

DVs Assume average stats of 10 across the board.

### Demons

<b>Demon Spawn</b>				<b>Rating</b>	<b>12.61</b>
Hgt	5'			Forest	Rare
Wgt	100 lbs.			Grass	Rare
Move	40'/0/0			Jungle	Rare
DP	10			Mountain	Rare
	C	M	G	Depths	Never
MOD	5	0	2	Surface	Never
DV	9	9	9	Rivers	Never
DMG	6			Swamp	Rare
				Volcano	Rare
Skills:					
1	Hide				
	Resist Magic				
	Resist Fire				
	Immune to Poison				
	Resist Acid				
2	Inferior INT				
1	Acidic "Detonate"				

#### **Description:**

Demon Spawn look like half melted humanoids. They are created from the souls of dead creatures that have been acquired by more powerful demons whether through trading for souls or a person evil enough to go to the demon's plane after death. They can only be truly killed by being eaten alive or by destroying the acid left behind by their death.

When a Demon Spawn dies it explodes into a spray of acid in a 10 foot radius. Anyone in the area when it explodes takes 1d6 acid damage. The acid makes a shallow puddle on the ground and anyone standing in it in subsequent rounds takes 1d6 acid damage per round unless wearing acid resistant footwear. 24 hours after the spawn is killed this acid pool reforms into a healthy spawn again. When reduced to acid form they only make about a half gallon of acid which takes up much less volume than their normal form so some powerful beings pour the acid of a spawn into a jar and seal it so they won't have room to reform. As soon as the jar is opened they reform as long as their normal 24 hour period is up even if stored for hundreds of years making this a way to make a literal army in a bottle.

Demon Spawn are virtually mindless, but can follow the mental commands of any powerful demons. If not commanded the spawn will stand still waiting for years or until it sees a living being or receives a command. The spawn will attack all nondemonic living beings it sees unless commanded otherwise.

<b>Imp</b>				<b>Rating</b>	<b>37.16</b>
Hgt	2' 6"			Forest	Rare
Wgt	10 lbs.			Grass	Rare
Move	20'/0/80'			Jungle	Rare
DP	20			Mountain	Rare
	C	M	G	Depths	Never
MOD	7	0	0	Surface	Never
DV	15	16	16	Rivers	Never
DMG	8			Swamp	Rare
				Volcano	Rare
Skills:					
2	Hide				
	Resist Magic				
	Resist Fire				
	Immune to Poison				
1	Teleport				

- 1 Regeneration
- 1 Spirit Armor
- Invisibility
- 1 Stray Thought
- 2 Toxic Attack
- 2 Exceptional AGI
- 1 Inferior STR
- 6 Speech

**Description:**

Imps are small winged demons that are typically used as messengers by more powerful demons thanks to their fast flying and invisibility. Occasionally an imp will be used as a throw away "general" by giving it a small horde of Demon Spawn to command. Imps are created from demon spawn chosen apparently at random which go through a magical promotion process and emerge as fully intelligent imps. This process takes time and effort and requires the supervision of a more powerful demon and so is only done when the ranks of imps grows too thin.

When an imp actually decides or is forced into joining combat they will typically remain invisible and use their Stray Thought ability to cause chaos in their enemies before becoming visible and attacking with their poisoned stingers. It is not know whether the imps are incapable of attacking while invisible or just don't think of it, but they always become visible before attacking. An imp can become visible and attack in the same round.

An imp can only be permanently killed on its home plane of existence, if killed on any other plane of existence it merely disappears in a puff of smoke and reforms on its home plane a few days later.

