Stress:** □□□□

**Type:** fey, large unit

**Size:** individuals about 2-3 feet tall

**Special:** note that this represents a band (or, if you prefer, an infestation) of kobolds.

This is a large group, and is not dealt with on normal time scale – an “exchange” will be half an hour or more of in-game time.

Sometimes mistaken for dwarves or goblins, mining kobolds dwell beneath the earth, in places where veins of gold, silver, copper, and other valuable metals are found. They mine ore, smelt it in secret, and craft the purified metal into trinkets of no apparent use – often interlocking geometrical shapes that seem more like some sort of puzzle than anything else, or repeated, swirling shapes like sea shells. Mining kobolds do not speak, as far as is known, nor do they seem to be able to read or write. Some scholars theorize that they communicate with the tapping of their hammers.

In many mines, the steady tapping sound they make is the only indication of their presence, for they are very shy folk. If, however, the kobolds feel that they or their access to ore are threatened, they will become hostile. Small and weak, kobolds almost

never directly confront foes. Instead, they rely on harassing tactics to drive foes away. Such tactics include, but are not limited to: lanterns going out mysteriously, disorienting and confusing foes with knocking sounds, stealing essential items (tools, food, etc.) from foes, and ruining their foes' clothing. If such pranks to achieve the desired result, or if foes try to hunt or trap the kobolds, deadlier discouragements will be employed. Kobolds favor leading enemies into gas pockets, using **Spark and Snuff Flame** on their clothing, damaging the rails of mine carts, and setting up rock falls. GMs should feel free to create other tactics!

Some miners say that the kobolds actually create pockets of flammable gas, and even that they can create veins of false, worthless ores such as fool's gold and cobalt. Scholars doubt these tales, preferring to believe that kobolds simply have knowledge of where these can be found, and use that knowledge and their abilities to subtly lure miners to them.

Where miners do not tap out ore veins and are careful to leave small tributes of food and gold, kobolds may become friendly, leading them to veins of ore, warning them away from dangers, and sometimes leading lost miners back to safety.

Note that the high Burglary and Notice of the kobold miners partly represents the fact that they seem to be everywhere – there's always another one ready to grab something, and always one watching from somewhere.

## *Ship Kobolds*

**High Concept:** *Mischievous Fey of Wood and Water*

**Trouble:** *Not Everyone Appreciates Our Sense of Humor*

**Other Aspects:** *We Always Give a Fair Exchange, The Ship is Our Home, That Shouldn't Be There*

**Scale:** Superb (5)

**Skills:**

**Superb (5):** Crafts, Stealth

**Great (4):** Burglary, Notice, Provoke

**Good (3):** Deceive, Magic, Will

**Stunts:** **Shapechange** (appear as any small, simple, non-valuable plant or object; +1 to Stealth and Deceive when shapechanged, but cannot move), **Create Traps** (may use Crafts as an attack when fleeing from someone, or through a prepared aspect about a trap), **Create Lights** (use Magic to create advantages by creating and moving lights)

**Extras:** Fey Immunities, Immune to Fire, Does Not Need to Breathe When

Shapechanged

**Physical Stress:** n/a

**Mental Stress:** □□□□

**Type:** fey, large unit

**Size:** individuals about 2-3 feet tall

**Special:** note that this represents a band (or, if you prefer, an infestation) of kobolds.

This is a large group, and is not dealt with on normal time scale – an “exchange” will be half an hour or more of in-game time.

Some kobolds prefer to work with wood rather than metal. These often make their homes on ships, where they can live completely surrounded by wood, and can employ their talents upon their home. Like most fey, ship kobolds enjoy playing tricks – which can include adding new things onto the ship, rearranging rooms while the occupants sleep, and so forth. They are not normally of evil intent, so their tricks will not be intentionally hurtful unless the ship's occupants try to harm the kobolds. They also have a sense of fairness, and will leave items in exchange for those they take, usually

leaving cunningly-crafted wooden articles, such as music boxes made purely of wood, small wooden clocks, pipes (both musical and smoking – sometimes one pipe that serves both purposes!), polished wooden ‘jewelry’, and the like.

Ship kobolds enjoy swinging from rigging at night, especially in storms, and some sailors attribute the balls of indigo colored light that can appear on ship’s masts in stormy weather, to kobolds. Singing, dancing, and feasting are favorite activities as well, and can sometimes keep sailors awake at night. They do not always plan well, and their feasts can result in ships running short of food on long voyages.

Ship kobolds do recognize that their own health depends partly on that of the ship, and thus, they will repair damage to the ship’s hull. They are less likely to repair masts, but sometimes can be coaxed to do so – while they will not communicate directly, they can read, and offerings of food left with written messages will sometimes be responded to.

They enjoy using their shapechanging abilities to appear as various objects on ships, disappearing or transforming and running away with gleeful laughter when a sailor tries to use them. Buckets are a common thing they will appear as, waiting to be filled with water, then transforming to leave a soapy mess on the deck. On the more cruel side, they sometimes appear as ladders or gangplanks, disappearing when the sailor is halfway up or over them, respectively.

One of the things they most enjoy about ship life is the chance to see the world, and crews sometimes welcome the respite that they can get from their pranks while in port. However, the kobolds’ schedule does not always match the ship master’s, and some have found that their moorings will refuse to untie, or one will be retied while another is being untied, if they try to leave before the kobolds are ready. Actually leaving port without the kobolds is quite hazardous – at least, if one isn’t sure that all the kobolds are off the ship, or intends to return to the same port in the near future!

### **The Little Folk**

With a bit of adjustment, the kobolds given here could also be used as brownies, pixies, shoe-making elves, and various other sorts of mischievous yet sometimes helpful fairies of folklore.

In general, none of these can be ‘fought’ directly – if one attempts to do so, they will simply disappear. The

**Shapechange** ability can easily be switched out for **Faerie Glamours**, giving them a +2 to Deceive appearances (their own or those of objects) magically.



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# Kraken

**High Concept:** *Mythical and Ancient Island-Sized Creature*

**Trouble:** *I Try Not to Let the Little Things Bother Me*

**Other Aspects:** *Welcome to Fantasy Island; To It We Are As Ants; Guys, Where Are We?*

**Scale:** Mythic (9)

**Skills:**

Mythic (9):      Physique (see Special)

Legendary (8): Fight

Fantastic (6):    Provoke

**Stunts:** **Shake** (treat as Fight against those on the Kraken, at Fantastic (6) and affecting everyone on it at once. Can create advantages (knocking down, causing landslides, etc. and attack (vs. Athletics, damage from debris))

**Extras:** **Huge Size** (cannot be harmed by normal weapons; requires siege weapons or the like. Armor: 4 against those), **Immune to Mental and Social Attacks, Spells Do Not Detect Kraken as Living, Tentacles of Vast Size** (can lift huge objects, such as ships, or do a ‘sweep’ attack against all targets in a zone), **Manifest Creatures** (‘buds’ off the Kraken appear to be other creatures of the GM’s choice; use that creature’s stats, but they cannot be meaningfully communicated with)

**Special:** Physique only applies as strength for objects large enough for the Kraken to directly engage – e.g., sailing ships and larger things

**Physical Stress:**    □□□□ + additional mild, moderate, and severe physical consequences

**Mental Stress:**      n/a

**Type:** aquatic, gargantuan, possibly unique

**Size:** a medium to large island

Often confused with giant squid, the mythical kraken is another sort of beast entirely. The size of a medium to large island, a kraken is a floating creature, with a soft body like that of a mollusc outside its shell, and with an opening on one side, from which the creature’s tentacle arms can emerge. Some say that there is but one of these beasts – a remnant of an earlier time, before the gods who now rule rose to power. There are others who maintain that there are very few, but more than one.

The kraken’s body is so huge, and its lifespan so long, that over time, it becomes crusted with dirt, plants grow in this ‘ground’, and various animals make their home upon it. The kraken does not mind these – indeed, it most likely does not even notice them. It is unknown whether kraken have any intelligence. No one has ever managed to communicate with one, and they do not seem to have any language, or to make any noises. They may take notice of fleets of ships, but only as food sources.

A kraken will, however, take notice of digging on its surface or other activity that causes it pain. When this happens, the kraken will begin to manifest ‘buds’ on its surface, which will break off and become creatures of various sorts, attacking and attempting to drive off the foreign bodies on it. These should be treated as animals and monsters of various sorts, but all with the kraken’s immunity to mental and social attacks. The kraken may also shake its surface trying to dislodge those on it.

The things manifested on the kraken’s surface often seem to come from the minds of sentient beings currently on it. They may have familiar faces, or appear to be creatures they have encountered before. In some instances, these may be people or creatures they have only dreamed of, but who are not real. They can appear to be anyone among the group on the kraken’s surface as well. These creations, however, do not and cannot communicate in any clearly meaningful way. At most, they may speak phrases drawn

In modern usage, the term 'kraken' has come to be interpreted as a creature like a giant squid. However, the original legends speak of them being huge creatures that sailors thought to be islands. Sailors would land on one, and inevitably accidentally awaken it by building a fire, having axe-throwing contests (these were Vikings, after all), or trying to dig a hole or trench for a latrine. The sailors would then flee from the awakened 'island', and, in some tales, their ship be attacked by tentacles (which is probably where the giant squid confusion stems). We've gone back to that idea, but also brought in ideas from Stanislaw Lem's *Solaris*, Marvel's "Krakoa" and "Ego the Living Planet" and similar sources. A GM feeling cruel might also throw in Lovecraftian inspirations – perhaps mentally contacting the Kraken drives one mad?

from the memories of those who knew or imagined them.

When encountered as a construct, the above statistics should be used – since it is of mythic scale, a kraken could take on an entire nation's fleet. For a party landing on a kraken unawares, however, the GM is encouraged to run the encounter as an adventure, creating 'buds' that are creatures appropriate to challenge the party. The kraken's **Shake** can be thrown in as well when needed to drive the players off the 'island', and the tentacle attacks used as a last clue/reminder that what they were just on wasn't really an island at all.

As mentioned above, the kraken's primary way of interacting with those on its surface is via the 'buds' that it creates. For most purposes, these can be treated as independent creatures, but since they are partly formed from the memories and imaginations of the kraken's 'visitors', adjustment of their aspects is highly recommended. Suitable aspects for the bud-creatures include *Oddly Familiar*, *A Face (or Voice) From the Past*, *<A PC>'s Old Love*, and *Don't Let Me Die Again*. The GM is encouraged to either let the players know part of what's going on, so they can use this to bring up or flesh out character backstory, or to make sure to have a firm grasp of the PCs' backstories before running such a scenario.

Since one is the size of an island, it makes sense that a kraken be represented with multiple zones. Following our track here of making the kraken reflect the thoughts and memories of the PCs, perhaps a *Strangely Familiar Village* might be one. Others might include a *Darkened Wood*, perhaps filled with *Nightmare Creatures From the Past*. You might also borrow from the description of the *greater mimic* (p 178) for a cave system.

For underwater campaigns (or for land-dwellers misfortunate enough to end up underwater near a kraken) we recommend using slightly different attacks, given that characters will be able to see its tentacled and [insert your favorite Lovecraftian adjective here] underbelly. Remove the **Shake** stunt and replace it with **Too Many Tentacles** (makes simultaneous physical and mental attacks at Fantastic (6) against all in area. Targets can reduce physical damage taken by two shifts by allowing themselves to be pushed away a zone). It can also attack with **Water Jet** (pushes targets away with Legendary (8) Overcome action. Shifts of success are the number of zones away they are pushed).

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## Lamiae

Appearing as beautiful women with the bodies and tails of serpents instead of legs, lamiae are widely feared as evil creatures. This description does indeed fit most lamiae, but by no means all. Generally speaking, lamiae are rare, and they tend to dwell alone or in small groups. The major exception to this is desert lamia, who often band together with other intelligent creatures for survival.

Lamiae are often spellcasters, usually using druidic, magic user, or bardic magic. They also have an affinity for serpents, many being able to communicate with them on a basic level. Yisisir are believed to be related to lamiae, but the two usually do not dwell together.

They can reproduce with almost any human-like race, including lizard men and yisisir. Normally, the child will be a lamia, unless the father is a yisisir or lizard man, in which case it will be of the father's race. In such cases, the lamia will give the egg over to the father to hatch and raise.

Unlike most civilized races, they have very little use for clothing beyond decoration, but they do like adorning themselves, and can sometimes be appeased with gifts of jewelry, along with other fripperies and baubles.

### Sea Lamia

**High Concept:** *Snake-Commanding Serpent Woman*

**Trouble:** *Why Won't They Leave Me Alone?*

**Other Aspects:** *A Venomous Beauty, It's Hard to Find a Mate When They All Run*

*Screaming, The Sea Has No Memory*

**Scale:** Superb (5)

**Skills:**

**Great (4):** Athletics, Rapport

**Good (3):** Contacts (snakes), Fight, Provoke

**Fair (2):** Investigate, Lore (snakes and area), Notice

**Average (1):** Empathy, Physique, Will

**Stunts:** **Gets Along Best With Snakes** (+2 to Rapport with snakes, +1 with other reptiles, -2 with anything else), **Great Swimmer** (+2 to Athletics to overcome obstacles by swimming)

**Extras:** **Venomous Bite** (on success with style with Fight, target is automatically attacked again the next two exchanges as if bitten again), **Resistant to Charm and Poison**

**Physical Stress:** ☐☐☐

**Mental Stress:** ☐☐☐

**Type:** person

**Size:** about 5 feet tall and 10 feet long when 'reared up'

This would be an example of a lamia living alone, along a seacoast, where she has gathered sea snake companions. She could be indulging in piracy (possibly with a full-on sea serpent (p 225) as a 'helper'), kidnapping young men from a coastal village, or simply trying to maintain her privacy by driving away people who have settled in her territory. If you wish to increase how challenging she is, give her some illusion abilities, or possibly bard-style singing (see the *Sirens* entry, p 227).

## Desert Lamia

**High Concept:** *Snake Woman With an Air of Power*

**Trouble:** *In the Desert, Loyalties Shift Like the Sands*

**Other Aspects:** *The Sands Hide Many Things, It's Not Just My Looks That Will Take Your Breath Away, The Wind Goes Where it Will*

**Scale:** Fantastic (6)

**Skills:**

**Fantastic (6):** Magic

**Superb (5):** Provoke, Will

**Great (4):** Contacts, Physique

**Good (3):** Deceive, Fight

**Fair (2):** Investigate, Rapport

**Stunts:** **Air Magic** (use Magic as Shoot to launch air attacks; can create advantages involving fog, wind, blown sand, etc), **Constrictor** (+2 to Physique for grappling, but -2 for normal feats of strength), **Flight** (Great (4) Athletics to overcome obstacles by flying), **Playing One Side Against the Other** (when in negotiation involving at least two other parties, if she creates an aspect indicating an alliance with a group, she may spend a fate point to apply a consequence she takes from the negotiation to her ally)

**Extras:** Resistant to Air and Wind Abilities

**Physical Stress:** ☐☐☐☐

**Mental Stress:** ☐☐☐☐ + additional mild mental consequence

**Type:** person

**Size:** about 5 feet tall and 10 feet long when 'reared up'

The desert is a hostile place, and it is very common for desert lamiae to form alliances with others. A powerful desert lamia might be found leading a tribe of lizard men or desert orcs, possibly with a few yisisir warriors (p 275) as lieutenants, or a single yisisir magus (p 274) as a partner. We've created an example of one such lamia who has become an air elemental. She has learned to use her abilities to move herself, her allies, and the sands about, and to throw her opponents.

Given her abilities, this lamia would likely select a sandy desert area for a lair, preferably close to an oasis or an underground water source. If living alone or with a small group, she might establish a rest stop for caravans and travelers, using her own powers and her allies to allow her to negotiate from a position of strength.



Louis Moe

With more powerful allies/minions, she may act more as a bandit chief, with her allies combing the desert around the lair for tribute - possibly in the form of sentients for their dinner table! Some possible sets of allies or minions could be:

## *Desert Orc Band*

**Aspects:** *We Sate the Desert's Thirst With Blood, Power Over Subtlety*

**Scale:** Superb (5)

**Skills:**

**Superb (5):** Fight, Physique

**Great (4):** Shoot

**Stunts:** **Rally the Troops** (controlling character may spend a fate point to clear Band's highest used stress box), **Minor Air Mage** (use Shoot to create advantages involving wind)

**Extras:** **Small Unit** (occupy an entire zone; may take two actions each exchange; armor: 1 against non-area attacks)

**Physical Stress:** □□□□ + additional mild physical consequence

**Mental Stress:** □□

**Type:** person (humanoid), small unit

While physically powerful, the orc band is not particularly loyal; this is reflected both in the desert lamia's trouble and the low Will score of the band.

## *Lizard Man Army*

**Aspects:** *The Desert is a Land for Lizards and Snakes, Riders in the Storm (of Battle)*

**Scale:** Fantastic (6)

**Skills:**

**Fantastic (6):** Fight, Physique

**Great (4):** Shoot

**Good (3):** Will

**Stunts:** **Rally the Troops** (controlling character may spend a fate point to clear Army's highest used stress box), **Chthon Riders** (use Physique instead of Athletics to pursue in chases), **Earthquake** (spend fate point to create *The Ground is Shaking* aspect on scene with one free invoke), **Burrow Into Sand** (+2 to Stealth in environments with plenty of loose sand)

**Extras:** **Large Unit** (occupies three zones; may take two actions in each zone each exchange; armor: 3 against non-area attacks)

**Physical Stress:** □□□□ + additional mild and moderate physical consequences

**Mental Stress:** □□□

**Type:** person, large unit

This army has a few chthons (earth elementals; p 101) that serve them as mounts and beasts of burden. They are considerably more loyal than the orc band (reflected in their higher Will).

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# Lich

A lich is a magic user or cleric who has managed to unnaturally prolong their existence by transforming themselves into an undead being through dread rituals. In becoming undead, the lich gains the immunities of an undead, the **Frigid Touch** extra (see below), armor: 2, and immunity to non-magical weapons. They gain the extra **Undead Body**, which counts as an aspect, and permits them to use their Magic as Physique for the purpose of determining physical stress boxes. Liches are rare, and should be significant characters – serving as major antagonists with many followers.

A lich has a *phylactery*, a small container to which the lich's unlife is bound. A lich cannot be fully destroyed without also finding and destroying this, since killing their physical body simply sends their soul into the phylactery. There, the lich can use its magic to begin rebuilding its body, or to take over a recently-deceased body of the same species. Rebuilding its body can take weeks or months to complete.

Someone powerful enough to become a lich most likely had servitors in life, some of whom might remain loyal even after death – or whose continued loyalty might be forced. Given that transforming into a lich is a matter of necromancy, almost any lich will have extensive knowledge of such magic, and thus, they are quite likely to have undead servants as well.

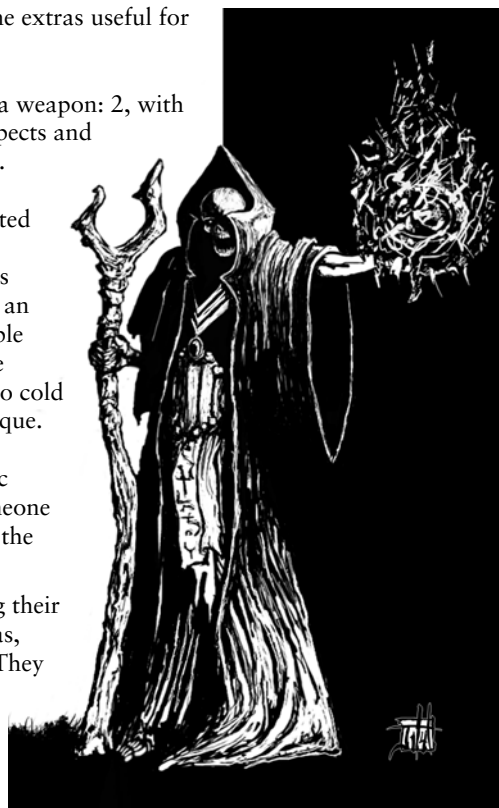
A lich's primary power is its knowledge of magic, which it retains. No longer needing to sleep or eat, a lich has a great deal of time in which to learn more about magic, including performing original research. Thus, liches often have access to unusual spells and a wide variety of magic items, and the lair of a lich may be riddled with magical traps. Some extras useful for creating liches include:

**Frigid Touch:** the lich's hand counts as a weapon: 2, with cold and slowness/immobilization aspects and consequences arising from its attacks.

**Chill of the Grave:** cold is often associated with liches (due largely to *World of Warcraft*, but hey....). A lich with this extra constantly radiates cold, giving an aspect of *The Chill of the Grave* usable within its zone, and attacking anyone within the zone with a vulnerability to cold with a Mediocre attack against Physique.

**Aura of Fear and Majesty:** an automatic mental attack upon first meeting someone while openly appearing as a lich; use the lich's Magic to attack.

Motivations typically include furthering their knowledge, desires to control large areas, MORE POWER!, and 'living' forever. They are prone to overestimating their own intelligence, running extremely long-term plans, and always having an escape plan in place.



Jeremy Hart

## *Kaltraxis the Damned*

**High Concept:** *Lich Who Wants to Be a Real Boy*

**Trouble:** *What I Can't Find Out With Magic Is Not Important*

**Other Aspects:** *Damned By Choice, The Games Jaded Immortals Play, I Keep My Greatest Treasures Close*

**Scale:** Legendary (8)

**Skills:**

**Legendary (8):** Magic

**Epic (7):** Deceive

**Fantastic (6):** Investigate, Resources

**Superb (5):** Lore, Notice, Will

**Great (4):** Fight, Politics, Provoke

**Poor (-1):** Empathy, Physique, Rapport

**Stunts:** **Combat Teleportation** (uses Magic to move from zone to zone)

**Extras:** **Necromancy** (raise dead foes as zombies; contest of Magic vs. Will to do so),

**Undead Body** (uses Magic for physical stress, immune to non-magical weapons, armor: 3), **Cloak of Illusion** (uses Magic as Stealth or Deceive to hide, create

duplicates of himself, disguise as another, and so forth), **Bolt of Death** (uses Magic as Shoot to attack with necromantic energy, appearing as black lightning), **Summon**

**Demons** (summon any non-unique, non-Shadowflame demon, once per day), **Magical Items** (see below)

**Physical Stress:** ☐☐☐☐ + additional mild and moderate physical consequences

**Mental Stress:** ☐☐☐☐ + additional mild mental consequence

**Type:** undead, unique

**Size:** 5 feet 5 inches tall

High in the Irontooth mountains lies the castle of Kaltraxis the Damned – a place known and feared by the dwarves who dwell beneath the mountains, and the people of the neighboring kingdom of T'haloth.

Kaltraxis has been quiet for many decades, and the locals are quite happy with that situation – they will not be glad to see adventurers coming, fearing that they will anger the lich, who would then take out his anger on them. And adventurers do come, following the songs of the bards, who tell tales of the fabulous treasures that Kaltraxis has accumulated within his castle... and of the awful deaths of those who seek those treasures.

Of course, if the adventurers were perhaps a bit smarter, they might wonder who saw those deaths and lived to tell the tale. Realizing that adventurers will come bearing their best equipment, Kaltraxis has turned his castle into a death-trap, a maze of illusions filled with traps and monsters, with just enough treasure sprinkled in to lure the greedy in to their dooms.

He is, however, beginning to tire of this game. What he seeks is a way to restore his body to a life-like state, so that he can once again venture out into mortal society – and, while he's at it, experience the pleasures of the flesh again.

Kaltraxis is a magic user of great power – he will use his Magic to create advantages in profusion. He has special knowledge in the fields of necromancy, teleportation, and illusion; since illusions are not usually associated with liches, they are among his favorite tricks, including turning invisible while creating an illusory duplicate, using mirror images, and so forth.

His greatest treasures he keeps on his person; these are:

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### **Ring of the Damned (4 refresh)**

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Made of an unknown silvery metal, the *ring* is covered completely in tiny glyphs almost too small to make out, which are in no known language. According to legend, it is the prison of the demon lord Buboeus. The wearer of the ring can speak and understand Demonic, gains the aspect *Demons Listen to Me*, and can summon a Shadow, Incubus (or Succubus if those are considered separate), or Flenser demon once per day and demand a single service from it.

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### **Robe of Death (2 refresh for undead; 0 for living)**

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This velvety robe of a deep burgundy color fits perfectly on any creature of medium size. It protects an undead who wears it from its normal undead weaknesses, but will quickly kill any living wearer and turn them into an undead.

**Aspects:** *The Living Who Wear Me Die, I Protect the Undead Who Wear Me*  
**Superb (5):** Convert Living Wearer to Undead (Acts as an attack against Physique, repeated against the wearer endlessly. Consequences inflicted should reflect the robe turning the wearer into an undead. A wearer who is taken out rises as a zombie under GM control one minute later, even if the robe is removed.)

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### **Staff of Kaltraxis (6 refresh)**

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A weapon: 2, the staff also boosts the wielder's attack spells, acting as a weapon: 2 for magic-based Shoot attacks. The staff is capable of **Maintaining A Spell** that requires concentration to maintain, freeing up the wielder to do something else. The staff creates *light* and *darkness* on command, and grants the wielder the ability to animate the dead as zombies using Magic if they do not already possess that ability.

The staff itself is nigh-indestructible; the GM may decide on how it can be destroyed, but it should involve great difficulty and danger (e.g., taking it to the home of the demon lord of illusion in the Abyss).

While Kaltraxis keeps a pendant safe in his lair which has been enchanted with an illusion to detect as being his phylactery (Mythic (9) difficulty to overcome the illusion). In actuality, the staff is his phylactery. With the staff, he is capable of using both his own powers and its, and of possessing anyone who is touching the staff (Magic attack against their Will; a taken out result places their spirit in the staff, while he is placed in their body, which begins to ). Kaltraxis can sense everything happening around the staff while he is in it. None of these abilities apply to anyone else who should be imprisoned within the staff.

**Aspects:** *Phylactery of Kaltraxis, Only Where I Was Made Can I Be Destroyed*

**Extras:** Allows casting necromancy or illusion spells over wide areas by reducing rank. A reduction of one rank allows covering a zone; two ranks allows covering a village or similar area; three ranks a city; four ranks a barony (~ 10 mile radius); five ranks a kingdom (~ 100 mile radius).

In addition to his personal abilities and items, Kaltraxis keeps many servitors. Chief among these is the storm demon Ukkosta Skyrender, who ensures the security of Kaltraxis' castle (treat as a normal storm demon, p 65). He also has numerous undead servitors, and is capable of fielding an army of thousands of zombies and skeletons. His fortress-home, Blackrift Citadel, is 'manned' by more undead, as well as enchanted traps and illusions.

## *Kaltraxis' Army*

**High Concept:** *Fearsome Army of Undead and Demons*

**Trouble:** *Only Our Fear of Kaltraxis Keeps Us Together*

**Other Aspects:** *Waves Upon Waves of the Dead, Endless Howling and Screaming, They Keep Getting Back Up!*

**Scale:** Epic (7)

**Skills:**

Epic (7): Fight  
Fantastic (6): Physique  
Superb (5): Shoot  
Great (4): Will  
Good (3): Athletics

**Stunts:** **Skeletal Outriders** (+2 to Athletics to cut off or surround foes), **So Many Foes** (on success with style when making an overcome action with Skeletal Outriders, creates a lasting aspect of Surrounded! with one free invoke)

**Extras:** **Undead Immunities**, **Skeletal** (armor: 2 against piercing and cutting weapons), **Weapons** (weapon: 2 for both Fight and Shoot), **Flyers** (can act against airborne foes)

**Physical Stress:** □□□□ + additional mild physical consequence

**Mental Stress:** □□□□

**Type:** undead, extraplanar (demon), large unit

## *Blackrift Citadel*

**High Concept:** *Legendary Fortress-Home of Kaltraxis the Damned*

**Trouble:** *The Gods of Good Despise This Place*

**Other Aspects:** *This is Not a Place for the Living, Nothing Is Truly Alive or Dead Within These Walls, Even True Immortals Can Die Here*

**Scale:** Legendary (8)

**Skills:**

Legendary (8): Physique  
Epic (7): Shoot (Fiery Catapults, Flaming Oil and Rocks)  
Fantastic (6): Fight, Notice (intruders)  
Superb (5): Will

**Stunts:** **Layered with Necromantic Enchantments** (Magic to perform necromancy is at +2 within), **Illusions Throughout** (use Will to create advantages regarding misleading intruders or concealing defenders)

**Extras:** **Stone Walls** (armor: 4; resistant to fire, acid, and cold unless walls breached), **Well of Unlife** (within the Citadel, healing magic is +2 difficulty; living creatures cannot benefit from food or rest; GM may spend a fate point to raise anyone who dies within as a zombie under the Citadel's control), **Teleport Block** (any attempt to teleport in/out is of minimum Legendary (8) difficulty), **Whispers from Beyond** (at the start of each scene, living non-extraplanar creatures inside are mentally attacked at Good (3) effectiveness)

**Physical Stress:** □□□□ + additional mild and moderate physical consequences

**Mental Stress:** □□□□ + additional mild mental consequence

**Type:** undead, extraplanar (demon), gargantuan

These statistics are meant to be used in a “mass battle” mode of play. Players should have their PCs augmented by either units (*FATE SYSTEM TOOLKIT*, pp 163-167), or combined together into a squad (*FATE SYSTEM TOOLKIT*, pp 159-162).

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# Lion

**High Concept:** *Majestic and Terrifying Great Cat*

**Trouble:** *Everyone Wants to Dethrone the King*

**Other Aspects:** *A Most Royal Roar, Nice Kill – We'll Take It, Division of Labor Makes For Easier Hunts*

**Scale:** Superb (5)

**Skills:**

**Superb (5):** Physique, Provoke

**Great (4):** Athletics, Fight, Notice

**Good (3):** Stealth, Will

**Stunts:** **Pounce** (full move and attack in same exchange at no penalty), **Bite and Strangle** (on success with style on initial attack, places *By the Throat!* lasting aspect on target with one free invoke), **Built for Leaping** (+1 to Athletics for leaping and sprinting, but -1 in long runs), **Tracker** (uses Notice to track prey)

**Extras:** **Pride Tactics** (+1 to Provoke when driving prey into an ambush; can use Provoke to distract prey from presence of other lions using Stealth), **Thick Skin** (armor: 1), **Powerful Jaws and Fangs** (weapon: 2), **Roar** (see *Roars* sidebar p 72)

**Physical Stress:** □□□□ + additional mild physical consequence

**Mental Stress:** □□□□

**Type:** animal

**Size:** males 7 feet long; females 5 feet long

Often called “the king of beasts”, lions are the apex predators in lands where they dwell. An adult male fears no other animal predator, and will ‘steal’ kills from others, driving them away from their own kill so the lion (and its pride, for males who are with one) may eat it instead.

Lions roar to help establish their territory, doing so several times a night, but especially at dusk and dawn. An adult male lion’s roar can be heard as much as five miles away. Prides will sometimes roar together, to strengthen the call. Quieter calls are used to communicate and to call in young.

A pride will hunt cooperatively – the male(s) will often drive prey toward females, who will do the killing, and then the entire pride will eat. A typical pride consists of five to six females, one or two males, and their cubs, but prides as large as 30 adult members have been observed. Young adult males will be driven from the pride at two to three years of age, and will then roam alone or form a ‘coalition’ of two to four until they manage to successfully challenge a male of an established pride. Brother cubs may form such a coalition together, but this is not always the case – sometimes these are unrelated lions.

In a pride, the male lion(s) will often patrol the outside areas of the lions’ territory. Part of this is looking for threats, while part is establishing the territorial markers and looking for signs of encroaching prideless males.

Lions will sleep most of the day and much of the night, making them most active at dawn and dusk. They normally sleep in the open unless it is raining. Lions can climb trees, and will sleep in them, although adult males may have trouble finding a tree that will support them. Females with cubs will often sleep in trees, to keep the cubs safer from predators.

They will seize the kills of smaller, weaker predators, such as cheetahs, hyenas, and wild dogs, and have been known to kill and eat wild dogs. Lions have been known to kill crocodiles venturing onto land, while crocodiles ‘return the favor’ in the water.

When a female is going to give birth, she will separate from the pride – while still remaining in their territory – and establish a den in a thicket or cave. After giving birth

to one to four cubs, she will not re-join the pride until the cubs are big enough to keep up with it, six to eight weeks later. During this period, she will move to a new den several times, carrying the cubs one by one by the nape of their neck. This is done to prevent scent from building up at the den sight and attracting predators who would eat the cubs. Lions reach full maturity at about three years of age, and males will become strong enough to displace another male from a pride at four to five years.

Mythologically, lions are considered important symbols of kingship, authority, and courage. Bast, the cat goddess of the Egyptians, was originally depicted as a lioness, and later on, Sekhmet, a war goddess, was depicted as either lion-headed, or simply as a lioness.

Maahes, a god of war and protection, was worshipped by both the Egyptians and the Nubians, and was commonly depicted as a lion. The Nubians also worshipped another lion god: Dedun, a god of incense, luxury, and prosperity.

Among the Sumerians, Inanna, goddess of love and war, was often depicted standing on the backs of two lions. Durga, Indian goddess of war, is also carried by or rides a chariot pulled by a lion.

Hercules slew the Nemean lion, which was invulnerable to weapons, by strangling it. He tried to skin it, but no knife could penetrate its hide; finally, Athena told him to use one of the lion's own claws, and he was able to skin it with that. From then on, he wore the skin of the Nemean lion as protection. Some stories say that the lion itself was a child of Zeus and Selene; others that it was one of the children of the Chimera.

Samson was also supposed to have slain a lion with his bare hands, and the lion is the biblical emblem of the tribe of Judah.

In Arthurian myth, Yvain, the "knight of the lion" saved one from a serpent, and the lion became his companion thereafter.



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## Lizard Man (*Lizardfolk*)

High Concept: *Primitive and Tribal Reptilian Humanoid*

Trouble: *Sluggish in the Cold*

Other Aspects: *I Am What I Need to Be, Only the Careful Survive, The Environment Is My Weapon*

Scale: Great (4)

Skills:

Great (4): Stealth

Good (3): Fight, Physique

Fair (2): Athletics, Provoke

Stunts: **Pull Underwater** (on success with style on a Fight attack, place lasting *Pulled Under* aspect on target if in deep enough water), **Strong Swimmer** (+2 to Athletics for swimming checks)

Extras: **Semi-Aquatic** (does not need to make drowning checks), **Scaly Body** (armor: 2), **Claws and Fangs** (weapon: 1), **Immune to Seduction from Non-Lizardfolk**

Physical Stress: ☐☐☐☐

Mental Stress: ☐☐

Type: person

Size: about 6 feet tall

Optional: **stone weapons** (weapon: 2, *Poor Against Metal Armor*), **net** (+2 to Fight to create advantages such as *Tangled Up*)

Sages disagree over whether lizardfolk are a single race with several different subtypes, or a family of related races. Those who live in watery areas have large visible differences from those who live in drier climes, with the former usually being of green or dark brown coloration, and the latter tan or yellowish. Beyond simple color differences, those of wet climes have thick, crested tails which they use to aid in swimming, while those of dry climes have much thinner tails, and sometimes sport crests or frills.

Lizardfolk are commonly called lizard men, and it's a common belief that they are an exclusively male race, like the tanuki, fauns, or yisidir. This is not actually the case, however: the truth is that male and female lizardfolk have very few external physical differences. As reptiles, the females do not have breasts, and males and females both have a cloaca – a single opening which serves all waste-elimination and reproductive needs. Indeed, if all the males are eliminated from a lizardfolk community, some of the males will turn into females, and vice-versa.

Unlike most lizards, lizardfolk do care for their young. Males and females both cooperate in caring for and incubating eggs. The eggs and young are very small compared to an adult lizardfolk, and thus, a single lizardfolk can incubate a few dozen eggs. These are usually piled in sand or decaying leaves in a sort of bed, which the incubating lizardfolk will lay on top of. When the young hatch, they will be removed immediately to another area, to prevent them from eating the remaining eggs.

They will grow very quickly for the first few months of their lives. At this stage, they do not yet walk erect, and since they are not normally dressed or decorated in any way, they are easily mistaken for lizards. At around six months of age, lizardfolk children begin to walk erect, and at this point, they are formally inducted into the tribe. Even then, however, they are considered too small to take part in normal raiding parties, being about half of an adult's height. Instead, adults take them on "training hunts", often weakening prey, then letting the children finish it off by themselves.

At around five years old and five feet in height, they are large enough to join fully in the life of the tribe; they become physically mature and able to mate a year or so later. Lizardfolk continue to grow throughout their lives, although at a greatly reduced rate,

and the oldest known specimens have been close to eight feet tall. A lizardfolk of this age is at least thirty years old; maximum lifespan is believed to be around fifty.

Lizardfolk are capable of regenerating lost limbs. This is a slow process, however, taking months to happen. A few tribes have developed the ability to drop their tails, growing them back later.

Socially, lizardfolk society is communal, with the entire tribe sharing everything. They have little or no concept of personal property, but unlike some races that lack this, they do not commonly steal or “borrow” objects belonging to others – lizardfolk recognize tribal property, and treat such with great care; neighboring lizardfolk tribes either have extremely well-determined and clearly-marked borders, or they are at war with each other. When neighboring other races, lizardfolk will respect obvious fences as clearly meaning the land inside them belongs to someone, and can learn to look for and respect brands on animals. Unbranded, roaming animals they will freely take, however.

Lizardfolk eschew clothing. Some tribes do decorate themselves with feathers, beads, or tattoos.

In some settings, lizardfolk exist in several variants. Here’s how to make some of them:

For those living in dry environments, replace **Semi-Aquatic** with **Dry Adapted** (treats a week without water as other races treat a day). **Strong Swimmer** should be replaced as well: some might have **Fast Climber** (+2 to Athletics for climb checks) or **Burrow Into Sand** (+2 to Stealth in environments with plenty of loose sand). **Pull Underwater** can become **Pull Into Trees** or **Pull Into Sand**.

Lastly, some lizardfolk might have **Droppable Tail** (if being pursued or grappled, a lizardfolk may drop their tail, receiving an immediate boost for doing so. Narrate as makes sense – a momentary gain in speed from losing the weight, the tail being an obstacle for someone else, tripping someone up, distracting, or whatever. This cannot, of course, be done again until the tail has regrown (months later)).



*Frank Turfler, Jr.*

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# Medusa

**High Concept:** *Petrifying Femme Fatale*

**Trouble:** *Love and Beauty Only Brings Suffering*

**Other Aspects:** *Hair With Reptilian Minds of Its Own, A Look That Will Stop You in Your Tracks, What Lurks in Shadows*

**Scale:** Fantastic (6)

**Skills:**

**Superb (5):** Rapport

**Great (4):** Provoke, Stealth

**Good (3):** Fight, Notice, Shoot

**Fair (2):** Will

**Stunts:** Snakes' Eyes (+2 to Notice against people trying to sneak up on her)

**Extras:** Petrifying Gaze (Rapport attack against Notice or Stealth; weapon: 5, consequences taken must relate to partial petrification. Ignores armor), Immune to Petrification, Snake Hair (if in a grapple, may inflict one stress on opponent even if she fails her attack roll, unless opponent succeeds with style), Poison Snakes (may poison her weapons; poisoned weapon causes **Weakness** lasting aspect on foe with one free invoke on a success with style; normal success gives **Weakness** as a Boost), Claws (weapon: 1, **Good in Close**)

**Physical Stress:** ☐☐

**Mental Stress:** ☐☐☐

**Type:** standard or semi-divine

**Size:** 5-6 feet tall

**Optional:** Many medusae are skilled in other magic; give these a Fair (2) Magic skill.

Common forms of magic medusae might have include **Illusionary Disguise** (to disguise their hair), **Create Light** (useful when others try to use darkness to prevent them from using their gaze), and other minor magics.

Much feared for their ability to turn people and animals to stone with their gaze, medusae are said to have the faces of beautiful women, but with snakes for hair. Stories disagree on other aspects of their appearance, with some saying that they have the lower bodies of serpents, like lamiae, while others say that their bodies are those of human women. It is said that the first medusa was created by a god or goddess' curse upon a woman – in some versions, for spurning a god's affection; in other, darker versions, for having been raped in a goddess' temple, and being blamed for the violation of the temple's sanctity.

Medusae are most commonly evil, and tend to live alone, often in abandoned temples or other ruins. Such areas often have many apparent statues of people and animals in them, in lifelike poses, some with expressions of surprise. These, of course, are previous victims of the medusa, now turned to stone.

In spite of their now-monstrous form, medusae have the longings of normal women, and some have been known to take lovers, either persuading them to blindfold themselves, or sometimes forcibly blinding them. Unfortunately, part of the medusa's curse is that the nest of snakes that forms their hair is not under their control. Thus, such lovers tend to eventually be bitten and killed. (The hair does not normally try to bite the medusa, unless she attempts to physically cover or restrain it. Medusae are immune to their own hair's poison, so such bites are painful, but not dangerous.)

In addition, they must still eat. Many medusae learn to use a longbow (weapon: 3, **Very Long Range, Rapid Shooting**) in order to be able to hunt while avoiding the risk of accidentally turning their prey into inedible stone. Others learn to garden, and may establish small cottages, living like hermits in the woods. Rarely, a good woman

who has been turned into a medusa will take up such an existence near a village and successfully hide her nature from the villagers, giving rise to stories of wise-women who will not permit anyone to look upon them.

Of course, medusae are usually hunted down when they are discovered, becoming prey for adventurers. To avoid this fate, some choose to live in natural crystal caves, or to place many mirrors in their homes, to make it extremely hard for any intruder to avoid their gaze. Such a lair would have a location aspect of *No Safe Place to Look*.

The first medusa is said to have been made immortal by her curse, but this does not seem to be true of those since. They have the same lifespan as humans. They can reproduce, but their children are always female, and always medusae.

If a more serpentine version of the medusa is preferred, the GM may wish to look at the *lamiae* entry (p 159) for ideas. In particular, the **Constrictor** or **Venomous Bite** extras may be of use.



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# Merfolk

Merfolk are sea-dwellers who resemble humans with fish tails rather than legs. They dwell in shallow temperate and tropical waters, where there is plentiful vegetation and fish. Most merfolk are hunter-gatherers and herders, and they often tame larger fish to aid with this, including large barracuda and sharks. They sometimes make pets of these, and of octopuses as well.

Surface legend has it that all merfolk are ruled by a single king, who is often identified with the sea god. However, most merfolk know no more about their king than the average surface peasant – generally a name, but sometimes not even that! All merfolk speak Nautilann, although there are regional dialects.

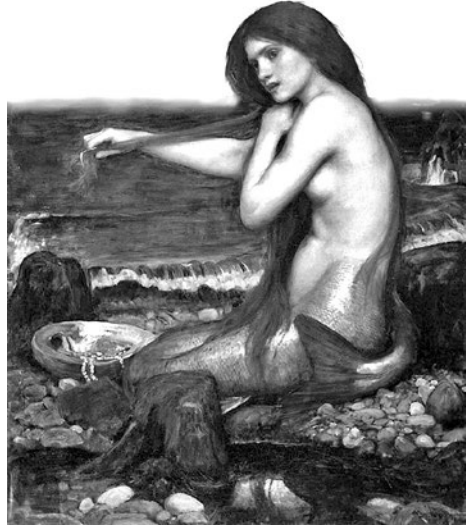
Merfolk can breathe both air and water, but if they are out of water for too long, their skin and lungs dry out. They frequently come to the surface to sun themselves, enjoying the warmth. It is there that they are most often seen by surface dwellers, sitting on rocks by the seashore or on the coasts of small islands.

Sailors' stories often tell of beautiful mermaids who comb their long hair while sitting and singing. Scholars tend to maintain that either the sailors are deluded due to long periods at sea, or they are confusing mermaids with other creatures, such as nereids or undine. Sailors' responses such suggestions are generally rude and unprintable. There are legends that merfolk have sometimes married and had children with humans – such children are called *lannix*.

Larger groups of merfolk sometimes demand tribute from surface dwellers who make use of their waters, either by fishing or passing across them for trade. When such tribute is not forthcoming, they have been known to attack ships. For such attacks, merfolk will use grappling hooks, with many of them holding onto each line in order to slow or stop the ship. They also use tamed sea creatures in such assaults.

Even when not demanding tribute, merfolk tend to regard the fish in their waters as theirs (and indeed, they often take care in herding and protecting schools), and dislike fishermen stealing from their herds. When an accommodation can be reached, however, merfolk can be very good neighbors, trading their fish and other bounty of the sea for jewelry and baubles that they cannot make themselves, rescuing those lost or endangered in their waters, and so forth.

In legends, some merfolk (e.g., the Lorelei of German folklore, in some tales) have siren-like qualities; see *Sirens*, p 227, for ideas on how to create such a creature. Note that nothing restricts sirens to being female – male merfolk might also sing and tempt!



John Price Waterhouse

## Merfolk Commoner

**High Concept:** *Fish-Tailed People of the Sea*

**Trouble:** *Not Part of Your World*

**Other Aspects:** *Fast and Powerful in the Water, The Sea is Our Sovereign Kingdom, Herders and Hunters of Fish*

**Scale:** Good (3)

**Skills:**

Good (3): Notice, Shoot

Fair (2): Nature, Rapport

Average (1): Empathy, Fight, Physique

**Stunts:** Fish-Tailed (Great (4) Athletics in water, Terrible (-2) on land)

**Extras:** Built for the Pressures of the Deep (armor: 1), **Amphibious** (breathes both water and air), Trident and Crossbow (weapon: 2), Net (use Shoot to create advantages involving entangling foes. If an aspect is on two foes indicating they are close together, may attack them both with one roll)

**Physical Stress:** □□□

**Mental Stress:** □□

**Type:** person, aquatic

**Size:** 6-8 feet long

**Optional:** some individuals may have **Fish Summoning** (can summon and control fish, using Lore against the fish's peak skill); for a more siren-like mermaid, switch Shoot and Rapport.

These are normal merfolk – the equivalent of surface-dwelling farmers and townsfolk. As hunters and gatherers, they will quite often be armed, and may be carrying fishing nets, which they may put to use for fighting as well.

## Merfolk Ship Stoppers

**High Concept:** *Undersea Protection Racket*

**Trouble:** *Our Targets Don't Usually Resist!*

**Other Aspects:** *Duck Underwater for Defense, Sinking a Ship is Easy When You're Under It, Do You Volunteer as Tribute?*

**Scale:** Fantastic (6)

**Skills:**

Fantastic (6): Physique

Superb (5): Fight, Shoot

Great (4): Will

**Stunts:** Slow Ships (use Physique to grapple ships, and instead of Athletics to 'pursue' ships trying to escape), Fish-Tailed (Great (4) Athletics in water, Terrible (-2) on land)

**Extras:** Bore Below (use Physique to attack when trying to sink a ship), Large Unit (usually 3 zones in size; each zone may take two actions each exchange; gains armor: 3 against non-area attacks), **Amphibious** (breathes both water and air)

**Physical Stress:** □□□□ + additional mild consequence

**Mental Stress:** □□□□

**Type:** person, aquatic, animal, large unit

As discussed above, ship stoppers use grappling lines and tamed sea animals to slow down and stop ships, demanding tribute in return for letting them go. They often do so in the area of a *Large Reef* or *Shallow Sandbar* to make it easier to create advantages by running the ship aground. Some may take 'tribute' in slaves or services as well.

## Shanne, Princess of Nauta

**High Concept:** *Naive and Beautiful Merfolk Princess*

**Trouble:** *I've Read All I Need to Know About Life*

**Other Aspects:** *Talking Rings Around You, It'll All Be Okay Because I'm a Princess, Always Ready With a Fiery Retort*

**Scale:** Superb (5)

**Skills:**

Superb (5): Rapport

Great (4): Empathy, Lore (alchemy)

Good (3): Contacts (sea kingdom)

Fair (2): Fight, Notice

**Stunts:** *Fish Are My Friends* (may use Rapport with fish), *Fish-Tailed* (Great (4)

Athletics in water, Terrible (-2) on land)

**Extras:** *Poisoned Dagger* (weapon: 1, success with style with Fight places *Paralysis*

*Poison* lasting aspect on target with one free invoke), *Potions* (invoke *Always Ready*

*With a Fiery Retort* to use Lore as Shoot, or to create an aspect on herself with one free invoke), *Two Forms* (in human form, does not dry out on land, and has Fair (2)

Athletics, loses *Fish-Tailed*)

**Physical Stress:** ☐☐

**Mental Stress:** ☐☐

**Type:** person, aquatic

**Size:** 5 feet 2 inches in human form; about 7 feet long in mer-form

There are many tales of merfolk princesses, both of their extraordinary beauty, and of them falling in love with surface-dwelling men. As is the nature of tales, they are of course exaggerated, but there is a grain of truth in them.

This particular princess, Shanne (pronounced like “shiny”) comes from a moderately powerful underwater kingdom, and has used her position to learn as much as she can about surface life – which, as it happens, is quite a lot. Nonetheless, she’s lived a sheltered life in her palace until now, and expects things to go the way they do in stories. Until she gets some experience, she’s quite likely to judge people based on appearances.

She’s quite skilled in alchemy, and has broad general knowledge, but with surprising gaps in it. Knowing that people will underestimate her because of her looks, she’s learned to play dumb, and may do so to the point of being annoying before she relaxes around allies enough to let her true intelligence shine through. From her father’s court, she has great experience in the arts of negotiation, evasive answering, and getting people to forget what they wanted to talk to her about in the first place.

Her father, King Nahir, has announced Shanne’s impending marriage to a neighboring king who has recently become a widower, and Shanne is eager to avoid this. She thinks the surest way to do so is to quickly find a husband, get married, and make sure the marriage is consummated. She is basically a good person, though, and is not out to simply make any match possible and run away after. Shanne truly believes life is like it is in stories, and is certain that she’ll find her True Love. Because that’s the way these things work, right?

# Zeyno, Merfolk Captain

High Concept: *Merfolk Captain in Over His Head*

Trouble: *What Happens When Loyalty and Conscience Conflict?*

Other Aspects: *I've Seen Moves Like Yours Before, My Troops Will Follow Me Anywhere, Those On the Surface Must Earn My Trust*

Scale: Great (4)

Skills:

Great (4): Fight, Provoke

Good (3): Physique, Will

Fair (2): Lore (battle strategy), Shoot

Stunts: **Defensive Stance** (invoke *I've Seen Moves Like Yours Before* for free on defense by taking a -2 to attack the next exchange), **Net Use** (+2 to Shoot when creating advantages using a net), **Battle Leader** (use Provoke as Rapport to inspire troops), **Fish-Tailed** (Great (4) Athletics in water, Terrible (-2) on land)

Extras: **Net** (may use a net to create advantages against two targets, if there is an aspect on them indicating they are close together)

Physical Stress: ☐☐☐☐

Mental Stress: ☐☐☐☐

Type: person, aquatic

Size: 6 feet 1 inch tall as human, about 8 feet long in mer-form

Optional: if the GM would like Zeyno to be in love with Shanne, the trouble could be changed to *What Happens When Loyalty and Love Conflict?*, or the last aspect could be changed from *Those On the Surface Must Earn My Trust* to *As You Wish, My Princess*

Zeyno (pronounced with an “eye” sound) is a captain in King Nahir’s personal forces. He was Shanne’s assigned bodyguard, and has been sent to bring her back home (GM note: and is quite possibly in love with her, but feels he’s too far beneath her station). He may have been sent with a few ordinary merfolk ‘soldiers’ as well.

In personal combat, Zeyno is brave, but not foolhardy. He’ll spend an exchange or two testing his opponent, using **Defensive Stance** (while attempting to create aspects like *Naturally, You Attack With Capa Ferro*) before wading in. When commanding troops, he’ll behave similarly, not risking his forces until he has a good idea of the enemy’s strengths and weaknesses. He’s more comfortable with guerrilla tactics than open battle, knowing that his forces are small, and any losses would hurt severely.

Zeyno knows very little about the surface world, but has a strong conviction that surface-dwellers are untrustworthy. He’s been supplied with money and trade goods to aid in his quest, and one of his first actions will be to obtain horses...which he will quickly realize neither he nor his troops know how to ride. He might hire PCs to teach them and/or act as guides.

## Transformation Potion (Fair (2) value)

This potion causes a merfolk to gain legs instead of a tail, losing Fish-Tailed and gaining +2 to Athletics (Fair (2) for Zeyno and his men). The potion lasts twelve hours, or until the drinker is immersed in water, whichever comes first.

You can easily turn Shanne into a sage or healer simply by broadening or changing the scope of her Lore, and changing out her **Potions** extra to something appropriate. Alternatively, she could be a Siren, following the suggestions in the *Sirens* entry (p 227).

Similarly, Zeyno can easily be used as a generic merfolk captain, although you may wish to shorten the high concept to simply **Merfolk Battle Leader**, and possibly change the trouble.

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# Mimic

**High Concept:** *Illusionist Glutton*

**Trouble:** *The Sign of the Four*

**Other Aspects:** *I Am What You Want, Four Tongues Are Better Than One, Can You Sense My True Motives?*

**Scale:** Superb (5)

**Skills:**

Superb (5): Deceive, Physique

Great (4): Empathy, Will

Good (3): Fight, Notice

**Stunts:** **Four Ensnaring Tongues** (uses Fight to initially place *Wrapped by a Tongue* aspect on someone, then Physique to drag them closer; can do this to four opponents at a time), **Burrow** (burrows body into ground while lying in wait, giving self armor: 2 while body remains in ground)

**Extras:** **Drag In** (the mimic tries to pull victims toward its mouth via a Physique vs Physique contest. If it wins, one more Overcome on its part drags them into the stomach; if it loses, they manage to win free), **Swallow** (opponent dragged into stomach is attacked by Physique with weapon: 2 each exchange; to cut out of stomach requires inflicting a moderate consequence or better on the mimic; defends with Physique against attacks from within stomach)

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐☐☐

**Type:** mythic beast

**Size:** 9-10 feet long

Many adventurers have fallen prey to the foul creature known as the mimic. Instead of actively pursuing its victims, it instead lures them closer with illusions of their hearts' desire. Those exploring dungeons and caves might stumble across a massive chest surrounded by treasure, while individuals crossing a desert might see a cool spring hidden beneath shady trees.

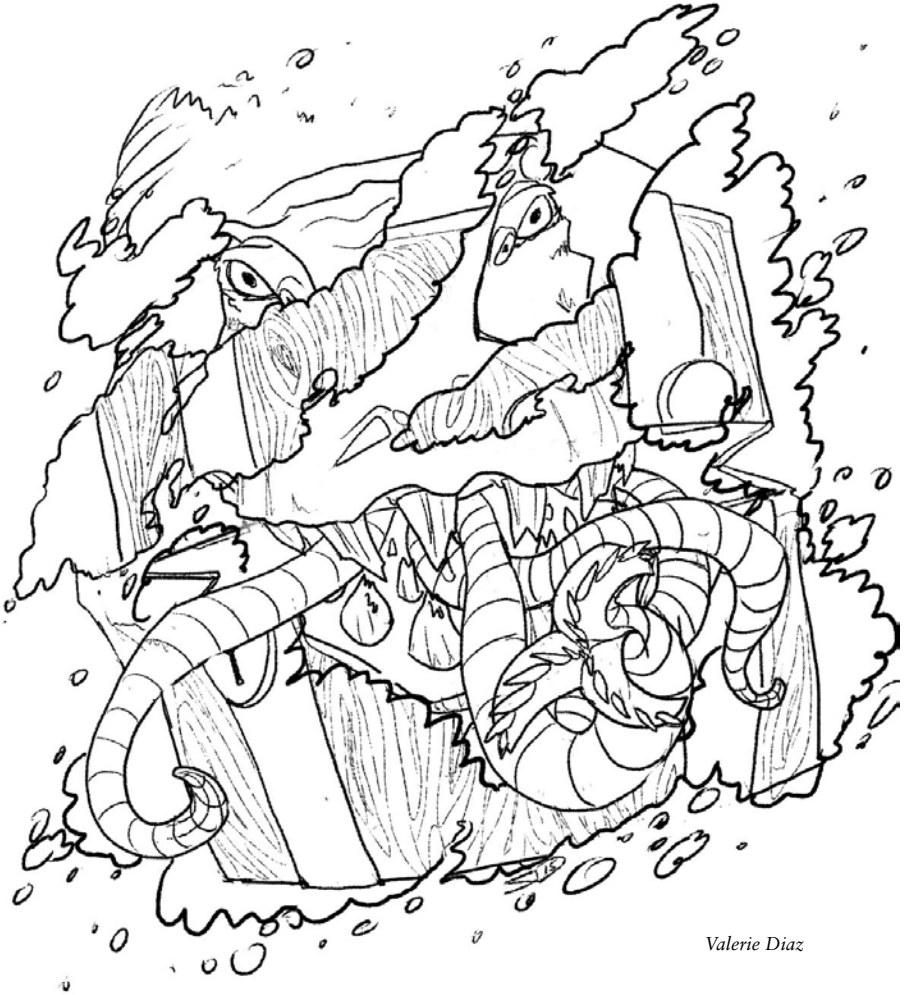
Adventurers who have encountered one of these creatures recall that the mimic did not attack until someone opened the treasure chest or attempted to drink from the spring. Usually, the mimic targets the person who touched it first – unless there happened to be a particularly large individual or creature nearby amongst said person's companions. The four tendril-like tongues of the mimic are used to ensnare its victims and forcefully drag them down its gullet. If more force is required, a mimic will attempt to knock its victims over before trying to grab them with its tongue(s). Since the mimic has a prodigious appetite, any beings that it successfully swallowed alive will have to contend with its powerful stomach acids, and hope for a quick rescue. Upon swallowing its fill (two man-sized creatures or the equivalent), the mimic will begin fleeing to its burrow.

Those who have survived encounters with mimics describe their physical appearance as being close to that of a hippopotamus, except that its head is much wider and box-shaped, and it has a mouth full of incredibly sharp teeth. It has also been noted that the creature only seems capable of creating illusions while remaining still and that it cannot make illusions of people or creatures. Unfortunately, this creature cannot be detected via magic (due to *Can You Sense My True Motives?*) – meaning that adventurers will have to discover its presence the hard way or somehow see past its illusions.

The observant adventurer will notice that illusions created by the mimic do not vary in accord with their immediate surroundings (i.e. illusory water will not ripple or make sounds). Other details of note include: the immediate area around being littered with

weapons and gear of previously devoured individuals and the *The Sign of the Four* recurring throughout the illusion (be it four trees, four reeds in the water or four locks on a chest). Scholars theorize that this compulsion to include the number four is the equivalent of a mimic's mouth watering in anticipation, so it subconsciously projects representations of its tongues into its illusions.

Like the hippopotamus it resembles, the mimic is at home in the water as well as on land. A mimic in water will adapt its illusion accordingly, often presenting a convenient place to get a drink or to fish from. Victims dragged into the water will also have to deal with drowning as well as the mimic itself.



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## Mimic, Greater

**High Concept:** *Glutton of the Highest Magnitude*

**Trouble:** *It's a Long Way To My Stomach*

**Other Aspects:** *A Sense of Emptiness, I Feel Like We're Being Watched, Those Aren't Stalactites*

**Scale:** Epic (7)

**Skills:**

**Fantastic (6):** Crafts (for destroying structures inside itself, or creating 'traps')

**Superb (5):** Deceive

**Great (4):** Fight, Physique

**Good (3):** Provoke (telepathic control)

**Fair (2):** Will

**Stunts:** **Cave In!** (physical attack with Physique as weapon: 4 on a zone; costs fate point to use), **What You Seek** (+2 to Deceive to persuade people that something they want is within it via intermediaries)

**Extras:** **Hard to Hurt Something That Big** (armor: 4, +2 to Physique to determine stress boxes), **Dangerous Intestinal Flora and Fauna** (weapon: 3), **Many Appendages** (may make multiple attacks through the 'creatures' it creates, up to one for each opponent within it), **Alien Mind** (immune to mental attacks)

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** n/a

**Type:** mythic beast, gargantuan

**Size:** size of a large dungeon / medium town

The greater mimic is, in spite of the name, unrelated to the normal mimic. These creatures are of unknown origin, and their external appearance is likewise unknown, as they live underground, and are never encountered above it. In addition, they cannot be detected via magic, since they project *A Sense of Emptiness*.

The interior of a greater mimic appears to be a cave system, with many stalactites and stalagmites, glistening with moisture. It is teeming with creatures – or at least, seems so. These are often extensions of the creature or symbiotic organisms, much like the intestinal flora and fauna of smaller creatures. The body of a greater mimic is divided into several different zones; since the PCs are most likely to enter through the mouth and move through the digestive tract, the zones we give here are related to it.

PCs will most likely enter at the *Entrance*, the creature's mouth. This area has especially large stalactites and stalagmites (the creature's teeth). Immediately outside the "cave" there will often be pitted rock, littered with varying amounts of rocky debris, due to the occasional regurgitation by the greater mimic. Suitable aspects for this zone include: *Gaping Maw*, *In and Out*, *Walls Covered in Lichen* and *Many Small Chambers*. This last refers to multiple apparent exits. Most of these will be false, mere abscesses in the mimic's mouth. These may smell foul, from the rotting flesh and mildew within them, and might be home to creatures that would willingly dwell in such areas, such as giant insects and spiders, hell hounds, or rats. Additionally, the GM may compel *Walls Covered in Mildew* when adventurers make fire-based attacks in this zone, in order to create scene aspects or consequences related to hallucinations, paranoia, madness, poison, paralyzation, or any number of other insidious effects.

The real exits from the entrance are to the *Tunnel of Winds* and *Great Passage*. The former is the creature's windpipe. It is *Free of Obstructions*, *Smoothly Ridged and Glistening*, and Seemingly Endless. Creatures do not generally dwell here, since their presence will irritate the mimic and cause it to cough. The PCs' entrance is likely to do this as well, causing upheavals and bursts of wind that will blow them backwards

and back into the *Entrance* (treat as a Great (4) overcome vs Physique to resist). If the PCs continue to press forward, these will become more and more intense (increasing in difficulty by one shift per exchange to overcome), until they are forced back... or until dwellers within the mimic are forced to go after them!

The *Great Passage* is the mimic's esophagus. This seems like *Passages that Join and Reconnect*. There may be abscess 'rooms' as described above - these will be cleaner than the ones in the mouth, and may house creatures such as goblins, orcs, trolls, and so forth. Some of the passages may be lower than others and filled with fluid; these might be home to various sorts of water creatures.

Eventually, one will come to the *Chamber of Stones*, the mimic's gizzard. *Huge Smooth Stones* will be found here, along with harder 'leavings' of those who have come before - crushed and dented armor and helmets, warped and broken weapons, and so forth. This is the first area of great danger from the mimic itself - the party will need to make its way through carefully if they wish to avoid an attack from the mimic using its *Cave In!* ability. If cultists are associated with the mimic, this is a popular place for them, as they view its attack or lack thereof as evidence of the 'god's' will.

A short trip down the only passage in this area will lead to the *Cavern Lake* - the creature's stomach. This appears to be a lake of *Crystal Clear Liquid* a hundred yards or more across. In the middle of this lake will be a *Bone-Covered Island*, on which there will be treasure the mimic has gleaned from prior victims. The 'water' of this lake is acid, making a Superb (5) attack vs Physique if entered. A boat or similar device should count as an aspect providing protection, rather than as armor, since the acid will eat at the boat. Halfway to the island *Many Grasping Tentacles* will arise from the pool, seeking to grab intruders and pull them in. To the adventurers, it will likely seem that some horrid tentacular beast lives within the pool.

Unlike most of its body, the greater mimic does have sensory organs (possibly *Eyes Winking in the Darkness*) within the *Cavern Lake*. Thus, if the PCs are heavily armored, it may hold off on attacking them with tentacles until they are on the 'island'.

Either attached to the stomach cavern, or to the passage leading to it, will be the *Well of Foulness* - the mimic's spleen. This seems to be a pool filled with dark, stinky liquid, even more corrosive than that of the *Cavern Lake*. Natural creatures (those with bodies of meat and bone) entering the pool suffer an Epic (7) attack vs. Physique. Further, this area is sometimes occupied by a creature that is immune to its danger, such as a demon, golem, stone giant, or so forth.

A group that manages to survive the stomach cavern will find themselves in a *Labyrinth* - the mimic's intestines. *Foul Smells*, *Whipping Tentacles*, and *Horrific Blobs* are found here. Small scavenging creatures might be found here, and the area may be home to a minotaur (p 181; see that entry's notes on handling labyrinths.)

The end of the *Labyrinth* is the *Final Sphincter*. The PCs can get out by waiting, or can deal with the aspect of *A Sealed Exit* to get out; this should usually require an Epic (7) difficulty Overcome check.

This presumes the party is moving forward through the 'dungeon'. If they try to move backward, this will irritate the mimic's digestive tract, leading to a *Cave In!* as peristaltic waves try to move them back. Consequences from this, or successes at a cost to avoid damage, may result in the PCs losing progress back out, being returned to the previous zone. If the GM wishes going back to be even more difficult, the *A Sealed Exit* discussed above may also apply to attempts to go back into the *Cavern Lake* and/or *Chamber of Stones* after having moved past them.

This exit normally opens onto a lake, either underground or above ground. This lake is usually quite foul, and if the party waits to be expelled, they may be flushed out in a rush of foul water. In some cases, the exit is at the bottom of said lake... and, of course, there's also the problem of figuring out where they are and overcoming anything that

might lurk in or around the lake!

Greater mimics appear to have minor telepathy, allowing them to create partially illusory lures that appeal to those inside. These can include false treasure maps, the voices of companions they've been separated from, or figures running away. Magic can enable one to see through these illusions, as can resistance to mental control or mental magic; difficulty is Fantastic (6). They create external lures as well, using telepathy to plant rumors of the 'dungeon's' presence and its 'fabulous treasures'.

Some exercise their telepathy enough, or have telepathy strong enough, that cults begin to form around them, dedicated to sacrificing people and animals to 'the god of the dungeon'. Such cults may be used via the **What You Seek** ability, or via the mimic's Deceive. It may use its Provoke to create advantages via intermediaries as well.

When it begins taking consequences, the greater mimic will attempt to expel those within to preserve itself. This continues even if it is taken out, as it is a reflexive effort. Those who are no deeper than the stomach chamber will be subjected to acid attacks as it vomits them out; those in the intestines will be pushed out in a wave of foul water.

This set of statistics can also be used for a regular dungeon, with appropriate changes to description, allowing a dungeon raid to be run in an abstracted fashion. When operating so abstractly, each exchange should be representing a considerable period, more like what a scene would be in normal scale.

### **Fleshing Out Multiple Zone Monsters**

The *Fate System Toolkit* introduces the idea of **multiple zone monsters** (MZMs)... but it leaves a lot of things up in the air about them. Does an MZM get a separate stress track for each zone it has? What about consequences? After all, a **Cut-Off Tail** may impact the dragon's abilities in its Tail zone, but isn't really of any significance to those fighting its head.

One possibility is to stat out each zone as if it were its own monster. However, this immediately runs into the problem that some effects should transfer between zones. If you cut off a dragon's head, that should kill the whole thing, for example. Wounds to the body should make it slower and clumsier, making it easier to attack the head. And so forth.

So, we recommend that a MZM have only the normal stress tracks. Zones are designated as either **vital** or **non-vital**, a "vital" zone being one whose destruction would reasonably slay the monster as a whole. Each vital zone has an additional mild consequence slot, which applies only in it; each non-vital zone has a moderate consequence slot, which, if used, "takes out" that zone, rendering the monster incapable of acting in it.

Note that most MZMs are capable of moving on their own - which means that they can try to change what zones of their opponents are in. This should normally be handled with an Overcome action of Athletics vs Athletics. Resisting effectively uses up the target's free movement for the exchange, as they spend time maneuvering to "stay in place" relative to the MZM.

Alternatively, if a map is in use, the zones of the MZM may be located in map zones. Thus, a dragon might move its head from one zone to another, forcing those who want to keep attacking the head with melee attacks to move as well. The GM might further designate one part of the body to be "central", with the other parts moving relative to it. This may make it realistically difficult for MZMs to suddenly turn around!

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# Minotaur

**High Concept:** *Guardian Bull-Man of the Labyrinth*

**Trouble:** *Without Something To Guard, I Have No Reason To Be Here*

**Other Aspects:** *The Most Dangerous Game of Hide-and-Seek, My Ferocity Will Terrify You, Acts of Sacrifice Please The Gods*

**Scale:** Superb (5)

**Skills:**

**Superb (5):** Athletics, Physique

**Great (4):** Fight, Provoke

**Good (3):** Notice, Will

**Stunts:** **Charge and Gore** (use Athletics to attack by moving a zone first), **Hide and Seek** (uses Provoke as Stealth to create advantages when in a maze), **Sudden Startling Appearance** (+2 to Provoke when emerging from Stealth to scare someone)

**Extras:** **Maze Sense** (cannot become lost in a maze, even if confused), **Horns** (weapon: 3), **Resistant to Fear, Resistant to Surprise in Labyrinth**

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐☐☐

**Type:** mythic beast *or* person *or* semi-divine

**Size:** 8-9 feet tall

**Optional:** **Great Axe** (weapon: 3, *Difficult to Parry, Two-Handed*, Free Boost: *Staggered*)

Minotaurs are usually found in an underground maze of some sort, including crypts and sewer systems. Lacking such a place to lair, a minotaur will seek to approximate one, blocking doorways or passages in abandoned buildings to do so. They seem to also be attracted to the temples of death or evil earth deities, abandoned or not. Despite appearing much like an herbivorous creature, they are carnivores, and eat those they kill, and some even decorate themselves with the bones and teeth of their victims.

Minotaurs have been known to form alliances with redcaps (p 219), working together to terrify and kill victims. The redcap may pretend to be a prisoner of the minotaur, or to need the assistance of adventurers in killing the minotaur.

There are rumors of civilized minotaurs, said to dwell in distant lands and build great, sprawling, maze-like cities. Stories say that these minotaurs still sacrifice other intelligent races – but in organized and regular fashion, with victims collected and periodically released into the city in a festival-like atmosphere. First, they are released onto a course, where side streets have been blocked off, and must race to stay ahead of the minotaurs. Having made it through that, the victims are hunted through the maze-like city until dawn. Those who survive the night are celebrated and feted before being released; those who do not become part of the main course at the fete.

A labyrinth may be run as a challenge (FC 147), using Investigate to find the way through, Stealth to try to avoid the minotaur (or other denizens), and Will to resist panic. For a relatively small, simple labyrinth, we recommend Great (4) difficulty for the Investigate check, and running it as an iterated challenge, requiring three successful Investigate checks to find the way through. Stealth checks are opposed by the opposition's Stealth or Investigate (a minotaur uses its **Hide and Seek** stunt), and the Will check by the Provoke of the creature, or a score assigned to the labyrinth itself (representing traps, strange sounds, and other things that might panic the PCs).

Minotaurs are commonly envisioned as male, but there's no reason why there couldn't be females. Indeed, if there is a minotaur civilization, one would expect there to be females as well.

Perhaps male minotaurs tend to be violent, and thus, males are more likely to have been cast out by civilized minotaurs. Or perhaps secondary sexual differences between male and female minotaurs are difficult to see.

A failed investigate check simply delays getting out. A failed Stealth check means an encounter with one of the labyrinth's denizens, and a failed Will check gives the opposition an aspect of *On the Verge of Panic* with one free invoke for the next iteration of the challenge, or, if the labyrinth succeeded with style, negates a successful Investigate check, setting the party back in finding their way out.

More difficult labyrinths require harder Investigate checks, or more successful ones. One without monsters, but with traps, might use Athletics or Burglary instead of Stealth, with stress being inflicted on a failure. Rapport might substitute for Will, as a leader tries to keep the party calm. If there are multiple monsters, choose one to use as the opposition for the Stealth check and another for Will, and allow further additional ones to assist those two with the Teamwork rules (FC 174), granting them a +1 for each helper with Average (1) skill or better.

The origins of minotaurs are unknown, and stories range from them being mad creations of dark magic to the ridiculous rumor that a minotaur results when a human queen mates with a bonnacon (p 39). They have lifespans of at least sixty years when they do not die by violence.



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## Monkey, Capuchin

High Concept: *Small and Curious Primate*

Trouble: *Only A Minor Annoyance*

Other Aspects: *Cute and Furry, Opposable Thumbs Make Me Dangerous, Prehensile Tails Get in Everything*

Scale: Good (3)

Skills:

Great (4): Athletics, Provoke (slapping and taunting)

Good (3): Burglary, Stealth

Fair (2): Notice

Poor (-1): Physique

**Stunts: Small but Fast** (counts as weapon: -1 for Fight, but gains +1 to Stealth and Athletics when hiding from and evading man-sized and larger creatures)

**Extras: Howl for Help** (use Provoke to call for other monkeys from troop; result is how many come. Those that respond can't call more)

Physical Stress: ☐

Mental Stress: ☐☐

Type: animal

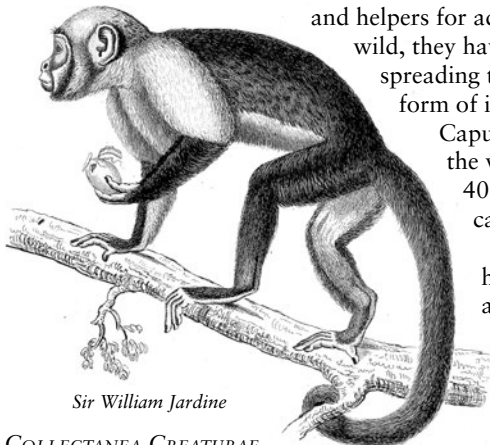
Size: about 1 ½ feet tall

The most intelligent primate cousin of humans, capuchin monkeys grow to between 2-9 pounds in weight and 12-22 inches length. Typically light-skinned, most of these creatures have white to light tan fur lining their faces and covering their neck and shoulders. The remainder of their body is covered in a coat of dark brown fur. Variations in coloration have been observed.

When encountered in the wild, capuchin monkeys are typically found in troops ranging from 10-40 members. Each of these troops consist entirely of females and their offspring, led by a single alpha male. Baby monkeys have a gestation period of 5 ½ to 6 months, and the alpha male rarely interacts with them until maturity – instead spending his time gathering food. While these monkeys are not aggressive, their cries can deter some creatures from intruding upon their nests.

As omnivores, these animals typically eat a diet of nuts, fruits, spiders and insects. However, it has been observed that they may also consume small birds and mammals that they are able to catch. Additionally, they may also feed on crabs and shellfish if they live near the water, and have been seen using rocks to smash open food.

Capuchins require little training to perform simple tasks, and only slightly more effort for more involved ones. As a result, they are fairly popular as pets and helpers for adventurers and commoners alike. In the wild, they have been seen crushing millipedes and spreading the resulting mess over their backs as a form of insect repellent.



Sir William Jardine

Capuchins have a lifespan of 15-25 years in the wild, and have been known to live up to 40 years when cared for by humans. They can also jump up to nine feet.

Although they are cute and mostly harmless, capuchins can quickly become an annoyance to adventurers once they begin taking important objects (usually of the shiny variety), especially when encountered in greater numbers.

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## Moonworm

**High Concept:** *Sacred or Cursed Serpents of the Moon Goddess*

**Trouble:** *Forever Athirst*

**Other Aspects:** *Not of This World, Hidden in Sands, Where the Moon Holds Dominion*

**Scale:** Great (4)

**Skills:**

Great (4):      Physique

Good (3):      Fight, Magic

Fair (2):      Athletics

**Stunts:** **Desiccating Touch** (on success with style when defending, can cause one stress to attacker from absorbing their body's moisture), **Gravity Manipulation** (use Physique to create advantages relating to changes of gravity; can affect everyone in zone it is in), **Levitation** (+2 to Athletics for overcome actions involving moving upwards), **Lunar Influence** (uses Magic to create advantages relating to things the moon influences)

**Extras:** **Immune to Fire**, **Tough Body** (armor: 1), **Size and Strength** (weapon: 2),  
**Immune to Gravity/Anti-Gravity Magic**

**Physical Stress:**    ☐☐☐☐

**Mental Stress:**    ☐☐

**Type:** extraplanar (demon) *or* extraplanar (elemental)

**Size:** 10-20 feet long

Variously described as serpents or worms, these creatures are believed to originate from the moon. They are insatiably thirsty, and can detect water from great distances, coming to sources of it, then drinking them dry – or possibly absorbing them dry, since moonworms seem to take in as much water through their skins as through their mouths.

They are associated with the goddess of the moon in her dark aspect, and hold influence over things that the moon influences, including gravity, tides, were-creatures, and insanity. Normally, they are found only on the moon, or in temples of the moon goddess (or the ruins of such). Rarely, one will fall to the earth like a shooting star, then create havoc as it seeks out sources of water and drains them, killing anything that gets in the way. A few sages believe that they come from an “elemental plane of salt”. Other sages question what sorts of mushrooms the sages who makes such claims have been chewing.

There are also legends that they can grow to become moon-moths, growing greatly in size and power when they do so. Some stories say that they are an infestation upon the moon, perhaps left there by some enemy of the moon goddess, and are slowly stealing her power.

In any case, most are quite thankful that these creatures are very rare – indeed, rare enough that many consider them to be nothing more than myths. They are sometimes summoned by foolish mages, who usually end up regretting having done so. A few ancient myths indicate that small deserts have been created in the past by mass summonings of moonworms.

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# Mosi

Also known as mushroom men, the mosi (sounds like *mossy*) are a mobile, intelligent fungus. They appear much like mushrooms with legs, arms, eyes, and mouths, and average about four feet high – roughly the size of dwarves. They are considerably lighter than dwarves, however, not having as thick a build as that race, and their fungus ‘flesh’ being less dense. Their ‘skin’ feels rubbery, and they have a mushroom ‘cap’ atop their head. They come in many colors and patterns, but usually all those that belong to a ring will have similar coloring.

Normal mosi are part of a ‘ring’ called an *yggmýrr* (pronounced *ig-mire*) – a connected group of mosi who share a single group consciousness. All the mosi forming a ring act with singular purpose, helping spread the influence of the *yggmýrr*.

Some mosi, however, are not part of an *yggmýrr*. Having budded separately, these individuals are interested in pursuing their own goals and avoiding *yggmýrr* at all costs, for fear of being forced into the ring. Thus, one will rarely encounter multiple mosi working together, as paranoia and fear of losing their individuality keeps them apart.

Although they are commonly called “mushroom men”, mosi are asexual, reproducing via spores and budding. They may, on occasion, assume a gender for social purposes – which may change from time to time, having more to do with their current tastes in clothing and personal decoration than anything else. Some freely mix the clothing of different genders, finding the insistence of many other races that certain clothing is “only” for males or females bewildering.

## Mosi Adventurer

**High Concept:** *Rakish Duelist and All-Around Fungi*

**Trouble:** *A Wildly Romantic Figure...Who Sporulates*

**Other Aspects:** *He Who Laughs Last, Laughs Best; You Are Not Skilled Enough to Truffle Me; Freedom and Flashiness Are What I Live For*

**Scale:** Great (4)

**Skills:**

- Great (4):** Fight, Provoke
- Good (3):** Athletics, Rapport
- Fair (2):** Lore (dueling), Will
- Average (1):** Physique

**Stunts:** **Two Weapon Style** (+2 to Fight to defend or attack – switchable at the beginning of the mosi adventurer’s turn, only when wielding two weapons), **Double Attack** (when using **Two Weapon Style**, can choose to split attack total between two opponents), **Steely Calm** (uses **Provoke** to defend against socially-based mental attacks instead of **Will**)

**Extras:** **Foxtire** (glows in the dark at will, illuminating own zone)

**Physical Stress:** ☐☐☐

**Mental Stress:** ☐☐☐

**Type:** plant, person

**Size:** just over 4 feet tall

Seeking independence from the mosi rings, this mosi

### This Sounds Familiar...

We’ve obviously drawn a bit of inspiration from Star Trek’s Borg – or at least, the Borg as they were originally presented, before somebody decided they needed a “queen”. You can imagine them speaking in much the same sort of way....

*We are all yggmýrr. Your insistence on addressing individual components of the collective as if they were separate beings is quite pathetic. Can you imagine nothing greater in scope than yourself?*

*Were you a proper member of the collective, your understanding of Our meaning would be perfect. You would be perfected.*

has struck out on ‘his’ own, working as an adventurer and sword-for-hire. He’s taken to wearing large, stylish hats, partly to conceal his mushroom head, and partly just because he likes them. Having endured much teasing from human, elven, and halfling children when he was smaller, this mosi has learned just how to infuriate a foe with words.

To most, he cuts rather a silly figure, with his bright rakish clothes and small size – but those who laugh often find that *He Who Laughs Last, Laughs Best*. Mocking his appearance is a sure way to be challenged to a duel of honor.

Mosi are asexual, and reproduce by budding – but a rakish duelist is expected to play it up with the ladies, so he does... often leading to much confusion, sometimes anger, when he doesn’t follow through.

## *Mosi Ring (Yggmýrr)*

**High Concept:** *A Collective Intelligence Bent On Domination*

**Trouble:** *Vast Overconfidence*

**Other Aspects:** *The Power of a Single Spore, Overwhelming by Numbers, All Must Be Assimilated*

**Scale:** Epic (7)

**Skills:**

Epic (7): Will  
Fantastic (6): Physique  
Superb (5): Fight, Provoke  
Great (4): Lore, Shoot

**Stunts:** **Protected by a Legion** (can use Will to defend against physical attacks targeted at the central mass), **Spore Bombs** (use Shoot to place a *Spore Cloud* in a zone; this may be of **Pacifying Spores** or **Conversion Spores**)

**Extras:** **Plant Immunities**, **Resistance is Futile** (immune to intimidation and reason until and unless this is removed; requires a severe mental consequence to do so), **Pacifying Spores** (use Will to create advantage against everyone in zone, attempting to place *You’re Getting Sleepy* on them), **Conversion Spores** (use Provoke to create advantage against everyone in zone, attempting to place *Conversion Infection* on them), **Unending Hordes** (may remove a mild consequence or reduce a consequence a level for a fate point)

**Special:** those suffering *Conversion Infection* are mentally attacked with the ring’s Lore each exchange as it attempts to take over their mind. As with the kraken and greater mimic, note that this is meant for use at an abstracted scale; if fighting the infection on a normal scale, make the attack each scene instead.

**Physical Stress:** □□□□ + additional mild physical consequence

**Mental Stress:** □□□□ + additional mild and moderate mental consequences

**Type:** plant, gargantuan

**Size:** individuals 3-4 feet tall; central mass hundreds of yards across

An yggmýrr is a “ring” of mosi – a collective intelligence made up of all the mosi who are part of it. While one might think that this would create an advanced intelligence, it does not – a ring behaves fairly brightly, but is uncommunicative and seems to normally regard other life as nothing more than obstacles. It’s sometimes possible to warn one away, but true negotiation is not possible – there is no trading with an yggmýrr or reaching a negotiated understanding with one.

The most frightening part of an yggmýrr collective, however, is its **Conversion Spores**. With these, it can take control of the minds of even non-mosi, and given enough time, convert them into mosi. The converted, and the mosi who make up the yggmýrr,

communicate with each other via spores at a distance of about 200 yards. Beyond that, they are out of touch; thus, moving a controlled individual out of range of all other members of the collective makes it easier to bring them out of the collective's control. Note, however, that ending the control does not remove the spores from the victim's system! An overcome action against the collective's Scale is needed to do this.

Controlled individuals do not use their own intelligence in service of the collective. They only make simple melee attacks, and are treated as first level for attack and defense purposes. They will not cast spells, nor use magic items beyond those that function automatically. Yggmýrr do understand the concept of weapons, however, and they will use swords, axes, and other melee weapons. Most commonly they use spears and clubs, as they are easy to make from plant matter.

The core of an yggmýrr is a massive set of fungus growths beneath the ground. There will be tunnels – or an entire cave system – around it, to enable newly-budded mosi to exit to the surface. Like an ant hive's queen, the core is the reproductive system of the yggmýrr, and to destroy it will eventually destroy the collective. However, one must be very thorough in doing so, since even a single spore can eventually regrow the core... though it may take decades for it to do so.

## Mosi Thrall

**High Concept:** *One of the Many Appendages of the Collective*

**Trouble:** *No Regard for Individual Safety*

**Other Aspects:** *Join Us Or Join Us; Free Will is the Freedom to Fail; There Is No Dana, Only Zuul*

**Scale:** Good (3)

**Skills:**

Good (3): Fight, Shoot

Fair (2): Athletics, Provoke

Average (1): Investigate, Notice

**Stunts:** **Spore Bombs** (use Shoot to place a *Spore Cloud* in a zone; this may be of **Pacifying Spores** or **Conversion Spores**, as with the mosi ring), **We Move as One** (+2 to Fight to create advantages for other thralls to use, +2 to Athletics to pursue enemies when the mosi outnumber the enemies)

**Extras:** **Plant Immunities**, **The Collective's Will** (all the mosi count as a single entity for mental attacks. Use Will of Epic (7) and the **Resistance is Futile** extra from the ring), **Psychic Backlash** (a failed magical or psionic mental attack against a mosi is treated as if the ring had been trying to create an advantage against the attacker, but at one step in the attacker's favor. Thus, a failure when mentally attacking a mosi allows the ring to create a boost against the attacker; failure by three or more points places an aspect on the attacker with one free invoke for the mosi ring)

**Physical Stress:** ☐☐

**Mental Stress:** n/a

**Type:** plant

**Size:** 3-4 feet tall

This is a typical thrall of a yggmýrr, suitable for using at lower levels, when fighting the entire ring as a construct isn't feasible. See the description of the yggmýrr for more.

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## Mother of Monsters

**High Concept:** *Materfamilias of Creatures and Beings Above and Below*

**Trouble:** *You Shouldn't Believe All The Stories About Me*

**Other Aspects:** *Gods, Demons, and Heroes Desire Me; Look Upon Me, Ye Mighty, and Despair; The World is a Monster – and I Its Mother*

**Scale:** Mythic (9)

**Skills:**

**Mythic (9):** Nature, Rapport

**Legendary (8):** Lore, Magic

**Epic (7):** Empathy, Provoke, Will

**Fantastic (6):** Contacts, Investigate, Physique

**Great (4):** Athletics

**Stunts:** **The Dark Mother** (uses Nature as Shoot to make elemental attacks, Magic to defend against magical attacks), **Massive Scale** (-1 to Nature to attack an entire zone; -2 to attack area of scene; -4 to attack a city-sized area; -6 to attack an area of a few hundred miles)

**Extras:** **Demonic** or **Primordial Immunities**, **Immune to Normal Weapons** (weapon: 4 magical weapons or weapons of extradimensional origin required to strike her; she has armor: 3 even against those), **Everyone Loves Mother** (+1 to Rapport, Empathy, and Deceive against any being that was raised by a loving mother; presume everyone, unless they have an aspect that would prove otherwise), **Attractive to All** (may use Rapport against any creature, regardless of normal restrictions), **Armor of Love** (uses Rapport as a defense against anyone subject to her **Everyone Loves Mother** effect, until they have struck her once), **Immortality** (does not age; can be killed, but will return in time – the doorkeeper of Hell is one of her children, after all), **Mother's Love** (in her presence, her children gain immunity to charm, resistance to fear and intimidation, and may clear all stress once per scene), **Shapeshifter** (can change to a form attractive to a target, no matter what that form might be – is not restricted to being female)

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐☐☐ + additional mild and moderate mental consequences

**Type:** extraplanar (demon) or primordial, unique

**Size:** varies

Every culture has legends of a being from whom the greatest of monsters are born. Her children are the stuff of legends – great dragons, mighty demons, and monstrous beasts. In some legends, she has other children as well, and even some of the gods are said to have been born of her. Their fathers have been gods, demons, and great heroes – but she has ultimately spurned them all, going on to find other lovers, and have more children.