**Marilith**

**Rating 333.68**

Hgt	8'			Forest	Rare
Wgt	350 lbs.			Grass	Rare
Move	80'/0/0			Jungle	Rare
DP	80			Mountain	Rare
	C	M	G	Depths	Never
MOD	13	0	0	Surface	Never
DV	26	22	26	Rivers	Never
DMG	2			Swamp	Rare
				Volcano	Rare

**Skills:**

- 3 Hide
- Immune to Magic
- Immune to Fire
- Immune to Poison
- 4 Teleport
- 5 Regeneration
- 5 Spirit Armor
- 12 Ambush
- Ethereal
- 2 Fluency
- 10 Heat Vision
- 1 Indomitable
- Magic Shield
- 3 Message
- Quickness
- 1 Revenge
- 20 Squeeze
- 18 Tactics
- 6 Weapon Charm
- 2 Exceptional AGI
- 2 Exceptional CSE
- 2 Exceptional INT
- 2 Exceptional PER

- 9 Speech
- 30 Multiweapon (see below)

**Description:**

Mariliths are 6 armed female demons whose legs are replaced with a long snake like tail that they slither around on. They are the generals of demonic armies and occasionally serve as lieutenants for extremely powerful demonic lords or even evil gods. Mariliths are brilliant and very cunning and specialize as tacticians. But they also enjoy an occasional physical combat slaughtering many opponents.

In combat a marilith usually uses her magical abilities to direct and enhance the fighting abilities of her troops. But in a combat where she doesn't think her troops can win on their own or she just really wants to engage in a bloodbath personally the marilith will throw away her most expendable troops in the first few rounds to buy her time to weapon charm her weapons and use other enhancements if the troops last long enough. Then the marilith will wade into battle as a formidable killing machine mowing the enemy down and usually prolonging the last one's death by squeezing it to death with all 6 arms and her tail.

Mariliths will usually only use their ethereal and teleport abilities to scout an enemy or to escape a grapple, but they will never use these abilities to flee a combat as they would rather die painfully and reform than suffer the loss of status from fleeing. A Marilith can take the weapons in her hands with her ethereally, but not other equipment.

Mariliths are always armed with 6 different exotic weapons, each hand will hold a different type and they are equally skilled with them all. All the weapons mariliths chose from do 1d10 damage and will be a mix of long swords, bastard swords, hammers, spears, and exotic weapons most mortals have never seen before. The marilith's multiweapon skill can only be taken by creatures with 4 or more arms and is base 500. It allows the user to attack with one extra weapon per die made and each weapon can make one attack regardless of whether the previous weapon hit or missed. Also the marilith can roll 1d6 plus 1d6 for each weapon to quickdraw all of her weapons in the same round.

Mariliths are created from any lesser demon except for imps and demon spawn through a magical promotion process. This process must be performed by a Pit Lord and takes 10 years, so it is only done when the Pit Lord really needs the services of a marilith and none are available.

A marilith can only be permanently killed on its home plane of existence, if killed on any other plane of existence it merely disappears in a puff of smoke and reforms on its home plane a few years later.

<b>Pit Lord</b>		<b>Rating</b>	<b>380.82</b>
Hgt	14'	Forest	Rare
Wgt	1200 lbs.	Grass	Rare
Move	100'/0/150'	Jungle	Rare
DP	100	Mountain	Rare
	C      M      G	Depths	Never
MOD	18      0      10	Surface	Never
DV	30      27      23	Rivers	Never
DMG	30	Swamp	Rare
		Volcano	Rare
<b>Skills:</b>			
3	Hide		
	Immune to Magic		
	Immune to Fire		
	Immune to Poison		
5	Teleport		
8	Regeneration		
7	Spirit Armor		
3	Create Undead		
5	Curse		
4	Fire Aura		
3	Foolhardy		
	Magic Shield		
5	Optimize Onslaught		
5	Other Port		
	Quickness		

- 6 Shield
- 2 Spirit Fire
- 3 Squelch
- 2 Translator
- 1 Exceptional AGI
- 3 Exceptional HEA
- 3 Exceptional INT
- 2 Exceptional PWR
- 3 Exceptional STR
- 2 Exceptional WIL
- 9 Speech

**Description:**

Pit Lords are the most powerful of all the demons. They rule the lesser species and command the largest of the demonic armies. Pit Lords are huge, muscular humanoid males that are constantly surrounded by a wreath of intense flames. They have flaming wings with a 15' wingspan, but they seem to be able to fly without using them.