The stories disagree on what her true form is, or even whether she has a true form. Her origin is disputed as well, with some saying she is one of the primordials, existing before the gods came to power, while still others claim her to be a demon – if not the first demon.

She does not seem to care for her children once she has released them into the world, and does not seek vengeance against their slayers. Idealistic sages speculate that she spawns monsters for a higher purpose, so that heroes will have something to strive for. Other scholars fear that she is preparing the heroes for some inconceivably greater challenge. Of course, there are those who claim she is evil, and creates monsters in the hopes that someday, her brood will destroy the mortal races who have claimed the world, and perhaps even the gods.

Some leaders propose, and a few have undertaken, quests to destroy her. Nonetheless,

others seek her out for her fabled knowledge, which is said to include the weaknesses of every being in creation, even the gods and demon princes. A few even crave the fabulous treasures whispered to lie in her lair, while even fewer seek simply to meet her, this woman from whom even gods and demons have pined. Regardless of their reasons, however, all agree that seeking her out is a perilous task, for her caverns include not only her, but her numerous young spawn as well – dozens or hundreds of monsters of all sorts, perhaps even some never seen before by mortals. Those who have sought her, and found her, have never returned in their right minds, if at all.

All of the material elements are hers to command, and if forced to fight, she will use them to attack, eschewing hand-to-hand combat when possible. She does, however, have great strength, and will use it to knock back or down opponents who try to close with her.

### **Mommy Dearest**

With regard to the Mother of Monsters' abilities, note that in most mythologies, the first generation of gods or god-like beings have no mothers. As we run our campaigns, Emphyreals and Demons are both presumed to have either had no mother, or to have had a mother they did not love (more commonly in the case of demons).



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# Mummy

**High Concept:** *Undead Guardian of a Cursed Tomb*

**Trouble:** *I'm All Wrapped Up In Myself*

**Other Aspects:** *Death is Only the Beginning, The Living Fear Those Who Have Cheated Death, I Will Make This Your Tomb as Well*

**Scale:** Superb (5)

**Skills:**

Superb (5): Provoke

Great (4): Fight, Physique

Good (3): Notice, Stealth

**Stunts:** **Strength of the Grave** (+2 to Physique to overcome obstacles by brute strength), **Rotting Infection** (on success with style with Fight, places **Rotting Disease** lasting aspect on target with one free invoke), **Find the Violators** (uses Provoke to track those who have invaded the tomb)

**Extras:** **Undead Immunities, Weapon Immunities** (immune to non-magical weapon attacks that do not involve fire)

**Physical Stress:** □□□□

**Mental Stress:** □□

**Type:** undead

**Size:** human-sized

**Optional:** **Immune to Turning or Resistant to Turning.** Some may use **Curses** (+2 to Provoke to create advantages in the form of curses on tomb violators), or be able to **Disguise as Living** (use Provoke as Deceive to appear to be a living person). A few more powerful sorts have Good (3) Magic, which they use to **Control Desert Elements** (allowing them to use Magic to create advantages relating to heat, sunlight, dryness, dust, wind, sandstorms, and so forth). Lastly, some may carry the hooked Egyptian sword called a Khopesh (weapon: 2, Free Boost: **Pulled Close**)

The preserved corpses of long-buried rulers or high priests sometimes arise to deal with those who violate the sanctity of their tombs. When aroused in such a fashion, these guardians show tremendous strength and an unceasing drive. Those who steal from a tomb haunted by such a guardian may be pursued for decades, and the mummy may continue to seek its treasures for centuries.

Whether this is a result of enchantments placed upon the tomb and the corpse, or whether it is the righteous anger of the deceased driving them to return to their body is a subject of dispute. Noting that such guardians can be turned as other undead, most scholars side with the first theory. However, there are tales of mummies who could not be turned, leading to speculation that the second theory may be true in at least some cases.

Some seem to be guarding only a specific object or objects within their tomb; those who do not meddle with those objects may be allowed to leave unmolested, but touching or otherwise manipulating the object will release the mummy, who will search out anyone who takes the object(s).

Even those who cannot curse can infect their victims with a horrid **Rotting Infection**. Some mummies have also been observed to carry worms or beetles in their bodies, which may be transferred onto enemies, where they begin to burrow into the new host's body (treat as **Rotting Infection**, but the aspect can be invoked to cause two stress to the victim).

All mummies seem to be vulnerable to fire, thanks to the combination of the desiccation of the corpse and the linen wrappings in which their bodies have been preserved.

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# Nightmare

High Concept: *Fiery Demonic Horse*

Trouble: *Riding On The Coattails Of Power*

Other Aspects: *Burning with Hatred for Life, An Intellect Hidden By Whinnies and Stomps, Taking to the Sky Won't Save You*

Scale: Fantastic (6)

Skills:

Superb (5): Athletics, Physique

Great (4): Fight, Notice, Provoke, Will

Stunts: **Fiery Hooves** (on success with style with Fight, can create lasting aspect of *On Fire* on target with one free invoke instead of a boost), **Sky Runner** (can fly by 'running' through the air; +2 to Athletics to overcome obstacles by flying), **Infernal Savvy** (has Fair (2) Politics skill where demons and Hell are concerned)

Extras: **Demonic Immunities**, **Immune to Fire**, **Flaming Steed** (anyone mounted on a nightmare suffers a fire attack from its Physique each exchange, unless the Nightmare chooses otherwise), **Planar Steed** (Notice applies into adjacent planes; can move between adjacent planes, carrying anyone on its back), **Flaming Hooves and Fangs** (weapon: 3), **Demonic Toughness** (armor: 2)

Physical Stress: ☐☐☐☐ + additional mild physical consequence

Mental Stress: ☐☐☐☐

Type: extraplanar (demon)

Size: horse-sized

Appearing as coal-black horses with a tail, mane, fetlocks, and eyes of flame, these creatures often serve as mounts for major demons, liches, or other evil beings of great power. Even in their native habitat of Hell they are rare, and sages are unsure where they come from, although there are persistent rumors of a great herd of nightmares deep in one of the lower hells.

Quite intelligent, nightmares have the demonic ability to understand and read all languages, but due to their vocal cords, cannot speak most. They can communicate telepathically, but will usually do so only to other nightmares or their master, preferring to maintain the illusion that they are no more intelligent than a horse in order to maximize their advantage.

Weak as demonic creatures go, they are looked down upon by other demons, especially flenser and shadow demons. Thus, from the nightmare's point of view, attaching itself to a demon lord is a form of protection, preventing other demons from harassing and abusing it. While they do not normally participate in them, they are well aware of the politics of hell, and a nightmare will try to attach itself to a demon lord who is on the rise or already powerful... and may betray a lord whose overthrow looks likely, in hopes of finding a safe place in the new order.

When in the material realm, they greatly enjoy their relative power. They especially enjoy running down and killing horses, whether the horses have riders or not. They will do the same to unicorns and pegasi when able, although success is much rarer in these instances.

Nightmares in the material realm have been known to serve non-demonic masters, including powerful mages or undead. This allows them to stay on the material plane, gathering information which might be useful as a bargaining chip when they do eventually return to Hell. Such masters may have magic that will help prevent their steed from being banished, either granting it additional stress boxes against banishing attempts, or serving as an aspect that can be invoked against them.

## Nightmare, Undead

In addition to the demonic horses described above, powerful undead horses are sometimes called nightmares as well. Use the above statistics, but with these replacements:

**High Concept:** *Undead Steed*

**Other Aspects:** replace *Taking to the Sky Won't Save You* with *The Dead Never Tire*

**Scale:** Superb (5)

**Stunts:** *Diseased Bite* (success with style with Fight places a lasting aspect of *Infected* on the target with one free invoke)

**Extras:** *Undead Immunities*, *Hooves and Teeth* (weapon: 2), *Undead Toughness* (armor: 2)

These sorts of steeds are most commonly used by powerful undead, such as liches or death knights, who do not want to have to deal with the conniving nature of true Nightmares. Mortal necromancers use them as well, to show off their power.

Very weak undead horses should be treated as normal horses, but with undead immunities and appropriate changes to their aspects.



*Tetiana Panini*

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## Nightwalker (Shadow Titan)

**High Concept:** *Undead Titans of Shadow and Terror*

**Trouble:** *The World is No Longer Ours*

**Other Aspects:** *By All That's Unholy, A Well of Impurity, To Curse the Sun*

**Scale:** Legendary (8)

**Skills:**

**Epic (7):**       Physique

**Fantastic (6):**   Fight, Will

**Superb (5):**     Lore, Magic, Provoke (fearsome gaze)

**Great (4):**       Athletics

**Stunts:** **Unholy Aura** (undead and demons accompanying the nightwalker become resistant to holy effects, dismissals, and turning), **Unnatural Speed** (attacks twice per round), **Great Reach** (can make Fight attacks in adjacent zones), **Crushing Grasp** (on success with style with Fight, can spend a fate point to destroy a normal weapon or armor on the target), **Breath of Howling Cold** (Magic attack against a foe; treat as Shoot against all in an adjacent zone; one free use per scene, further use costs fate point)

**Extras:** **Undead Immunities**, **Primordial Immunities**, **Immune to Cold**, **Only Hurt by Magical or Silver Weapons**, **Resistant to Magical Bindings and Wardings**, **Body of Shadow** (armor: 3), **Great Fists** (weapon: 3)

**Physical Stress:**   □□□□ + additional mild and moderate physical consequences

**Mental Stress:**    □□□□ + additional mild mental consequence

**Type:** undead, extraplanar, primordial

**Size:** 20 feet+ tall

Now native to the plane of shadow, nightwalkers are most often encountered there; only in extremely rare cases are these monstrosities found in the material world. As primordials, they were once native to the mortal plane, but they were long ago cast out by the fledgling gods. Thus, they can be bound by magic circles and such – although they are resistant to such things.

By unholy means, they have brought themselves to an undead status, merging their primordial essence with that of the Plane of Shadow. Now, they are nightmare creatures, appearing as huge humanoid figures made of shadow with blank featureless blackness where eyes should be. Nonetheless, those who have encountered nightwalkers report being able to feel the creature's gaze upon them. Around them, food spoils, animals hide or flee, and the environment seems chilled. They are often accompanied by other undead, minor demons, or shadow creatures which take advantage of the nightwalker's **Unholy Aura**; even when it is not, however, the nightwalker is capable of summoning such beings to itself.

Nightwalkers are capable of reading and understanding all languages. They eschew speaking, however, communicating instead by telepathy, which they may do at up to distances up to two hundred yards. They seem to have no desire for treasure for its value – the only treasures they collect are those that they believe may be of use to them.

Since they are rarely found outside the plane of shadow, which is an inhospitable environment for most creatures from the material plane, little is known of any society they might have. Even there, they are most often encountered alone; rarely, one might come across a group of two to four.

Extremely intelligent, nightwalkers will make good use of their abilities and those of their allies. Before engaging in combat, they will seek to weaken foes and improve their own position, creating aspects such as *Well-Planned Ambush* and *Covered All The Entrances*.

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## Nymphs

While their origins are shrouded in mystery, nymphs are widely viewed as minor nature deities that have taken the form of beautiful young maidens. These beings are largely found near bodies of water and forests, be they of import or not. Whether they serve as protectors of these areas, or have some other purpose entirely, is yet to be determined.

Nereids, or water nymphs, can be identified by their continually damp hair and predilection to adorn themselves with plants and flowers that grow in the water. Dryades, or wood nymphs, are usually seen wearing and using wooden objects that are still alive and blooming. Hamadryades are easily confused with dryades given their practically identical appearances, and the only giveaway seems to be in regards to their behavior, as hamadryades tend to be the more flighty and forgetful of the two. All nymphs are known for their mercurial nature that can change in an instant – one moment they may be laughing and dancing and the next they might be cursing infants.

Wild nymphs can usually be found dancing and singing within clearings and on the shores of bodies of water. Their songs can be entrancing, and many have gone to their death trying to chase the nymphs. It is not uncommon for one such poor soul to get lost in the woods or drown beneath the waves. Nymphs do not normally try to make this happen, unless pursuers are seeking to harm them, but they are not always too aware of how hazardous their favored environments can be for others.

### *Nymph, Water (Nereid)*

**High Concept:** *Beautiful Female Nature Spirit of the Water*

**Trouble:** *Naive and Kind*

**Other Aspects:** *Songs of Enchantment and Terror, Comforter of the Lost and Frightened, No Surprises in My Domain*

**Scale:** Superb (5)

**Skills:**

**Fantastic (6):** Rapport

**Superb (5):** Empathy, Stealth

**Great (4):** Nature, Notice

**Good (3):** Lore (within her domain), Will

**Stunts:** **Wild Empathy** (+2 to Rapport and Empathy with animals within her domain),

**Song Magic** (use Rapport as Lore to heal and as Provoke to frighten), **Hypnotic**

**Beauty** (on first meeting someone who might be attracted to her, the nymph immediately makes a free create an advantage action against them with Rapport)

**Extras:** **Place-Bond** (when within her own waters, the nereid gains an additional untyped mild consequence slot), **Nature's Protection** (within her own waters, gains armor: 1 against both physical and mental attacks), **Tortoise-Shell Knife** (weapon: 1, *Where'd That Come From?*)

**Physical Stress:** ☐☐☐

**Mental Stress:** ☐☐☐

**Type:** person, optionally fey or semi-divine

**Size:** about 5-5½ feet tall

As described above, nereids are (extremely) minor nature divinities, whose special area of attention is usually a single small body of water – a pond, lake, stream, or such. They appear as beautiful women, often seeming to be bathing and singing if found unaware.

Finding one unaware is rare, however, as they are quite familiar and friendly with the animals and minor nature spirits of their domains. Nereids tend to be good neighbors,

and are only a threat to those who torture animals, pollute or interfere with their waters, or take too many or too young animals when hunting.

Nereids whose domain is in, or overlaps with, a forest that is home to a dryad vary greatly in their relations with the dryad. Usually, the dryad's domain is larger in such situations, and the dryad tends to see the nereid as being one who should be subordinate to her – much like a hamadryad. Some nereids accept this easily, while others chafe at the idea, and a few openly defy the dryad, sometimes to the point of active conflict. This is rare, but can make things extremely uncomfortable for other denizens in the forest, as they are pressured to take sides in the conflict.

Such a conflict is almost never violent – and when it is, it tends to be because of overzealous followers of the nymphs, rather than because the nymphs themselves encourage violence. Instead, they wage war over followers, each trying to persuade or entice more to their side, especially by recruiting the other's followers. They may also encourage their followers to reshape things to increase their own domain or decrease the other's, which can result in such things as weeds and trees choking up a pond, or beavers being unusually active in building dams.

Unfortunately, third parties sometimes take advantage of such conflicts, making use of the nymphs' distraction to gain a foothold in the forest. This can result in such corruption sneaking into their woodlands, and often takes the form of giant spiders building a nest in secret, goblins or evil fey creatures constructing abodes and destroying part of the area, and most insidious of all, the creation of a blackwood.

## *Nymph, Wood (Dryad)*

**High Concept:** *Beautiful Female Nature Spirit of the Forest*

**Trouble:** *Hamadryades Aren't Very Responsible*

**Other Aspects:** *The Forest is MINE to Command, Healer of the Weak and Injured, Easy to Bend But Hard to Break*

**Scale:** Superb (5)

**Skills:**

**Fantastic (6):** Rapport

**Superb (5):** Contacts (within her forest), Empathy, Stealth

**Great (4):** Nature, Notice, Will

**Stunts:** **Wild Empathy** (+2 to Rapport and Empathy with animals within her domain), **Nature Magic** (use Rapport as Lore to heal and as Provoke to frighten), **Speaker to the Trees** (can use Rapport and Empathy to communicate with plants)

**Extras:** **One With the Forest** (uses Rapport as Athletics when pursuing or being pursued in the forest), **Ironwood Staff** (weapon: 1, *Tripping Staff*)

**Physical Stress:** ☐☐

**Mental Stress:** ☐☐

**Type:** person, optionally fey or semi-divine

**Size:** about 5-5½ feet tall



*John Price Waterhouse*

Dryades' forests tend to also have hamadryades. Where a hamadryad is bound to an individual tree, however, a dryad is a spirit of the forest as a whole, and freely wanders in it, and even out of it, so long as they return frequently.

One of the responsibilities of a dryad is to see to the hamadryades, part of which may involve keeping them from stealing men and keeping them so long that they turn into trees. Dryades are also capable of healing, and will help forest animals who have been injured by hunters who did not finish the kill. Occasionally, they will extend this mercy towards individuals who may have been attacked (without just provocation, of course) by creatures in the dryad's forest. This is mostly extended to children and the men foolish enough to become entranced by the hamadryades.

Very rarely, an old forest which has been whittled down over the years, or a small forest of great importance (e.g., a sacred grove) will have a dryad, but no hamadryades.

Dryades tend to be good neighbors, only threatening those who endanger the forest, over-hunt, hunt very young animals, or torture animals.

## Nymph, Wood (*Hamadryad*)

**High Concept:** *Beautiful Female Tree-Spirit*

**Trouble:** *Some Bonds Mean Life or Death*

**Other Aspects:** *Mercy For The Ignorant, Death For All Others; The Wood Will Not Harm Me; Animals and Young Men Heed My Call*

**Scale:** Great (4)

**Skills:**

**Great (4):** Rapport  
**Good (3):** Contacts, Empathy  
**Fair (2):** Nature, Notice, Stealth  
**Average (1):** Athletics, Provoke, Will

**Stunts:** *The Forest Hides Me* (+2 to Stealth in forest), *Trees and Bushes Do Not Slow Me* (+2 to Athletics in forest when trying to escape or get away from someone)

**Extras:** *Hamadryad's Charm* (+2 to Rapport to create advantages or cause mental attacks against human and human-like males), *Poisoned Thorn Dagger* (weapon: 2; on success with style, inflicts lasting aspect of *Getting Sleepy* with one free invoke instead of creating a boost)

**Physical Stress:** ☐☐

**Mental Stress:** ☐☐☐

**Type:** person, optionally fey or semi-divine

**Size:** about 5 feet tall

**Optional:** may have a specific guardian animal – often a great stag or wolf. May also be friends with more physically-oriented forest creatures, such as centaurs or unicorns.

**Transform Lover** (uses Rapport against lower of Will or Physique to cause a male the dryad has had sex with to transform into a tree. This causes physical stress, with consequences indicating the lover becoming more “tree-like” – stiffening, skin becoming like bark, etc.)

A hamadryad is a minor forest nymph, bound to a specific tree and responsible for the area of the forest around her tree. If a hamadryad's tree is destroyed, she is killed as well.

They are rather flighty, and often become enamored of handsome young men, who they will charm if they can and keep with them. Where a dryad is in charge of the forest, she will usually try to prevent the hamadryades from keeping men for too long – for if a mortal man stays with a hamadryad for too long, he will eventually begin to turn into a tree. This can take anywhere from several months to a few years, depending

on the individual. When the transformation is complete, the tree will become home to a hamadryad – either the man’s former lover (who will mourn him, while she still remembers), or even to the man’s daughter – a newborn hamadryad. In forests which have begun to become twisted and evil, hamadryades may seek to intentionally begin this process, using the **Transform Lover** optional extra.

An old, dense forest might have as much as one hamadryad for each square mile; usually, the number is closer to around a third of this. A forest does not normally have a dryad unless it has half a dozen or more hamadryades. A very large forest might have multiple dryades, each responsible for a region of the forest, with a few dozen hamadryades in their area of authority.

Hamadryades accept the authority of a dryad as a matter of course – but this does not necessarily mean they are completely cooperative. Rather, the relation is often like that of a mother and children, with the hamadryades competing for the dryad’s favor, trying to ‘get away’ with things, and ‘tattling’ on each other. More rarely, one will rebel more strongly – these sometimes become dryads themselves after a period of time, and move on to a forest or area of their own.

In swampy areas, a nereid may claim authority over the local hamadryades – this tends to be a more fractious situation, with the hamadryades being unwilling to simply accept the nereid as their leader/mother.



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## Octopus

**High Concept:** *Many-Armed Sea Creature*

**Trouble:** *The Left Hand Knows Not What the Right Hand Does*

**Other Aspects:** *What the Heck Am I Holding, A Sucker For Sea Creatures, Gotta Jet Now*

**Scale:** Good (3)

**Skills:**

Good (3): Athletics, Notice

Fair (2): Burglary, Stealth

Average (1): Deceive, Fight

Poor (-1): Physique

**Stunts:** **Suckers** (+2 to Physique for grabbing, holding, and grappling)

**Extras:** **Ink Cloud** (once per scene, create *Ink Cloud* aspect for free with one free invoke), **Sharp Beak** (weapon: 1, only vs. immobilized or grappled targets), **Paralytic Poison** (success with style on attack using **Sharp Beak** places *Paralyzed* lasting aspect on target with one free invoke), **Flexible Body** (armor: 1 against blunt weapons, +2 to Burglary to get into and out of cages, coops, through bars, etc)

**Physical Stress:** ☐

**Mental Stress:** ☐☐

**Type:** aquatic, animal

**Size:** 2-3 feet long, including arms

**Optional:** **Mimic Octopus** (+2 to Deceive and Stealth when pretending to be something else), **Detach Limb** (can make a compel on *Gotta Jet Now* to escape a grapple; when doing so, leaves *Still Wrestling the Limb* aspect on opponent)

Octopuses are best known for their eight ‘arms’, from which they get their name. Most species of octopus have no internal skeleton at all, making their bodies incredibly flexible – some have been observed to move through holes as small as an eighth of their body length around. Their arms have suction cups, commonly called ‘suckers’, which allow them to grip objects quite well. The mouth of an octopus has a hard beak, the only hard part of most octopuses’ bodies. They use their beak to bit prey, cutting it up into pieces small enough to swallow and digest. Their blood uses hemocyanin to carry oxygen rather than hemoglobin, giving it a bluish color. They have three hearts, two which pump blood through their two sets of gills, and a third that pumps blood through the body.

An octopus ‘swims’ head-first, with its arms trailing behind it, propelling itself by taking in water and jetting it out repeatedly. This allows them to move very quickly over short distances. They are able to move on land, but are extremely slow; for practical purposes, they have no combat movement on land. Octopuses seem highly intelligent as animals go; they have long-term memory, can distinguish colors and patterns, and are well-known for breaking out of their aquariums and into others to try to eat other animals. They have also been known to break into the holds of boats to steal fish and crabs, opening doors to do so. Some have been observed building shelters out of discarded coconut shells, and to carry about discarded shells of other animals to use as protection.

Like many animals, they are attracted to shiny objects, and have been known to steal such and take them back to their nests. Octopuses usually live in or around reefs. Their primary defenses are changing color, running away, and squirting ink clouds to hide themselves. Some can also detach arms, leaving behind the wriggling arm to distract an attacker. The arm will regrow later.

Octopuses have excellent vision, and see in color. They also have chemoreceptors

in their suckers, allowing them to taste things they are touching. However, since an octopus' arms have their own controlling nerve clusters, an octopus cannot identify an object by its shape by feeling it. Indeed, they do not seem to be able to tell precisely what their arms are doing – the primary brain issues commands to the arms, but the arms' sub-brains perform the commands independently. This might have humorous possibilities for an octopus companion.

In the wild, they eat primarily crabs, sea worms, prawns, fish, and other molluscs, although some large octopuses have been observed to catch and eat sharks. Their saliva is mildly paralytic, helping them to hold their prey as they dismember it to eat it.

The largest reported are about 600 pounds, with a body around 20 feet long, including 15-foot arms; however, the largest verified measurements are 160 pounds and around 13 feet long.

Octopuses have a very short life expectancy, with most species living less than five years, and a few under six months. Reproduction is a cause of death; males live only a few months after mating, and females will not eat once they have laid their eggs, literally starving themselves to death as they take care of their unhatched eggs. A female octopus will lay many thousands of eggs, which will not usually hatch until after the mother is dead.

The well-known 'mimic octopus' takes its camouflage skills further, reshaping its body to look like those of other animals as well as recoloring itself to match them. They normally shape themselves to appear to be more dangerous animals, such as sea snakes, eels, or lionfish. Such an octopus has the **Mimic Octopus** optional stunt above, and a high concept of *Cephalopod of a Thousand Faces*.



*Comingio Merculiano*

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# Ogre

High Concept: *Savage and Sadistic Giant*

Trouble: *Cannibalistic Hunger*

Other Aspects: *I Love Shiny Things – Especially Weapons, Fear and Torture is Play, Killing Doesn't Require Imagination*

Scale: Superb (5)

Skills:

Superb (5): Physique

Great (4): Fight, Provoke

Good (3): Athletics

Terrible (-2): Empathy

Stunts: **Take the Blow** (FC 119), **Tough as Nails** (FC 119), **Amazingly Self-Centered and Cruel** (+2 to Will to resist any deal that requires them to give something up or not to hurt someone), **Thick-Headed** (extra mental stress box)

Extras: **Huge Club** (weapon: 3, *Difficult to Parry*, Free Boost: *Stunned*), **Throwing Rocks** (may use Physique as Shoot when has a *Holding a Big Rock* aspect), **Ogre Strength** (+1 to Physique for overcome actions; an ogre is treated as fully succeeding on a tie when making a Physique roll, unless it is against another ogre), **Ogre Size** (in combat using Fight or Physique, ogres may make physical attacks against two targets at once, if the targets have an aspect indicating they are close together)

Physical Stress: ☐☐☐☐ + additional mild physical consequence

Mental Stress: ☐☐☐

Type: person (humanoid) *or* standard

Size: about 10 feet tall

Optional: **Hideously Deformed** (automatic Provoke attack on anyone first seeing), **Mail Armor** (armor: 2), **Huge Axe** (weapon: 4, *Hard to Block*), **Javelins** (weapon: 3; on a success with style, may create a lasting aspect of *Stuck in Armor or Shield* instead of a boost)

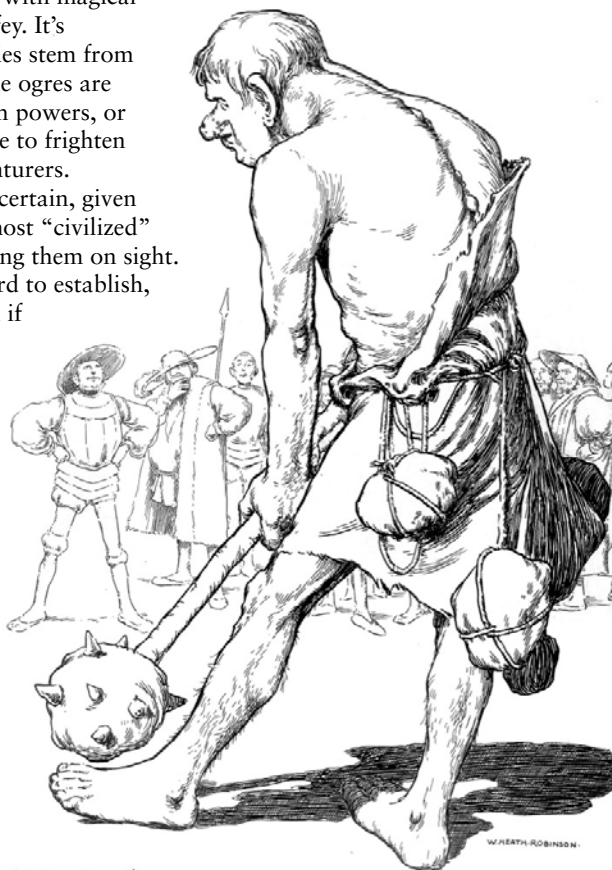
Ogres seem to be related to both giants and goblinoids, possibly by way of orcs – orc/ogre crossbreeds are common enough that it's not rare for an orc tribe to have one. Smaller than hill giants, ogres are even more brutal and unintelligent. Unlike hill giants, they have a sly and vicious cunning, and often imagine themselves as being smarter and brighter than they actually are. However, they are vaguely aware of their own stupidity, and pointing out this fact is one of the fastest ways to drive them into a rage.

Individual ogres often hire out as mercenaries, and such can be much better-equipped than their more common relatives. They are almost never employed by any but the most vile and cruel of masters, however, for ogres crave the flesh of intelligent beings – even their own kind. They commonly demand such flesh as part of their payment, coming from fallen foes when there is battle... and from prisoners and those being punished when there is not.

While not very bright, ogres are foresighted enough to realize the fact that once a captive has been eaten, they will not have more of their favorite food until they can obtain another. Thus, those captured by ogres are normally killed piece by piece, small bits hacked off and eaten as treats for dessert, until it becomes impossible to take more without endangering the life of the captive. This usually doesn't take more than a few days, since ogres are not known for their skillful healing practices, but those few days can be an agonizing nightmare for a captive. On the positive side, this fact extends the amount of time in which it is possible to mount a rescue, but even when healing and regeneration magic is available, those who have been the captives of ogres are often scarred for life, left with a terror of loud noises, sharp objects, and large people.

There are legends of ogres with magical abilities, much like those of fey. It's uncertain whether these stories stem from fey posing as ogres, that some ogres are intelligent enough to use such powers, or that they were just tales made to frighten children and would-be adventurers.

The lifespan of ogres is uncertain, given their nomadic lifestyle and most "civilized" peoples' predilection for killing them on sight. Such facts make their age hard to establish, and ogres rarely bother, even if they're capable of counting beyond their fingers and toes.



### **Ogres, Goblins, and Folklore**

In Old-School RPGs, ogres and goblins are generally non-magical evil brutes. Goblins usually have a keen cunning, and sometimes are more greedy and untrustworthy than unintelligent.

In folklore, however, both are creatures of the fey world. As such, they are intensely magical, like all fey – ogres in stories often magically disguise themselves, and may play with their victims. They also sometimes have magical items, which the hero must steal. In English folklore, ogres and giants are often confused, and the word **ogre** is often associated strongly with cannibalism, which can result in cannibalistic folklore figures who bear little resemblance to what English-speakers would call an ogre being called that – for example, the legendary Russian witch Baba Yaga is often called an ogre.

For this flavor of creature, some GMs may wish to either give fey attributes and powers to some or all ogres and/or goblins, or to introduce sub-races or related races that have them.

**Example:** an 'ogre mage' might have Good (3) Magic in addition to the normal ogre skills, and the stunt **Fey Magic** (can create illusions to disguise itself and objects or places (e.g., disguising its rude hut as a comfortable home) and to place minor curses: these can be dispelled by the usual methods for countering fey magic (see Fey in *Creature Types*, p 10)

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## Orcs

Orcs are the most common of the larger goblinoid races – in some areas, even more common than goblins themselves. The two races can freely interbreed, and there's some dissension among scholars as to whether they even are two truly separate races, or whether the larger and physically stronger goblins have simply disassociated themselves from their smaller brethren (or vice-versa).

Orcs do tend to be larger than goblins, typically standing five to six feet tall. Since physical prowess is a major determinant of status in orcish culture, leaders and warriors tend to be larger, while smaller orcs are relegated to subordinate roles as slaves and servants. They are not as organizedly militaristic as hobgoblins, and orcish tactics tend toward the 'overrun them with numbers' tactic, or relying on the personal posturing and might of orcish 'champions'.

When given a strong and capable leader, however, orcish forces can be frighteningly effective – they have little fear when in battle, and are capable fighters. They simply need leadership that can rein in their tendency to value individual prowess over group tactics.

Well known for being incredibly fecund, orcs can crossbreed not only with goblins and humans, but also with ogres, trolls, hobgoblins, gnolls, demons, dwarves, minotaurs, and many other races. There are even rumors of orcs breeding with bears and wolves, although most scholars dismiss these.

Like goblins, orcs have an excellent sense of smell, and sometimes ride especially large dire wolves into battle. They are too large to use giant bats as goblins sometimes do, but have been known to use horses at times.

### *Orc Champion*

**High Concept:** *Strong and Cunning Orc Leader*

**Trouble:** *When You're on Top, Everyone Wants to Knock You Down*

**Other Aspects:** *Easily Underestimated, Pitting My Foes Against Each Other Leaves Me On Top, Who Wields the Power – The Arm or The Sword?*

**Scale:** Superb (5)

**Skills:**

Superb (5): Fight, Physique

Great (4): Deceive, Provoke

Good (3): Athletics, Empathy, Shoot

Fair (2): Notice, Will

**Stunts:** **Crafty Fighter** (+2 to Fight to create advantages by tricking or deceiving a foe), **Killing Stroke** (FC 111), **Challenge** (as **Provoke Violence**, FC 120), **I Stand Alone** (+2 to Will to defend when fighting alone)

**Extras:** **Good Sword** (weapon: 3, *Wickedly Sharp*), **Good Armor** (armor: 2, *Well-Made*)

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐☐

**Type:** person (humanoid)

**Size:** 6-7 feet tall

Suitable for use as a minor orc chieftain, the orcish bodyguard of a more powerful villain, or as "the big bruiser" in a fight with a bunch of orcs, the champion is strong and skilled in combat. He's usually not above dirty tricks, but if you want a more honorable orc leader, you can keep his tricks to things like using his sword to flash the

sun in his opponent's eyes, cutting at the straps of a foe's equipment, fainting, and so forth. On the less honorable side, there's the ever-popular dirt in the eyes, plus tripping, playing dead, or distracting you so another orc can hit you from behind. (Oh, and if you really want to mix things up, there's no reason the champion can't be female!)

## Orc Rabble

**High Concept:** *Poor Schmuck Orcs in the Wrong Place at the Wrong Time*

**Trouble:** *Quality Beats Quantity*

**Other Aspects:** *Just More Meat For the Grinder, Cornered Orcs Make Cornered Rats Look Friendly, Do You Orcs Want to Live Forever?*

**Scale:** Good (3)

**Skills:**

Fair (2): Fight, Shoot

Average (1): Provoke

Poor (-1): Will

**Stunts:** *Allies Make Good Shields* (once per scene, assign physical stress taken from an attack to someone who is on their side, but is not an orc rabble), *Fear of the Master* (when with a leader, uses the leader's Provoke to defend against intimidation or fear attacks), *Overrun Attack* (gains +2 to Fight when attacking in concert with at least three other orcs of any type)

**Extras:** *Weapons* (weapon: 1, usually poor quality sword or axe, sometimes weak bows; as they are untrained, these have no effective features)

**Physical Stress:** ☐☐

**Mental Stress:** ☐

**Type:** person (humanoid)

**Size:** about 5 feet tall

These are the poor bloody orc grunts who get pushed into battle without any actual training or decent weapons. If you're using minion or mook rules, they're good guys to use them for. They're not known for bravery or loyalty, and nobody – not even other orcs – ever made up songs about how reliable they are. (There are, however, a number of curse words invented to describe that.)

For examples of larger orc groups, see the *Desert Orc Band* with the *Desert Lamia* (p 161), and the *Orcish Legion* with the *Shadowflame Demon* (p 64).

### How Long Do Orcs Live?

That's... a really good and expected question. Unfortunately, it's also one with highly variable answers. Orcs originate with Tolkien, who essentially uses the terms 'orc' and 'goblin' interchangeably (to the extent that some editions of *The Hobbit* contain a note indicating that 'orc' is the halfling word for what humans call 'goblins'). Gygas chose to make them be two separate races, and also to modify Tolkien's orcs extensively – while in Tolkien's works, orcs seem to be naturally long-lived or immortal (although tending to short lives in practice due to violence), in Gygas's work, orcs have short lifespans.

We've chosen not to take an official stance about orc or goblin lifespan at all, instead leaving it up to individual GMs whether they wish to follow the old school RPGs' model, or that of Tolkien, or something else entirely.

# Orc Warrior

**High Concept:** *The Other Common Goblinoid*

**Trouble:** *Aggression is the Only Answer We Know*

**Other Aspects:** *Even Better With a Great Leader; When Battle Ends, Our Fun Begins;  
A Cog in the Machinations of Evil*

**Scale:** Great (4)

**Skills:**

Great (4):      Physique

Good (3):      Fight, Provoke

**Stunts:** **Bruiser** (+2 to Provoke to intimidate physically weaker creatures), **Ferocious** (+2 to Will to resist fear and intimidation when already in combat), **Overrun Attack** (gains +2 to Fight when attacking in concert with at least three other orcs of any type)

**Extras:** **Weapons** (weapon: 2, usually sword or axe, with *Jagged Edges*), **Light Armor** (armor: 1)

**Physical Stress:**    ☐☐☐☐

**Mental Stress:**    ☐☐

**Type:** person (humanoid)

**Size:** about 6 feet tall

Trained and eager for combat, you can consider this an orc ‘regular’. If you’re following Tolkien, this’d be more of an Uruk-hai to the orc rabble’s plain old orc. One-on-one, this is a challenge for a starting adventurer.



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## Pegasus

**High Concept:** *Proud and Graceful Flying Steed*

**Trouble:** *Panicky When Grounded*

**Other Aspects:** *Air Superiority, Freedom is Worth Fighting For, Escape Into the Wild Blue Yonder*

**Scale:** Superb (5)

**Skills:**

Superb (5): Physique

Great (4): Athletics, Notice

Good (3): Empathy, Rapport

Fair (2): Fight, Will

**Stunts:** **Equine Scenting** (+2 to Notice to smell the presence of other horses, threatening creatures, and water), **Amazing Flyer** (+2 to Athletics when flying), **Swooping Kick** (move, kick, and continue moving when flying, gaining +2 on defenses)

**Extras:** -

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐☐

**Type:** mythic beast

**Size:** horse-sized body, about 24 foot (3 x body length) wingspan

**Optional:** a war-trained pegasus should have Good (3) Fight, and **Mounted Attack** (when in flight, may grant its rider +2 to either attack or defend on a pass, provided the pegasus is moving at least 2 zones that exchange)

The winged horses called pegasi are highly valued as mounts, due to their great speed and the natural advantages of flight. While most such mounts are not strong enough to fly while carrying a warrior in heavy armor, those few that can are even more highly valued, selling for Epic amounts of money – and that's without training!

Wild pegasi are notoriously shy, rarely allowing any creature they think might be a threat to approach closer than fifty yards or so. They will take to the air to flee, where their superior speed – faster even than a gryphon or dragon – makes them nigh-impossible to catch. They will let their own kind approach, or other horses, and some will tolerate centaurs.

Pegasi are normally pictured as white, but this is largely artistic license,

as they come in

all the colors and

patterns that horses

do. Their feathered wings

normally are similarly colored

to their body. Folded, their wings

extend behind their body roughly half

the body length (that is, the length of the

torso and hips). In flight, their legs

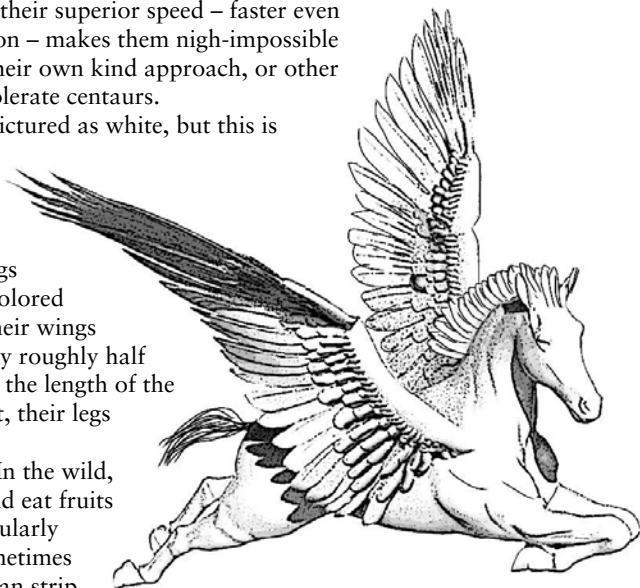
fold in tightly.

They are herbivores. In the wild, they graze on grasses and eat fruits and berries. They particularly

enjoy fruit, and will sometimes

raid orchards – a herd can strip

an orchard quite thoroughly!



Needing the energy for flight, they eat more than horses; a single pegasus will eat around forty pounds of food a day, and drink around fifteen gallons of water. Pegasi also sleep in the same manner as horses, with some members laying down in deep sleep, while others of the herd enter a light sleep state in which they remain standing. Their lifespan, gestation time, and growth rate are all similar to horses; see the horse section for details.

Training a pegasus for battle requires a year or more of effort from a trainer with a specific stunt for it. Their natural tendency is to run rather than fight, even more so than with horses. It's possible to have barding made for a pegasus – however, protecting the wings requires a large amount of armor, which will quadruple the weight and cost. Alternatively, there can simply be holes for the wings, but in this case, the barding will have the aspect *Exposed Wings*.

Note that a pegasus is an extremely intelligent animal. Pegasi don't anticipate or plan in the way humans do, but they are very bright for animals, and easily trained to do tricks.

# Hippogriff

**High Concept:** *Half-Horse Half-Hawk Flying Steed*

**Trouble:** *Bigger Fliers Think I'm Delicious*

**Other Aspects:** *Strong Sense of Smell, Smart But Excitable, Never Afraid to Fight*

**Scale:** Superb (5)

**Skills:**

- Superb (5): Athletics
- Great (4): Physique, Notice
- Good (3): Fight, Will
- Fair (2): Empathy, Rapport

**Stunts:** *Hawk's Eyes* (+2 to Notice for seeing things at a distance), *Swoop Attack* (move, attack, and move, giving a +2 to defenses), *Carry Off* (on success with style with a Fight attack against a foe it could carry, the hippogriff may place an aspect of *In My Talons* on the target with one free invoke instead of creating a boost)

**Extras:** *Cloud Cover* (Good Stealth against creatures on ground when flying)

**Physical Stress:** ☐☐☐☐

**Mental Stress:** ☐☐☐☐

**Type:** mythic beast

**Size:** about 11 feet long, about 30 foot wingspan

Hippogriffs are included here because they are very similar to pegasi, insofar as they are both 'flying horses'. The notes about cost, barding, and training for pegasi apply equally to hippogriffs. The primary difference is that hippogriffs are omnivores with a preference for meat. In the wild, they hunt sheep, deer, cattle, and similar creatures – this can make them pests for ranchers. They are not as fast as pegasi, and thus are somewhat less sought after as mounts.

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# Phoenix

**High Concept:** *Legendary Incarnation of Fire and Immortality*

**Trouble:** *All That Is Evil Hates Me*

**Other Aspects:** *The Fire of Creation Purifies and Destroys; I Was Here Before the Gods, and I Will Be Here After; The Balance Will Be Upheld*

**Scale:** Godlike (10)

**Skills:**

Godlike (10): Will

Mythic (9): Empathy, Lore

Legendary (8): Notice, Rapport

Epic (7): Fight, Physique

Superb (5): Athletics

**Stunts:** **Fire Aura** (use Lore as Shoot; can attack entire zone by taking -2), **Purifying Flame** (use Lore to purify substances, bless, exorcise demons, destroy undead, and/or resurrect the dead), **Healing Flame** (can remove any one consequence from itself or another, or clear all filled physical or mental stress boxes (one or the other, not both); may do nothing else that exchange)

**Extras:** **Immune to Aging, Fire, Death Magic, Poison; Does Not Need to Breathe, Sleep, or Eat; Magic Resistant; Flight; Truly Immortal** (cannot be permanently killed; see description for details); **Mine is the True Flame** (no immunities or resistances apply against the Phoenix's flame)

**Physical Stress:** □□□□ + additional mild and moderate physical consequence

**Mental Stress:** □□□□ + additional mild and moderate mental consequences

**Type:** primordial, unique

**Size:** 4 feet tall, 12 feet wingspan

The Phoenix, it is said, is older than the gods themselves, and will still exist when they are dead. By some accounts, it either created the world, or was essential to its creation. In other legends, it is said that it will be instrumental in the world's destruction.