Pit Lords carry at all times a whip seemingly made of lightning that they use when they wish to actually physically attack something. This whip cannot be disarmed or taken from its wielder and vanishes when the Pit Lord is killed. The Pit Lord's off hand emits a large energy shield that can easily deflect most attacks.

Pit Lords are inherently lazy and selfish creatures since they have had many minions doing all their fighting for thousands of years. If involved in a combat a Pit Lord prefers to use its magical abilities to aid its minion's struggles, but it will engage the enemy directly if sufficiently provoked.

The Pit Lord's Fire Aura is an ability unique to them that does 4d6 fire damage to every creature within melee distance every round and it also adds an additional 4d6 of fire damage to every attack made by the Pit Lord. Any creature grappling or grappled by the Pit Lord takes double this damage. A Pit Lord can part or turn off this aura at any time without using up its action if it wants to be able to get close to something without harming it. This ability has a base cost of 20000.

Pit Lords are created from Mariliths through a magical promotion process. This process must be performed by 3 Pit Lords and takes 50 years, so it is only done when the ranks of the Pit Lords are too thin to keep order among the lesser demons. Typically Marilith who show them selves to be capable, but not exceptionally cunning, are chosen because the existing Pit Lords don't want too good of competition with themselves.

A Pit Lord can only be permanently killed on its home plane of existence, if killed on any other plane of existence it merely disappears in a puff of smoke and reforms on its home plane a few decades later.

<b>Succubus</b>		<b>Rating</b>	<b>45.16</b>
Hgt	6'	Forest	Rare
Wgt	120 lbs.	Grass	Rare
Move	60'/15'/60'	Jungle	Rare
DP	40	Mountain	Rare
	C      M      G	Depths	Never
MOD	2      0      8	Surface	Never
DV	9      9      9	Rivers	Never
DMG	4	Swamp	Rare
		Volcano	Rare

**Skills:**

- 1 Skin
- Resist Magic
- Resist Fire
- Immune to Poison
- 2 Teleport
- 1 Regeneration
- 1 Spirit Armor
- 1 Deplete Health
- 2 Metamorphize
- Siren

- 6 Lower Inhibition
- 1 Sex Aura
- 1 Exceptional AGI
- 1 Exceptional COM
- 9 Speech

**Description:**

Succubi are all very beautiful female demons with bat wings which work as seductresses. They can use their metamorphize ability to appear as normal members of any humanoid race and even become male or female, however they retain their Exceptional Comeliness in all forms as a magical unearthly looking beauty. Succubi are typically sent to tempt mortals into being evil or seduce and kill a particular enemy. Succubi always try to avoid physical combat as they are not very good at it.

The succubi's deplete health ability can only be used when they are kissing someone, not with a normal attack. A person they are kissing must make a 4d6 Vs CSE check each time their health is drained in order to notice it happening. Many victims of succubi have their health drained to the point of death without noticing as they are caught up in the heat of the moment.

Succubi are unusual in that they reproduce through sexual means instead of being promoted from lesser demons. A succubus that mates with a powerful demon produces another succubus, but a succubus that mates with a mortal merely produces a mortal child with a few demonic qualities.

A Succubus can only be permanently killed on its home plane of existence, if killed on any other plane of existence it merely disappears in a puff of smoke and reforms on its home plane a few weeks later.

<b>Spike Demon</b>				<b>Rating</b>	<b>77.92</b>
Hgt	7'			Forest	Rare
Wgt	300 lbs.			Grass	Rare
Move	80'/0/0			Jungle	Rare
DP	60			Mountain	Rare
	C	M	G	Depths	Never
MOD	10	0	0	Surface	Never
DV	18	10	20	Rivers	Never
DMG	8			Swamp	Rare
				Volcano	Rare

**Skills:**

- 2 Spike Armor (3/0/5 - 1050 base cost)
- Protected from Magic
- Protected from Fire
- Immune to Poison
- 2 Teleport
- 2 Regeneration
- 3 Spirit Armor
- Quickness
- 1 Hasten
- Silver Shield
- 2 Wax
- 1 Weapon Charm
- 2 Exceptional STR
- 9 Speech

**Description:**

Spike Demons are tall and human shaped, but their entire body is covered in long razor sharp barbed spikes. These spike do not hinder their movement in any way, and the palm of their hands is not covered so that they can use weapons. Anyone grappling with or striking a spike demon without a long reach weapon like a halberd, pike, or lance takes 1d8 damage from the spike per round of grappling or per hit.