It appears as very large eagle-like bird, with feathers of many colors – blue on its underside, red above that, and a crest and wingtips of yellow. Its feathers are constantly aflame, each in its own color, shedding light and heat. Despite this, its touch does not burn unless the Phoenix wishes it to. Feathers plucked from the Phoenix continue to burn until the point when they would have naturally molted, which may be as much as five years later. Some magic users and alchemists greatly desire these feathers.

The Phoenix is said to possess wisdom unknown to even the gods, and some seek it out to ask questions of it – or to ask boons of it, since it is also capable of miraculous healing, up to and including restoring the dead to life.

While the Phoenix is good, its wisdom guides it to the necessity of balance – therefore, it rarely takes an active role in things. Only in cases of truly world-threatening danger would it presume to do so. It can, however, offer support to those who seek it out, by advising and healing them. It will not make it easy to obtain such support, however, since otherwise it would be swamped with requests constantly.

The Phoenix dislikes anomalous beings, as they are intruders into this reality – but not enough for it to actively seek them out. It will not grant boons or healing to anomalous beings, however, and it has been speculated that it *cannot* heal them. The Phoenix is somewhat more likely than usual to give aid when dealing with anomalous entities, especially those of extreme power. The Phoenix's **Healing Flame** is capable of healing any physical or mental consequence whatsoever.

If the Phoenix should be taken out, it immediately self-immolates, burning all hostiles within its own zone and each adjacent zone as per its **Fire Aura** attack in so doing.

It transforms into an egg, which will hatch into a newborn Phoenix in 1 to 6 weeks. The Phoenix's egg is **Utterly Indestructible** – no force or effect can harm it. The egg is roughly two feet long, shaped like a chicken egg, and weighs around twenty pounds. It radiates an aura of powerful magic and a mild heat.

Although it is immune to magical aging, the Phoenix does age naturally, and every thousand years, it grows old enough to self-immolate as above, to be reborn as a young Phoenix again. These changes in age do not, however, change its powers and abilities in any way.

To make things clear on the Phoenix's fire: there are no resistances or immunities against it; only normal defenses. *This is something even gods fear.*

### Isn't this Overpowered?

The Phoenix and its egg are essentially a *deus ex machina*; they're as hard to get ahold of as the GM wants them to be, can do anything the GM wants them to do, and using them has whatever consequences/prices/etc. the GM wishes. For practical purposes, it's a god who can be temporarily removed at times, during which its power may be tapped into by others – well-intentioned or not.

### Phoenix Feather (2 refresh)

Has the aspect **Everburning**; anyone attempting to hold the feather by any part except the tip of the shaft is burned for 1 stress each exchange, regardless of fire resistance or immunity.



Malcolm McClinton

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## Piranha Swarm

**High Concept:** *Devouring Swarm of Fish*

**Trouble:** *More Teeth Than Brains*

**Other Aspects:** *They're Everywhere!, Drawn to Blood in the Water, Frenzied Feeders*

**Scale:** Great (4)

**Skills:**

Great (4): Fight

Good (3): Athletics

Fair (2): Physique, Will

Average (1): Notice

**Stunts:** **Separating** (can use Create an Advantage with Fight to move targets apart),

**Attract More** (once per scene, may remove two stress from the swarm if there is an aspect indicating blood is in the water)

**Extras:** **Swarm** (can take two actions each exchange; armor: 1 against non-area attacks), **Blood Frenzy** (when there is an aspect indicating that a foe is bleeding or that there is blood in the water, the swarm gains +1 to Will to defend against attempts to drive it off, and +1 to Fight for its attacks)

**Physical Stress:** ☐☐☐

**Mental Stress:** ☐☐☐

**Type:** animal, small unit

**Size:** n/a

Piranha are legendary for the ability of a school to kill a large animal in minutes. Individually, they are capable of biting off fingers and toes, and creating painful wounds. Schools can kill people, cattle, and even larger animals.

In the real world, piranha are not very aggressive, attacking mainly when they feel threatened or their food supply has been diminished by drought or other factors that lower the water levels; in fiction, however, piranha are extremely aggressive, and can strip a cow to the bone in minutes. Real-world piranha are scavengers as well as hunters, and are omnivores, eating plants as well as meat; the fictional piranha are pure carnivores. This version is, of course, of the fictional variety.

When breeding, piranha dig small pits in riverbeds and lay their eggs in them, then defend the egg's location. Stumbling into a school's spawning bed while trying to cross a river is extremely hazardous.

The most common variety of piranha have silvery bodies with reddish bellies. They are aggressive toward each other, and individuals with only one eye are often found, the other having been lost to fights. They are tropical in origin, but specimens have been found in the wild as far north as New York in the real world, apparently having been released into the water by people who had bought them as pets.

Note that intelligent players will realize that they can use the *They're Everywhere!* aspect to their own advantage, utilizing it to make area effect attacks more powerful. This should certainly be allowed!

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## Psyche Lasher (Nocellid)

**High Concept:** *Anomalous Parasite With Psionic Powers*

**Trouble:** *I'd Lose My Body If I Wasn't So Attached to Its Head*

**Other Aspects:** *Every Memory is a Piece of Forever, In Eternal Darkness We Shall Reign, I Will Get Inside Your Head – One Way or Another*

**Scale:** Epic (7)

**Skills:**

**Fantastic (6):** Lore, Provoke

**Superb (5):** Deceive, Will

**Great (4):** Contacts (thralls)

**Good (3):** Crafts (alien science)

**Stunts:** **Telepathy** (uses Lore as Empathy for creating advantages), **Mind Sense** (use Lore as Notice to overcome obstacles for detecting or finding intelligent creatures), **Telekinetic Punch** (use Provoke as Shoot to attack), **Unnaturally Hardy** (+2 to Physique for stress determination), **Telepathic Attack** (Provoke can be used to create mental illusions, inflict pain, and dominate other minds), **Levitation** (use Will as Athletics to overcome obstacles in reaching higher places), **Combat Teleportation** (use Will as Athletics to defend and create advantages relating to suddenly appearing in new positions), **Master of Mental Combat** (once per scene, when you do two or more mental stress to someone who has taken no mental consequences, you may require them to take a mental consequence), **Astral Projection** (use Lore as Investigate to create advantages by following people, looking into locked rooms, etc.)

**Extras:** **Anomalous Immunities**, **Immunity to Evil-Detecting Abilities**, **Mind Blast** (once per scene, attack all in zone with Provoke vs their Will at weapon: 2), **Borrowed Body** (armor: 1; physical consequences are taken by the host body, unless an aspect dictates that damage should be done to the nocellid 'head'), **Memory Manipulation** (when a mental attack causes a consequence, use a compel on *Every Memory is a Piece of Forever* to require the target to take a consequence of your choice about a memory – either loss or creating a false one), **Teleportation** (use Will to escape pursuit; between scenes, may move to any location), **Mental Attunement** (place an aspect on someone you have inflicted at least one mental consequence on to indicate attunement. You may then use your Lore and Provoke-based abilities on them at extremely distant ranges (up to about thirty miles))

**Physical Stress:** ☐☐☐

**Mental Stress:** ☐☐☐☐ + additional mild mental consequence

**Type:** anomalous

**Size:** as host, plus extra 1 foot or so

These creatures appear to be humanoid, with a body like that of a human, elf, or other race – but the head is a hideous, slimy, and elongated pale oval, pointed at the top, sprouting four two-foot-long tentacles about halfway up its length.

The origins of nocellides are unknown, but sages speculate that they come from another plane of existence, where life is immensely different from that found here. What is known is that these creatures perform magic-like feats with their minds: levitating themselves, attacking the minds of others in order to dominate or fool them, teleporting from place to place, and even projecting forth their spirits. Mages, however, insist that the powers of the nocellides are not magical; indeed, the creatures seem to be quite resistant to magic. They call powers of this sort *psionic*, and point to other individuals who possess such seemingly magical abilities.

Examinations of dead nocellides have shown that the creature proper is a squid-like horror that attaches to the upper part of a host's head. It bores two holes in the skull –

one at the top, to gain access to the brain, and one lower, through which it inserts two of its six tentacles to help it hold on. This takes about ten to twenty minutes. Having attached, the nocellid begins to excrete a pale slime which soon covers the host's head. This hides the face, so that the host and creature appear to be one.

It appears that in this horrid process, the nocellid gains the memories of its victim. Some claim to have the memories of dozens or hundreds of beings, indicating that they are able to retain such memories as they move from body to body, and possibly to gain memories from those whose brains they devour for sustenance.

The combination of having the memories of dozens of people, plus their psionic abilities, grants nocellides considerable power. They desire knowledge, fully believing the adage 'knowledge is power', and a fully-developed nocellid will have gained memories from a variety of people. Their Lore should thus be considered wide-ranging, granting them theoretical knowledge of all sorts of activities. The GM is encouraged to give a particular nocellid access to other skills besides those listed above.

The exact life cycle of nocellides is unknown, although sages have made numerous speculations, some of which seem quite paranoid (for example, the speculation that *all* psionic individuals are actually hosts to larval nocellides). It is known that they construct and utilize devices of an alien nature, and it seems as though their ultimate goal is finding a way to blot out the sun in order to extend their power across the world.

Knowledgeable attackers may direct their attacks at the head. Doing so requires creating an aspect or boost indicating that the attack is aimed at the head; if it is then successful, any consequence caused by it will stay with the nocellid even if it abandons the host body. In the event a nocellid is forced to leave its host, use the hostless nocellid stats on the next page.



## Hostless Nocellid

High Concept: *Psionic Parasite On The Hunt*

Trouble: *If I Only Had Another Brain*

Other Aspects: *You've Got to Head 'em Off, My Dark Reign Begins With You, A Lurker in Shadows*

Scale: Superb (5)

Skills:

Superb (5): Lore

Great (5): Provoke, Will

Good (3): Crafts (alien science), Stealth

Fair (2): Contacts (thralls), Deceive

**Stunts:** **Telepathy** (uses Lore as Empathy for creating advantages), **Mind Sense** (use Lore as Notice to overcome obstacles for detecting or finding intelligent creatures), **Telepathic Attack** (Provoke can be used to create mental illusions, inflict pain, and dominate other minds), **Levitation** (use Will as Athletics to overcome obstacles in reaching higher places), **Combat Teleportation** (use Will as Athletics to defend and create advantages relating to suddenly appearing in new positions), **Master of Mental Combat** (once per scene, when you do two or more mental stress to someone who has taken no mental consequences, you may require them to take a mental consequence), **Head Grabber** (use Will as Physique for grappling when dropping onto someone's head from above)

**Extras:** **Anomalous Immunities**, **Immunity to Evil-Detecting Abilities**, **Mind Blast** (once per scene, attack all in zone with Provoke vs their Will at weapon: 2), **Memory Manipulation** (when a mental attack causes a consequence, use a compel on *Every Memory is a Piece of Forever* to require the target to take a consequence of your choice about a memory – either loss or creating a false one), **Mental Attunement** (place an aspect on someone you have inflicted at least one mental consequence on to indicate attunement. You may then use your Lore and Provoke-based abilities on them at extremely distant ranges (up to about thirty miles)), **Bore Into Skull** (Good (3) Fight, weapon: 2, only against a helpless target or when having an aspect indicating the nocellid has grabbed the target's head, ignores non-helmet armor)

Physical Stress: ☐☐

Mental Stress: ☐☐☐☐

Type: anomalous

Size: 2-3 feet long, including tentacles

Separated from a host body, a nocellid suffers physically and mentally – physically, it has only its own strength to use, while mentally, it no longer is able to use the host's brain to boost its psionic powers, weakening it even more significantly.

Any thralls the creature had immediately make a Rapport or Provoke attack against the nocellid's Will; the nocellid may choose to lose its attunement to one; this absorbs two mental stress as if it were a mild consequence, but does not take a consequence slot. It may also chose to let a thrall go completely free to absorb four mental stress; this too does not take a consequence slot.

A hostless nocellid will first hide, then use **Mind Sense** to search for a host. If it has a suitable host available as a thrall, it may call that thrall to itself. Otherwise, it will use **Combat Teleportation**, **Levitation**, *A Lurker in Shadows*, and **Stealth** to reach a candidate host, then, once the host is alone, use **Telepathic Attack** and **Mind Blast** to weaken the host before using **Head Grabber**. It will then quickly take out the prospective host, mentally or physically, and take over their body.

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# Rats

Opportunistic survivors, rats have learned to live in close proximity with humans and similar species. In some areas, rats are responsible for significant food loss. Rats have an excellent sense of smell, and quickly learn to avoid poisons. They are highly social, readily sharing food with each other and rescuing other rats from cages. Rats can carry diseases, and are often infested with fleas that may also be carriers. Some sample fantasy diseases rats might have are listed below.

**Red Plague:** distinguished by florid, bright red spots that appear on the chest, face, and hands of sufferers, the red plague is rarely fatal, but can be disfiguring, leaving permanent bruise-like splotches.

**Aspects:** *Red Spots Cause Shunning, Spreads by Body Contact*

**Virulence:** Mediocre (0)

**Severity:** Average (1)

**Period:** 6 hours, lasts 4 days

**Stress:** □□

**Effects:** physical stress. Consequences can include *Vomiting, Weakness, and Anger.*

**Special:** if *Red Spots Cause Shunning* is not removed before the disease is taken out, the character can be compelled with it to accept *Red Plague Bruises* as a permanent aspect.

**Blue Death:** beginning with cold-like fever and congestion, blue death progresses rapidly, causing swelling of neck and chest tissues, eventually causing the victim to suffocate. This results in a bluish appearance from cyanosis, leading to the common name.

**Aspects:** *Hard to Breathe, Spreads by Body Fluids*

**Virulence:** Good (3)

**Severity:** Fair (2)

**Period:** 1 hour; after 24 hours, severity drops to Terrible (-2)

**Stress:** □□

**Effects:** physical stress. Consequences can include *Fever, Coughing.*

**Spotted Fever:** causes very high fever and black spots on the body, especially around hips. Very contagious, can cause brain damage from fever.

**Aspects:** *Black Spots All Over, Very High Fever, Spreads by Air*

**Virulence:** Superb (5)

**Severity:** Average (1)

**Period:** 1 day; course ends when it or the sufferer

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## Our Disease Rules

We've chosen to follow the Bronze Rule, and represent diseases much like a character. We've also added a few twists, however:

A disease has two skills:

**Virulence** and **Severity**.

**Virulence** describes how readily the disease spreads; someone who is caring for or staying in close contact with a victim of the disease rolls their Physique against the disease's Virulence to see if they catch it. Diseases may also have aspects describing how they spread.

**Severity** indicates how powerfully the disease affects the person infected. The infected character rolls their Physique against the disease's Severity. How frequently this roll happens is defined by the disease's **Period**.

A disease also has its own stress track. A disease 'takes consequences' through symptom relief, removing consequences that it placed on the character who has it. Once the disease is taken out, all symptoms go away after another time equal to its period, unless otherwise specified.

Note that if an infection is acquired by something that places the infection on the character as an aspect, invokes on that aspect can be used to increase the Virulence or Severity for a roll, even though these are not actually rolled themselves.

is taken out.

**Stress:** ☐☐

**Effects:** mental stress. Consequences include *Confusion, Delirium, Babbling*.

**Rotter Madness:** causes delirium and the urge to bite others. The point of infection begins to necrotize (rot), which begins to spread.

**Aspects:** *Delirium, Urge to Bite, Spreads by Biting*

**Virulence:** Good (3)

**Severity:** Average (1)

**Period:** 1 day; course ends when it or the sufferer is taken out.

**Stress:** ☐☐☐

**Effects:** physical stress. Consequences include *Severe Pains, Emaciated Appearance, Would Rather Bite than Talk*.

**Special:** without magical treatment, *Emaciated Appearance* consequence is not removable; it remains after the disease is survived, requiring eventual magical treatment to get rid of.

## Giant Rat

**High Concept:** *Large and Vicious Rat*

**Trouble:** *Hated By Everyone*

**Other Aspects:** *There's Nothing I Won't Eat, Chewing Through the Walls, My Bite is the Worst Thing About Me*

**Scale:** Great (4)

**Skills:**

Great (4): Notice

Good (3): Athletics, Stealth

Fair (2): Fight, Provoke

**Stunts:** **Keen Nose** (+2 when using Notice to find food or Investigate to track)

**Extras:** **Infectious Bite** (on success with style with Fight, target gains *Infected* lasting aspect with one free invoke)

**Physical Stress:** ☐☐

**Mental Stress:** ☐☐

**Type:** animal

**Size:** about 2 feet long

Unlike ordinary rats, giant rats are primarily carnivorous, preying on smaller rats and mice, insects, squirrels when they can catch them, and small cats and dogs – especially kittens and puppies. They are omnivores, however, and will eat grains and vegetables when those are readily available.

While they are large, their bodies are built thinly, with a tube shape like that of a dachshund, and thus, they do not need extremely large holes to enter and leave through. They tend to live in the sewers of large cities, coming up through storm grates and the like; where there are no sewers, they establish nests in whatever spaces they can, often within the walls of buildings, in attics or basements, or in alleyways. They prefer dark, small spaces, and cities with buried ‘undergrounds’ are especially favored by them.

As predators, they are opportunistic, catching and eating whatever they come across. Where they’ve grown numerous, they will hunt and kill kittens and puppies, and sometimes small adult cats and dogs. Individually, they are cowardly, but in groups, they may become bold.

# Rat King

High Concept: *Hundreds of Rodents With a Single Mind*

Trouble: *The King of Rats is Still a Rat*

Other Aspects: *It's Good To Be The King, Pay Heed To The Mancatcher's Call, Hatred of Wererats*

Scale: Superb (5)

Skills:

- Superb (5): Provoke
- Great (4): Notice, Will
- Good (3): Athletics, Fight
- Fair (2): Physique

**Stunts:** **Piercing Shriek** (use Provoke as area effect against all in same zone), **Illusory Disguise** (use Will as Deceive or Stealth when appearing to be something else), **Sense the Invisible** (+2 to Notice to overcome obstacles relating to spotting invisible beings or things)

**Extras:** **Rat King's Song** (once per session, can automatically create a scene aspect of *The Pipers Who Live in Pipes*; GM can compel to make people follow), **Many Teeth and Claws** (weapon: 1; success with style can place an infection on the target, as per the Rat section header), **Swarm** (can take two actions each exchange; armor: 1 against non-area attacks), **Tough** (+2 to Physique for stress determination), **Spawn Rat Swarm** (first time the Rat King takes a moderate consequence, it can create a rat swarm adjacent to it)

**Physical Stress:** ☐☐☐☐

**Mental Stress:** ☐☐☐☐

**Type:** mythic beast, small unit

**Size:** dozens to hundreds of rats

Sometimes, a group of rats become tangled together with their tails. Somehow, they adapt to this situation, becoming an entity with a single mind and will – and in the process gaining intelligence far beyond what any normal rat has. Such an entity is called a rat king.

Consisting of a few dozen to nearly a hundred rats, a rat king looks like a small swarm of rats, until one comes closer and sees that their tails are tangled and joined together in some manner. That is, if the rat king lets one see this, since the joined mental power of the rats that make up the rat king grants them psychic powers of illusion. The rats also coordinate their vocalizations, allowing them to make incredibly loud piercing shrieks – or a strange, piping music that can lure the curious to the rat king.

A rat king can sometimes voluntarily release some of its rats, using its **Spawn Rat Swarm** ability to add another swarm to those accompanying it. They will not, however, be found in the company of wererats, for rat kings recognize these not as fellow rats, but as another species that wishes to gain control of rats, and the two mutually despise each other.

Realizing their own physical weakness, rat kings prefer to feed on small dogs, children, halflings, goblins, and similarly-sized creatures. They are, however, afraid of cats and large dogs. Given a good opportunity, they will take larger prey, but only if it seems safe, or when forced by circumstances.

They prefer the inner organs of prey, and their hundreds of small teeth make neat holes, sometimes even looking like pieces have been cut out. Thus, the remains of a rat king's victim may appear to have been subjected to rapid, crude surgery.

The rat king is a real piece of European folklore – and with some basis in truth, since groups of rats tied together in such a way by their tails have been found. In folklore, they're considered a bad omen, and associated with plague. We've added the illusion power and, inspired by the idea of a reversed Pied Piper, the luring music.

# Rat Swarm

**High Concept:** *Swarm of Hungry Rats*

**Trouble:** *Easily Frightened, But Never Corner It!*

**Other Aspects:** *An Incredible New Smell You've Discovered, Gnawing Through, They're Everywhere!*

**Scale:** Great (4)

**Skills:**

Great (4): Notice

Good (3): Athletics

Fair (2): Fight

Average (1): Physique

**Stunts:** **Infection Carrier** (on success with style with Fight, can place an infection on target – see *Rats* general entry for sample diseases)

**Extras:** **Swarm** (can take two actions each exchange; armor: 1 against non-area attacks), **Mindless** (cannot be reasoned with)

**Physical Stress:** ☐☐☐

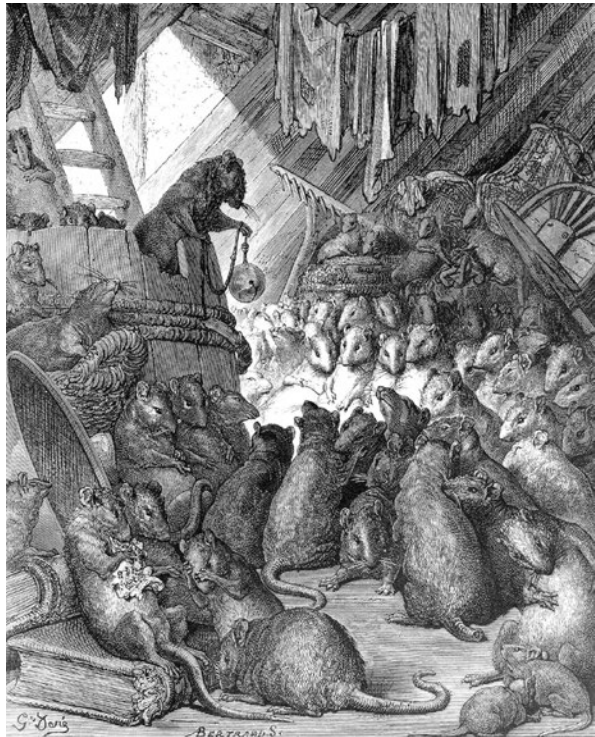
**Mental Stress:** ☐☐

**Type:** animal, small unit

**Size:** n/a

While an individual rat is generally no threat to a human – and especially to an adventurer! – swarms can be. Such swarms form either when a population of rats have experienced rapid growth due to an abundant food source, which then suddenly runs out, driving hundreds or thousands of starving rats to seek whatever food they can find, or when rats are controlled by magic or by monsters capable of controlling them.

These statistics represent a small swarm, of a few dozen rats. Thankfully, the individual rats that make up a swarm are by no means brave; hence, a swarm can be dispersed by far less damage than it would take to kill all the rats who make it up.



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## Raven

**High Concept:** *Unusually Intelligent and Opportunistic Bird*

**Trouble:** *Where I Am, Death Is*

**Other Aspects:** *A Natural Mimic, Bird of Ill Omen, I Love Shiny Things*

**Scale:** Fair (2)

**Skills:**

Good (3): Athletics, Provoke

Fair (2): Burglary, Notice, Will

Average (1): Fight

Poor (-1): Physique

**Stunts:** **Manipulative** (may use Athletics in place of Rapport when trying to direct another's attention to something)

**Extras:** **Small Size** (+2 to Fight for defense against non-area attacks, but claws and beak are a weapon: -1)

**Physical Stress:** none

**Mental Stress:** ☐☐☐

**Type:** animal

**Size:** 2½ feet long

**Optional:** if you're feeling Poe-etic, change *Bird of Ill Omen* to *Nevermore*; ravens could also be given Fair (2) Lore

Common almost everywhere, ravens are large birds, averaging about two feet in length including the tail. They are known for their glossy black feathers, black beaks and legs, and their status as carrion birds.

They are opportunistic omnivores, hunting mice and other small animals, feeding on carrion, and eating cereal grains, berries, and fruit. As scavengers, they will take waste food found in garbage, and when food is abundant in a place, they may carry some away to store elsewhere. They will also eat the eggs of other birds (including other ravens), and some ravens have been observed to follow foxes and wolves about, waiting for them to make a kill and then stealing bits from it.

Among the most long-lived of birds, ravens can live up to 21 years. They mate for life, and a mated pair will aggressively defend their territory from other ravens. Together they will build a nest of sticks, twigs, mud, and bark, lining it with soft leaves and fur. Eggs are laid in late winter, and hatch in about three weeks. The young begin to fly after a month, and stay with the parents for another six months afterward.

Young ravens group into flocks, and one finding carrion will call the rest of the flock. They will find a mate and bond at about three to four years of age.

Ravens are capable of a wide variety of vocalizations, and can learn to imitate speech. In many myths, they are capable of full, intelligent speech. They are of high intelligence for birds, and have been observed to perform problem-solving behavior; some linguists believe they are capable of communicating with other ravens about objects that are not present.

They have also been known to call wolves or other animals to carcasses, letting the larger predators do the work of opening the belly so they can feed on the internal organs. Juveniles are very curious, and will steal bright, shiny objects; adults, however, lose this curiosity. They also love to play, and have been observed playing catch-me-if-you-can (with other ravens and wolves), sliding down snow banks repeatedly, making aerobatic displays, and even using twigs as toys to play with socially by tossing them back and forth. Their association with wolves, together with the flock behavior of juveniles, has led to some calling them 'wolf-birds'.

In myth and legend, ravens' intelligence and status as carrion birds results in them

often being associated with the dead or with gods of death and battle. The Celts associated them so with The Morrigan, and the Norse with Odin (for whom they were also scouts). The Greeks considered them messengers of Apollo, and to be good luck.

Some myths associate them with lost souls, Swedish myth going so far as to say that the ghosts of murdered people appear as ravens.

Germany has a legend of a sleeping emperor, around whose mountain ravens always fly; when the ravens stop flying, he will rise. Similarly, English legend says that England will fall should the ravens ever leave the Tower of London.

The highest position ravens are given is that of creator of the world, in the myths of the Pacific Northwest Indians; in their myths, Raven is also a trickster, and sometimes a guide of dead souls. The Siberian shamans have similar legends, and also consider the raven to be a guide for shamans on their ventures into the other world.



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## Redcap

**High Concept:** *Faerie Serial Killer*

**Trouble:** *Holy Items Repel and Hurt Me*

**Other Aspects:** *These Boots Were Made For..., You Will Never Find a Madder Hatter, High Stakes Hide-and-Seek*

**Scale:** Superb (5)

**Skills:**

**Superb (5):** Athletics, Fight

**Great (4):** Physique, Provoke

**Good (3):** Magic, Notice, Stealth, Will

**Stunts:** **Leaping** (+2 to Athletics to overcome obstacles by leaping), **Supernatural Strength** (+2 to Physique for overcome actions involving strength), **Fey Magic** (use Magic to create minor illusions and transform people), **Throw Boulders** (use Physique as Shoot; must have aspect *Holding a Boulder*)

**Extras:** **Iron Boots and Scythe** (weapon: 2, Free Boost: *Tripped*), **Steely Claws** (weapon: 1), **Red Cap** (removing cap will cause the redcap to begin dying; +2 to resist such removal; see description for details)

**Physical Stress:** □□□□

**Mental Stress:** □□□□

**Type:** fey

**Size:** 4-5 feet tall

Malicious creatures of faerie, redcaps appear as small, wizened men with long beards, heavy boots, and bright red caps. The red color of their caps is from being dipped in the blood of their victims – and the redcap must keep his cap dipped periodically in fresh blood, or he will die.

Most often, a redcap is found in a ruined castle, a cave, or some other isolated shelter. This will usually be near a road, since the redcap needs travellers to kill. They do not simply catch and kill their victims, however – redcaps delight in playing with them first. Often, they will play the part of a friendly host, inviting travellers in, feeding them, and even letting them go to sleep. At some point in the night, the redcap will awaken them (not necessarily all at once), and the waking nightmare will begin, as it threatens them, isolates them, chases them down, and kills them.

When doing this, the redcap will make use of its **Supernatural Strength** and **Leaping**. It will know its hunting ground very well, but may play by letting its victims think that they've managed to hide successfully before attacking them. It will also often torment them by letting them know that the meal it fed them earlier had meat that was human (or demi-human) flesh. If it has managed to separate them, it may also lie and say that companions who are still alive are already dead.

Some redcaps follow a slightly different *modus operandi*, inviting travellers in as above, but enforcing arbitrary and cruel rules upon their guests later on. These usually involve some sort of physical test, with the victim(s) to be harmed in some way if they do not meet the requirements. Procrustes' bed, which he allowed travellers to use, but cut off their feet if they were too tall for it and stretched them on a rack if they were too short, would be an example. Other possibilities could include requiring guests to beat the redcap in a footrace (punishment for failure could be hobbling, or perhaps transforming them into some sort of fast animal, like a rabbit); weighing 'guests' and cutting off parts of those who are too heavy, while force-feeding those who are too light; requiring guests to wake at the first cock-crow or be transformed and fed to the chickens; challenging one to a game of chess, with the loser to be physically beaten by the winner; a boulder-tossing contest (for distance and accuracy), with the winner

getting to throw a boulder at the loser; or the ever-popular ‘guess what you just ate’ contest.

A GM who’s feeling more generous might offer some reward as part of the contest – for example, “survive the night in my castle, and I will give you <something you think will tempt your players>”. Of course, simply because the redcap offers a reward doesn’t necessarily mean it’s telling the truth...

When on the chase, a redcap’s heavy iron boots make very loud sounds, like a rapid drumming – but they can also be ghostly silent when the redcap wishes it. A redcap will also have an iron pikestaff that it will use as a weapon. If disarmed, however, it will reveal taloned fingers that are quite effective weapons in their own right. They will trip and injure foes before killing, delighting in the fear that they cause.

Unlike most fey, redcaps are not especially vulnerable to iron – it merely affects them normally, just as it would a human. They are repelled by holy items, and those who can turn undead can likewise affect a redcap.

Removing one’s cap is not easy (the redcap resists with Athletics, boosted to Epic (7) because of the **Red Cap** extra), but doing so will cause the redcap to take one stress each exchange it is without it. Track this stress separately (e.g., by using a different mark for it) – it will heal if the cap is regained, clearing one box each exchange, going from highest value to lowest. Consequences taken from this will not so heal, however.

Redcaps tend to prefer northern climes, often using the promise of shelter from the cold and storms to draw victims in. There may also be wendigos (p 126) in the area – former victims who were cursed and transformed after dining on the redcap’s cannibalistic offerings. Minotaurs (p 181) and ogres (p 200) have been known to work with them as well.



*Bruno Balixa*

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## Rusalka

High Concept: *Innocently(?) Murderous Female Water-Ghost*

Trouble: *Everything Teeters on the Edge*

Other Aspects: *Only You Can Release Me; A Dark and Watery Embrace; Death is Beautiful, Don't You Agree?*

Scale: Fantastic (6)

Skills:

Superb (5): Rapport, Stealth

Great (4): Athletics, Deceive, Provoke

Good (3): Physique, Will

Stunts: **Terrifying Laugh** (when attacking with Provoke, can split shifts of success between doing physical and mental stress as desired)

Extras: **Incorporeal Immunities, Undead Immunities or Fey Immunities, Tortoise Shell Comb** (see below), **Bound to Place of Death** (if grabbed and held there, a compel on her trouble prevents her turning incorporeal or vanishing until released or removed from the area; this is in the water or at the cliff's edge where she died)

Physical Stress: ☐☐☐

Mental Stress: ☐☐☐☐

Type: incorporeal, undead *or* incorporeal, fey

Size: as a young woman

In Russian legend, the rusalka are described in many ways. The most common belief is reflected here – that they are ghosts of young women who died an untimely death, usually by drowning. In death, they seek to lure handsome young men and children into joining them.

They emerge at night to dance and sing for hours, and sometimes, multiple rusalki will do so together. On rare occasions, one will join in with nymphs, fey, or other ghosts who are celebrating. If a handsome young mortal male or a child comes along, the rusalka will persuade them to dance with or otherwise spend time with her. As dawn approaches, she will try to bring them back to her home with her – which will, unfortunately for them, generally be underwater, at the bottom of a cliff (which she will try to get them to jump from or push them off of), or in some other place that will result in their death.

While this may seem evil, not all rusalka are. Many seem to simply not realize that what they are doing will kill their 'friends'. (There are some who are actively evil, but this is a minority.) Traditionally, one releases a rusalka by either solving its murder and bringing the killer to justice, or by exorcism. In some areas, an annual festival is held for the rusalki, where a symbolic sacrifice of a young man is made to appease them. Whether this works or not is up to the GM!

A murderous one, or one who feels threatened, may use its **Terrifying Laugh**. When pressed, they will disappear in the area of their death by compelling their high concept.

In some legends, rusalki are described as having mermaid tails, or as being faerie spirits. They are also sometimes described as singing to attract, like sirens (p 227). At the GM's option, these could be the case with some rusalki, or these could be the results of confusing them with mermaids, banshees, or lamia..

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### **Tortoiseshell Comb (1 refresh)**

Gives the aspect *Granted Freedom* allowing the holder to leave an area they are bound to, so long as they comb their hair with it for five minutes out of each hour. (Compel to make them forget to comb their hair or be unable to find the comb when needed.)

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## Rüstungsspuk (Armor Guardian)

High Concept: *Animated Suit of Armor*

Trouble: *Overly-Literal Interpreter*

Other Aspects: *Standing Watch Until My Master Dismisses Me, The Heartless Never Yield, You Always Fear What You Don't Understand*

Scale: Superb (5)

Skills:

Superb (5):     Fight  
Great (4):     Physique  
Good (3):     Provoke  
Fair (2):     Athletics

**Stunts:** **Fearsome** (+2 to Provoke to make fear attacks), **Reveal Unnatural Nature** (when first revealed to be an empty suit of armor, makes a free Provoke attack against all opponents viewing; consequences inflicted must be fear-related)

**Extras:** **Immunities** (by type), **Sword & Unnatural Strength** (weapon: 3, may create lasting aspect of *Shield or Armor Damaged* with one free invoke instead of a boost), **Armor** (armor: 2), **Put Parts Back On** (once per scene, remove a minor or moderate consequence via Create an Advantage, by picking up a lost piece and replacing it)

Physical Stress:   □□□□

Mental Stress:   □□

Type: undead *or* extraplanar (demon) *or* animated for clockwork

Size: man-sized

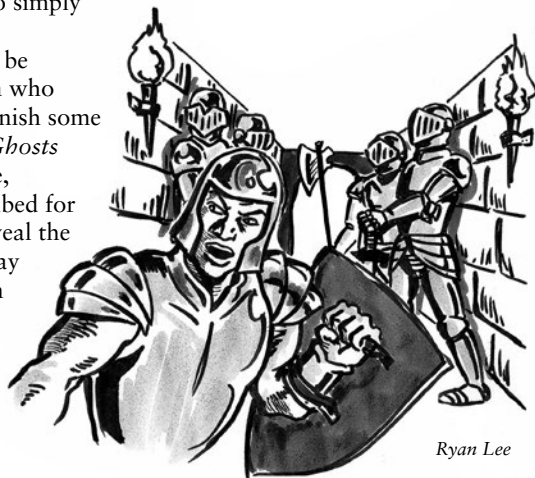
**Optional:** for those animated with the spirit of its former owner change the trouble to *I Have Unfinished Business*; for those using a clockwork mechanism use either the default or *Everything Winds Down Sometime*.

These horrors are empty suits of armor, animated by spirits of undead or demonic origin. They are extremely difficult to stop, as they can put back on pieces of their physical form that have been knocked off, and they are immune to most mental attacks. Undead ones can be turned by characters with the ability to turn undead; demonic ones may be turnable, or may require a separate stunt or extra for exorcism (see sidebar, p 57).

The ones described above have been animated magically, by summoning and binding undead or demonic spirits. In most cases, killing their master will release the spirits animating them, causing the suits to simply collapse.

More rarely, a suit of armor may be animated by the spirit of the person who wore the armor in life, seeking to finish some task or right some wrong (see the *Ghosts* general entry, p 119). In such a case, aspects should be assigned as described for ghosts. Often, such a ghost may reveal the location of a treasure cache, and may also have a sword or armor with an aspect or extra.

Lastly, and even more rarely, inventors may create guardians of clockwork armor. In this case, the guardian itself should count as treasure of Good (3) value.



Ryan Lee

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## Scorpion, Giant

**High Concept:** *Venomous Arthropod the Size of a Cow*

**Trouble:** *Not a Team Player*

**Other Aspects:** *Nearly Mindless, Hunger is My Primary Motivation, Brilliant In the Right Light*

**Scale:** Superb (5)

**Skills:**

Superb (5): Fight

Great (4): Athletics, Stealth

Good (3): Physique, Provoke

Fair (2): Investigate (tracking)

**Stunts:** **Venomous Sting** (success with style with Fight creates *Poisoned* lasting aspect on target with one free invoke), **Pincers** (+2 to Physique to make grappling attacks), **Grasping Claws** (+2 to Athletics to climb sheer surfaces)

**Extras:** **Immune to Charm**, **Stinger** (weapon: 2), **Exoskeleton** (armor: 2), **Darksight** (scorpions see in both the infrared and ultraviolet spectra, allowing them to see in even complete darkness; they ignore darkness-related aspects), **Crushing Pincers** (weapon: 1; deal 1 stress each exchange to a target held in them who is not in rigid armor)

**Physical Stress:** ☐☐☐☐

**Mental Stress:** ☐☐

**Type:** animal

**Size:** 8 feet long

Greatly feared, giant scorpions are thankfully only found in wilderness that is especially inhospitable to people, such as deserts and badlands. They can live just about anywhere, however, and do not mind dark places, so some may be found underground as well. Since they are difficult to train and impossible to reason with, they are often used to guard treasures that need to be kept safe from treachery. In some areas with a gladiatorial tradition, they are raised specifically for such purposes.

With a body about the length of a cow or horse, a giant scorpion stands about four feet wide, with a tail that arches up a good eight to ten feet into the air. This tail and its stinger are the most prominent feature – and its most feared one, since the sting carries a powerful venom. This is also a reason to seek it out, however, as the venom can be worth a great deal to both assassins and alchemists.

Giant scorpions can live for a very long time, up to 20 years. In some places, the locals have named particular specimens, and tell stories of them, especially to frighten children from wandering off. They are known to be able to track fairly well, and there are stories of ones tracking those who slayed their mate or babies for months or years, across many hundreds of miles, to finally find and kill them. Most find such tales doubtful, but they can certainly track over short distances, and it's generally considered wisest to make sure that one has eradicated all the members of a nest before moving on.

They can survive a long time without food – up to a full year – and can also eat a huge amount at once, often killing and eating half a dozen cattle when they have been without food for a long time. This in turn makes them more unpredictable and harder to track down and kill, since they will often hide for months at a time.

Giant scorpions are solitary except when mating. Mating involves a complex ritual of 'dancing' with the two scorpions holding each other's pincers, which can last as much as 25 hours.

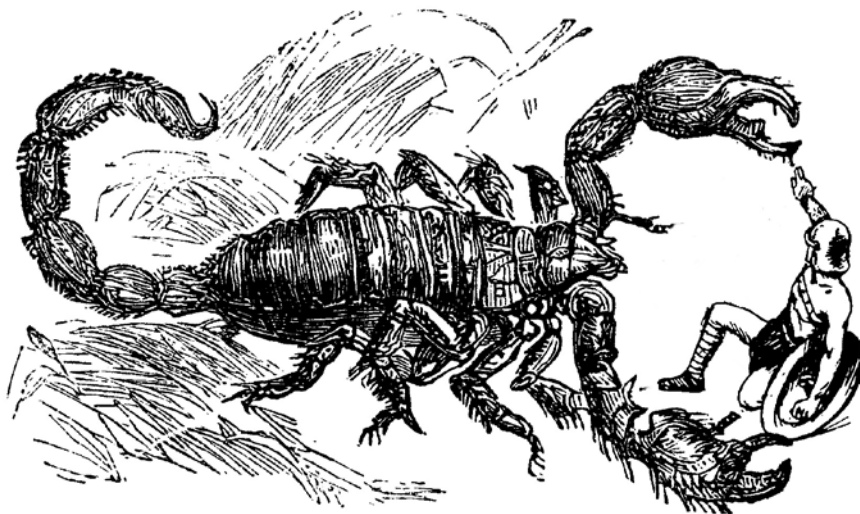
Their young are born alive – they do not lay eggs – and are carried on the mother's back until the first molt, while they are still soft. Such a mother will be carrying two to

twenty babies half a foot to a foot long.

The shells of scorpions fluoresce under ultraviolet light, and will appear brightly colored to those who can see such light. The scorpions themselves can see both infrared and ultraviolet. As scorpions grow, they will molt periodically. After molting, a scorpion will have a soft shell, reducing its physical defense until the shell hardens over the next week. During this period, while the shell is still soft, it also does not fluoresce, and thus those with ultravision may be surprised to not see the approaching scorpion!

Scorpion wine has been used as an analgesic in some Eastern and Middle Eastern cultures. Small amounts of giant scorpion venom could be used in wine for this purpose in a fantasy world; of course, it is also useful as a venom for weapons, and may have magical uses. Removing venom from a killed specimen requires overcoming a Great (4) difficulty; success gives an Average treasure, success with style a Fair one

Note that since giant scorpions are often used as pets and guardians by evil magicians, it's quite possible that some have been experimented on, resulting in variant venoms (see *Magical Venoms* sidebar, p 232).



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## Sea Serpent

**High Concept:** *Sea ‘Snake’ Big Enough to Threaten Ships*

**Trouble:** *Everyone Wants a Piece of Me*

**Other Aspects:** *Reputation For Making Waves, A Taste For Salty Dogs, Beautiful from a Safe Distance*

**Scale:** Epic (7)

**Skills:**

**Epic (7):** Stealth

**Fantastic (6):** Physique

**Superb (5):** Notice, Provoke

**Great (4):** Fight, Will

**Stunts:** **Wave Attack** (use Physique at -2 to create advantage against everyone on ship or boat), **Carry Off** (on success with style with Fight, places *In My Jaws* lasting aspect on target with one free invoke; compel and take no other action next exchange to convert to *Dragged Under*.)

**Extras:** **Undetectable** (Stealth applies against magic), **Too Big to Easily Hurt** (armor: 4),

**Huge Maw** (weapon: 3), **Capsize Ship** (Physique check vs. Superb for boat, Fantastic for ship, Epic for huge ship; pilot or crew can make skill check to resist as well)

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐☐☐

**Type:** mythic beast, aquatic

**Size:** 40 feet long or longer

**Optional:** **Swallow Whole** (on success with style when biting, may place *Swallowed* aspect on foe with one free invoke instead of creating a boost against them; swallowed targets are attacked by serpent’s Physique each exchange; must inflict severe physical consequence or worse on serpent to free swallowed character), **Eye Lights** (use Notice to create advantages by temporarily blinding others at night, or as Deceive to pretend to be another ship or a lighthouse signaling)

These monsters of the open sea are thankfully rare; nevertheless, sailors live in fear of them. Smaller ones, such as given here, cannot sink a large ship, but they certainly can do so with smaller boats, and they can pluck sailors off the decks of large ships. Larger ones can potentially sink even a large ship.

While called ‘serpents’, these are not snakes; indeed, they are not reptiles of any sort, but rather fish. As such, they can stay underwater indefinitely. Sea serpents usually live far down, coming up toward the surface mainly to feed. Their natural prey are dolphins, sharks, small whales, seals, and other marine animals, but some have discovered that ships can be a source of tasty morsels. Upon finding a ship, such a sea serpent will try to snatch sailors off the decks or knock them off, in order to pull them under, drown them, and eat them. Against a smaller boat, they will work to capsize or crush it, spilling the passengers into the water where they can be picked off one by one.

Sea serpents court and mate in the deeps; in order to do this, they have developed organs that can glow, so they can find each other and successfully mate. These organs can also be used to provide light, helping them to find prey. There are stories that some have learned to raise their head up out of the water and turn their lights off and on, simulating a lighthouse to lure ships or drive them into an ambush by their mate. Most commonly, their bodies are black, deep blue, or dark green, but there are exceptions.

A mated pair stays together three to four months while their spawn develop; after that, they separate. A female will mate every other year, giving live birth to one or two spawn. The spawn are initially around six feet long, and will grow to twelve feet before leaving their parents. They are believed to live twenty-five to thirty years.

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## Shark

**High Concept:** *Quick and Agile Ocean Predator*

**Trouble:** *No Rest For the Hungry*

**Other Aspects:** *One Drop of Blood is All it Takes, You Can't Stop a Feeding Frenzy, Death in the Water*

**Scale:** Superb (5)

**Skills:**

**Superb (5):** Fight

**Great (4):** Physique, Notice

**Good (3):** Athletics, Investigate (tracking by scent), Provoke

**Stunts:** **Charge and Bite** (no penalty for making a full move and attacking in the same exchange)

**Extras:** **Tough Skin** (armor: 1), **Shark Teeth** (weapon: 2), **Blood Frenzy** (when there is an aspect indicating that a foe is bleeding or blood in the water, gains +1 to Will to defend against attempts to drive it off, and +1 to Fight for its attacks)

**Physical Stress:** ☐☐☐☐

**Mental Stress:** ☐☐

**Type:** animal, aquatic

**Size:** 9-12 feet long

This is a medium-sized shark, about nine to twelve feet long – a large blue or mako, large hammerhead, or a tiger shark, for example.

Most sharks spend the majority of their time as solitary predators; however, they will congregate together during mating season, and some species swim in schools of dozens to hundreds. These, however, are mostly smaller species. They migrate, and some species cover thousands of miles in a year.

Sharks give live birth; the number of pups varies greatly between species, with most bearing only a few at a time, but some dozens. To give birth, a female shark will seek out a sheltered area, such as a bay, river mouth, or shallow reef, with abundant fish; this provides the new-born pups with protection from predators and a food source.

Humans are rarely attacked by sharks this size, and a lone shark will not generally try to kill a human unless very hungry or defending itself. A frenzied group of sharks, however, may well tear one apart.

Sharks tend to be greatly feared by island dwellers, and several island mythologies feature were-sharks and death gods who appear as sharks.

## Shark, Giant

For a huge shark, such as a large great white (17-20 feet), make the following changes:

**Scale:** Fantastic (6)

**Skills:**

**Superb (5):** Fight, Physique

**Great (4):** Notice, Provoke

**Good (3):** Athletics, Investigate (tracking by scent)

**Stunts:** **Charge and Bite** (no penalty for making a full move and attacking in the same exchange)

**Extras:** **Tough Skin** (armor: 2), **Shark Teeth** (weapon: 3)

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐

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# Sirens

A siren is a creature that lures sailors to their doom by means of its enchanting voice. However, there are actually many sorts of creatures that sometimes do that, any of which can be described as a ‘siren’. Among these are merfolk, naiads, sea lamiae, harpies, and undine, each of which is described elsewhere in this book.

Sirens are described variously in different stories – in the *Odyssey*, they claim to know all things; Leonardo da Vinci describes them as singing sailors to sleep, then coming onto their ships and eating them; others say they lure ships onto rocks; and many stories do not specify the fates of those who fall prey to them. They could be enslaving their victims, transforming them (as Circe did in Greek myth), or entertaining them before feeding them to a horrible beast (as in the Eagles’ *Hotel California*). Thus, sirens could behave in many ways. One who lures and entertains victims before destroying them makes for a much more interesting scenario than simple attack!

When it comes to resisting sirens, Odysseus had his crew plug their ears and himself lashed to the mast (so he could hear the beauty of their song, but still live); Jason had Orpheus play his lyre to counter the sirens’ song. Aeneas took the helm of his ship himself, believing the pilot would not be able to resist their call, but Virgil does not tell us if he did anything in particular to help him resist, or just steered well clear.

Some of the creatures that might be used as a siren already have appropriate aspects, stunts, and/or extras. For others, here are some that could be added:

**Aspects:** *Death Never Sounded So Appealing*, *Bewitching Eyes That Hypnotize*, *Kiss Me and Know No More*

**Stunts:** *Too Beautiful for Mortal Eyes* (anyone seeing must defend with Physique against the siren’s highest social skill (Rapport, Provoke, or Deceive); does physical stress), *Songs of Madness* (siren uses Provoke or Rapport to make mental attacks; on success with style, places lasting aspect of *A Yearning to Never Leave* on target with one free invoke)

**Extras:** *Danse Macabre* (when beginning a dance with someone, the siren places an aspect of *Caught up in the Dance* on them. While this remains, they can attack with Rapport or Provoke against Will, dealing physical or mental stress.)

Many other variations are possible – putting to sleep, polymorphing, etc. Generally, Rapport or Provoke will be a siren’s peak skill (or one of them), but Deceit, Magic, or Will could be possibilities as well.

Note that while sirens are traditionally described as female, there’s no reason why they have to be – after all, those who get close enough to see them generally don’t live to tell about it, so all anyone’s going on is how their singing sounds! Indeed, they don’t even have to be humanoid... you could have fun by surprising your players with a beautifully singing hydra, or pack of killer whales!



George John Pinwell

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## Skeleton

**High Concept:** *The Simplest and Least Powerful of Undead*

**Trouble:** *I Can Only Follow Orders*

**Other Aspects:** *Dry Bones Shall Rise Again, A Dull Hatred of the Living, You Cannot Reason With the Soulless*

**Scale:** Good (3)

**Skills:**

Good (3): Provoke

Fair (2): Fight

**Stunts:** **Surprise Attack** (makes simultaneous Provoke attack when first arising and attacking)

**Extras:** **Undead and Animated Immunities**, **No Flesh** (armor: 2 against piercing and cutting weapons), **Wickedly Sharp Finger Bones** (weapon: 1)

**Physical Stress:** ☐☐

**Mental Stress:** ☐☐

**Type:** undead, animated

**Size:** human-sized (usually)

**Optional: Weapons** (weapon: 2), rarely including ranged weapons (giving Fair (2) Shoot). Sometimes have ragged armor, but this makes no functional difference.

The simplest of undead to create, skeletons are barely more than automatons, having only a dim hatred of the living and enough intelligence to follow very simple orders. On the other hand, however, the spells that create skeletons are quite durable, so that these creatures often outlast their creators. They will continue to follow the orders they were given, often long after those orders have ceased to make any sort of sense (e.g., ‘guarding’ a room that has collapsed or is empty, mindlessly patrolling the area around a fortress that no longer exists, or attempting over and over to climb broken or missing stairs).

Skeletons are sometimes equipped with **Weapons**, which they will use, apparently retaining some near-instinctual knowledge of their use. This can sometimes include bows, although this is most common with recently-created skeletons, since bowstrings do not survive well for long periods. At times, groups of adventurers have been treated to the lucky sight of seeing a company of skeleton archers attempting to use bows that no longer have strings, or to shoot arrows they no longer have.

Sometimes non-humanoids are animated as skeletons, including skeletal dogs or horses. For such creatures, use the normal Athletics, Fight, and Physique of their type, but remove all other skills. Stunts based on those skills remain, but others do not. Of course, they also gain the immunities and **No Flesh** extra, and may gain the **Surprise Attack**. Provoke should be increased to Good, or by one level if already Good or above.



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## Skunk

**High Concept:** *Solitary and Lackadaisical Polecat*

**Trouble:** *Myopia Makes Everyone An Enemy*

**Other Aspects:** *The Not-at-All-Sweet Smell of Victory; When My Tail's in the Air, Turn Tail; I Just Take What I Want*

**Scale:** Good (3)

**Skills:**

Good (3): Notice, Provoke

Terrible (-2): Physique

**Stunts:** **Threaten Spray** (+2 to Provoke to create advantages)

**Extras:** **When in Doubt, Spray** (upon suffering a mental consequence, immediately sprays nearest target), **That's Gonna Take a Lot of Washing Out** (spend a fate point to compel someone who could take the mental damage from a skunk's Provoke as stress to take a consequence from it)

**Physical Stress:** ☐

**Mental Stress:** ☐☐

**Type:** animal

**Size:** about 1½ feet long

A typical skunk is about a foot and a half long, and weighs about three pounds. All skunks have the distinctive divided white stripe on their back. Most are otherwise black, but some are brown or grey. On some, the stripes are broken and there are other white spots on them as well.

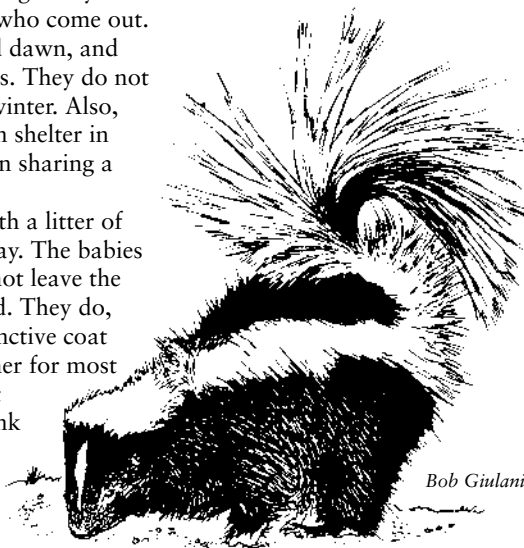
Skunks are, of course, most famous for spraying their scent. Often they will use **Threaten Spray** before spraying, turning their back and lifting their tails, sometimes even performing a handstand. Wild animals in an area that has skunks will quickly learn the signal, and almost certainly move away from a skunk display.

They have poor vision, but excellent smell and hearing. Skunks are omnivores, eating berries, roots, nuts, fungi, insects and grubs, and small animals such as frogs and mice. They are also known to eat the eggs of other animals. They are also scavengers, and will seek out garbage in settled areas, as well as stealing food left out for cats and dogs.

Skunks will eat honeybees, and are one of the primary predators of such, the skunks' thick fur keeping them from being stung. They will scratch at a beehive, then eat the guard bees who come out.

Skunks are most active at dusk and dawn, and during the day they shelter in burrows. They do not hibernate, but are less active during winter. Also, in the winter, female skunks will often shelter in a burrow together, as many as a dozen sharing a burrow; males do not share burrows.

Mating happens in early spring, with a litter of four to seven babies being born in May. The babies are blind and deaf at birth, and will not leave the burrow until they are a few weeks old. They do, however, already have a skunk's distinctive coat at birth. They will stay with the mother for most of the year, leaving her when the next mating season is close. A mother skunk with kits will spray at almost any perceived danger to her kits.



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## Snake, Constrictor

**High Concept:** *Large and Strong Snake*

**Trouble:** *Some Things Shouldn't Be Swallowed*

**Other Aspects:** *Look to the Trees, Hugs That Will Take Your Breath Away, Solitary Hunters Like Solitary Prey*

**Scale:** Great (4)

**Skills:**

Great (4):      Physique

Good (3):      Notice, Stealth

Fair (2):      Athletics

**Stunts:** **Climber and Swimmer** (moves at normal move rate when climbing or swimming)

**Extras:** **Constrict** (uses Physique for create an advantage to place *In My Coils* aspect on target; opponent defends with Fight or Athletics. On opponent with aspect, can constrict again to continue creating advantage. Can invoke the aspect to cause one stress to target)

**Physical Stress:**    ☐☐☐☐

**Mental Stress:**    ☐☐

**Type:** animal

**Size:** 15-20 feet long

Constrictor snakes normally feed on large prey – one this size would hunt small to medium mammals, such as dogs, pigs, goats, and sheep. There are many species of constrictor; we've based ours primarily on the green anaconda, which is the largest (by weight) of the real world constrictors. Large specimens have been known to eat bears, alligators, deer, and even other constrictors. They do not normally hunt humans, but might if sufficiently hungry, under magical control, or defending their nest. There are documented cases of large constrictors entering huts and taking sleeping children.

They digest prey slowly; a single kill may last them for weeks, during which they will have no need to eat again. Their slow metabolism comes from being cold-blooded; due to this, cold-based attacks can create slow, paralysis, etc. effects against them.

Constrictors will take over the burrows of other animals, or use natural caves as shelter for sleeping and from weather; they do not dig burrows of their own.

Many constrictors are fond of water, and they often tend to lair near rivers or streams. They are excellent swimmers.

Mating tends to happen during the rainy season in the areas that constrictors normally live; this is usually late Spring. Several males will compete for a single female, forming a "breeding ball" of up to a dozen or so snakes, the males wrestling in slow motion to copulate with the female. Such a ball can last for three or four weeks. After mating, the female needs additional nutrition. It's been suggested that this is when cannibalism among constrictors is most common, as the several males are a handy source of possible food immediately afterwards.

With egg-laying species, the eggs are normally laid one to two months after mating, and hatch in around three months. Those that give live birth gestate around five to six months. In both cases, about fifteen to twenty young will be born from a single mating, and the parents take no care of the young.

Color varies greatly among different species. Most are patterned, and mutations with new patterns are common. In the real world, there have been no verified lengths greater than 20 feet, but there are persistent stories of constrictors 30 to 40 feet long. Upping Physique to Superb (5) or even Fantastic (6) would be appropriate for such a monster.

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## Snake, Venomous

**High Concept:** *Aggressive and Quick Venomous Snake*

**Trouble:** *Cold Slows the Coldblooded*

**Other Aspects:** *Strikes That You Won't See Coming, My Bites Are More Deadly Than Others', There's Always a Path to the Prey*

**Scale:** Great (4)

**Skills:**

Great (4): Fight, Notice

Good (3): Athletics, Stealth

Fair (2): Physique, Provoke

**Stunts:** **Ambush** (use Stealth instead of Fight when attacking by surprise), **Heat-Sensing Pits** (suffers no attack penalties vs. warm-blooded creatures in darkness)

**Extras:** **Inject Venom** (on successful attack, target is automatically 'attacked' at Great (4) vs Physique after combat is over, then at the end of the subsequent scene unless treated successfully), **Necrotic Bite** (healing checks are at a -2; see **Optional** section as well), **Good Swimmer** (moves at normal rate when swimming)

**Special:** *My Bites Are More Deadly Than Others'* can be invoked by GM to affect the strength of the venom or the necrotic effect

**Physical Stress:** ☐☐☐

**Mental Stress:** ☐☐

**Type:** animal

**Size:** varies considerably: usually 2-6 feet long, but a few species grow up to 12 feet

**Optional:** Necrosis is tissue death. If the setting involves widespread undeath (e.g., a zombie apocalypse or a death god arising), this could 'infect' the character with that. Add a *Part of Me is Already Dead* aspect to the character and watch the players sweat. For a rattlesnake, increase Provoke to Good (3). If the GM wishes for a snake to have a 'fascinate' or 'mesmerism' ability, increase Provoke as for a rattlesnake, using it to create appropriate aspects.

Properly speaking, vipers are venomous snakes with long, hollow, hinged fangs that are used to inject poison. For game purposes, however, these statistics can be used with small modifications for any sort of venomous snake.

Snakes will normally avoid large animals, including humanoids, unless they feel threatened or are defending a nest with eggs. Their primary prey tends to be mice, lizards, and birds, and larger species will eat smaller snakes, rabbits, and squirrels as well. When threatened, vipers will normally make a threat display by hissing, along with either shaking its rattles or spreading its hood if of the appropriate type.

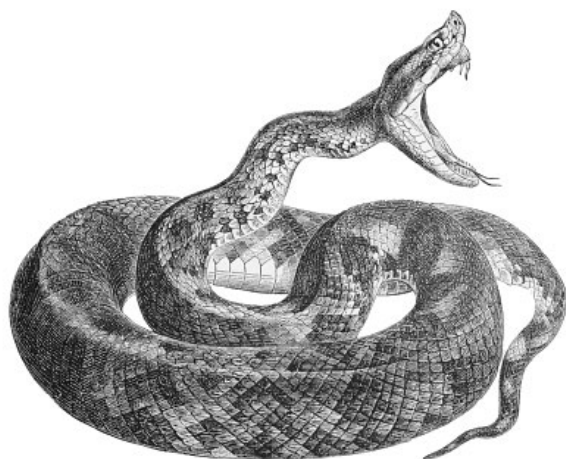
Vipers prefer to live in areas that offer plenty of hiding places, such as forests or rugged terrain. Some, particularly gravid females, will bask in the sun to warm themselves, often choosing open rocky areas or ledges to do so. They may shelter in burrows abandoned by or taken over from small mammals, such as gophers or tortoises – most commonly using such shelter while sleeping, or during particularly hot periods.

As with constrictors, the eggs of those who lay them tend to hatch in about three months, while those that give live birth gestate for five to six months. Young vipers stay with their mother for the first few hours, then leave to live on their own. Around fifteen will be born or hatched at a time.

A viper's main attack is its venom. Venom glands hold a finite amount, and this description assumes enough venom for two strikes. Note that most vipers can control the release of their venom, and so, might not inject it on their first strike.

In addition to causing damage as described above, venoms often have other effects – for example, nerve toxins can give victims "the shakes", slow them, make them

confused or sleepy, and so forth, while blood toxins tend to cause a great deal of pain, which can also slow and distract victims. To represent such effects, the GM may wish to have the bite place an aspect upon the victim. We suggest a lasting aspect with one free invoke on a normal success, and two on a success with style.



## Magical Venoms

In a magical setting, snakes and other venomous creatures could evolve – or be created – with venoms that cause magical effects. Here are two possible examples:

**Basilisk Venom:** the result of mages cross-breeding ordinary snakes with the fearsome basilisk, a snake with basilisk venom slowly turns bitten victims to stone. This starts with an aspect of **Slowed**. At the end of the scene, if the venom has not been cured, the aspect changed, becoming **Partially Petrified**. After another scene has passed, the GM may at any time choose to compel this aspect to **Fully Petrify** the victim. Once the victim is fully petrified, the poison has done its work and is no longer in their system – at which point, abilities that affect poison are rendered ineffectual.

**Encephalon's Ruin:** this venom primarily affects the mind rather than the body. Initially, it causes the victim to become **Forgetful** (about an hour after being bitten). This stage is accompanied by mild body tremors (Superb difficulty to recognize this as a sign of the venom, but only with a stunt or aspect that permits healing). Each day, the venom then makes a mental attack against the target with Superb (5) skill, resisted by Physique. Consequences caused reflect the continuing process of the venom affecting the brain. Suggested possibilities are **Confused**, **Can't Remember <another character>**, **Repeating Myself**, **Irritable**, and **Delusional Flashbacks**.

A Good (3) difficulty healing check performed within the first hour will prevent the venom from taking effect at all. Once effects have begun, a Superb (5) difficulty check will “step it back” a stage, removing the most recent consequence. If there are no consequences, the **Forgetful** aspect will be removed, completely curing the victim.

Envenomated bites will leak a greenish, strawberry-smelling fluid. A Great (4) difficulty healing or Nature check will recognize this as Encephalon's Ruin, but even without such a check, it will be obvious that some type of venom has been injected.

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## Spider, Giant

**High Concept:** *Monstrous Arachnid*

**Trouble:** *Webs Burn Very Easily*

**Other Aspects:** *Even Massive Webs Are Hard to See, Welcome To My Parlor...I Hope You'll Hang Around, My Bite is One You'll Never Forget*

**Scale:** Great (4)

**Skills:**

Great (4): Athletics, Stealth

Good (3): Notice, Physique, Shoot

**Stunts:** **Web Runner** (immune to own webs' entanglement), **Web Sense** (can sense movement in their web, allowing them to find prey in total darkness)

**Extras:** **Spider Body** (armor: 1), **Fangs** (weapon: 2), **Venomous Bite** (on success with Fight, makes a create advantage roll at Superb vs. opponents' Physique; effects depending on type of venom (GM decision) – paralysis, pain, or weakness are typical), **Webs** (a web is Superb for resisting attempts to get away from it. Can either be laid as traps (compel *Even Massive Webs Are Hard to See* to make characters stumble into), or spider can use Shoot to create advantage, placing *Webbed* aspect on target)

**Physical Stress:** ☐☐☐☐

**Mental Stress:** ☐☐

**Type:** animal

**Size:** about 6 feet across, including legs

**Optional:** note that spiders can create non-sticky webs – and may string these throughout their lairs to help them notice and find intruders, and to block exits.

Roughly the size of an ox-cart, these spiders strike great fear into travellers and farmers. As a result, areas known to harbor giant spiders tend to be avoided. They most commonly live in deep forests or caves, and the presence of their webs is not as sure a warning sign as one would hope, since they are smart enough not to leave too many in their hunting areas.

Their poison most commonly paralyzes, although other variants are known. A paralyzed victim will often be wrapped in webs and taken elsewhere, to an area that serves as the spider's lair.

Spiders do not have true jaws, and most feed by first spraying out digestive juices to liquify their food, then sucking it in through their mouth parts. A few species grind up their food as well, sing forelegs adapted to do this.

The many eyes of a spider are very visible. They make it difficult to sneak up on one, but do not have very good vision compared to humans (although their vision is much better than most other arthropods). To get a full picture of something, a spider needs to view it with multiple eyes; a GM may wish to describe a giant spider rotating from side to side as it looks at things, to increase player nervousness and the alien feel of the spiders. Setae, the "hairs" of spiders, are hollow tubes that help to protect the body, and serve as sensory organs, detecting vibrations and air currents.

Spiders have elaborate courtship rituals, serving the purpose of identifying the male to the female as a male spider of the same species – and thereby preventing her from eating him before they can mate. In web-spinning species, this normally involves a series of specific vibrations made on the web. In most species, males are not normally eaten by the female after mating, although this does happen in a few. Indeed, in some, the male will share the female's web for a time after mating.

Females lay thousands of eggs at a time, usually binding them up in a web bundle. In some species, the mother dies before the eggs hatch, but in others, the mother remains

alive and cares for their young for a few months. The young may ride on the mother's back, or may remain in the home web, with the mother bringing back food for them, or, in some cases, partially digesting it and then regurgitating it for the young.

All spiders molt periodically, shedding their old carapace and growing a new one. Until the new carapace hardens, they are more vulnerable, and they are often weakened by this process as well. In some species, mating happens after the female sheds her carapace, as this makes it easier for the male to approach without being attacked.

Japanese folklore features “goblin-spiders”, who can transform into a human appearance (and/or can shrink to the size of normal spiders). To create these, change their type to fey or standard, and add the stunt **Take Human Form** (may use Stealth as Deceive to disguise self as a human). In some of these stories, the goblin-spiders play a biwa (a Japanese instrument similar to a lute) to attract and lull their victims: options from the *Sirens* entry (p 227) may be useful for this sort.

In modern fantasy, giant spiders may work with other creatures, especially a *Blackwood* (p 35). In some works, goblins ride them instead of wolves; appropriate modifications to the *Goblin Wolf-Rider* (p 137) could be made to produce such goblins.



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## Squid, Giant

**High Concept:** *Giant Tentacled Creature of the Deep*

**Trouble:** *A Soft Body is Easily Cut*

**Other Aspects:** *Mysteries of the Depths, My Reach Extends My Grasp, Your Ship Can't Stop Me From Getting You*

**Scale:** Epic (7)

**Skills:**

**Epic (7):**       Physique

**Fantastic (6):**   Fight

**Superb (5):**     Stealth

**Great (4):**       Notice

**Good (3):**       Will

**Stunts:** **Grappler** (FC 119), **Multi-Grapple** (can grapple up to six targets at once, but individual tentacles are only of Fantastic (6) Physique), **Tentacle Pull** (on grappled opponent, overcome with Physique vs. Physique to pull opponent into *Body* zone)

**Extras:** **Ink Cloud** (blanket zone and all adjacent zones with Great (4) darkness), **Beak Attack** (against opponent in the *Body* zone. This is a Fantastic (6) attack, with a weapon: 3. Can only do this to one target per exchange.), **Rubbery Flesh** (armor: 2 against blunt attacks)

**Physical Stress:**   □□□□ + additional mild and moderate physical consequences

**Mental Stress:**    □□□□

**Type:** animal, aquatic, gargantuan

**Size:** 60 feet long; tentacles 30-45 feet

Greatly feared by sailors, giant squids are often confused with kraken. Normally, these creatures stay in the dark deeps of the ocean, where they feed on fish, and sometimes dolphins, young whales, or other squid. Since they do normally live at such depths, almost nothing is known about their lifespan, mating habits, or other normal behavior.

The body is only a small part of the giant squid's overall length; the majority of it is the arms and tentacles. Giant squid have eight arms and two longer tentacles, although all of these are commonly called 'tentacles'. The arms and tentacles are covered on their inner surface with small suckers, which are used to help in grasping prey. They have a pair of very large eyes on the main body, and a mouth at the base of the body, surrounded by the arms, which has a tough horny beak. (Indigestible, squid beaks are often found in whale stomachs.)

In the real world, giant squid are not known to actually attack ships, prey almost exclusively on fish, and are hunted by whales rather than being roughly equal with them. This version, however, is designed to correspond more closely to the giant squids of legend, having the above characteristics, and being significantly larger than giant squid are known to grow to be. One may assume that such 'super-squid' as in legends might be like tigers, lions, and crocodiles – usually avoiding humans, but sometimes going rogue and acquiring a taste for them. Such squid might attack ships when able, while others might be driven to do so by some event preventing them from finding their normal food.

A giant squid is a multi-zone monster, with a *Body* zone, and multiple *Tentacles* zones (as the GM thinks appropriate). The *Tentacles* zones are non-vital (see *Fleshing Out Multiple Zone Monsters*, p 180), but removing four or more tentacles will cause the squid to withdraw.

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## Squirrel, Flying

**High Concept:** *Cute Aerial Rodent*

**Trouble:** *A Snack For Predators*

**Other Aspects:** *Born to Climb, Loves to Gnaw, I'll Take This To My Nest*

**Scale:** Fair (2)

**Skills:**

Good (3): Athletics

Fair (2): Notice, Stealth

Average (1): Burglary

**Stunts:** **Small Size** (+2 to Stealth and Burglary when hiding from and entering the dwellings of human-sized and larger beings), **Gliding Escape** (+2 to Athletics to overcome actions against non-flying, non-gliding creatures and obstacles)

**Extras:** -

**Physical Stress:** none

**Mental Stress:** ☐

**Type:** animal

**Size:** 1-1½ feet long

A family of squirrel species that have evolved the ability to glide, flying squirrels are common in temperate to sub-arctic lands. Although they are gliders and not true fliers, flying squirrels do take advantage of air currents to gain lift, and have been known to make glides almost 100 yards long. They use their tails and changes to the tautness of their two flying membranes to steer as they glide.

While squirrels are commonly thought of as being herbivores, they are actually omnivores, eating not only fruits and nuts, but also insects, spiders, eggs, snails, and slugs. Seeds, flowers, fungi, and even tree sap are eaten by them as well.

Flying squirrels are very vulnerable to large birds, such as eagles, hawks, and owls. They are primarily nocturnal, avoiding day-hunting birds. Owls are a main predator of theirs, but other predators include snakes, cats, raccoons, bobcats, and coyotes. Average lifespan in the wild is six years, but flying squirrels can live up to 15 years in captivity.

They mate in February and March. The mother establishes a nest, and feeds and nurtures the young until they are ready to leave the nest at two and a half months. They first begin to venture out at five weeks, spending a few weeks learning to glide before they go off on their own. Male flying squirrels take no part in raising young.

These statistics can also be used for non-flying squirrels; remove the actions that involve flying and that form of movement. Very large squirrels might be able to effectively attack other small creatures – some squirrel species have been known to act as predators, eating small snakes and lizards, baby birds, and even mice and shrews.

In myth and legend, the squirrel Ratatoskr runs up and down the world tree Yggdrasil, carrying messages between the eagle who sits atop the tree, and Nidhogg, the wyrm who gnaws on the tree's roots. White squirrels are found in some places – these are not albino, but are mostly white with some grey striping. There are true albino squirrels as well, who can be distinguished by their pink eyes. There are also squirrels with all-black fur. Contrary to what one might expect, white squirrels are more common in warmer areas, and black in colder areas, due to the influence of the fur's color and structure on heat retention. (Black squirrel fur holds heat well; white holds it poorly.)

Squirrels are also well-known for keeping caches of food – typically nuts, since those can be stored for a considerable time. Unlike many other animals, they are not attracted to shiny objects. However, they have been known to steal pieces of cloth or fabric to line their nests.

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## Strix

**High Concept:** *Bird-like Drainers of Blood*

**Trouble:** *Slowed By Satiation*

**Other Aspects:** *Every Armor Has Chinks, Fire is No One's Friend, Taloned Death Grip*

**Scale:** Good (3)

**Skills:**

Good (3): Athletics, Stealth

Fair (2): Notice, Provoke

**Stunts:** **Cooperative Hunting** (+2 to Provoke to create advantages for other striges),

**Attack by Night** (use Stealth to place *Latched On* aspect on a sleeping victim)

**Extras:** **Drain Blood** (when a strix has placed a *Latched On* aspect onto a foe, it may inflict one physical stress the first exchange, then another every two exchanges),

**Gripping Claws** (compel *Taloned Death Grip* to hang on. Someone who chooses to refuse the compel can choose to take one physical stress by ripping off or burning off the strix instead of paying a fate point to refuse)

**Special:** normally uses Fight to latch on; this does no damage. Striges' only damaging attack is their **Drain Blood**

**Physical Stress:** ☐☐

**Mental Stress:** ☐☐

**Type:** animal

**Size:** about 1 foot long

Striges are bird-like creatures, appearing much like a raven or owl, but with a long, slender 'beak' that acts like a needle for draining blood, and talons that can dig into flesh and grip tightly. They hunt by night, or at any time in the underground areas in which they prefer to dwell.

A strix will normally drain two points of physical stress before releasing and flying off, considerably heavier, back into the night. A single one of these creatures is not a real threat (although the toll it takes may weaken an adventurer significantly), but a half dozen or so certainly are. Thankfully, they are usually driven away easily – they dislike fire intensely, and one that has latched on can always be persuaded to release by putting a burning torch to it. This, however, is likely to burn the victim a bit as well.

Rumor has it that some strix, however, are actually vampires, and that these are much harder to deal with. Since fire is, however, also effective against vampires, this is still the preferred method for dealing with them.

## Strix Swarm

Treat as strix, but with the below changes. Swarms do not become satiated.

**Scale:** Superb (5)

**Skills:**

Superb (5): Athletics, Stealth

Great (4): Notice, Provoke

Good (3): Physique

Fair (2): Fight, Will

**Extras:** add **Swarm** (armor: 1 against non-area attacks, can take up to four actions each exchange; but may not attack same target twice)

**Physical Stress:** ☐☐☐☐

**Mental Stress:** ☐☐☐

## Greater Strix

**High Concept:** *Bird-like Vampire-Witch*

**Trouble:** *Holy Objects Repel and Harm Me*

**Other Aspects:** *Beautiful Woman by Day, Monster by Night; The Dead Never Let Go; Blood Is Life*

**Scale:** Fantastic (6)

**Skills:**

**Fantastic (6):** Athletics, Stealth

**Superb (5):** Notice, Physique, Provoke

**Great (4):** Fight, Magic, Will

**Stunts:** **Attack by Night** (use Stealth to place *Latched On* aspect on a sleeping victim), **Shapeshifting** (in woman form, change Provoke to Rapport and Athletics to Deceive until revealed to be a strix), **Sleep** (use Magic to create advantages involving putting targets to sleep), **Pall of Darkness** (use Magic to create advantages by creating fog and snuffing lights)

**Extras:** **Undead Immunities, Drain Blood** (when a greater strix has placed a *Latched On* aspect onto a foe, it may inflict one physical stress the first exchange, then another every exchange)

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐☐☐

**Type:** undead

**Size:** about 1 foot long in strix form, human-sized as woman

**Optional:** **Call Strix Swarm** (uses Provoke against Great (4) difficulty; on success, summons two striges; on success with style, summons a strix swarm)

In mythology, the *striges* were believed by the Romans to be evil vampire-witches who transformed into birds to drink blood by night. During the day, one will appear as a beautiful woman, although that beauty may be the result of illusion or shapeshifting.

A greater strix will drain six stress or more (GM's decision) before being sated. For a more difficult encounter, the greater strix may be accompanied by multiple normal striges, or by a swarm. Even if not already accompanied by these, the greater strix may be able to summon the aid of these creatures.

The *Sirens* may be useful (p 227) if the GM wishes to give the greater strix additional powers of luring and/or seduction when appearing to be a beautiful woman. The GM may also wish to consult the *Vampires* section (p 250) for additional abilities to add to the strix in either of its forms.

These statistics, with some modifications, could be used for several night-flying vampire-witches. For example, the Filipino *Mannanangal* and Malaysian *Pennangalan* are vampire-witches whose head and entrails detach from their body at night, and fly about hunting for blood, especially that of children or pregnant women. When they return to their bodies, these creatures must soak their swollen organs in vinegar in order to shrink them, so they can join to their bodies again. If they are not able to reattach before sunrise, they will die. (This can be prevented by hiding their vinegar, burning their body while the head is detached, or, in some legends, placing shards of broken glass inside the cavity left by the organs' removal.)

Such a creature has **Detach Head and Organs** instead of **Shapeshifting** (although with the same differences between vampire and human forms), a high concept of *Head-Detaching Vampire Witch*, and a trouble of *I Must Return to My Body by Sunrise*.

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## Tanuki

High Concept: *Shapeshifting Raccoon-Dog Trickster*

Trouble: *Shiny Objects Catch My Eye*

Other Aspects: *Things Are Not What They Seem, The Proud Must Be Humbled, Lady Luck is a Fickle Mistress*

Scale: Great (4)

Skills:

Great (4): Deceive

Good (3): Provoke, Stealth

Fair (2): Athletics, Empathy, Fight

Average (1): Notice, Physique, Rapport, Will

**Stunts:** **Luck Manipulation** (use Provoke against a target's Will to create luck-related advantages), **Illusion** (uses own Deceive and Stealth to change appearances of objects)

**Extras:** **Belly Drum** (a tanuki drumming on its belly uses Deceive to create situation advantages relating to confusion), **Shapechange** (use Deceive to create advantages relating to its current form; also gains movement mode(s) appropriate to current form. However, current form may also be compelled appropriately)

**Physical Stress:** ☐☐☐

**Mental Stress:** ☐☐☐

**Type:** person

**Size:** 4-5 feet tall

**Optional:** **Staff** (weapon: 1, *Good on Defense*, Free Boost: *Staff Between Us*)

In their normal appearance, tanuki are short, furry humanoids with a head and face much like a raccoon. They are, however, shapeshifters and illusionists, and delight in playing tricks on people. They will often take on a human or demi-human shape to speak with people, and will even sometimes take on the forms of pieces of furniture or plants. Legend says that each tanuki has eight forms that it can take on. Their changes of form do not actually affect their abilities, beyond locomotion (swimming as a fish, flying as a bird, etc.) and size (entering through small openings when in a small form).

Most tanuki seem to be merely mischievous, but some are actively malevolent, playing tricks that will harm their targets, rather than ones that will simply embarrass or inconvenience them. All tanuki love to sing and play music, and they will often appear at some point while they are playing with their targets as minstrels or players – sometimes telling the target that there must be a tanuki playing tricks on them, and offering to help! Of course, this 'help' is likely to involve the target doing something embarrassing and/or dangerous that will supposedly make them immune to the tanuki's magic.

They do love bright and shiny objects, and will often steal them from people, or work tricks to get people to give such things to them. This includes coins. For mischief, they will also steal personal items from people – especially if they can find something whose loss or discovery could be embarrassing.

Tanuki can use their own bellies as drums, and the music thus played creates confusion in those who hear it. This may be used to help the tanuki escape, should its targets realize what is happening – of course, their shapeshifting abilities also are handy in such a situation. Tanuki appear to be exclusively male. It's unknown how they reproduce.

If pressed, tanuki will fight. In combat, they will shapeshift into frightening and dangerous forms, and may also make use of a staff when in human or semi-human forms.

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## Town Guard

High Concept: *Keeper of the Peace*

Trouble: *I Am But One Man*

Other Aspects: *Just One More Thing...*, *Knows Who's Who*, *Halt! Who Goes There?*

Scale: Good (3)

Skills:

Good (3): Investigate, Notice

Fair (2): Contacts (watch & informants), Provoke

Average (1): Athletics, Fight, Physique, Will

Stunts: **A Nagging Suspicion** (use Notice for Empathy when overcoming obstacles to determine if someone is lying), **Restraint Techniques** (+2 to Fight and Physique to create advantages for grappling when using a truncheon or similar weapon)

Extras: **Truncheon** (weapon: 1, Free Boost: *Stunned*), **Light Armor** (armor: 1)

Physical Stress: ☐☐☐

Mental Stress: ☐☐☐

Type: person

Size: as per normal

Optional: may have better weapons and armor, such as **Halberd** (weapon: 3, *Best at a Distance*, *Set Against Charge*, Free Lasting Aspect: *Dismounted*, Free Lasting Aspect: *Punctured Armor*) and **Medium Armor** (armor: 2). Some may have Fair (2) Ride.

This is somewhat of a mish-mash of what a realistic town guard might look like, crossed with something inspired more by modern crime dramas and Terry Pratchett's *Discworld* series. These guards have dogged determination, mental toughness, a keen eye for detail, and intuitive leaps and hunches. Unfortunately, short of magical help, evidence-gathering is not exactly a high art in most fantasy settings, which often causes the guard's reach to extend their grasp, when it comes to actually *proving* what they know to be true.

In turn, this inspires the more realistic end of things, forcing them to rely on witness intimidation and rough-and-ready interrogation techniques, which formed a major part of "justice" in times past. If you'd rather focus on this, switch Physique with Investigate and Notice with Provoke.

Medieval cities often had a requirement that citizens either serve periodically in the city watch, or pay a fee that the city would use to hire someone in their place. A GM might use this to bring cash-strapped adventurers into a mystery-based adventure. Clever players will realize that being in good with the upper members of the town guard could be quite useful in the future!

The style of an individual town guard can be altered easily by changing an aspect or two. Here are some other aspects that could be useful:

*No Body, No Trial, No Reports to File*

*Let's Nobody Do Nothin' Stupid*

*If I Saw You Doin' That, I'd Have to Take Notice*

*My Incompetence is a Match For Anything*

*I'm Not Sure What Law You're Breaking, But We'll Find Something*

*Don't Try to Put Me at Ease - It Makes Me Nervous When People Do That*

*By The Stars, I Will Not Rest Until You Are Behind Bars!*

# Town Watch

This is the watch of a medium-sized town, represented as a single entity – or rather, the portion of the watch that might reasonably quickly be called out to search for or try to run down a person or group. They are slightly upgraded in equipment from the above, representing what they might have when called out for a particular purpose.

**High Concept:** *Keepers of the Peace*

**Trouble:** *Peace is Boring as Hell*

**Other Aspects:** *You Can Run, But You Can't Hide; More Than Enough Manpower For The Job; What's All This, Then?*

**Scale:** Superb (5)

**Skills:**

**Superb (5):** Notice, Provoke

**Great (4):** Contacts (watch & informants), Fight, Investigate

**Good (3):** Athletics, Physique, Will

**Stunts:** **A Nagging Suspicion** (use Notice for Empathy when overcoming obstacles to determine if someone is lying), **Restraint Techniques** (+2 to Fight and Physique to create advantages for grappling when using a truncheon or similar weapon), **Head them Off** (use Contacts instead of Athletics for pursuit if they have an aspect indicating they know which way the target is going)

**Extras:** **Truncheon** (weapon: 1, Free Boost: *Stunned*), **Light Armor** (armor: 1), **Whistle for Backup** (heal a mild consequence or clear highest filled stress box immediately; once per scene), **Large Unit** (occupies three zones; may take two actions in each; armor: 2 against non-area attacks)

**Physical Stress:** ☐☐☐☐

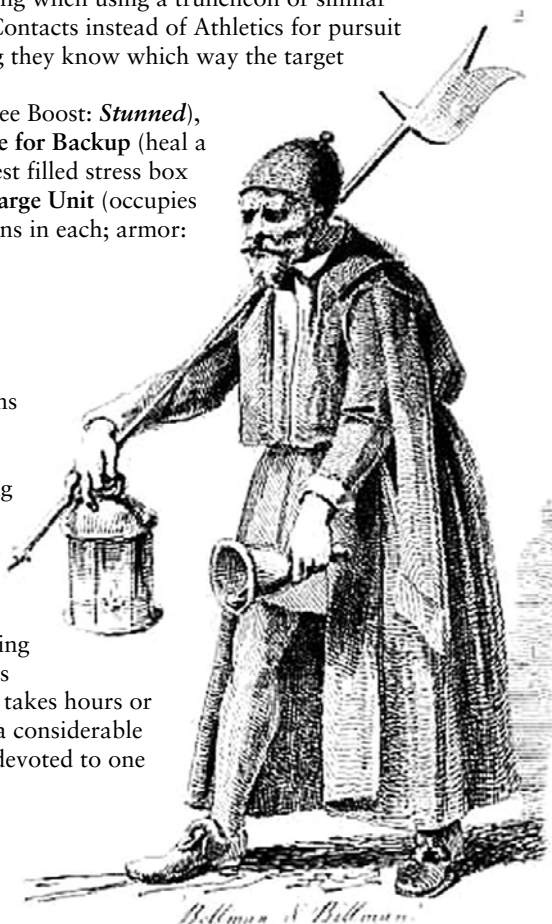
**Mental Stress:** ☐☐☐☐

**Type:** person, large unit

**Size:** as per normal

**Optional:** may have better weapons and armor, such as **Halberd** (weapon: 3, *Best at a Distance, Set Against Charge*, Free Lasting Aspect: *Dismounted*, Free Lasting Aspect: *Punctured Armor*) and **Medium Armor** (armor: 2)

The watch as an entirety, performing an investigation over a period, acts with Superb (5) Investigation, but takes hours or days to do so. Of course, it takes a considerable reason for the entire watch to be devoted to one problem!



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# Treant

High Concept: *Ancient Tree Protectors*

Trouble: *Let's Not Be Hasty*

Other Aspects: *My Wrath Burns Hotter Than Any Fire, Roots Will Break Stone, Birnam Wood is Coming to Dunsinane*

Scale: Fantastic (6)

Skills:

Fantastic (6): Physique, Will

Superb (5): Empathy, Nature

Great (4): Fight, Provoke, Rapport

Good (3): Notice, Shoot

Fair (2): Athletics

**Stunts:** **No Barrier Will Hold** (+1 to Athletics and Physique to overcome barriers to movement or entry), **Treant Magic** (use Nature as Contacts to get help from trees and plants, and to heal and make things grow), **Looks Like a Tree** (use Lore as Stealth when standing still and pretending to be a regular tree)

**Extras:** **Plant Immunities**, **Speaker to the Trees** (can use Empathy and Rapport with plants), **Body of Wood** (armor: 3, except against fire, lightning, or axes), **Limbs of Great Power** (weapon: 3), **Throwing Boulders** (weapon: 4 Shoot attack, requires *Holding a Boulder* aspect, can strike multiple targets if they have *Clustered Together* or similar aspect), **Many Limbs** (may take two actions each exchange)

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐☐☐ + additional mild mental consequence

**Type:** plant

**Size:** tree-sized (20-30 feet tall)

Treants call themselves 'shepherds of the trees', and in a treant's active presence, trees and other plants will move. They are rarely encountered these days, and only in old forests – most have become dormant and will only stir themselves if attacked or a major catastrophe strikes their forest.