In combat a spike demon usually uses its Wax ability the first round unless the opponents are already in melee range. It typically only wastes the time to use weapon charm if the opponents are several rounds of movement away or if they are magic shielded. The Hasten ability of the spike demon affects itself and anyone

within 5' of it. If a creature moves away during the duration the effect ends on that creature and new creatures moving into the area become effected even in the middle of the duration. Spike demons thoroughly enjoy being hit by opponents, so this is rarely a drawback for them.

Spike Demons are created from imps through a magical promotion process. This requires the supervision of a more powerful demon and takes more time than the creation of an imp, so it is usually only done when the spike demon population gets too small. Imps chosen for this are usually ones that have distinguished themselves to their superiors.

A spike demon can only be permanently killed on its home plane of existence, if killed on any other plane of existence it merely disappears in a puff of smoke and reforms on its home plane a few weeks later.

### Elementals

<b>Dusk Beast</b>				<b>Rating</b>	<b>23.13</b>
Hgt	5'			Forest	Rare
Wgt	190 lbs.			Grass	Never
Move	50'/0/0			Jungle	Rare
DP	50			Mountain	Never
	C	M	G	Depths	Never
MOD	8	0	0	Surface	Never
DV	14	13	13	Rivers	Never
DMG	12			Swamp	Rare
				Volcano	Never
Skills:					
2	Fur				
1	Exceptional STR				
1	Exceptional AGI				
2	Inferior INT				
	Magic Shield				
	Quickness				
3	Spirit Armor				
	Susceptible to Light				

#### **Description:**

Dusk Beasts are made out of living shadow stuff. They look like two headed dogs with spiky tails. They feed off of areas with deep shadows. They enjoy deep canyons, dense forests and dimly lit crypts. They despise bright light and total darkness equally since either one gets rid of shadows.

Dusk Beasts usually stick to their feeding grounds and protect them, never leaving unless forced out by too much or too little light. They tend to leave other creatures alone unless they threaten to destroy the feeding grounds. If threatened by light bearing creatures a dusk beast hides in the deepest pool of shadow and then ambushes them if they continue to approach.

<b>Ice Elemental</b>				<b>Rating</b>	<b>30.02</b>
Hgt	7'			Forest	Never
Wgt	600 lbs.			Grass	Never
Move	40'/20'/0			Jungle	Never
DP	40			Mountain	Never
	C	M	G	Depths	Rare
MOD	6	2	5	Surface	Rare
DV	15	13	13	Rivers	Rare
DMG	10			Swamp	Rare
				Volcano	Never
Skills:					
2	Shell				
	Immune to Cold				
	Resist Water				
	Silver Shield				

- 9 Speech
- 4 Spirit Armor
- Vulnerable to Fire
- 3 Hot or Cold
- 2 Ocean Cold

**Description:**

Ice elementals are hulking humanoid shaped chunks of ice with jagged edges. They live in the deep areas of oceans or at the poles of planets. They also live in the plane of water, but they most of it is not as cold as they prefer. Ice elementals usually stay out of the way of most beings since few creatures actually want to go into the areas that they prefer. But if warm blooded creatures do wander into an ice elementals territory they are usually attacked on sight because they are warming up the water.

<b>Magma Elemental</b>				<b>Rating</b>	<b>34.01</b>
Hgt	9'			Forest	Never
Wgt	1100 lbs.			Grass	Never
Move	50'/0/0			Jungle	Never
DP	45			Mountain	Rare
	C	M	G	Depths	Never
MOD	8	1	4	Surface	Never
DV	18	17	13	Rivers	Never
DMG	20			Swamp	Never
				Volcano	Uncommon
Skills:					
1	Rock				
1	Exceptional STR				
	Protected from Fire				
	Protected from Earth				
	Silver Shield				
9	Speech				
4	Spirit Armor				
	Susceptible to Cold				
	Vulnerable to Water				
1	Flame Barrier				
1	Ignite				

**Description:**

Magma elementals look like massive humanoid shapes of liquid rock and fire. Magma elementals mostly live in the plane of earth and the plane of fire but a few live deep in volcanoes. They almost always stay deep in the lava flows and only rarely do they venture to the surface except during eruptions. Magma elementals are unpredictable however, they can be prone to sudden and unexpected violence.

<b>Obsidian Beast</b>				<b>Rating</b>	<b>45.17</b>
Hgt	9'			Forest	Never
Wgt	1200 lbs.			Grass	Never
Move	50'/0/0			Jungle	Never
DP	50			Mountain	Rare
	C	M	G	Depths	Never
MOD	7	0	10	Surface	Never
DV	21	19	11	Rivers	Never
DMG	20			Swamp	Rare
				Volcano	Uncommon
				Desert	Rare
Skills:					
2	Rock				
2	Exceptional STR				

- Immune to Fire
- 1 Inferior INT
- Protected from Earth
- 5 Teleport
- Vulnerable to Cold

**Description:**

Obsidian Beasts are elementals from the plane of magma or earth. They are roughly humanoid in shape and covered in razor sharp shards of obsidian which can be used for devastating punches or to tear apart a grappled opponent. Obsidian Beasts can only use their teleport to go anywhere on or in obsidian and cannot use that ability if they are not touching obsidian other than themselves.

<b>Ooze Elemental</b>				<b>Rating</b>	<b>26.04</b>
Hgt	varies			Forest	Never
Wgt	300 lbs.			Grass	Never
Move	20'/40'/0			Jungle	Never
DP	40			Mountain	Rare
	C	M	G	Depths	Never
MOD	4	2	7	Surface	Rare
DV	11	11	11	Rivers	Rare
DMG	8			Swamp	Rare
				Volcano	Never

**Skills:**

- 4 Spirit Armor
- 4 Acidic Drool
- Immune to Acid
- Protected from Earth
- Resist Water
- Silver Shield
- 9 Speech
- Susceptible to Lightning
- Vulnerable to Fire
- 3 Liquefy
- 1 Muck

**Description:**

Ooze elementals look like a dark brown pool of muck with a torso, head, and arms of the same muck rising from the pool. They live in the planes of earth and water as well as areas of extremely dirty water and mud, like sewers and swamps. They are one of the elementals most likely to fight with humanoids over living space since humanoids tend to create areas that they like to live in. The muck that makes up an ooze elemental is slightly acidic. Any creature grappled by an ooze elemental cannot breathe and will drown if it can't break free.

<b>Smoke Elemental</b>				<b>Rating</b>	<b>29.12</b>
Hgt	varies			Forest	Rare
Wgt	varies			Grass	Rare
Move	0/0/80'			Jungle	Rare
DP	40			Mountain	Rare
	C	M	G	Depths	Never
MOD	9	2	1	Surface	Never
DV	11	11	11	Rivers	Never
DMG	10			Swamp	Never
				Volcano	Rare

**Skills:**

- 4 Spirit Armor
- Immune to Fire

- Protected from Lightning
- Silver Shield
- 9 Speech
- Susceptible to Water
- Vulnerable to Cold

**Description:**

Smoke elementals appear as a thick, black column of black smoke with two glowing cinder eyes. They have two massive arms of solidified smoke with sickle shaped claws. Smoke elementals live in the planes of fire and air and sometimes live above volcanoes or large humanoid cities that produce a lot of smoke. Smoke elementals rarely fight with humanoids over territory since they like to live in the air and humans produce smoky air for them. If they have to fight they usually envelope a target in smoke which has to make 4d6 Vs HEA or inhale part of the elemental. If inhaled, the elemental can automatically do damage to the victim from the inside without making an attack roll. The victim can make a 4d6 Vs HEA check each round to cough the elemental out.