They physically resemble trees, having a tall, narrow body that blends into their head, multiple branch-like arms, and legs that, when held together, appear to be a part of the body. Their skin is bark-like, and different treants have very different skin, often looking much like the bark of the trees they herd. Telling that an unmoving treant is not a tree requires overcoming a Fantastic (6) difficulty with Notice. For such checks, rangers or druids might be able to use Lore in place of Notice.

Treants are immensely strong, but very slow-moving. They have lifespans of thousands of years, and their natural field of responsibility – the trees – changes very slowly in nature. Therefore, treants take the long view of everything, and they see other races as constantly in too much of a hurry, never giving things much consideration before making a decision. However, a treant's slow deliberation should not be taken as a sign of stupidity – treants are quite intelligent, and although they dislike doing anything in a hurry, they are fully capable of making decisions quickly when the situation demands.

A treant can use **Treant Magic**. This is a form of nature magic – not of the flashy sort wielded by druids, but of the slow and patient sort, in keeping with the nature of treants. This can be used to rouse nearby plants to assist it; to heal itself, and other natural, growing creatures (including curing diseases and poisons); and to cause plants and creatures to grow (within the normal limits of their species). Over a great deal of time, a group of treants can affect the climate as well, performing weather magic together that can affect vast regions. However, they cannot perform weather magic

quickly enough for it to be useful for combat.

An angered treant is a fearsome foe, with the strength of an elephant and a woody body that is extremely difficult to hurt. In addition, their multiple wooden limbs allow them to take on several foes at once. Hiding within a fortress is likely to be of little help since treants can act at epic scale, and will attack fortresses by “rooting” into them, loosening the stones so they can be torn apart with their immense strength – with larger stones being effortlessly hurled at fortifications and smaller targets. Of course, a treant could choose to simply wait outside of a fortress, denying any who would enter or attacking those who exited. After all, a few days or months, or even years, mean nothing to the ever-patient treant.

Very little is known of their life cycle as treants are reclusive and do not normally speak of it to non-treants.



*Malcolm McClinton*

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# Troll

**High Concept:** *Loathsome, Rubbery, and Hard to Kill Monster*

**Trouble:** *It's Hard to Recover From Burns*

**Other Aspects:** *You're Not Scarier Than Me, That Hideous Strength, Just Follow Your Nose*

**Scale:** Superb (5)

**Skills:**

Superb (5):     Physique

Great (4):     Fight, Provoke

Good (3):     Notice, Will

**Stunts:** **Quick and Vicious** (on success with style using Fight, may reduce result one shift to take another attack action instead of taking a boost; this does not need to be against the same target. Maximum three attacks per exchange. If it has lost an arm, maximum becomes two; if it has lost both, this ability can't be used.)

**Extras:** **Regeneration** (once per scene, may remove a mild physical consequence or reduce a higher physical consequence by a step; doing so again costs a fate point), **Ridiculously Hard to Kill** (can choose to lose a limb as a mild physical consequence, taking up to four total consequences this way), **Really Ridiculously Hard to Kill** (armor: 2), **But You're Not** (weapon: 2 claws), **You Can't Keep a Bad Troll Down** (if not killed with acid or fire, or treated with such after 'killing', will recover next scene. All stress will be cleared, and **Regeneration** effects applied), **Crawling Limbs** (severed limbs continue moving; treat a severed limb as having Fair (2) Fight, one stress, and being unable to take consequences. **Regeneration** can be used to reattach a severed limb), **Immunity to Fear and Aging**, **Severed Limb Club** (will pick up own severed limb to use as a **club** (weapon: 3, *Reach*, Free Boost: *Knocked Down*))

**Physical Stress:**    ☐☐☐☐ + Ridiculously Hard to Kill

**Mental Stress:**    ☐☐☐☐

**Type:** standard *or* mythic beast

**Size:** about 12 feet tall

**Optional:** sea trolls, or Skrags, have **Strong Swimmer** (+2 to Athletics for swimming)

These huge and hideous creatures are vaguely human in shape, but have an emaciated build, long many-jointed fingers with wickedly sharp claws, greenish skin, a huge nose, and short, wiry black hair on their heads.

Trolls are strong, quick, and vicious, and possess an incredible sense of smell – but they are most feared for their **Regeneration** ability, healing from wounds before the very eyes of those attacking them. Trolls' black blood stops running almost immediately, and they are even capable of picking up limbs that have been severed and putting them back on. Perhaps most horrific of all, a troll's severed limbs will attempt to work their way back to the troll, taking the opportunity to slash and claw at anything else moving they encounter along the way that is not also a piece of the same troll.

It's rare to encounter more than one troll at a time, and some believe that these creatures do not actually reproduce in a normal fashion. Instead, legends say, a new troll can grow from a lost limb or other body part of another troll, if even as much as the tip of a finger is left behind. No troll has been known to die of old age, and it is believed that they may possess limited immortality.

Scholars disagree with regard to the intelligence of trolls, with some believing them to be stupid, but of human-grade intelligence (and thus, capable of true language and tool use, although rarely seeming to make use of either), while others hold them to be of animalistic intelligence.

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# Tulpai

The tulpai are creatures from beyond reality, who seek to manifest by using mortal minds as gateways. Usually, they take the form of an ‘idea’ in the thoughts of individuals who practice deep meditations, artists, and the deeply disturbed. In time, said individuals become obsessed with this ‘idea’ and devote more time and mental energy to realize it, often recruiting aid from others. Such aid may take any number of forms, but it is most often realized via apprentices, a coven, a crowd, or even a cult. Once enough mental energy has been accumulated, tulpai are able to physically manifest in reality. They are cast into a form shaped partly by the ideas of those they manifest through, and partly from their own nature, resulting in strange forms that seem to be a mix of different animals or to have characteristics impossible in normal animals. Furthermore, their forms are ‘loose’, slowly or quickly shifting due to disturbances in the thoughts of their mortal gateways.

A tulpa’s physical form can be destroyed, but this will not truly kill it; so long as those whose minds it manifested through can still be used as a gateway, it will re-form in a few days to a week. However, while those persons continue to exist, the tulpa is bound to them, and can only manifest in their area (within a mile or so of at least one of them). In order to become fully independent, the tulpa must devour the minds of its mortal gateways, taking no more than one per night. (Tulpai are most commonly active at night, since sleep or sleepiness on the part of their creators is helpful to them.) Normally, the mind(s) involved in manifesting a given tulpa have a combined mental stress capacity that is four times greater than the tulpa’s physical stress capacity. In order for the tulpa to gain independence, it must devour an amount equal to twice its physical stress capacity from among the the mind(s) that helped it manifest.

It cannot ‘get credit’ for partially devouring a mind; to get anything from a gateway, it must take them out mentally. As the mind is devoured, some of the consequences taken should be represented as a loss of memory or personality, manifestations of paranoia, delusions or madness, or even reducing them to a vegetative state.

An independent tulpa can be destroyed normally, and will not be able to re-form until it has found a new set of mortal minds to manifest through.

There are spells that magic users can use to deliberately summon tulpai into reality. In such cases, the tulpa will be considered independent immediately upon its arrival, and has no need to devour minds to gain independence – which is not to say that it will not *enjoy* devouring minds! Undead and anomalous magic users can use spells to summon tulpai, and this is the only way that they can, since their minds are not susceptible to the influence of tulpai.

As anomalous creatures, tulpai have all the resistances inherent to that type. In addition, they are immune to fear and charm effects, shapechanging, sleep, paralyzation, and aging, and have a resistance to poison.

If it’s not obvious, our Tulpai are meant to be Lovecraftian monstrosities, with a bit of flavoring added through the idea that they need mortal minds to manifest into existence. The Lurkers in the Dark mix a bit of Lovecraft’s Shoggoths and Barbara Hambly’s The Dark together, while the Eternal Devourers are inspired by Frank Belnap Long’s Hounds of Tindalos.

The term *tulpa* itself comes from Tibetan Buddhism. From there, it has been taken into Western occultism to mean “thought-form projection” – hence the use here of mortal minds as entry vectors.

# Eternal Devourer

High Concept: *Nightmarish Hunter From the Eternal Void*

Trouble: *All You Face is Me, Myself and I*

Other Aspects: *From the Angles You Aren't Expecting, Time Keeps on Slipping, Only Seen From the Corner of Your Eye*

Scale: Epic (7)

Skills:

Fantastic (6): Athletics, Notice

Superb (5): Fight, Physique

Great (4): Investigate, Stealth

Good (3): Will

Stunts: **Interrupt Spellcasting** (+2 to defend against spellcasting), **Temporal Teleport** (+2 to Athletics for moving through barriers or while in chases), **Behind You Now** (may use Athletics to create an advantage for combat and attack in same exchange with no penalty), **Time Slippage** (each exchange, an extra Fight attack is made on some target in any zone the devourer has had a member in during the scene. If that attack succeeds, the target suddenly remembers having been struck by the devourer and takes the stress from the attack)

Extras: **Tulpa Immunities**, **Immune to Time and Teleportation Effects**, **Bite & Tail**

**Whip** (weapon: 1), **Time Drag** (on success with style in Fight, places *Dragged Out of Time* boost with free invoke *or* compel. Can be compelled to prevent character from aiding or being aided by another)

Special: **The Pack is One** (can lose a 'pack member' as a mild physical consequence; can repeat this until there is only one 'pack member' left)

Physical Stress: ☐☐☐☐ + **The Pack is One**

Mental Stress: ☐☐☐☐

Type: anomalous, extraplanar (tulpa)

Size: about 3 feet tall at shoulder

Those who have studied these foul creatures say they come from outside time itself, somehow insinuating themselves into our universe through the minds of intelligent creatures. Not bound by the strictures of time in the same ways as ordinary creatures, they are able to slip back and forth. Fighting a devourer is a nightmarish experience, as it appears and disappears, and sudden wounds appear where you were unwounded before, accompanied by a new memory of having been bitten. Worse yet, from the point of view of those fighting a group of devourers, their compatriots may disappear and reappear, sometimes having gained new wounds or simply reappearing dead and fallen.

Further, Eternal Devourers are not made of normal matter, and cannot be seen when one looks directly at them. This effect even carries over to their reflections - even mirrors and other reflective surfaces will only allow one to see the Devourers via peripheral vision.

Like other tulpai, a Devourer has a set of creators, which it is attempting to devour in order to become fully independent. Once per day, it may compel *From the Angles You Aren't Expecting* to appear in the vicinity of one of its creators.

A pack of Devourers is just one creature, with future copies of itself. Thus, it is treated for damage purposes as one creature, and all the 'others' disappear when the creature is defeated, leaving only one body. Area effect attacks treat them all as if they were one creature in the area of effect, as long as any one of the devourers is in the area. The initial encountered 'pack' can have up six 'members'. If you wish to increase or decrease the strength of the Devourer, the pack size limit should be the same as its Athletics, which should always be in its peak skill tier.

## *Lurkers in the Dark*

**High Concept:** *Ever-Shifting Blob of Mouths, Claws, and Eyes*

**Trouble:** *Fire and Sunlight Burn So Viciously*

**Other Aspects:** *I Protect My Mortal Gateways Until I Consume Them, Always Another Eye or Mouth, Walls and Ceilings Are Floors to Me*

**Scale:** Fantastic (6)

**Skills:**

**Fantastic (6):** Physique

**Superb (5):** Fight, Provoke

**Great (4):** Investigate, Notice

**Stunts:** **Envelop** (on success with style on Fight, surrounds target, putting a *Enveloped* lasting aspect on it with one free invoke; those enveloped take one physical stress each exchange, if the lurker chooses to inflict it), **Unnatural Appearance** (automatic Provoke attack on all who can see it, when it first appears in a scene), **Devour Mind** (against an *Enveloped* or otherwise helpless foe, attacks with +2 to Provoke)

**Extras:** **Tulpa Immunities**, **Constantly Shifting Form** (armor: 2, has no internal organs to damage, can squeeze through small openings, immune to grappling), **Pseudopod Strike** (weapon: 3)

**Physical Stress:** □□□□ + additional mild physical consequence

**Mental Stress:** special; see below

**Type:** anomalous, extraplanar (tulpa)

**Size:** amorphous blob, usually about 6 feet across

The Lurkers in the Dark appear as amorphous blobs about six feet in diameter, which form pseudopods, eyes, mouths, and claws as needed, and move by a sort of rolling motion. These creatures cannot stand sunlight and will flee from it, taking one physical stress each exchange they are exposed. They are also vulnerable to fire, giving flaming weapons an additional +1 weapon rating against them.

Their pseudopods can become extremely thin, as the Lurkers primarily use them to devour the minds of their victims by extending one through the nose or ear canal and puncturing the brain. Once per day, for each mind it consumes this way, the Lurker gains +1 rank to Will, and may also clear its lowest used mental stress box. The Lurker begins with Mediocre (0) Will and cannot improve the skill beyond Fantastic (6), however, it can still remove mental stress via feeding. Those whose minds have been consumed are still alive, but are left raving mad and unable to care for themselves.

If they achieve independence, Lurkers will begin to kill all those they can, fleeing from fire, sunlight, and attackers, often taking refuge in deep caves during the day. Since they have no need to breathe, and move as quickly in water as they do on land, they will often seek out underwater caves for this purpose, when such are available.



## Watchers from Without

**High Concept:** *Immaterial Hive-Minded Flying Horrors*

**Trouble:** *I Must Bring My Flock Across to Be Free*

**Other Aspects:** *There's Not Much I Can't Phase Through, An Idea That Wants To Get Inside Your Head, With Vulnerability Comes Fear*

**Scale:** Fantastic (6)

**Skills:**

**Fantastic (6):** Athletics

**Superb (5):** Provoke

**Great (4):** Fight, Will

**Good (3):** Physique

**Stunts:** **Phase Grab** (on success with style with Fight, can place *Out of Phase* aspect on target, rendering it ghost-like, with one free invoke), **Call Flock-Mate** (on a success with style on a Provoke attack against one of its mortal gateways, the Watcher can bring a flock-mate through; once per scene for free, can spend fate point to do again)

**Extras:** **Tulpa Immunities**, **Immune to Fear**, **Constantly Shifting Form** (armor: 2, has no internal organs to damage, can squeeze through small openings, immune to grappling), **Invulnerable** (cannot be struck by non-magical weapons), **Tearing Claws** (weapon: 2), **Phase Through Head** (counts as Provoke attack with weapon: 1)

**Special:** a Watcher has several flock-mates: 4 to 10, as determined by the GM. It cannot become independent until it has managed to bring all its flock-mates through. The flock has a hive mind, and becomes more intelligent as it brings more members through. In particular, once half the flock has arrived, the flock members become intelligent enough to be afraid, losing **Immune to Fear**. They will also begin to plan, using cooperative strategy and gaining Lore (tactics and target behavior) at Good (3). This increases to Great (4) when only one remains to be brought over. When the final flock-mate is brought over, their trouble becomes *The World is Against Us*

**Physical Stress:** ☐☐☐☐

**Mental Stress:** ☐☐☐☐

**Type:** anomalous, extraplanar (tulpa)

**Size:** approximately human-sized

The tulpai known as the Watchers from Without seem to be both corporeal and incorporeal at the same time, moving through walls, people, and other objects easily. They do not, however, seem to be capable of moving into objects and staying within them for more than a few moments at a time. Like most tulpai, their forms are in a constant state of flux, however, they always involve wings of some type - be they like birds, bats, manta rays, dragons, or some other configuration.

Watchers seem to exist in flocks, and some sages speculate that the entire flock is in fact one being. Regardless of its veracity, once one Watcher enters our reality, it will attempt to manifest its flock-mates. It does so by attacking and terrorizing other beings, forcing them to focus their mental energies on the Watchers' existence.

Watchers cannot phase through magical wards automatically; they must make an overcome roll against the strength of the wards, using their Will. This roll must be made each time the Watcher attempts to move through the wards. They must become corporeal to attack, and remain so in order to carry a target, unless they successfully bring the target *Out of Phase*.

Unlike the Lurkers in the Dark, Watchers consume their gateways' minds through a physical process, phasing through their head and taking portions of the brain. Thus, those taken out mentally by a Watcher are either dead or mindless.

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# Unicorn

**High Concept:** *Living Emblem of Purity and Grace*

**Trouble:** *Self-Sacrifice is the Ultimate Expression of Good*

**Other Aspects:** *My Horn Cures All, Uncaught Since the Primal Morn, Only the Pure Are My Friends*

**Scale:** Fantastic (6)

**Skills:**

**Superb (5):** Empathy, Rapport

**Great (4):** Fight, Physique, Will

**Good (3):** Athletics, Contacts (forest creatures), Lore, Notice, Stealth

**Stunts:** **Charge** (+2 to Fight when moving at least one zone before attacking, **Deep Knowledge of the Forest** (+2 to Lore for anything concerning its forest)

**Extras:** **Alicorn** (a touch of the unicorn's horn will cure any single mental or physical consequence, and neutralize any poison; horn is also a weapon: 3 and counts as a *Holy Weapon* for the unicorn); **Immune to Magical Mind Control, Poison, Death Magic, and Aging**; **Resistant to Evil**; **Teleportation** (invoke or compel *Uncaught Since the Primal Morn*)

**Physical Stress:** ☐☐☐☐

**Mental Stress:** ☐☐☐☐

**Type:** primordial *or* fey

**Size:** slightly smaller than a normal horse

**Optional:** at the GM's option, may be able to **Sense Evil** and **Shed Light**

Minor incarnations of positive life force, unicorns are most often found in natural areas where there are a great deal of living, growing things – mighty forests and swamps especially, although they have also been known to be found on plains and savannahs, and in tropical jungles. Unicorns are not born – they *happen*. Thus, while unicorns are sometimes described as being stallions or mares, they are in truth neither, as they do not reproduce.

As they are primordial, unicorns are truly immortal – meaning that while you can kill a unicorn, a new one will come into being in the area that was home to the previously slain unicorn, after a short while. Of course, this 'short while' is defined in terms of the ebb and flow of the great life cycles, which can be decades as mortals measure time.

A unicorn seeks to protect life and the natural order. Most often, it does so by protecting its home region, but some choose to venture out further, occasionally forming alliances with the pure-hearted. They are wise and charismatic, and their healing powers are legendary, as is their ability to elude capture.

Unicorns sometimes befriend nymphs – primarily dryads, since they are most likely to overlap in the areas they call home. Unicorns are also very fond of children, and may allow them to play with them. In addition, they may heal injured children they come across, or lead lost children back to paths they know.

In battle, however, a unicorn can be a terrifying foe – able to teleport at will, to heal itself, and it can attack with the strength and speed of a horse, using a horn that can penetrate strong armor. If you seek to defeat one, the best way is to attack someone else they will protect, since it is in their nature to sacrifice themselves for others.

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## Vampires

While there are more powerful undead, vampires are quite possibly the most feared. A vampire's attack is personal – while a lich lord might raze your village to the ground or have you enslaved, that's not really any different from what any invading army would do. (And, from the peasant's point of view, at least armies of undead don't eat all your crops up while they're moving through.)

A vampire, however, tends to act on a more personal level – attacking you... or your spouse, or your children, or your parents. Watching the people you love die one by one while you know the cause, but are powerless to do anything about it... that's real terror. Add the vampire's superhuman strength and speed, ability to enter even a locked room, mesmeric powers, and you've got a recipe for a village full of peasants who barricade themselves indoors at night, unwilling to trust any nocturnal visitors (especially strangers) for fear that they might be unknowingly inviting a vampire inside their home.

There are the traditional defenses, of course: garlic, holy symbols, and that precious protection afforded by the fact that a vampire cannot enter a home uninvited. Of course, everyone knows that you need a wooden stake to kill a vampire, or a blessed weapon. They avoid sunlight, although stories disagree on whether it truly harms them or not, and rumors say they cannot cross running water on their own power.

Unfortunately, these defenses won't protect you from the vampire's servants: humans who it has mesmerized (often after drinking blood from them and creating a *Linked by the Drinking of Blood* aspect), wolves that it has summoned, and other, lesser vile creatures, including worms, insects, and rats. Stories disagree on the subject of werewolves, with some saying that they and vampires are linked (some claiming even that a werewolf will become a vampire after being killed), while others say that they are mortal enemies.

What everyone agrees on, however, is that vampires are extremely difficult to permanently kill. The recommended methods are either to put a wooden stake through the heart and cut off the head, and re-bury the head and body separately, or to stake the vampire and then burn it to ash. Even then, some say that it's best to scatter the ashes in separate areas, or dump them into a river, trusting to the power of moving water to hold back vampires.

Unlike most undead, vampires need some sort of food. Most traditionally, their food is blood, drained from the living. In game terms, this causes physical stress, and can also inflict consequences such as *Weak*, *Dizzy*, or *Sleepy*. The question of how much and how often a vampire needs to drink is an important one, for it will largely determine how easy it is for a vampire to hide their presence. One who can survive on small amounts of blood, or who needs to kill, but only very infrequently, can hide easily. Thus, we recommend that GMs decide how much blood vampires in their campaigns need to drink based on this consideration.

A vampire who does not get sufficient blood will lose ranks of Physique. If you want a slow decline, try a rank lost each two weeks – this will give a typical vampire a month or so before things become perilous, and a few months before lack of blood will force them into inactivity (once Physique drops below Terrible (-2)). For a faster decline, a point lost each two days will have them in trouble after a week, and forced into inactivity in about two or three weeks. On the reverse side, you may allow vampires to strengthen themselves by feeding. If you wish to do this, we suggest that success with style on feeding allows a vampire to create an aspect on itself to reflect the strength gained from feeding (e.g., *Empowered by the Blood*, *Flush With Strength*, or *Grown Younger* – the last hearkening to Dracula's description in Stoker's novel as appearing to grow younger as he becomes more fully fed). Further successes with style can add

additional free invokes to the aspect, or create other aspects.

If you do this, we recommend that consequences taken by victims should reflect the weakening of the victim. Also, a vampire may deliberately lower the damage it does, while retaining the success with style, to a limit of only dealing one physical stress – this allows one to “milk” a victim for a greater period of time. In return, it may gain a free invoke on one of the victim’s existing consequences that were caused by the blood drain for each two points of stress it chose not to deal.

The powers and restrictions of vampires vary greatly, depending on whose folklore or which author you want to follow. Here, we’ve mostly followed Stoker, with a little bit of other influences. If you want to mix things up a bit, here are some suggestions:

**Vampiric Mesmerism** is a great thing to build on. With multiple mind-controlled agents, a vampire can operate at one step removed, which is a big help in a world where clerics and paladins are more than happy to off you at any moment (and have abilities to help them do so). This also brings in a “who can you trust” element – so have fun taking players off for one-on-one conferences, then watching as the others try to decide if they can trust their ally now!

The above suggestion that a vampire could ‘trade off’ damage from feeding on a victim for free invokes of consequences from the blood drain could be used here as well, placing free invokes on the *Linked by the Drinking of Blood* aspect discussed above, then later using them to enhance uses of social skills against the target.

In some vampire fiction, vampires can perceive things that their mesmerized victims do – and sometimes, it’s possible to work that in reverse, as we see in *Dracula*. Such a link would, of course, be an aspect. Creating it (or exploiting it in reverse) requires overcoming the target’s Will.

**Shapeshifting** has many possibilities as well. The shapes that vampires take in folklore are legion, including not only the commonly-seen wolves, bats, and rats, but also butterflies, cats, ravens, owls, snakes, and more. In Russian folklore, it’s said that when burning a vampire’s body, the bonfire must be closely watched, because many insects, snakes, lizards, and so forth will come darting out from the fire – and if even one of them gets away, it will carry the vampire’s spirit with it, and the vampire will return.

**Vulnerabilities** that vary are another possibility. Sunlight is a commonly-known one – perhaps the best known – but in actual folklore, it doesn’t harm vampires. In some areas, vampires were believed to operate not from dusk to dawn, but from noon to midnight, which could upset player expectations. Other interesting variants might include: vampires who have counting obsessions and must enumerate any pile of seeds or other small objects they come across (similarly to fey creatures), wild rose bushes acting as a barrier to vampires, dogs disliking them, and sunlight simply weakening rather than hurting them (possibly reducing their strength and abilities, or making them vulnerable to normal weapons).

Other powers seen in folklore and fiction are the ability to **Speak to Ghosts**, to **Turn to Shadow** (making them incorporeal; their high concept could then be used for compels against PCs to prevent them from attacking, allow the vampire to escape, etc.) or use **Shadow Hands** (allowing them to use their Physique to manipulate objects in adjacent zones), to turn **Invisible** (allowing them to use Stealth to disappear without cover), or to **Ride the Moonbeams** (allowing them to travel instantly between two places once per night for free, repeating it for a fate point). Vampires in more modern fiction commonly have powers of telepathy, telekinesis, and flight (while still in human shape).

Also in fiction, vampires often have servants: either compelled mortals (such as Renfield in the original *Dracula*), mortals who have been given a mote of vampiric power by allowing them to drink a bit of the vampire's blood, or other creatures. A shadow-themed vampire might actually have no shadow at all, instead having a shadow demon (p 61) that is posing as such. Cursed werebeasts (p 255) are often associated with vampires, and their folkloric association with "the meaner creatures" might extend to giant versions, such as giant rats and spiders.

As alluded to above, the potential of a vampire to return again and again is a major element of folklore. In 19th century fiction, a common device was the idea that a vampire would be regenerated if the light of the full moon should fall upon its remains. Modern movies, books, and TV have made it so that exposure to blood will revive a vampire who has been staked, or in some instances even reduced to ashes... and Hammer's *Taste the Blood of Dracula* had someone tricked into drinking a cup full of blood into which Dracula's ashes had been mixed... and then being transformed into Dracula. All of this makes a vampire a great choice for a recurring villain!

Vampire-like creatures appear in the folklore of many areas, often with interesting ways to identify a vampire. The *asanbosam* in Africa is said to have hooks instead of feet, and sleep hanging from them in trees, while the Indonesian *pontianak* is said to have a hole in the back of its neck which it uses to feed. In parts of Eastern Europe, vampires are said to be invisible, but the children of vampires, called *dhampyrs*, can see them... by taking off their shirt and looking through its sleeve. The Chinese *jiangshi* is usually described as having the stiffened body and greenish-white skin of a recently-dead corpse, often with long, white hair. Another defining feature is that they move about by hopping, as rigor mortis keeps them from walking normally (although this might change after feeding).

A little research will uncover dozens of types of vampires from folklore, each with their own peculiarities. You can also 'vampirize' existing creatures simply by giving them the **Drain Blood** ability and either adding some 'vampiric' powers to their normal ones, or using them as replacements. Lamia, demons, yisisir, dire wolves, and giant bats can all make good 'variant vampires'. Have fun with it! You'll also find fully-worked-out examples of different sorts of vampires in future releases

### **Creating a New Vampire**

In folklore and earlier literature, turning someone into a vampire is a lengthy process, requiring multiple nights. We suggest that 'marking' a victim so that they will rise as a vampire after dying be a compel of a consequence gained from being fed upon by the vampire. This means that the vampire must first inflict consequences, and not simply take out a victim.

The newborn vampire rises with Physique increased by one rank, and acquires the undead type and corresponding immunities, as well as the ability to **Drain Blood**. Vampiric weaknesses are immediately gained, and they become an NPC under GM control (though the GM might allow a player to continue playing the vampire as a villain for the duration of the scenario!). Their high concept (or racial aspect in *APERITA ARCANA*) should be changed to reflect their new status.

A potential vampire (someone who has been 'marked' to rise as a vampire, but has not yet died) can be cured either by killing the vampire that marked them, or, at the GM's option, through a quest to do so. Whether someone who has become a vampire can be turned back is up to the GM - we recommend that this should be very difficult, and may only be possible if the newly turned vampire has not yet fed from an intelligent being.

The GM may also wish to add a Thirst stress track to the newborn vampire. This takes stress when powers are used, and can be refilled by feeding on others, erasing stress from it (or consequences taken from such stress) equivalent to the stress and/or consequences they inflict when feeding.

## Vampire, Lesser

High Concept: *Fledgling Vampire*

Trouble: *Thirsty for More Blood and Power*

Other Aspects: *The Life of the Flesh is in the Blood, Newfound Power in Undeath, Won't You Invite Me In For Dinner?*

Scale: Superb (5)

Skills:

Superb (5): Physique, Stealth

Great (4): Athletics, Fight, Provoke

Good (3): Magic, Notice

Fair (2): Will

**Stunts:** **Mesmerism** (uses Magic as Rapport to create advantages), **Call Rat Swarm** (can either create advantages involving a swarm of rats with Magic (handwaving the existence of the swarm), or call an actual *Rat Swarm* (p 216); the latter can only be done once per session), **Bite** (weapon: 3 against a grappled or otherwise helpless or unresisting opponent)

**Extras:** **Undead Immunities; Harmed Only by Magical, Wooden Piercing, or Blessed Weapons; Drain Blood** (create effect on success with style with Fight; see general *Vampires* description for details); **Powerful Blow** (weapon: 1)

**Physical Stress:** ☐☐☐☐ + additional minor physical consequence

**Mental Stress:** ☐☐☐

**Type:** undead

**Size:** same as when living

As mentioned above, this is essentially a bog-standard vampire, in the Dracula tradition. It's started here for use as a single opponent against a lower-powered group; if several are being used (e.g., as minions of a vampire noble), it may be desirable to use the mob rules (*FC* 216), or to weaken them by removing some of their stunts, or lowering all their skills a rank or two.



# Vampire Noble

High Concept: *Centuries-Old Vampire*

Trouble: *Reliable Help is So Hard to Keep*

Other Aspects: *The Life of the Flesh is in the Blood, Power Grows When You Have Fed It For Lifetimes, This Was Planned Long Ago*

Scale: Fantastic (6)

Skills:

Fantastic (6): Physique, Stealth

Superb (5): Fight, Magic, Provoke

Great (4): Athletics, Notice, Will

Good (3): Contacts, Resources

**Stunts:** **Mesmerism** (uses Magic as Rapport to create advantages), **Call Rat Swarm** (can either create advantages involving a swarm of rats with Magic (handwaving the existence of the swarm), or call an actual *Rat Swarm* (p 216); the latter can only be done once per session), **Control Weather** (use Magic to create weather-based advantages), **Shadow Form** (turns into a shadow, becoming incorporeal. Cannot physically act, but may use compel to avoid damage or escape), **Shapechange** (use Stealth for Athletics by changing into wolf or bat)

**Extras:** **Undead Immunities**; **Harmed Only by Magical, Wooden Piercing, or Blessed Weapons**; **Drain Blood** (create effect on success with style with Fight; see general *Vampires* description for details); **Powerful Blows** (weapon: 1 fists, or +1 to weapon rating of wielded weapon)

**Physical Stress:** ☐☐☐☐ + additional minor physical consequence

**Mental Stress:** ☐☐☐☐

**Type:** undead

**Size:** same as when living

**Optional:** noble vampires often use armor or weapons associated with nobility, such as a **longsword** (weapon: 2, *With Two Hands I Hit Harder*, Free Boost: *Binding With Opponent*) or **morningstar** (weapon: 3, *Packs a Wallop, Two-Handed*, Free Lasting Aspect: *Bleeding Wound*), and **plate armor** (armor: 3, *A Loud and Protective Shell*)

Powerful vampires, who have a retinue of weaker vampires that they have created over time and maintain control of, are often referred to as ‘nobles’, even though there is no actual formal structure of ‘vampire government’. This may be attributable to the resources and status they have often managed to acquire over time, as well as their more varied and stronger powers.

A vampire of this strength will make good use of their summoning abilities and control of lesser vampires, and will often prefer to avoid direct confrontation until and unless they are certain of victory. They generally prefer to monitor foes’ movements via proxies (like familiars or thralls), aiding them in catching foes unaware and separated from their group – allowing them to use **Mesmerism** and/or **Drain Blood** more effectively.

Vampire nobles often use their personal power and control over other vampires to raise themselves to the status of nobility vis-a-vis the rest of the world as well. Thus, a noble is likely to have a fortified castle or manor, may have servants of various sorts, and is quite likely to have a village (or a few) that they have authority over and are oppressing. Perpetual dark clouds over their home are optional, but annoyingly common.

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## Werebeasts

Humans (as noted in the *Introduction*, remember to read ‘humans’ generously, as also including humans, demi-humans, humanoids, etc.) under the effect of a curse or magical disease, or with an inborn ability to change to an animal form, werebeasts have a human form and an animal form, and some have a hybrid form as well. *Cursed* werebeasts are damaged only by silver or magical weapons, and are forced to change into their animal form on full moon nights. During this time, their mind is dominated by the curse, and their behavior shifts according to the type of werebeast they are.

The curse form acts much like a viral infection (and, at the GM’s option, might be a magical disease). As a curse, it has negative effects – in particular, cursed werebeasts are usually driven to become cruel and evil. This initially happens while in their transformed form, and early on, a new werebeast may be unable to remember the transformation or what they did during it. Over time, the curse will begin to affect their behavior in human form as well, first making them more irritable, then cruel, and eventually outright evil.

In game terms, the curse is an extra, which may alter their skills and aspects while transformed. For example:

**Curse of the Werewolf:** during full moon nights, the character transforms into a hybrid wolf form. In this form, their Physique and Athletics increase by +2, but Rapport and Empathy suffer a -2 decrease. While transformed, they trade their trouble aspect for *A Taste for Human Hearts*, and one of their other normal aspects is swapped out for *Instincts of a Wolf*. They further gain natural armor: 2. This is not effective against fire, acid, or silver, and they take +2 stress from attacks made with silver weapons. The character must take an aspect of *Cursed to Kill as a Wolf*, replacing one of their normal aspects.

In general, the GM should gloss over what happens in werewolf form - playing it out in detail goes against the classic trope that the werewolf can’t remember what they did as a wolf! Of course, that still leaves such entertainment as torturing the player with compels to wake up naked in a forest and covered in blood, feel that they should confess to the murders that have been happening, or have other PCs lock them into a cage or chain them up. This sort of thing should provide plenty of trouble for the whole group, not to mention when the angry mob breaks out with torches and pitchforks!

A cursed werebeast who has fully succumbed to the curse (i.e., decided to change their high concept, or, if using *APERITA ARCANA*, their racial aspect) becomes able to control their changes – while they must still change during a full moon, they can also change at other times. They also retain full memory of what they do when transformed, and can make plans in one form and carry them out in the other. They retain the rest of their curse, however, and are subject to compels based on it. Thus, maintaining control of their were-form requires keeping an available pool of free fate points!

Hereditary werebeasts have an inborn ability to change their shape. Usually, this is to a full animal form, rather than an intermediate form, but there are exceptions, notably were-rats. Such werebeasts have no immunities to weapons, but are vulnerable to silver. They are not forced to change on full moon nights, but instead may change at will. In their animal form, hereditary werebeasts are more strongly influenced by their instincts, and will behave in ways similar to how an animal of that type would. They are still more intelligent than a normal animal, however, and can recognize people they know.

A werebeast’s transformation takes a full exchange to accomplish, during which it may take no other actions.

## Werebeasts as PCs

Werebeasts can make for interesting player characters. Here are some guidelines for GMs who wish to allow them:

A hereditary werebeast should use their high concept or trouble to establish their werebeast nature. (Or their racial aspect, if using *APERITA ARCANA*.) Examples of such aspects could be **Werebear Warrior, Can't Let Anyone Know I'm a Wererat**, or **The Thieves' Guild Wants Me For My... Abilities**. If they later change their high concept or trouble, it should still reflect their nature, or the other must be changed to reflect it instead (for example, a character who began with the trouble **Can't Let Anyone Know I'm a Wererat** might later acquire a different trouble, while changing their high concept to **Were-Rat Thief, and Proud of It**).

They should also take an extra for the type of werebeast they are. In general, we recommend that this extra grant a +2 to two skills, while placing a -2 on two others (see the **Curse of the Werewolf** extra above for an example of how this looks). Usually, the enhanced skills will come from among Athletics, Notice, Physique, and Provoke, while the lowered skills will come from among Burglary, Crafts, Empathy, and Rapport. (Of course, this is heavily dependent on the type of animal the character becomes - a were-raccoon might have Burglary increased, while lowering Physique!)

As always, though, what makes sense in the fiction overrides the rules. A werebear is not going to ride any normal horse, for example, regardless of their Ride skill, and someone who is not openly known to be a werebeast isn't going to be able to use their normal Contacts (although the GM might allow them to have animal contacts in their animal form!).

All of this does have a cost, however: they must use a stunt slot to buy the extra **Werebeast**, and they gain the vulnerability to silver described above (which the GM can use by invoking or compelling their high concept or trouble (whichever indicates them as a werebeast). Unlike a cursed werebeast, however, hereditary ones do not normally change their trouble in werebeast form, and do not gain natural armor as compensation for their vulnerability. The character must also have one of their other stunts change between forms, applying to a different skill in each form, as well as serving a different function in each. For example, a **Werebear Warrior** in human form might have:

**Swashbuckling Fighter:** gain +2 to Athletics to create advantages for combat when you move a zone during the exchange.

while in werebear form, he might instead have:

**Bear's Hide:** use Physique instead of Fight to defend against blunt melee attacks (like clubs, fists, etc.)

For another example, an **Elven Werecat Mage** might have:

**Elfsight:** +2 to Notice to spot distant things or find hidden doors.

while in werecat form, she might instead have:

**Cat's Nose:** +2 to Investigate to track or identify by smell.

Other effects should be handled by simple logic and sense, through invokes and compels - for example, a small werebeast can go through openings that they otherwise couldn't while in their human form. And, of course, armor and clothing will not change with the character, so light or no armor is recommended! With this in mind, the GM may wish to carefully consider before allowing a player to make a werebeast PC whose animal form will be very small or large. It is not recommended that werebeast PCs be allowed to be of animal types that can fly.

These guidelines should be kept in mind when dealing with cursed werebeast PCs as well, as should those given above as regards creating an extra to reflect such a curse. Most importantly, however, a curse should be kept a curse, actually inconveniencing the character in serious ways!

# Werebear

**High Concept:** *Hereditary Ursine Werebeast*

**Trouble:** *Silver Can Truly Hurt Me*

**Other Aspects:** *Freedom Means Everything to Me, The Solitude of the Wild, Evil Best Beware My Might*

**Scale:** Fantastic (6)

**Skills:**

**Superb (5):** Fight, Physique

**Great (4):** Athletics, Provoke

**Good (3):** Nature, Notice, Will

**Fair (2):** Rapport, Stealth

**Stunts:** **Bear Hug** (on success with style in Fight, places *Hugged* lasting aspect on target with one free invoke)

**Extras:** **Resistant to Disease, Shapechanging** (two forms: bear form and human form; stats here are for bear form), **Claws and Teeth** (weapon: 2), **Tough Skin** (armor: 2), **Bear Empathy** (Superb (5) Empathy and Rapport with bears), **Quick Healing** (physical consequences heal as if one category lower, unless caused by silver)

**Special:** aspects stay the same in all forms; skills and stunts change

**Physical Stress:** ☐☐☐☐ + additional mild physical consequence

**Mental Stress:** ☐☐☐☐

**Type:** person (werebeast)

**Size:** 7-8 feet long

Werebears are hereditary werebeasts. As hereditary werebeasts, werebears are not contagious, but any children they have will be werebears. Sages postulate that, like wolfweres, werebears must breed with a different species every other generation in order to keep having children capable of changing forms. When asked, werebears will not answer questions about their breeding habits, and to do so is considered impolite.

For the most part they are 'good', not seeking to dominate others nor being cruel in nature, and place a high value on maintaining their freedom and that of others. Their nature compels them to be solitary, and they often live as hermits, dwelling in wilderness areas far away from other sentient beings and the issues of society. A werebear will often maintain a cabin in which to keep their trappings of a civilized being, such as clothes for dealing with people. They also use it to shelter themselves and friendly travellers in bad weather. While they are solitary by nature, werebears will tolerate the company of others for short periods, and are gracious (albeit generally rough) hosts.

Werebears spend much of their time in bear form, and while doing so, they behave much like bears, albeit with greater intelligence and goodwill toward other animals and people. They have a dislike of cruel or murderous creatures, and will seek to drive them from their territory if they can, or kill them if necessary. It should be noted that werebears hate werewolves, and vice-versa. They can both distinguish the other by smell, and werebears can do this even when in human form.

In human form, swap Fight with Notice. Physique drops to Good (3), but Fair (2) Empathy is gained. In addition, its stunts and extras change:

**Stunts:** **Healing Lore** (use Nature to heal physical injuries and diseases), **Freedom for All** (+2 to Will to defend against attempts to control it, or to get it to go along with controlling others)

**Extras:** **Resistant to Disease, Shapechanging** (two forms: bear and human; stats here are for human form), **Bear Empathy** (Superb (5) Empathy and Rapport with bears)

# Wererat

**High Concept:** *Sly and Subtle Lycanthropes*

**Trouble:** *A Coward Dies a Thousand Times*

**Other Aspects:** *Poison is Much Quicker Than Disease, It's All About Power, What Happens When You Corner a Rat?*

**Scale:** Great (4)

**Skills:**

Great (4):       Contacts, Notice

Good (3):       Athletics, Stealth

Fair (2):       Fight, Provoke, Rapport

Average (1):   Burglary, Investigate

**Stunts:** **Keen Nose** (+2 when using Notice to find food or Investigate to track), **Knows the Back Ways** (+1 to Stealth and Burglary when in 'bad neighborhoods' of their city)

**Extras:** **Shapechanging** (three forms: dire rat, hybrid, their form before being infected; stats here are for hybrid form), **Claws and Teeth** (weapon: 1), **Rat Empathy** (Superb (5) Empathy and Rapport with rats and giant rats), **Poisoned Weapons** (when using weapons, on a success with style, target is *Poisoned* with one free invoke. Usually this is a sleep or paralysis poison)

**Special:** aspects stay the same in all forms; due to their relatively weak natural attacks, wererats prefer to use weapons when in their hybrid form. Usually these will be swords, granting a weapon: 2.

**Physical Stress:**   ☐☐

**Mental Stress:**   ☐☐

**Type:** person (werebeast)

**Size:** slightly smaller than their 'normal' form

Wererats dwell beneath most major cities, where they keep up secretive communities, working in conjunction with normal rats to build networks of tunnels beneath them. The legends of the wererats say that they once ruled the world of men, as well as that of rats. Thus, many of these secret communities plot and scheme so that they may once again wield power.

Stealth, persuasion, intrigue, and betrayal, are the favored tools of wererats for accomplishing their goals – against the humans they wish to take over, and against one another. The strongest ties among wererats are family ties, but even family members often betray each other in their societies. Poisons are highly favored as well – wererat weapons will often be poisoned, especially when they are in their rat forms (and yes, wererats in rat form have enough dexterity to walk on two legs and use weapons in their forepaws). Many have also acquired immunities to certain poisons or drugs so that they can ingest them and infect their bite with them.

Generations of breeding with both humans and rats means that there are a wide variety of wererats – while the one above could be regarded as typical of those who interact with humans, the GM should feel free to introduce variations. Where wererats have made their home for some time, the local rats will often also be of somewhat increased intelligence, thanks to such interbreeding.

It is not uncommon to find wererats with professions, and they are often thieves, assassins, magic users, or illusionists. There are rumors that they worship their own rat-gods, but if this is true, then their clerics rarely, if ever, venture forth from their warrens.

The rat-man form of wererats is repulsive to most humans – even more so than their pure rat form – but wererats in human form are often handsome or beautiful. The highest class of wererats are white rats in their rat form, and as humans have silvery-white hair and pink eyes.

A wererat warren will have dozens of wererats and hundreds of normal rats. The warren passages are, of course, sized for rats, but with appropriate magic, adventurers may be able to shrink themselves down and enter. If they do, then use the below stats for the wererats in their normal size.

Inspired by Fritz Leiber's *The Swords of Lankhmar*, wererats in fantasy RPGs often seem to form a sort of hereditary cabal, even when they're otherwise treated as being the cursed/infectious sort of werebeast. A GM who wishes to "have it both ways" may have it being a curse... but also have it be the case that wererat parents deliberately infect their children, thus forming "family lines" of wererats. Of course, being brought up by other wererats, the children are persuaded to 'fully succumb' to the curse as described above. In such a case, add armor: 2 against attacks other than fire, acid, and silver to the wererats, but allow silver weapons to do +2 stress to them.

## Rat – vs Shrunkn Adventurers

High Concept: *A Rat Your Size*

Trouble: *It's Easier to Hit a Bigger Target*

Other Aspects: *Let's See How You Fare Against Me Now, My Bite is Devastating, Smarter Than Your Average Rat*

Scale: Great (4)

Skills:

|              |                    |
|--------------|--------------------|
| Great (4):   | Notice             |
| Good (3):    | Athletics, Provoke |
| Fair (2):    | Fight, Physique    |
| Average (1): | Stealth, Will      |

Stunts: **Keen Nose** (+2 when using Notice to find food or Investigate to track)

Extras: **Infectious Bite** (on success with style with Fight, target gains *Infected* lasting aspect with one free invoke – see p 213 for diseases), **Claws and Teeth** (weapon: 2)

Physical Stress: ☐☐☐

Mental Stress: ☐☐☐

Type: animal

Size: your size – or bigger!



# Werewolf

High Concept: *Cursed to Kill as a Wolf*

Trouble: *A Taste for Human Hearts*

Other Aspects: *Instincts of a Wolf, When the Moon is Full and Bright, Listen in Awe and You'll Hear*

Scale: Fantastic (6)

Skills:

Superb (5): Provoke

Great (4): Fight

Good (3): Notice, Physique

Fair (2): Athletics, Investigate, Stealth, Will

Stunts: **Pull Them Down** (on success with style on Fight, places *Knocked-Down* lasting aspect on target with one free invoke)

Extras: **Shapechanging** (two forms: hybrid and their original form; stats here are for hybrid form), **Lycanthropic Toughness** (armor: 2 against all attacks except fire, silver weapons, or acid when in hybrid form), **Claws and Teeth** (weapon: 2), **Curse of the Werewolf** (when a character is forced to take a severe physical consequence by a lycanthrope's natural attacks, the GM may compel them to take it as *Cursed with Lycanthropy*), **Vulnerable to Silver** (takes +2 physical stress from silver weapons)

Special: aspects stay the same in all forms; skills and stunts change

Physical Stress: ☐☐☐☐

Mental Stress: ☐☐☐

Type: person (werebeast)

Size: somewhat larger than their 'normal' form

Werewolves are the classic example of cursed lycanthropes, with the condition being a curse that spreads almost like a disease. Anyone bitten by a werewolf is almost certainly infected, and those who are merely scratched may be. A werewolf has two forms: its 'human' form, and a hybrid wolf-man form; the stats above are for the hybrid form. At the GM's option, those who have achieved control of their curse may be able to assume a full wolf form; for this, use the dire wolf (p 270), but with the werewolf aspects, **Lycanthropic Immunity**, and **Curse of the Werewolf**.

Under a full moon, a werewolf must change form, abandoning human form. During this time, they are influenced by their trouble aspect, and will be forced to hunt and kill people. Some werewolves, who have given into their curse, become capable of changing at will. Such a werewolf will have an aspect indicating their changed nature even when in human form – for example, *Always a Beast on the Inside*. Changing form requires a full exchange.

While werewolves are most commonly described as 'wolf-men', they can be female and/or of other races – some orcs have been known to deliberately allow themselves to be infected.

As a disease-like curse, the werewolf curse cannot be removed by non-magical means of treating diseases, but it can be removed by magical means. Treating a werewolf curse requires a Fantastic (6) overcome action with Faith or Magic. However, one must first discover a cure, which is more likely a Lore roll, and should take weeks or months of research, depending on how hard the GM wants it to be. This is a create an advantage roll to create an aspect of *A Cure for the Curse* or something similar.

---

# Whale

**High Concept:** *Great and Powerful Sea Mammal*

**Trouble:** *Everyone Wants Me For My Body*

**Other Aspects:** *You Aren't Big Enough to Hurt Me, Smart Enough to Cooperate, Inspires Psychotic Vendettas*

**Scale:** Legendary (8)

**Skills:**

**Legendary (8):** Physique

**Superb (5):** Athletics, Fight, Provoke

**Great (4):** Notice

**Stunts:** **Ram** (use Physique to attack by charging a ship or boat and ramming into it; if defense succeeds with style, whale takes one stress), **Deafening Clicks** (use Provoke to create advantages involving temporary deafness against all foes in same zone), **Swallow Whole** (on success with style when biting, may place *Swallowed* aspect on foe with one free invoke instead of creating a boost against them; swallowed targets are attacked by whale Physique each exchange; must inflict serious physical consequence or worse on whale to free the swallowed character), **Tail Slap** (use Physique to stun and knockdown those in the same zone by smacking the water or side of the ship)

**Extras:** **Gigantic Teeth** (weapon: 5), **Thick Skin and Blubber** (armor: 2), **Resistant to Cold and Pressure, Hold Breath for Hours**

**Physical Stress:** ☐☐☐☐ + additional mild and moderate physical consequences

**Mental Stress:** ☐☐

**Type:** animal *or* person, aquatic

**Size:** huge – 70 feet + long

This is a composite of multiple types of whales, created as a game creature – our inspiration is drawn from sperm whales, humpbacks, and *Moby Dick*. The largest mammals, whales can grow to be over a hundred feet long, with the very largest being mostly filter feeders. However, this entry represents a toothed whale.

Well adapted to aquatic life, whales can remain underwater for over an hour, and dive as deep as two miles below the surface, even though they are air breathers. As another adaptation, they have layers of fat beneath the surface of their skin that provides limited armor and protects them from cold. They navigate primarily by echolocation, which allows them to do so in the lightless ocean depths. The sheer volume of the clicking they make to echolocate is extremely great when heard underwater – more than loud enough to cause pain to human ears.

Whales have been known to ram ships and boats when under attack, and to have even sunk ships. There are tales that some whales come to recognize whaling ships and attack them on sight... and that some simply come to regard all ships as a danger, attacking any that approach too near.

Whales are migratory, spending the summer months in far northern or southern hunting grounds, then moving to warmer climes for winter. During the coldest part of winter, they mate and will not eat, instead surviving on stored fat. A cow will normally give birth to only a single calf, who will nurse from the mother for over a year, and stay with her for another one to two years after. Reproductive maturity is at five to seven years of age. Estimates of whale lifespans vary considerably, from as little as about 75 years, up to slightly over 200.

They are social, congregating in groups called pods, and have been observed to teach each other, cooperate, and even grieve. Whales appear to have similar brain structures to humans in areas that govern social behavior, and they are likely capable

of complex social understanding and communication over long distances via 'singing'. For this reason, they are not classified as 'animals' here – the GM may wish to still have 'animal' spells work on them, however. Captive whales have even been known to mimic human speech, so GMs might allow some whales to actually speak human languages!

Some island-dwelling peoples have been known to harness whales for transport, using harpoons to attach a boat to a whale that is travelling in the desired direction.

In keeping with myth and legend, someone swallowed whole by a whale can potentially survive for quite some time; exactly how long is up to the GM's plot requirements. Inflicting a moderate consequence from inside should be enough to get the whale to vomit one up; but they still have **Thick Skin and Blubber**, though!

There may be treasure within a whale's stomach. Items found should be of a nature that they could reasonably survive the whale's stomach – for example, scrolls and books would not normally be found. A whale's body can be sold for the equivalent of a Good (3) treasure at a port city of reasonable size.



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## Whale, Killer (Orca)

**High Concept:** *Fast and Powerful Ocean Hunter*

**Trouble:** *Big Enough to be Attacked by Many*

**Other Aspects:** *In Pods We Hunt Even the Huge; Wolves of the Sea; What's Play For Me, May Be Dangerous For You*

**Scale:** Epic (7)

**Skills:**

**Epic (7):** Physique

**Superb (5):** Athletics, Notice

**Great (4):** Fight, Stealth (in ocean)

**Good (3):** Provoke

**Stunts:** **Tail Slap** (use Physique to stun and knockdown those in the same zone by smacking the water or side of the ship)

**Extras:** **Thick Skin and Blubber** (armor: 2), **Resistant to Cold, Hold Breath for Hours, Powerful Bite** (weapon: 3)

**Physical Stress:** ☐☐☐☐ + additional mild and moderate physical consequences

**Mental Stress:** ☐☐

**Type:** animal *or* person, aquatic

**Size:** about 25 feet long

**Optional:** at GM option, may be fully intelligent, with Fair (2) Empathy and Rapport

Top oceanic predators, killer whales prey on fish and marine mammals, including other whales. Groups of killer whales have even been observed to hunt and kill sperm whales, and individuals have been known to kill great white sharks.

They are found in oceans throughout the world, with a preference for colder climes and coastal areas. Killer whales have been known to swim into freshwater rivers (since they are air breathers, they do not suffer the problems moving from salt to fresh water that fish do), and have been observed as far as 100 miles up major rivers. Some killer whale groups, known as 'resident' killer whales, tend to stay in a single area. However, since killer whales are very mobile, this 'area' may be 200 to 800 miles across. Other groups, called 'transients', migrate in patterns that are not yet understood.

Social animals, killer whales will hunt cooperatively, herding fish together to be stunned by tail slaps and then eaten, or cooperating to kill larger animals. They have also been observed teaching tactics to each other, and making use of the tonic immobility reflex of fish by turning upside down, seizing large fish or sharks, then righting themselves to turn the fish upside down. This causes temporary paralysis in the fish.

Against other whales, groups of five or more killer whales will chase a mother and calf until the mother is exhausted, separate the pair, then force the calf to remain underwater until it drowns. These hunts can take several hours to complete. They will also drown other mammals, seizing them and dragging them underwater. Even deer and moose are sometimes prey, should they venture into the water when a killer whale is nearby.

Killer whales have a complex social structure. They live in matrilineal family groups – a mother's children will remain with her for the rest of her life, the female children breaking off with their own families when the mother dies. Since they are very long-lived (average of 50 years, up to 80 years), this means that two to three generations will commonly be together forming a family group.

Such a group will consist of three to eight members, and a family group will associate with other family groups, so that three to four groups might sometimes be found together. Usually, however, they will only meet with other family groups periodically,

spending most of the time with only their own group.

During such meetings between family groups, males and females from different groups will mate. Killer whales do not mate seasonally, and young can be born at any time of year. Gestation lasts 15 to 18 months, and calves will nurse for a year. Mortality is high among the young, with as many as half dying in the first six to seven months of life. The reproductive span is from 15 years of age to 40, and a female will give birth about every five years, for an average of five children across the lifespan.

A lone killer whale will be a male; individual males will leave the family group and wander on their own from time to time, temporarily joining up with different pods. In most such cases, they will eventually return to their family group after several months.

Intelligent and playful, killer whales have been known to learn how to remove fish from fishermen's lines and nets, and then to defeat measures taken by the fishermen to prevent this. They will play games with each other, and have been known to play 'keep-away' with humans by repeatedly moving an object on the water that they are trying to get to. These games can also include harassing and chasing seals and dolphins even when not hungry.

In legend, the Haida believed that killer whales kept houses and towns under the sea, taking on a human form underwater to live in them. The Yupik believed that killer whales and wolves were the same animals, appearing as wolves in winter, and killer whales in summer. They also threw sacrifices of tobacco into the sea for the whales, and believed that the whales helped them hunt, by driving seals to them as whales, and reindeer to them as wolves.

In some instances, killer whales have helped humans to hunt other whales – a male known as Old Tom was famous for this in Australia. More often, however, whalers regard them as a nuisance, since killer whales will attempt to steal kills or scavenge from them.

Just like the *whale* above, killer whales are only optionally considered animals, since they have brains of human-like complexity. GMs may prefer to have them count as 'people' in game terms, so that they are not affected by spells that affect only animals.



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## Wight

High Concept: *Haunter of Tombs and Barrows*

Trouble: *A Guardian Cannot Shirk His Duty*

Other Aspects: *Pride and Skill From a Life of Combat, Hatred of Gods and Necromancers, The Strongest Enemies Make the Best Allies*

Scale: Great (4)

Skills:

Great (4): Fight, Physique

Good (3): Athletics, Provoke

Fair (2): Notice

Stunts: Fear of the Undead (+2 to Provoke to attack mentally)

Extras: Undead Immunities, Immune to Cold, Immune to Non-Magical Weapons, Life Draining Touch (touch is weapon: 3, and on success with style places *Life Drained* lasting aspect on opponent with one free invoke), Tough Skin (armor: 1), Vulnerable to Holy Energy

Physical Stress: ☐☐☐☐

Mental Stress: ☐☐

Type: undead

Size: man-sized

Optional: may have armor and weapons – typically Mail Armor (armor: 2) and a Great Axe (weapon: 3, *Difficult to Parry*, Free Boost: *Staggered*, Free Boost: *Shield Hooked*) or Great Sword (weapon: 3, *Reach*, Free Boost: *Staggered*; may force an opponent to take a consequence instead of taking a boost); either weapon will inflict Life Draining as its touch would

Much like mummies, wights are created when the body of a mighty warrior or great noble is buried in state, and is either enchanted to be a guardian or their own tomb, or arises as one due to the corrupting influence of necromantic energies. Where mummies are normally found in dry, hot climes, however, wights are found in cold climes, their bodies having been naturally preserved through changes brought about by the cold.

When this happens naturally, the process takes decades, sometimes as long as a century – thus, wights are most commonly associated with tombs of warriors of ages past. Of course, when wights are created artificially, the process is much faster.

Wights are often dark-skinned, generally with a blueish cast. Uncaring of their appearance, they are usually dirty, with matted hair. They retain their combat skills, and often some of their sense of tactics – and with those, a warrior's sense of honor.

Bound to their rotting bodies and held back from the next life, many come to hate and curse necromancers and gods of both death and undeath for their plight. If they are faced with a cleric of such gods or a character who uses necromantic magic in their presence, their *Hatred of Gods and Necromancers* aspect will come to the fore!

In cultures that bury their dead together, such as in catacombs, many of these creatures may be found. As they retain a sense of tactics, such areas can be extremely dangerous, since the wights will cooperate with each other, seeking to surround foes, take advantage of natural choke points, scout foes before attacking, and make use of natural features that favor them. Such areas may also contain other sorts of undead. Vampires and liches in particular will take advantage of the presence of wights, playing on their sense of honor to gain their cooperation.

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## Will-o'-the-Wisp

**High Concept:** *Predator Wielding Light and Mist*

**Trouble:** *Prey Must Follow the Light*

**Other Aspects:** *It's Not the Fall That Kills You..., The Best Laid Traps of Monsters For Men, There's Something in the Mist!*

**Scale:** Superb (5)

**Skills:**

**Superb (5):** Provoke, Stealth  
**Great (4):** Athletics, Physique  
**Good (3):** Deceive, Notice  
**Fair (2):** Will

**Stunts:** **Ghostly Light** (make its own light appear to be a candle, torch, lantern, glowing skull, or whatever, using Deceive), **Swallow Whole** (on success with style when biting, may place *Swallowed* aspect on foe with one free invoke instead of creating a boost against them; swallowed targets are attacked by wisp's Physique each exchange; must inflict serious physical consequence or worse on wisp to free the swallowed character), **Slick Body** (+2 to Athletics when defending against grapples and grabs), **Lunge and Grab** (run up, attack, continue running – allows immediate Stealth roll to disappear again if an appropriate aspect is on the scene, such as *Dense Mist* or *Many Hiding Places*)

**Extras:** **Resistance to Detection Magic, Snares and Pitfalls** (use Deceive instead of Athletics to get away from a pursuer; on success, place a *Trapped* aspect on the pursuer with one free invoke; on success with style, either place *Trapped* with two free invokes, or with one free invoke and cause one physical stress), **Unnatural Fog** (once per session, may place a *Dense Mist* aspect on the scene)

**Physical Stress:** ☐☐☐☐

**Mental Stress:** ☐☐☐

**Type:** mythic beast

**Size:** about 7 feet tall

Usually encountered lurking around bogs, tombs and graveyards, the will-o'-the-wisp typically preys on weary travellers. It often succeeds due to its ability to disorient its victims with an **Unnatural Fog** and lure them away from safety with its **Ghostly Light**. Within the fog, the light appears to be floating and moving along slowly, like a lantern would when seen through the fog. The will-o'-the-wisp can vary the brightness and color of its light, making it seem to be anything from a candle flame to a bright oil lantern.

When confronting a group, it will try to lure away one or two members if the opportunity arises. If this is not possible, it may attack anyway, if hungry enough. The will-o'-the-wisp will run in at speed, attempting to grab one of the party and make off with them into the fog, losing the others as it swallows them. A will-o'-the-wisp knows its stalking ground intimately, enabling it to use obstacles to slow down pursuit. They will also create traps, such as covered pits and deadfalls, and try to lure pursuers into them.

A single will-o'-the-wisp can create one light at a time, within its or an adjacent zone. Concentration is required to create the light; moving the light uses the will-o'-the-wisp's action for the exchange; it may not even move while using its **Ghostly Light**. The **Unnatural Fog** created by one persists for the remainder of the scene. It may use the fog as concealment, allowing it to use Stealth to create advantages reflecting it hiding in the fog, and to use the fog to disappear after attacking through such uses of Stealth.

A will-o'-the-wisp will normally live forty to fifty years. They are hermaphroditic,

and will mate twice in a lifetime, once taking the female role, then again, ten years or so later, taking the male role. The ‘female’ will bear six to ten offspring, who will be completely dependent on their parents for the first five years of their life. The ‘male’ will hunt alone during the year-long pregnancy and the first year of the offsprings’ life, bringing back food for its mate and children. For the succeeding four years, the pair will hunt together to provide for themselves and the children.

A pair hunting together are far more fearsome, especially to adventurers who have learned that a will-o’-the-wisp cannot move while maintaining its lure and are relying on that knowledge! Further, with a pair, the **Unnatural Fog** can be re-created if it is somehow dispelled. Their instinct for ambush applies quite well with two of them, and they will maneuver to place opponents *Between Them* before attacking.

The will-o’-the-wisp cannot digest metal or gemstones. Usually somewhere in or near its hunting area will be its toilet area – searching through the muck found here will reveal any treasure it may have acquired from past victims. (Roll Will against a difficulty of Good (3); on failure, place boosts or aspects such as *Vomiting*, *Severely Nauseated*, or *Covered in Own Lunch*)

Seen clearly (which rarely happens except with a dead specimen), a will-o’-the-wisp has a stocky, broad body, like that of a bear, but with a head that blends into the body with no noticeable shoulders and has a huge, gaping, fish-like mouth filled with long, narrow fangs. It has a pale, slick, and scaly hide that blends well with the fog it raises. Some tales claim that its ‘light’ hangs from a long projection off its body, but a successful Lore check (Superb (5) difficulty) will reveal that this is not true.



Valerie Diaz

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# Wolf

**High Concept:** *Pack-Hunting Canid*

**Trouble:** *Fearsome and Violent By Reputation*

**Other Aspects:** *When in Doubt, Call the Pack; I Smell Your Fear; Run Them Down*

**Scale:** Great (4)

**Skills:**

Great (4): Provoke

Good (3): Fight, Notice

Fair (2): Athletics, Investigate, Physique

**Stunts:** **Pack Tactics** (use Provoke to create advantages for combat), **Harry the Downed** (+2 to Fight against knocked-down opponents)

**Extras:** **Teeth & Claws** (weapon: 1), **Thick Skin** (armor: 1), **Bloodcurdling Howl** (see *Roars* sidebar, p 72), **Call the Pack** (once per scene, use Provoke against Great (4) difficulty to try to call another wolf; on success with style, two come; can be repeated by another member for a fate point)

**Physical Stress:** □□□

**Mental Stress:** □□

**Type:** animal

**Size:** about 3 feet long

**Optional:** a pack alpha may have Great (4) Fight, Good (3) Physique, and Fair (2) Will (increasing its mental stress as well). An alpha using **Call the Pack** summons two wolves on a normal success, three on a success with style.

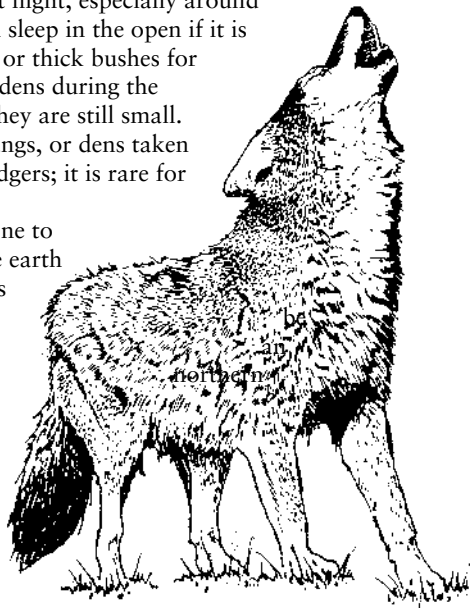
Pack animals, wolves will rarely be encountered alone; if a single wolf is encountered, it is most likely a young male. Wolves are cautious predators, and will not normally attack a group of humans. A pack may try to take down a lone human, and is quite likely to attack a single smaller person-type, such as a halfling.

Canny predators, wolves will stalk and observe prey before attacking, and will set up ambushes, steering prey into them.

Wolves are normally active primarily at night, especially around dusk and dawn. During the day, they will sleep in the open if it is warm and dry, but will seek an overhang or thick bushes for shelter if it is cold or wet. They establish dens during the summer, when pups are born and while they are still small. These are usually natural caves or overhangs, or dens taken from smaller animals such as foxes or badgers; it is rare for wolves to dig their own den.

In any case, the den will usually have one to three openings, and the walls will be bare earth – wolves do not line their dens with sticks or leaves. A wolf den will usually within 500 yards of a water source, with opening facing south if in the hemisphere, and north in the southern (in order to keep sunlight out). Remains of eaten food will often be found near dens, and this may attract scavenger birds, such as ravens and magpies.

Wolves are capable of distinguishing between armed and unarmed people and can learn to avoid traps or spring



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them without being caught. They will typically use hidden approaches to their dens, using bushes, fallen trees, and other obstructions to keep from being seen as they go to the den. This tactic is used when approaching prey as well.

It is possible to tame wolves, but they are more easily distracted than dogs, rapidly become bored with repetitive commands, and do not respond to praise as dogs do – instead, more tangible rewards are needed. They can be trained as hunting animals, but attempts to train them for work (e.g., pulling sleds) have had very little success.

Wolves and bears tend to prefer the same sorts of environments. They compete for the same prey, and hence tend to be hostile to each other. Wolf packs will steal kills from bears, sometimes having one or two wolves create a distraction so others can eat or drag away the kill.

In the wild, a normal wolf pack is a family group, with the loyalty to each other that family implies. A single wolf attacked will call for help if it is a member of a pack, and the rest of the pack will answer to the best of their ability. A typical pack has 5-11 members, but sometimes multiple family groups will join together into a single large pack, when there is abundant prey in the area. The largest pack that has been observed had 42 members.

Wolf packs claim large territories, typically 200 to 500 square miles. Territories are larger where prey populations are less dense.

Great aspects to generate via **Pack Tactics** include *Bite and Hang On, Surrounding the Prey*, and *Make 'em Run*. Before attacking, a pack will often set up such advantages as *Attacking from Above*, *Darkness Favors Us*, or *Approaching from Downwind*.

Wolves are good at identifying weak and injured prey, and will focus attacks on them. They have also been known to follow prey for a distance, then attack after the prey has already been in a fight. Choosing when to attack is a major part of their predation strategy, and a GM who's feeling vicious might have them try to distract a sentry and drag off a weakened party member while the party is camped, or have them attack a member who is off gathering firewood or taking care of bodily functions.

## Wolfpack

A pack can be represented as a single creature, using the following modifications:

**Scale:** Superb (5)

**Skills:**

**Superb (5):**      Physique, Provoke

**Great (4):**        Fight, Notice

**Good (3):**        Athletics, Investigate, Will

**Stunts:** **Pack Tactics** (use Provoke to create advantages for combat), **Harry the Downed** (+2 to Fight against knocked-down opponents), **Everywhere You Turn** (uses Provoke to defend against melee attacks)

**Extras:** **Teeth & Claws** (weapon: 1), **Thick Skin** (armor: 1), **Large Unit** (occupies two zones; has two actions per exchange in each zone; gains additional armor: 2 against non-area attacks), **Bloodcurdling Howl** (see *Roars* sidebar, p 72)

**Physical Stress:**    ☐☐☐☐ + additional minor physical consequence

**Mental Stress:**    ☐☐☐☐

**Type:** animal, large unit

This is a fairly large pack, of a dozen wolves or so. As noted for the wolf, such packs are sometimes led by a wolfwere.

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## Wolf, Dire

**High Concept:** *Savage Pony-Sized Wolf*

**Trouble:** *It's Kill or Be Killed*

**Other Aspects:** *You're Coming With Me; The Weak Make the Best Prey; Lone Wolf or Pack, You Shall Fear Us*

**Scale:** Superb (5)

**Skills:**

Superb (5): Provoke

Great (4): Fight

Good (3): Notice, Physique

Fair (2): Athletics, Investigate, Stealth

**Stunts:** **Pack Tactics** (use Provoke to create advantages for other pack members), **Harry the Downed** (+2 to Fight against *Knocked-Down* opponents), **Pull Them Down** (on success with style on Fight, places *Knocked-Down* lasting aspect on target with one free invoke)

**Extras:** **Teeth & Claws** (weapon: 2), **Thick Skin** (armor: 1), **Bloodcurdling Howl** (see *Roars* sidebar, p 72), **Call the Pack** (once per scene, use Provoke against Great (4) difficulty to try to call another dire wolf; on success with style, two come; can be repeated by another member for a fate point)

**Physical Stress:** ☐☐☐☐

**Mental Stress:** ☐☐

**Type:** animal

**Size:** pony-sized

Very large relatives of regular wolves, dire wolves are quite similar in how they live. They tend to inhabit cold northern climes, or areas where the existence of larger, more dangerous monsters keeps normal wolves away. They do not tend to live near inhabited areas on their own, as their size makes it difficult for them to conceal their lairs from organized hunting parties.

However, some groups of goblins and orcs have taken to using dire wolves as mounts, providing them with protection from hunters while making use of their hunting and tracking skills. This is a mutually beneficial partnership for both sides. Such dire wolves may also be trained to hate and hunt sentients of other races – in extreme cases, the GM may wish to substitute an aspect about the dire wolves' favored prey for *The Weak Make the Best Prey*.

Rarely, a lone dire wolf will take over a regular wolf pack as alpha. Wolfweres are unlikely to lead dire wolves, but it does sometimes happen, as in spite of its smaller size, the wolfwere's supernatural toughness makes it more than an equal for a dire wolf in combat.

Dire wolves are often mistaken for werewolves by common folk, since both are larger than normal wolves. This often leads to surprise when silver weapons do not have the expected results against them.

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## Wolfwere

**High Concept:** *Fey Wolf that Becomes a Human*

**Trouble:** *Finding a Mate is Such a Bother*

**Other Aspects:** *The Pack Follows My Lead, Werewolves Are the Enemy, Let Me Sing For You*

**Scale:** Superb (5)

**Skills:**

- Superb (5):** Fight
- Great (4):** Deceive, Provoke
- Good (3):** Athletics, Rapport, Notice
- Fair (2):** Lore, Physique, Stealth
- Average (1):** Burglary, Investigate, Will

**Stunts:** **Fey Toughness** (additional mild physical consequence), **Will of the Pack Leader** (uses Provoke for mental defense), **Wolf's Nose** (+2 to Investigate to overcome obstacles for tracking), **Pack Tactics** (use Provoke to create combat advantages for other pack members), **Enchanting Song** (in human form, uses Rapport to create advantages related to mesmerism or putting to sleep)

**Extras:** **Fey Immunities**, **Resistant to Normal Weapons** (armor: 2 except against cold iron), **Teeth and Claws** (weapon: 2 in wolf/hybrid form), **Human Form** (switch Fight and Rapport ranks, and Burglary and Provoke), **Call the Pack** (once per scene, use Provoke against Great (4) difficulty to call a wolf; on success with style, two wolves or a single dire wolf comes; can be repeated by another member for a fate point)

**Physical Stress:** ☐☐☐ + additional mild consequence (from **Fey Toughness**)

**Mental Stress:** ☐☐☐

**Type:** fey

**Size:** man-sized or wolf-sized, by form

**Optional:** often carries a weapon in human form (normally weapon: 2)

Where a werewolf is a human cursed to turn into a wolf, a wolfwere is a wolf with the ability to turn into a human. They normally prefer to live with other wolves, where they will almost invariably be the pack leader, due to their greater size (almost as big as a dire wolf) and intelligence.

They can change forms at will while the full moon is not in the sky, but cannot change when it is. Their forms are a wolf form, a human form, and a hybrid wolf-man. In combat, they will tend to assume the hybrid form if by themselves, allowing them to use **Teeth and Claws** and a weapon. When with a wolf pack, they will use full wolf form and cooperate with/command the other pack members.

In their human form, wolfweres can sing their **Enchanting Song** to put people to sleep or mesmerize them. They will often disguise themselves as minstrels, to have a reason to sing for a group, putting them all to sleep before kidnapping one – or killing them all. They are usually quite handsome or beautiful, and very charming.

Some sages speculate that wolfweres are of fey origin, because, like many fey, they are vulnerable to cold iron. There are many tragic tales of werewolf hunters who have mistaken a wolfwere for a werewolf, and found their silver weapons of no avail. They are, however, as vulnerable to fire and magic as werewolves and ordinary wolves (and humans, for that matter). Wolfweres hate werewolves, but cannot distinguish them when the werewolf is in human form.

In order to maintain their bloodline, wolfweres breed in alternate generations with wolves and humans. Since they usually live with wolves, this generally involves kidnapping a mate in the generations that need to breed with a human (or an elf, half-elf, nymph, or faun, hypothetically).

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## Wolverine

**High Concept:** *Pint-Sized Predator With Obscene Power*

**Trouble:** *Dogged Tenacity Blinds One to the Bigger Picture*

**Other Aspects:** *Thick and Warm Fur; I Won't Back Down; Even Though I Stink, I Still Have a Better Sense of Smell*

**Scale:** Good (3)

**Skills:**

Good (3): Fight, Will

Fair (2): Physique, Notice

Average (1): Athletics, Investigate, Provoke

**Stunts:** **Single-Minded Rage** (use own Will against Good (3) difficulty to place *Enraged* aspect on self; can do this without taking an action when first injured), **Bite and Hang On** (on success with style on an attack, creates *Latched On* aspect. While on, inflict minimum one stress on target each exchange (armor still protects))

**Extras:** **Thick Fur and Hide** (armor: 1), **Resistant to Cold, Large Claws and Powerful Teeth** (weapon: 2)

**Physical Stress:** ☐☐☐

**Mental Stress:** ☐☐☐☐

**Type:** animal

**Size:** about 2½ feet long

The largest of the weasel family, wolverines are known for their tenacity and strength – which is much greater than their small size would suggest. They have been known to defend kills from wolves and bears, but owe this mainly to their tenacity rather than their actual combat ability. In some areas, wolves have acquired a taste for wolverines, and where this happens, wolverines are wiped out or driven away.

Like most of their family, wolverines have scent glands and produce quite a strong smell. Their fur is oily and repels water, making it also highly resistant to frost – and therefore greatly desired by those living in northern climes.

Wolverines themselves are native to far northern climes, and are active throughout winter. This tends to be their best hunting time, as wolverines will take advantage of much larger animals, such as moose and deer, becoming stuck in deep snow, allowing them to kill animals of much greater size than they normally could. They also have a special tooth in the back of their mouth which is rotated ninety degrees from their other teeth, helping them to tear off and eat frozen meat.

Males are considerably larger than females, and occupy larger ranges, usually overlapping with two or three females. A male will mate for life with multiple females in his range, visiting each of them in turn, while other males will be left mateless. Mating season is in summer, but implantation is delayed until winter, and the young are born about a month and a half later, usually in a litter of two or three. Kits reach adult size within a year, and typical lifespan is about five years.

Fathers make regular visits to their offspring until they are about ten weeks old, and the offspring often join their fathers at about six months of age to travel together for a time.

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## *Yisisir (Serpent Men)*

Rarely seen, the yisisir are the subject of many rumors. It's said that they are an old, old race, predating even the elves, and that they worship dark, strange gods who ruled the world during those ancient times, whom they seek to return to power. It is also rumored that they have no women of their own race, but instead resort to kidnapping those of other races and force them to bear their serpent children.

They are primarily known for being insular, secretive, and unfriendly. The yisisir do not tolerate other intelligent races in the areas they control, with the exception of lamiae. They make no secret of the fact that they will kill and eat, or enslave, members of other intelligent races when they are caught trespassing in yisisir lands. They do trade, primarily with orcs, goblins, and others who do not mind such behavior in their trading partners. Trade points are mutually agreed upon, and usually a well-marked spot on the border of the yisisir lands.

Yisisir young look much like snakes with small arms when first born. They grow quickly, shedding their skins many times over the course of the first three years, until they reach a total length of about eight feet (and a 'standing' height about the same as a halfling). At this point, growth slows, with them reaching full growth around fifteen years of age. During this period, they are not yet venomous – instead, young yisisir use the discarded fangs of their elders as weapons, capping the loose end with wax, and filling the fang's reservoir with venom donated by others. Such weapons should be treated as a dagger, but with yisisir venom sufficient for a few uses.

Socially, yisisir form a very tight, organized society, with a strictly-enforced caste system. Those who grow larger and maintain their tailed bodies are warriors, while those who grow legs become magi. Their government is normally a magocracy, with those who have magic – especially the mental magic called psionics – taking the reins of power.

Most yisisir dress minimally or not at all, the primary exceptions being the lowest classes, who are outfitted with bandoliers and harnesses so they can carry burdens for their masters and betters. Members of the warrior caste will have a weapon-belt, and may don armor. The ruling caste often wear rings, bracelets, and coronets. These serve both to show status, and many are practical magic items as well. Outside their own lands, yisisir magi sometimes wear robes, since such dress is associated with magic users in most of the world. However, a few have taken to doing so even among their own kind.

The natural lifespan of yisisir is fairly short – around sixty years or so – with their warriors often dying much younger. Given their magical and pisionic abilities, the ruling caste is well-versed in extending their lives via unnatural means. The elves believe that some members of this caste have lived for thousands of years or more using these methods.

### **Yisisir Fang Weapons (1 refresh)**

The daggers and spears used by yisisir contain a poison reservoir. On a success with style, they can inject a poison placed into the reservoir (see *Yisisir Venom*, p 274). This can hold enough venom for three combats. Otherwise, treat these as normal **daggers** (weapon: 1, **Fast & Concealable**, Free Boost: **In Close**) or **spears** (weapon: 2, **Superior Reach**, **Set Against Charge**).

## Yisisir Magus

High Concept: *Psychically Powerful Serpent Man*

Trouble: *Untrustworthy Allies*

Other Aspects: *Inhuman Stares Make Everyone Uncomfortable, Slithering Away Like a Snake, I Spit in Your Face!*

Scale: Fantastic (6)

Skills:

Fantastic (6): Provoke

Superb (5): Lore, Will

Great (4): Contacts (demons), Deceive

Good (3): Crafts (alien science)

Average (1): Fight, Physique

**Stunts:** **Telepathy** (uses Lore as Empathy to create advantages), **Mind Sense** (use Lore as Notice to detect or find intelligent creatures), **Telepathic Attack** (Provoke can be used to create mental illusions, inflict pain, and dominate other minds), **Astral Projection** (use Lore as Investigate to create advantages by following people, looking into locked rooms, etc.), **Venom** (on success with style with bite attack, place **Dizzying Venom** lasting aspect on target with one free invoke), **Illusion Veil** (+2 to Deceive to appear as another human-like creature; can use Deceive as Stealth with appropriate use), **Spit Venom** (use Provoke to create advantages for Fight by blinding enemies)

**Extras:** Resistant to Hypnosis, Mind Control, and Yisisir Venom; Fangs (weapon: 1); Teleport (compel *Slithering Away Like a Snake* to escape); Call Demon (compel *Untrustworthy Allies* to call forth a demon of Superb (5) scale or below)

Physical Stress: ☐☐☐

Mental Stress: ☐☐☐☐ + additional mild mental consequence

Type: person

Size: 6 feet tall

Mind magics – what some call psionics – are a specialty of the yisisir. Their ‘magi’ mix psionics and more traditional forms of magic, using their abilities to both maintain their dominance of yisisir society and to subtly manipulate and control others. Using their shapeshifting abilities, they disguise themselves to move among other races. When they are spotted, their powers of mental domination usually let them erase the memories of those who have seen them, making them believe that something else happened.

While the yisisir do not usually worship demons (although a few groups have turned to the worship of Scest-hualudas, p 69), their magi work with demons, trading temporary unfettered access to the mortal plane for services they need in a ‘mutually beneficial’ arrangement.

### Yisisir Venom (Good value per dose)

The venom sacs of yisisir can be emptied by an alchemist (someone with an aspect or other ability indicating knowledge of alchemy). This is Great (4) difficulty; a failure by three or more places an aspect of **Poisoned** with one free invoke for the GM. Successful extraction provides enough venom for four uses; a use coats one edged weapon and lasts for one scene. Success with style on an attack with an envenomed weapon places the lasting aspect **Dizzying Venom** on the target, with one free invoke for the attacker.

If drunk, a dose of yisisir venom makes a Superb (5) attack against Physique, causing physical stress. Regardless of whether the attack is successful, the drinker acquires the aspect **Rebelling Stomach** with one free invoke for the GM.

## Yisisir Warrior

**High Concept:** *Gladiator-Like Serpent Man Warriors*

**Trouble:** *Fear of Magic and Its Wielders*

**Other Aspects:** *Well-Versed In The Art of Violence, Your Deaths Will Be Entertaining, Why Kill When You Can Enslave?*

**Scale:** Superb (5)

**Skills:**

Superb (5): Fight

Great (4): Athletics, Provoke

Good (3): Notice, Physique, Stealth

**Stunts:** **Venom** (on success with style with Fight, place *Dizzying Venom* lasting aspect on target with one free invoke), **Spit Venom** (+2 to Provoke to create advantages for Fight by blinding enemies)

**Extras:** Resistant to Hypnosis, Mind Control, Knockdowns, Tripping, and Yisisir Venom; Fangs (weapon: 1); Hollow Bone Spears (weapon: 2, *Superior Reach, Set Against Charge*; can be compelled to run out of venom)

**Physical Stress:** □□□□

**Mental Stress:** □□

**Type:** person

**Size:** 6 feet tall, 12 feet long

Yisisir warriors are viewed by their leaders as a sort of renewable resource – it's always easy to get more. At the same time, however, the warriors greatly outnumber the magi, and can be dangerous; thus, it's good to keep them entertained. The mages do this with frequent raiding parties and hunts, unfettered access to captives, and gladiatorial fights. They also encourage the warriors to take out their frustrations on the lowest classes – the servants, slaves, and captives.

All of this violence gives the yisisir warriors frequent practice at their arts. Their normal favored weapons are **Hollow Bone Spears**, in which the yisisir store **Venom** (milked from the lower classes to keep them from accumulating it to use), and daggers made from shed fangs.

A group of yisisir warriors will cooperate well, and have plans in place for how to deal with enemies. Ambush is a favored tactic, with the warriors often using their climbing abilities to get above foes, surprising them with thrown spears or by spraying venom before dropping onto them. They will work to separate and surround foes as well.

Since captives give status and wealth, they will usually try to cripple and capture foes, making attacks on their legs and using their venom to render them unconscious or otherwise unable to fight. They will certainly be carrying ropes, manacles, or other means of binding captives.

Yisisir warriors respect prowess in combat, and those who show it may be spared – possibly to fight in gladiatorial pits. When defeated in honest, open combat, yisisir warriors will offer terms and keep them.

One of their primary weaknesses is magic. The ruling class does not wish for the warriors to know how to effectively fight magic users, and so they are not trained in such... and those who show too much ability in that area are silently removed. Their primary tactic against magic users will be the ambush, combined with trying to overwhelm them quickly with numbers. If this fails, they are likely to break and flee.

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# Zombie

High Concept: *The Unthinking, Relentless Dead*

Trouble: *My Brain Moves Even Slower Than My Body*

Other Aspects: *Slow and Steady Can Win the Race, Only The Living Can Feel Pain, Your Fear of Us Will Be Your Undoing*

Scale: Good (3)

Skills:

Fair (2): Fight, Physique

**Stunts: Overwhelm With Numbers** (multiple zombies against a single target act make a single attack, at +1 to Fight for each doubling of numbers (Good (3) with 2, Great (4) with 4, Superb (5) with 8; no greater bonus beyond), **Strength of the Many** (as **Overwhelm With Numbers**, but for overcome actions with Physique), **No Safe Refuge** (use Physique as Crafts to tear apart houses, break in doors, etc.)

**Extras: Undead Immunities, Rotting Body** (-2 Physique for purposes of stress determination, but physical consequences taken do not come with a free invoke)

**Physical Stress:** ☐☐ + physical consequences taken do not come with a free invoke.

**Mental Stress:** ☐☐

**Type:** undead

**Size:** man-sized

**Optional:** For a zombie horde, increase effective Fight and Physique as per **Overwhelm With Numbers** and **Strength of the Many**, using one-quarter the number of zombies. Give an additional physical stress box for each doubling of zombie numbers.

Cadavers animated by necromantic energies, zombies are most commonly deliberately created by a necromancer, but sometimes arise spontaneously in areas heavily influenced by evil forces. They are essentially mindless, having only enough intelligence to obey simple orders. Zombies no longer need to eat for sustenance, but some types nonetheless carry a hunger for living flesh, especially that of humans and similar beings. In addition, these zombies are extremely basic ‘shamblers’ or ‘walkers’. If the GM wishes to have ‘runners’, add Athletics at Fair (2) and change out *Slow and Steady Can Win the Race* for *Surprising Bursts of Speed*. The zombies might also be given Notice in the form of a ‘life sense’ or by being able to smell the living out.

Traditional fantasy RPG zombies have more in common with those of Haitian folklore than with modern movie zombies: they are created by evil wizards or clerics, or sometimes arise spontaneously in cursed areas, rather than being infectious. They follow orders with a dim intelligence, and have no need to eat (and thus, without orders, will simply stand and do nothing, or endlessly repeat whatever the last task they were set on was, even if it no longer makes sense).

Haitian lore gives some unusual methods of dealing with zombies, which a GM might adapt. These include feeding the zombie salt, or letting one see the ocean. Both these things are supposed to ‘remind’ the zombie that it is dead, causing it to collapse, de-animated. In some fiction, those creating zombies sew their mouths shut, to prevent anyone from trying to feed them salt. This can add an extra bit of horror.

For more modern zombies, change high concept to *The Unthinking, Relentless, Hungry Dead*. These do hunger, and will devour those they kill. They may be magically animated, or they might be created by a magical plague. In the latter case, add the stunt **Infectious Bite** (when a character takes a physical consequence from an attack from the zombie, the GM may offer a compel to have them take *Am I Infected?* as their consequence. *Am I Infected?* can be compelled later to make others suspicious of the character, and, of course, to make them turn).

Different from either are the zombies of certain early fantasy stories. These are

undead, but are animated by their own spirits, called up by a necromancer and bound back into their dead bodies. They are undead, but are not mindless: they retain intelligence, but are unable to resist their master's commands, adding an extra layer of personal horror. They are aware of their state, but unable to do anything about it. Some go mad after long bondage, growing to hate the living, and take what joy they can in following their master's orders. For these, change the high concept to *The Bound and Angry Dead* and their trouble to *The Master's Word Must Be Obeyed*. Zombies of this sort may retain skills from life, and might use weapons, armor, or other tools effectively. Indeed, one might consider Death Knights (p 50) to be an extreme case of this sort of zombie.

Many game worlds have creatures that can take control of the living, making them act in a zombie-like fashion. For mind-controlled living 'zombies', make these changes:

**High Concept:** *The Unthinking and Relentless Victims of Mind Control*

**Trouble:** *But a Pawn of the Master*

**Other Aspects:** *Slow and Steady Can Win the Race; Pain May Free Me; Many Bodies, Limited Attention*

**Type:** same as the creature would be normally; most likely, person



*Hans Holbein the Younger*

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## *Familiars, Animal Companions, and You*

Many characters in fiction have animal companions of some sort – trained pets, magicians’ familiars, soul-bonded animals, and there are many other variations. Often, these companions have a link of some sort to their human (or elf, dwarf, or whatever). It’s also common for such an animal to have enhanced intelligence – usually not full human-level intelligence, yet they are smarter than any normal animal of their type.

Several of the creatures presented in this book are suitable for use as animal companions. This section will present options for making use of them as such for player characters in your games. The same principles and approaches can also apply to non-animal companions – apprentices, sidekicks, and so forth.

### General Considerations

The simple, naive way to create a companion would be to introduce it as a second character. This, however, carries the problem that it gives control of two characters to a single player, resulting in a corresponding broadening of the capabilities that player controls. If not carefully managed, this can result in excessive spotlight time for that player, which can result in other players feeling superfluous.

Because of this, we don’t recommend creating a companion as a full character (especially for classes that might have more than one companion – be they animal or not). Instead, we recommend treating companions as a part of the player’s primary character.

Something that must be remembered, however, is that while a companion may be represented in such a way for rules purposes, it is *not* simply an extension of the player character. PCs and their companions can have disagreements, be out of sorts with each other, and so forth. This can help to drive story, providing a GM with a way to introduce situations and storylines. Especially in the case of human (or demi- or semi-human) companions, the GM should remember that the companion will have friends, relatives, and so forth. If the companion is the PC’s close friend or associate, wouldn’t that PC want to help if the companion’s brother is kidnapped?

In social interactions as well, a companion may have their own goals and desires. The GM should feel free to step in and roleplay the companion at times to do so. It may be best to treat the companion as somewhat of a shared character, with both the player whose PC the companion ‘belongs’ to and the GM making use of it.

### Companions as Aspects

This sort of treatment naturally integrates well with treating companions as aspects – if a character has an aspect such as, *My Cat Familiar – Midnight*, that aspect can be compelled by the GM to introduce plot complications, have the familiar refuse to follow commands, and so forth.

Such an aspect can, of course, be used like any other, invoking it to get a bonus when appropriate. A familiar may be able to help focus its master’s magic, allowing invocation when doing spellcasting. A companion could serve as a distraction in combat, granting the PC a bonus to an attack or defense roll, and so forth.

A companion-based aspect could also be used as a source of compels for the player to use. These would follow the normal pattern of compels.

**E**xample: Anna has a *Raven Familiar*, so it’s natural that when Korba captures her, her familiar flies off to inform the rest of the party that she’s been captured. Damn the luck!

**E**xample: Miktnar thought he had a foolproof disguise, but his plan is foiled when Kirta's *Wolf Companion* smells him and begins raising a fuss. Damn the luck!

As with all player-initiated compels, such compels are subject to GM veto, if the GM doesn't believe that it should be a valid compel. The player must pay a fate point to the GM, who either keeps it if an NPC is being compelled, or offers it to the player being compelled, if another player is the target.

In some cases, the GM may decide that a compel isn't appropriate, but the aspect could still be invoked. To take the second example, the GM might say, "I'm not going to let your wolf automatically notice that it's actually Miktnar, but you can invoke *Wolf Companion* for a +2 to your Notice to try to penetrate the disguise."

## Companion Stunts

In some cases, a PC's skills might be enhanced by the presence of their companion – or even be narratively based on the presence of the companion! This can be represented through stunts. For example, Kirta above might have the stunt *My Wolf's Nose*, granting a +2 to Notice to overcome obstacles related to smell. Another possibility would be to allow Notice to be used as Investigate for tracking when a scent trail is present.

A downside of this is the possibility of losing the companion temporarily. If an aspect is placed on the character or the scene (*No Dogs Allowed*, for example) that prevents the companion's presence, then those stunts would not be available. (This is *not* a compel – it's simply an application of the principle that *Aspects are Always True*: if an aspect reasonably prevents something from happening, then that thing cannot happen unless and until the aspect is removed.)

Narratively, this is similar to having an NPC disarm a PC to take away their weapon (and therefore prevent them from using any weapon-based stunts), or one lure a PC into a social situation where they can't wear their armor. This would also apply to any extras based on the presence of the companion, as well as stunts.

## Companion Extras

As just mentioned, a companion might also be used as a permission for an extra. A companion that fights on the PC's behalf might grant a weapon or armor rating, or a companion might grant special abilities. For example, a trained monkey might grant an extra of *Monkey's Hands*, allowing them to effectively pick up objects at a distance.

This is a good time to note that the underlying rule of Fate always applies: *The mechanics exist in service of the story*. If a player character has a monkey companion but *doesn't* have such an extra, that doesn't mean that their monkey can't pick things up. Rather, it means that their monkey doesn't do so as a regular thing. They might be required to make a roll to have their monkey do so, or to spend a fate point, but the GM shouldn't simply flatly say, "No, your monkey can't do that" when it should logically be able to do so.

A companion who is going to be 'featured' regularly might be represented with an aspect, one or more stunts, and possibly an extra. Such a companion would represent a very large investment by the player controlling it. At this point, the GM might take the following option into consideration.

## Companions as Separate Characters

Remember the Bronze Rule: *Anything can be represented as a character*. In particular, an extra can have aspects, skills, stunts, and so forth. A complex companion might be

## Me, Myself, and I - Narrative Separation of Characters and Companions

As mentioned throughout this section, companions are commonly represented as attributes of a character - aspects, stunts, extras, and so forth. Regardless of this, within the narrative they are separate from the character, and this should be remembered when narrating what a PC and their companion are doing. When a companion aspect is invoked for a +2 bonus, what is the companion actually doing to give that bonus? Whatever it is, it should be narrated, if nothing more than to remind the other players of the companion's existence!

The same applies to stunts and extras that are associated with the companion - when one of those is used, the companion should be described as doing something. In some cases, they might be assisting the PC, while in others, they might be taking lead in the action with the PC assisting.

There may also be cases where it makes sense to describe a companion as acting independently of the PC. Examples might include a companion who will fight for their master when the master is unconscious, one who is sent to get something, or one performing an action that takes place on a long time scale. In this case, the details might be glossed over, but the players should be reminded that the companion is taking some sort of action. It may be something like:

*Watson comes back in three hours later, looking tired. He sits down heavily, puts his feet up, and nods slowly. "Well, I found where the ambassador is holed up. Had to traipse across half of bloody London, but he's in the Great Eastern. Fourth floor, room 412. And I had to pay a bellboy twenty shillings for that, which I expect you'll recompense, dear Holmes."*

Players and GMs should take care to remember that a companion can't be in two places at once. If the player sends the companion off to do something, then they lose access to the companion's abilities during that time (although there may be instances where this is not the case). If this is going to be a frequent occurrence, it might be considered enough of a disadvantage to lower the cost of the abilities granted by the companion (e.g., allowing the companion to provide two stunts for the cost of one stunt slot), in a manner similar to the "mega-stunts" of **Atomic Robo**. The GM (or player) may wish to point this out through narration:

*Harry curses under his breath, wishing Bob were here to tell him what the hell this thing was saying. As it is, he's going to have to rely on his own none-too-great communication skills. Stupid Latin correspondence course.*

represented in this way, as a character with its own character sheet, who the player character has 'bought' as an extra (most likely costing more than one refresh, and requiring an aspect about the companion as a permission).

While the companion might be statted as a character, however, we discourage granting the player an extra action. Instead, it should normally be used to enhance the owning character's actions, to take an action in place of the owning character, or to do something that isn't represented as a rolled action. This prevents the many problems that can arise from one player having two (or more!) actions each turn.

If you're using supplemental actions as an option, then the main character could make either the primary or the supplemental action, while the companion makes the other. This would not be treated any differently from anyone else making a supplemental action, however: a boost would have to be created related to the fact that the two of them have separated momentarily. This might be *My Dog's Across the Room*, for example, which a foe could then use to aid an action against that PC (or the dog, narratively speaking).

A second, related possibility, is when one player chooses to play a companion of another. In this case, the companion is a full character. The two characters should each have an aspect indicating their relationship to the other, but beyond that, they would be no different from any other two separate characters, in terms of game mechanics.

## Reverse Sidekicks

A phenomenon seen in a few genres is the character who is defined almost exclusively by their control of another. One of the most common manifestations of this is a character who has control of a genie. Narratively, the genie is the one who does everything, while their ‘controller’ exists simply to provide motivation and complications. It is also seen in some children’s stories and animes, where the ‘main character’ is a child who controls or is accompanied by a dragon, unicorn, or similar creature. Indeed, in some instances in fiction, the ostensible ‘master’ changes over time, with the story following the genie as it is acquired by different masters.

This is sometimes called a ‘reverse sidekick’ – the ‘sidekick’ part of the duo is actually the one who makes the pair effective. In such a case, it may make the most sense to create the ‘sidekick’ as the main character, with their ‘master’ being represented as described above for companions (i.e., with an aspect and/or stunts and extras).

## The Companions

For each companion, we’ve given three potential aspects, stunts, and extras. Some are repeated, where we felt the same ability was appropriate to two or more companion types. Note, however, that these are lists of examples – they’re not meant to be restrictive. Stunts and Extras each cost one stunt slot (or Refresh) unless otherwise stated. Some of the stunts and extras could easily be applied to a different companion type, and you should feel free to do so when creating your own companion!

In addition, a common extra for wizard- or druid-types is:

### Familiar

You have a familiar – a creature that has been magically bonded to you. You may mentally communicate with it at reasonably short distances (a hundred to two hundred yards or so), and use its senses when you wish (i.e., see through its eyes, hear what it hears, etc.). You must take an aspect relating to your familiar as a permission for this extra.

## Bat, Giant

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### Example Aspects

*Bat-Winged Steed*  
*Vlad’s Intimidating Fangs*  
*Like a Bat Out of Hell*

### Example Stunts

**Flyby Attack** (when making an attack ‘on the wing’, gain +2 to defend against ground-bound opponents)

**Horrendous Screech** (+2 to Provoke for attacks when bat is nearby and screeching)

**Swoop and Grab** (when attacking ‘on the wing’, on a success with style, may place a lasting aspect of *Grabbed!* on the foe with one free invoke)

### Example Extras

**Flight** (+2 to Athletics for overcome actions where flying could help when on bat; may spend a fate point to start the next scene at any location in reasonable flying distance. 2 Stunt cost)

**Trusty Mount** (If the master is in a situation where they are about to be taken out, the mount will remove the master from the field if possible. This works in a way like conceding, but is not conceding: the player describes what happens (i.e., where his character is carried away to), and does not receive a fate point)

**Knows the Way** (the bat knows the locations of importance to the master. It can be sent to one of these by the master (possibly carrying an object, person, or message), or can carry the master there even if the master is unable to provide direction. If it goes without the master, it will return to where it left the master as quickly as possible unless otherwise ordered. The bat knows one location for free; an additional stunt slot can be taken up to learn another location, and the bat knows any and all locations that the character in question has an aspect about)

## **Bear**

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### **Example Aspects:**

*Nobody Worries About How Well the Dancing Bear Dances*  
*The Bear Necessities*  
*A Hug You Can Bear-ly Stand*

### **Example Stunts:**

**THERE'S A FREAKING BEAR!** (+2 to Provoke attacks when the bear is with you and threatening to attack)

**A Nose For Tasty Things** (use Notice instead of Nature to make survival checks to find food)

**Trained Bear** (use Nature instead of Rapport to entertain people who might find a dancing bear amusing)

### **Example Extras:**

**Bear Defender** (the character gains one extra mild physical consequence, which must relate to the bear when used)

**I Call Him Winnie** (the character is treated as having a weapon: 2 in melee combat)

**A Honey of a Bear** (if the bear is with the character, the character always has hunny – er, honey with which to bribe and entertain children. This grants an automatic Overcome to bribe children, or people with a sweet tooth, for very small favors, once per scene)

## **Cat**

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### **Example Aspects:**

*Everybody Loves a Kitten*  
*Black Flame is My Familiar*  
*All the World's a Scratching Post*

### **Example Stunts:**

**Cat's Tread** (+2 to Stealth by using the cat as a scout)

**Like a Mad Cat** (once per scene, may create an advantage for combat using Burglary and take another action in the same exchange)

**The Purr-fect Criminal** (+2 to Burglary to steal small objects by sending cat in to get them)

**Example Extras:**

**When I Cross Your Path** (once per session, may make a ‘bad luck’ compel against someone for free)

**Always Land on My Feet** (due to a mental link with your cat, you have armor: 2 against falling damage; further, you may take a +2 to Fight when leaping onto someone from above. 2 Stunt cost)

**Spell Holder** (once per session, the character can ‘pass off’ maintenance of a spell to the familiar, allowing him to perform other actions while the spell continues)

## **Dog**

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**Example Aspects:**

*No Better Friend*

*My Old Huntin’ Dog*

*Pepper the Ferocious Mini-Terrier*

**Example Stunts:**

**Just Follow My Nose** (+2 to Investigate to track people)

**Bringing Everybody Down** (once per scene, may create an advantage for combat using Fight and take another action in the same exchange)

**Four-Legged Alarm System**  
(difficulties to sneak into an area guarded by the dog are at +2)

**Example Extras:**

**Hated Enemy** (your dog has been trained to hate a particular person or species; it will raise a fuss and try to attack whenever it notices them)

**Knows Its Master** (the dog can always tell an imposter pretending to be its master. The GM may only bypass this via a compel to remove the dog (e.g., the dog has also been replaced, or is locked up and the imposter claims it ‘ran away’))

**Achilles’ Last Stand** (if you are rendered unconscious or immobile in combat, your dog will continue to fight for you, at your normal Fight, until you either recover, or are taken out. The dog uses your stress boxes, and you can narrate consequences as involving it or you. Essentially, this enables you to take limited actions when an aspect exists that would normally keep you from acting)



Arthur Hughes

## Dolphin

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### Example Aspects:

*Friendly and Playful Dolphin Buddy*  
*A Pod of Two*  
*Cute and Fast Sea-Hunter*

### Example Stunts:

**Aquatic Buddy** (+2 to Survival to overcome obstacles in the water)  
**Fish-Tailed Alarm System** (difficulties to sneak into an area guarded by the dolphin are at +2)  
**Enemy of Sharks** (+2 to Fight to create advantages in combat against sharks)

### Example Extras:

**Echolocation** (not hampered by darkness underwater)  
**Undersea Translator** (may use Rapport and Empathy when communicating with sea creatures friendly to dolphins)  
**Sea Mount** (+2 to Athletics for overcome actions where flying could help when on bat; may spend a fate point to start the next scene at any location in reasonable flying distance. 2 Stunt cost)

## Dragon, Lesser

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### Example Aspects:

*The Mightiest of Winged Steeds*  
*A Breath You Won't Forget*  
*To Ride a Dragon, You Must Earn Its Respect*

### Example Stunts:

**Breath From Above** (when mounted on dragon and flying, take +2 to Shoot attacks, *or* use your peak skill as Shoot for attacking, whichever is better. For a fate point, you can choose to attack everyone in a zone, making one roll against all targets)  
**Snatch and Carry** (on success with style with Fight when flying on the dragon, you may choose to place a *Grabbed!* lasting aspect on your foe with one free invoke)  
**Terror From the Sky** (+2 to create scene advantages with Provoke when your dragon can assist *or* use your peak skill instead of Provoke for this purpose)

### Example Extras:

**Wind Shear** (once per scene, when moving through a zone (i.e., not starting or ending the exchange in that zone), you may create an advantage against everyone in the zone, rolling your peak skill against their Physique. Aspects so created must relate to being knocked down, off-balance, or pushed back by the force of the wind from

### Dragon: Approach with Caution

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In most fantasy literature, dragons are extremely powerful - therefore, they need to be handled with special care. In general, someone who has control of a dragon will be of considerable power - and thus, can have high Shoot, Provoke, and other skills to help represent their dragon. Alternatively, the dragon may be the physical backing for a character who is skilled in other areas, in which case the forms of the stunts that rely on other skills should likely be used.



the dragon's wings. You may repeat this at the cost of a fate point)

**Not My Human!** (the first time you take a physical consequence during a fight in a session, your dragon immediately attacks whoever inflicted it upon you. Roll Fight+2 or your peak skill, whichever is better, as a Fight attack against them)

**Breath Weapon Immunity** (your dragon is immune to its own sort of breath weapon. You always use your peak skill to defend against attacks of that sort, and may spend a fate point as a compel against an attacker using it to declare you take no damage)

## Dragonet

### Example Aspects:

*The Lesser of Your Betters*  
*Smart but Tiny Dragon Familiar*  
*A Little Queen All Golden*

### Example Stunts:

**Magic Resistance** (+2 to defend against direct magic when familiar is present and touching the master)

**Poison Sting** (when your dragonet is assisting you in combat, you may create a lasting aspect of *Sleeping Poison* with one free invoke on a target when you succeed with style, instead of creating a boost)

**Flying Attack** (your dragonet can fly about harassing enemies in combat, keeping them occupied. This enables you to take a +2 to Fight when outnumbered)

## Everyone Grows Up

As described in this book, a dragonet is an immature dragon. This naturally leads to the question - what happens when the dragon grows up?

In our setup, it takes a year or more of seclusion for a dragonet to become a young adult dragon (see p 85 for the full details). A dragonet *can* potentially rush this process, but doing so results in a smaller, not fully developed dragon.

Either way, the mechanical effect is simple: with the GM's permission, the player changes the aspects, stunts, and/or extras associated with the dragonet out for new ones, describing the character's 'new' dragon companion.

Other sorts of companions can be treated similarly - for example, a character might start with a young lion, or even a lion cub, and exchange or add abilities related to it as the lion grows up. An immature unicorn or gryphon would be other examples.

This approach can allow a player to start with the companion they wanted, but not have access to its full abilities immediately, instead growing into them as the game progresses. Alternately, instead of the explanation being that the companion starts young, a companion might not be fully comfortable with its 'master' or fully trained. For example, a pegasus or gryphon might not consent to let its new companion (from its point of view) ride it for some time, instead helping in other ways.

### Example Extras:

**My Own Little Spy** (once per session, you may automatically succeed on an Investigate check to search an area, or a Stealth check to enter an area)

**The Visible Invisible** (the dragonet can always see invisible creatures. The GM may only bypass this via a compel to remove or disable the dragonet (e.g., it has been blinded, is away from its master, or for some reason does not realize that others *can't* see the invisible creature and therefore does not warn about it))

**Magical Familiar** (in combat, the master may have spells originate from the dragonet's location, rather than his/her own. This may be used to: 1. Grant range to a magically-based Fight (range up to two zones), 2. Extend the range of a magically-based Shoot, 3. Give the master +2 to Fight to defend against attacks while casting spells, or 4. Allow the mage to split their rolled value between two targets (i.e., with a Superb (5) total, attack one target at Good (3) and another at Fair (2)). 1 Stunt cost for each option the character wishes to be capable of using)

## Eagle

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### Example Aspects:

*A Bird of Great Majesty*  
*Trained Wolf-Killing Eagle*  
*My Master's Eyes in the Sky*

### Example Stunts:

**Searching Eagle** (+2 to Investigate to search for objects outdoors)

**My Eagle Says Otherwise** (+2 to defend against Provoke attacks while carrying your eagle)

**Dive and Harry** (+1 to Fight for attack and defense when your eagle can harass your foes)

### Example Extras:

**Warning Cry** (once per session, if attacked outdoors, the player may declare that they are going first in turn order)

**Message Carrier** (once per session, use your eagle to carry a message to someone who isn't physically present and bring a reply back. Their location must be familiar to you and your eagle)

**Scary Predator** (once per session, your eagle may negate the presence of someone else's animal companion that is wolf-sized or smaller (if a predator) or the size of a small deer or smaller (if an herbivore). The eagle may not use any other extra or stunt while doing this. Lasts until the end of the scene, or a point where it would logically end)

## Elephant

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### Example Aspects:

*Trying to Ignore the Elephant Never Works*  
*Living Battering Ram*  
*The Sturdiest War Steed Out There*

### Example Stunts:

**Smash Them Down** (+2 to Crafts *or* use your peak skill as Crafts when using your elephant to batter down wooden structures, or open doors)

**Trample Attack** (attack up to three opponents, if your elephant can reasonably move through them all in one exchange, at your peak skill+2. Usable once per scene)

**When The Trumpet Sounds** (+2 to create scene advantages with Provoke when your elephant can assist *or* use your peak skill instead of Provoke for this purpose)

### Example Extras:

**Archer's Platform** (when shooting from elephant-back, you gain armor: 2 against Fight attacks made by anyone who has not created an aspect to negate your advantage. 2 Stunt cost)

**Berserk Rage** (once per session, your elephant can do into a rage, attacking everyone in the zone it is in except for you and anyone for whom you have an aspect indicating a positive relationship. It attacks at your Fight +2)

**Battle Elephant** (gain an additional moderate physical consequence when your elephant is with you; when used, it must involve an injury to your elephant)

## Ferret

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### Example Aspects:

*Tunnel-Loving Pet*  
*Small and Sneaky Thief*  
*Escape is What I Do*

### Example Stunts:

**Furry Bandit** (+2 to Burglary to steal small objects by sending ferret in to get them)

**Drop and Aww** (use Stealth as if it were Rapport to drop (or jump, or climb) onto someone and distract them)

**Slinky Explorer** (+2 to Investigate to overcome obstacles for finding things hidden in small spaces)

### Example Extras:

**Rat Hunter** (when fighting swarms of vermin with your ferret, you may ignore a swarm's normal armor against non-area-effect attacks)

**Hidden in Plain Sight** (your ferret is normally considered invisible, unless you or it do something to attract attention to it, or someone creates an aspect that allows it to be noticed)

**A Nose for Trouble** (once a session, when a trap is tripped, you may state that your ferret tripped it instead of whoever did. Your ferret is never damaged by this –

others still might be, though, depending on the nature of the trap)

## Gryphon

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### Example Aspects:

*Fierce and Powerful Flying Steed*  
*What Gryphons Guard, You'd Best Not Want*  
*Regal Mount*

### Example Stunts:

**Eyes of the Eagle** (+2 to Notice when searching for things outdoors by flying over)

**Swoop and Grab** (on success with style with Fight when flying on the gryphon, you may choose to place a *Grabbed!* lasting aspect on your foe with one free invoke)

**Terror of Horses** (+2 to Provoke to frighten horses)

### Example Extras:

**Swift Flight** (+2 to Athletics for overcome actions where flying could help when on gryphon; may spend a fate point to start the next scene at any location in reasonable flying distance. 2 Stunt cost)

**Flying Mount** (when mounted on gryphon in combat, no one can attack you with Fight unless either you attack them with Fight in the same exchange, or they have an aspect or extra that will allow it. 2 Stunt cost)

**Terrible Beak and Claws** (you count as having a weapon: 2 when participating in a fight with your gryphon)

## Hippogriff

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### Example Aspects:

*Swift and Combative Flying Steed*  
*My Mount Has an Eagle's Vision*  
*Soaring on Witherwings*

### Example Stunts:

**Stoop and Attack** (when diving to attack, gain +2 to Fight, and, on success with style, you may inflict a lasting aspect with one free invoke instead of a boost. You may not attack with Fight again on the following exchange)

**Flyby Attack** (gain +2 defense against your target by attacking 'on the wing')

**Are You Sure About That?** (+2 to defend against Provoke attacks while accompanied by your hippogriff)

### Example Extras:

**Airborne Mount** (when mounted on a hippogriff in combat, no one can attack you with Fight unless either you attack them with Fight in the same exchange, or they

### Flight

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The ability to fly can be a game-changer - quite literally. When one or more player characters can fly, many classes of obstacles become easily surmountable. If the GM isn't used to handling this, and/or the scenario was written with the assumption that the PCs can't fly, this can be a major problem.

With this in mind, GMs should either disallow flying steeds as companions, if they don't want to worry about such things, or give their flight a cost of two or three stunts, unless they want flight to be a common ability in their world.

have an aspect or extra that will allow it. 2 Stunt cost)

**Proud and Loyal Steed** (your hippogriff will not allow anyone else to ride it, unless either you ask it to, or you have an aspect indicating a positive relationship to them)

**Defender of the Master** (your hippogriff will automatically attack anyone who either is attacking you, who it believes is about to attack you, or who you have an aspect indicating a negative relationship to, unless specifically ordered otherwise by you. This is a Fight attack at weapon: 2, and once per session, gives you a 'free' attack, not costing your action for that exchange. 2 Stunt cost)

## Horse, War

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### Example Aspects:

*Upon a Snorting Stallion*

*A Fiery Horse With the Speed of Light*

*Knight's Loyal Charger*

### Example Stunts:

**Swift Steed** (+2 to Athletics for overcome actions for running or jumping when on horse)

**Charger** (+1 to Fight for attacks and defenses from horseback)

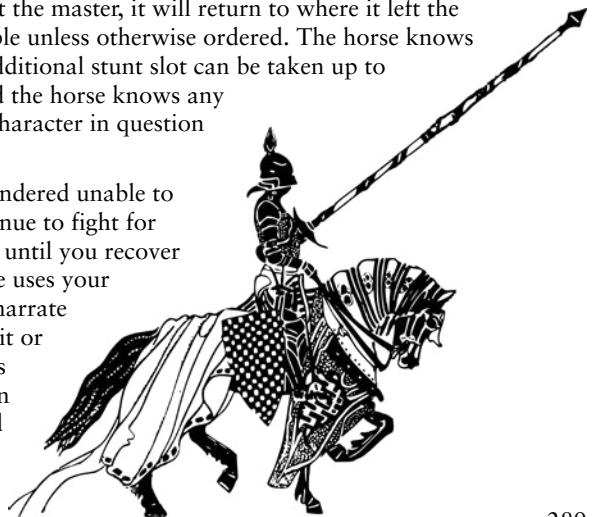
**Mighty Lance** (on success with style with Fight when mounted, you may place a lasting aspect with one free invoke on your target instead of creating a boost. The nature of this aspect is up to you, but will most often involve being knocked down, unhorsed, having armor damaged by the power of the blow, and so forth)

### Example Extras:

**War Barding** (when mounted on horse, you have an additional major physical consequence; when used, this must involve damage to the horse)

**My Feet Know the Way** (the horse knows the locations of importance to the master. It can be sent to one of these by the master (possibly carrying an object, person, or message), or can carry the master there even if the master is unable to provide direction. If it goes without the master, it will return to where it left the master as quickly as possible unless otherwise ordered. The horse knows one location for free; an additional stunt slot can be taken up to learn another location, and the horse knows any and all locations that the character in question has an aspect about)

**Spirited Fighter** (if you are rendered unable to fight, your horse will continue to fight for you, at your normal Fight, until you recover or are taken out. The horse uses your stress boxes, and you can narrate consequences as involving it or you. Essentially, this allows taking limited actions when an aspect exists that would keep you from acting)



## Lion

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### Example Aspects:

*The King of Beasts is My Servant*  
*Every King Has His Pride*  
*Even the Biggest Kitties Like to Play...*

### Example Stunts:

**You Don't Want to Be Lunch, Do You?** (+2 to Provoke when using the lion to threaten someone)

**Tracking Nose** (+2 to Investigate to track by scent)

**Pounce and Pin** (on success with style with Fight, places *Pinned* lasting aspect on the target with one free invoke)

### Example Extras:

**Mighty Claws and Teeth** (the character is treated as having a weapon: 2 in melee combat)

**A Roar Heard for Miles** (you may signal other PCs from extremely large distances when outdoors with your lion)

**Pride of Place** (your home area is guarded by your lion's pride. Anyone attempting to sneak in faces an obstacle equal to your peak skill)

## Monkey, Capuchin

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### Example Aspects:

*Every Plan Gets a Monkey (Wrench)*  
*How Often Do You Actually Look Up?*  
*Learning By Watching Your Every Move*

### Example Stunts:

**Driving Foes Bananas** (once per scene, may create an advantage for combat using Burglary and take another action in the same exchange)

**High Sneaker** (+2 to Stealth when having your monkey sneak into an area where there's a good deal of space above the occupants' heads)

**Oh, You Need This?** (+2 to Athletics to overcome actions when attempting to keep an item away from someone else)

### Example Extras:

**Cage Breaker** (once per session, you may automatically succeed on a Burglary or Stealth check to enter or leave an area)

**Little Hands** (you may manipulate objects at a distance by having your monkey do it. This gives an extra pair of hands which can be used for Burglary or for normal purposes)

**Monkey Wrench** (once per session, you may declare that your monkey has already taken an item from someone, distracted a minor NPC, thrown a switch, or otherwise messed things up for your opponents. This is treated as if it were a free (to you) compel. 2 Stunt cost)

## Octopus

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### Example Aspects:

*My Ink-Capable Friend*  
*My Little Friend Always Lends a Hand*  
*I've Got a Real 'Sea Monkey'*

### Example Stunts:

**Suckered Grasp** (+2 to Stealth for stealing small objects, and +2 to Physique for holding onto them)

**Color Change** (+2 to Stealth when hiding while still in a natural environment)

**Ink Cloud** (when underwater, may make a Stealth roll to hide or get away even when in plain sight)

### Example Extras:

**Oh, You Can Have That Limb** (if grappled, the octopus can escape automatically, once per scene)

**A Great Escape** (once per session, you may automatically succeed on a Burglary or Stealth check to enter or leave an area)

**Beneath Notice** (your octopus is normally considered invisible, unless you or it do something to attract attention to it, or someone creates an aspect that allows it to be noticed)

## Pegasus

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### Example Aspects:

*My Steed is the Swiftest*  
*Rider in the Sky*  
*Far Above the Everyday World*

### Example Stunts:

**A Mount for Heroes** (+2 to Provoke to impress people when on the pegasus)

**Diving Kick** (on success with style with Fight when mounted, you may make an immediate second attack on the same target for a cost of one shift; no weapon rating applies to this attack)

**Mighty Lance** (on success with style with Fight when mounted, you may place a lasting aspect with one free invoke on your target instead of creating a boost. The nature of this aspect is up to you, but will most often involve being knocked down, unhorsed, having armor damaged by the power of the blow, and so forth)

### Example Extras:

**Swift Flight** (+2 to Athletics for overcome actions where flying could help when on your pegasus; may spend a fate point to start the next scene at any location in reasonable flying distance. 2 Stunt cost)

**Flying Mount** (when mounted on a pegasus in combat, no one can attack you with Fight unless either you attack them with Fight in the same exchange, or they have an aspect or extra that will allow it. 2 Stunt cost)



**I Know the Way Home** (the pegasus knows the locations of importance to the master. It can be sent to one of these by the master (possibly carrying an object, person, or message), or can carry the master there even if the master is unable to provide direction. If it goes without the master, it will return to where it left the master as quickly as possible unless otherwise ordered. The pegasus knows one location for free; an additional stunt slot can be taken up to learn another location, and the pegasus knows any and all locations that the character in question has an aspect about)

## **Rat**

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### **Example Aspects:**

*I've Got an Ally in My Pocket*  
*My Rat Ben Chews Through Everything*  
*The Rat You See has Unseen Friends*

### **Example Stunts:**

**Fine Nose** (+2 to Notice to discern scents)

**Swarm** (you have a *lot* of rats. As such, they can act as a distraction in combat, allowing you a +1 to Fight to both attack and defend when outnumbered)

**Eek! A rat!** (+2 to Provoke to create advantage by creating a distraction)

### **Example Extras:**

**Small Enough to Miss** (your rat is normally considered invisible, unless you or it do something to attract attention to it, or someone creates an aspect that allows it to be noticed)

**Secret Speech** (you can speak to your rat above the range of human hearing, and hear its replies; normal humans cannot overhear your conversations)

**A Rat's Sense of Danger** (once per session, when you would be struck by an attack made by surprise, spring a trap, or affected by poison in food or drink, you may re-roll your defense)

## Raven

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### Example Aspects:

*A Bird of Ill Omen is My Bird*  
*Quoth the Raven, 'Nevermore'*  
*Accompanied by a Wolf-Bird*

### Example Stunts:

**Secret Knowledge** (+2 to Lore to create advantages; alternatively, +2 to Magic to create advantages when working a ritual)

**Go For the Eyes** (on success with style with Fight when your raven is assisting, you may place a lasting aspect of *Blood in the Eyes* on your target with one free invoke)

**Taunting Cry** (+2 to Provoke when making mental attacks)

### Example Extras:

**The Bearer of Bad News** (once per session, use your raven to carry a message to someone who isn't physically present and bring a reply back. Their location must be familiar to you and your raven)

**Spirit Seer** (the raven can always see invisible creatures and spirits. The GM may only bypass this via a compel to remove or disable the raven (e.g., it has been blinded, is away from its master, or for some reason does not realize that others *can't* see such creatures and therefore does not warn about it). 2 Stunt cost)

**I Speak For My Master** (may use raven familiar to communicate, both speaking and hearing through it. This works to a range of about 200 yards)

## Skunk

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### Example Aspects:

*Trust Me, You Don't Want to Get in a Stink With Me*  
*My Aromatic Companion*  
*Duster Doesn't Like Strangers*

### Example Stunts:

**Just Back Away Slowly** (+2 to Provoke to use create advantage to make scene aspects with your skunk)

**Digging is Easy** (you may use your peak skill as Crafts when your skunk assists you in digging)

**I'm Used to the Smell** (you may use your peak skill to defend against any scent-based Provoke attack)

### Example Extras:

**That's Not Gonna Wash Out** (once per session, when you inflict two or more stress with Provoke and you have your skunk with you, you may require the target to take a consequence)

**Why Should I Be Afraid of You?** (once per session, when someone attempts to make a Provoke attack against you and you have your skunk, you may ignore the attack)

Mon Dieu – Le Pew! (once per session, your skunk may drive all ‘Nameless’ NPCs from a zone (including mobs))

## Snake, Constrictor

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### Example Aspects:

*Don't Mind Amy, She Just Wants a Hug*  
*Cold-Blooded Strangler*  
*The Truth is, You're Not So Hard to Swallow*

### Example Stunts:

**Snake Grab** (on success with style with Fight with your snake assisting, you may place a lasting aspect of *In My Coils* on the target with one free invoke)  
**Ambush from Above** (you may set your snake as a ‘trap’ when there is a spot it can drop from. When ‘sprung’, it attacks with your Fight+2 or Stealth+2 (your choice))  
**Fascinating Stare** (+2 to Provoke to create advantages via your snake)

### Example Extras:

**Always a Way In** (your snake may enter areas through openings much too small for any person to enter through. Once per session, you may use this to get yourself in as well, via your snake letting you in, if the GM deems it reasonable)  
**Slithering Body Disposal** (do we really need to spell this out? Once per session, your snake can get rid of a body up to about 150 pounds. Larger bodies, up to 300 pounds, take two sessions)  
**Frightening Presence** (once per session, your snake may negate the presence of someone else's animal companion that is wolf-sized or smaller (if a predator) or the size of a small deer or smaller (if an herbivore). The snake may not use any other extra or stunt while doing this. Lasts until the end of the scene, or a point where it would logically end)

## Snake, Viper

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### Example Aspects:

*Beware the Snake in the Grass*  
*Don't Let Diamond There Rattle You*  
*Wait For the Perfect Moment to Strike*

### Example Stunts:

**Heat-Sensing Pits** (+2 to Notice to spot warm-blooded living creatures in dark environments when your snake is with you)  
**Venomous Bite** (on success with style with Fight when your snake is helping, you may place a lasting aspect of *Poisoned!* on the target with one free invoke)  
**Shake, Rattle, and Hiss** (+2 to Provoke to create advantages when your snake is threatening attack)

### Example Extras:

**Sssecret Tongue** (you can speak to your snake in hisses and understand its replies. Most beings cannot understand your conversations, but a GM may negate this)

with a proper compel)

**Blindingly Fast Strikes** (once per session, you may choose to go first in turn order when a combat begins)

**Venom Spitter** (you can make a Shoot attack to create advantages, partially or fully blinding targets)

## Squirrel, Flying

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### Example Aspects:

*When Things Look Rocky, Glide Away*

*My Little Friend Here Handles the Nuts and Bolts*

*Mister Chitters Does Not Like You*

### Example Stunts:

**If You Must Work With Children, Take an Animal** (+2 to Rapport to create advantages via your squirrel when children are involved)

**Squirreling it Away** (+2 to Resources to have any small item (up to about 1 inch in size). However, your squirrel also uses your pockets and bags for nut storage)

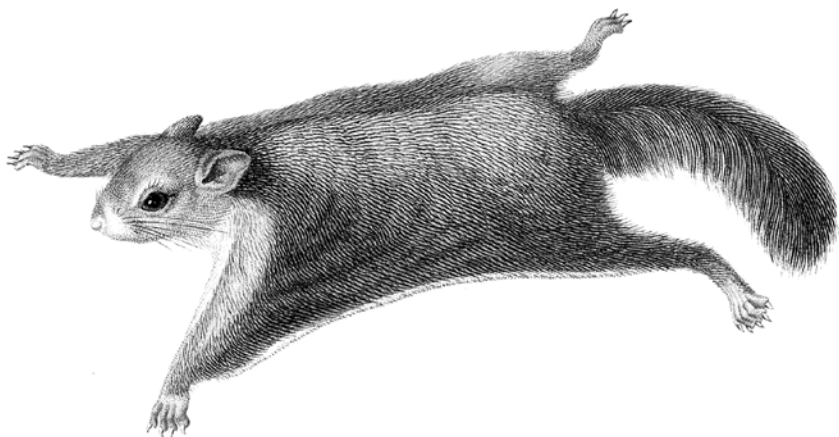
**Nuts Fall, Everybody Cries** (your squirrel can create distractions by throwing nuts. If outdoors, you can take a +2 to Provoke to create distractions, or use Stealth to do so)

### Example Extras:

**Just Another Squirrel** (your squirrel companion can be effectively invisible outdoors, unless you or it do something to attract attention to it, or someone creates an aspect that allows it to be noticed. )

**Always a Way In** (your squirrel may enter areas through openings much too small for any person to enter through. Once per session, you may use this to get yourself in as well, via your squirrel letting you in, if the GM deems it reasonable)

**Secret Squirrel** (once per session, you may automatically succeed on an Investigate check to search an area, or a Stealth check to enter an area)



## Unicorn

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### Example Aspects:

*Yeah, I'm a Man Riding a Unicorn – Wanna Make Something of It?*  
*Unicorn – Very Dangerous – You Go First*  
*She Will Remember You When Men Are But a Tale Told by Rabbits*

### Example Stunts:

**Proof of Purity** (armor: 2 against any accusation of being impure in spirit or motives when accompanied by your unicorn)

**Legendary Beauty** (use your peak skill as Rapport when your unicorn assists you in persuading people, unless they have an aspect that indicates that are evil)

**The Horn That Pierces All Evil** (you count as having a holy weapon for purposes of Fight if your unicorn is assisting you)

### Example Extras:

**Power of the Alicorn** (once per session, remove a disease or poison related mild consequence or non-consequence aspect, or reduce a higher consequence by one level)

**Only the Pure and Innocent** (your unicorn will refuse to be touched by anyone who has an aspect indicating that they are evil, unless another aspect exists that will hide the first. You gain +2 to Empathy when attempting to discern people's true motives, when accompanied by your unicorn. 2 Stunt cost)

**Unicorn's Unseen Ways** (+2 to Athletics or use peak skill as Athletics to create advantages in combat involving getting behind someone or reaching an advantageous position. Also, you can spend a fate point to start your next scene at any location in reasonable distance. 2 Stunt cost)



Rebecca Sinz, [elvenstarart.com](http://elvenstarart.com)

## Wolf

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### Example Aspects:

*Everyone Thinks I'm a Big, Bad Wolf*  
*My Pack-Brother and Me*  
*The Call of the Wild*

### Example Stunts:

**You Will Fall Before Me** (once per scene, may create an advantage for combat using Fight and take another action in the same exchange)

**Big Bad Wolf** (+2 to Provoke to create advantages when your wolf is threatening attack)

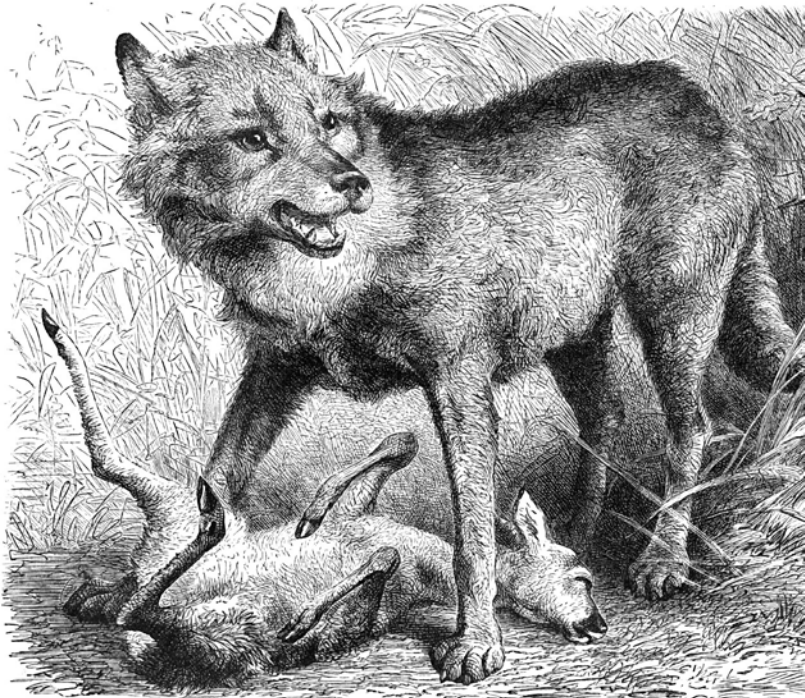
**Run Down the Prey** (+2 to Athletics to overcome obstacles in chases)

### Example Extras:

**Leader of the Pack** (you have a pack of wolves. Once per session, you may automatically succeed at a Notice roll to find something outdoors or to detect an ambush)

**Intimidating Beast** (once per session, your wolf may negate the presence of someone else's animal companion that is wolf-sized or smaller (if a predator) or the size of a small deer or smaller (if an herbivore). The wolf may not use any other extra or stunt while doing this. Lasts until the end of the scene, or a point where it would logically end)

**Never Cry Wolf** (once per session, you may use your wolf as a distraction to allow you to automatically succeed at a Stealth check)



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