<b>Tomb Tapper</b>				<b>Rating</b>	<b>193.27</b>
Hgt	8'			Forest	Rare
Wgt	900 lbs.			Grass	Rare
Move	80'/0/0			Jungle	Rare
DP	90			Mountain	Rare
	C	M	G	Depths	Never
MOD	15	3	6	Surface	Never
DV	27	24	12	Rivers	Never
DMG	12			Swamp	Rare
				Volcano	Rare

**Skills:**

- 3 Rock
- 10 Burrow
- 10 Echolocation
- 2 Enhance Hearing
- 1 Exceptional HEA
- 3 Exceptional STR
- 1 Inferior AGI
- Resist Magic
- 4 Speech
- 20 Squeeze
- 10 Weapon Skill - d16 Hammer
- 6 Sculpt
- 4 Witchsmeller

**Description:**

Tomb Tappers are very large man shaped elementals made of stone. The faces of their heads are blank and they have a large mouth with many sharp teeth in their stomach which they use to chew through rock or grappled opponents with equal ease.

Tomb Tappers are intelligent and as a society they worship magic. They hate other creatures that cast spells and will attack them when ever they find them. They revere their own spell casters and the most powerful spell casters are the leaders of the people.

Tomb Tappers lust after magical items of all types and take any chance they can to gain more. They use their burrowing abilities to dig into old tombs and search them for enchanted items. They also burrow underneath adventurers and spell casters to ambush them. The only difference a Tomb Tapper sees between a powerful adventuring party and an ancient tomb is that the party is still going to be alive for a few minutes.

Since Tomb Tappers worship magic they avoid using their magical items if at all possible thinking that if they are used their magic is reduced. So Tomb Tappers hoard any items they find in underground lairs. There is a legend of a giant Tomb Tapper vault called The Tomb that contains the largest collection of magic items ever gathered.

## Humanoids

### Beasthead Giant

**Rating 61.78**

Hgt	25'			Forest	Rare
Wgt	1400 lbs.			Grass	Rare
Move	100'/0/0			Jungle	Rare
DP	80			Mountain	Rare
	C	M	G	Depths	Rare
MOD	12	10	5	Surface	Rare
DV	14	11	11	Rivers	Rare
DMG	10			Swamp	Rare
				Volcano	Rare
Skills:				Desert	Rare
	2	Hide			
	2	Distinctive Odor			
	3	Exceptional STR			
	1	Exceptional HEA			
	1	Frequent Eating			
	1	Inferior INT			
		Night Vision			
	6	Speech			

### Description:

Beasthead giants are relatively small for giants and have humanoid bodies with the head of an animal or monster. Each giant has at least one extra ability not common to all beastheads based on what type of creature's head they have which increases their rating. The listed rating is for a giant whose head gives no additional abilities.

In combat most beastheads throw rocks before closing with their opponents. They use small boulders which in their hands do d16 damage and have a range if 150 feet. In melee they generally use either giant size long swords or great swords. The long swords do d16 damage and the great swords do d20 damage. If impaling the long swords do d20+5 and the great swords do d20+10.

Below is a chart of example heads a beasthead can have.

Head	Extra abilities	Total Rating
Aerodrako	Fly 40', d16 bite	65.82
Akvodrako	Swim 30', d20 bite, Water Breathing	71.66
Cheetah	Land Move 250	72.58
Electric Eel	Swim 15', Electric Shock 3, Water Breathing	65.46
Fajrodrako	Fire breathing 4, Protection from fire, d20 bite	77.42
Gazern	None	61.78
Gharton	Paralysis, Web	72.18
Grazzoon	Siren	64.98
Horse	Charge 12, Land Move 150'	70.62
Quezl	Toxic Attack 4, Diseased Bite	66.18
Shark	Swim 30, d20 bite, Water Breathing, Enhanced Smell 2	72.86
Terodrako	d30 bite, Scales 4 (DVs 30/19/11)	82.58
Unicorn	d24 horn, Beam Port 4, Exceptional PWR 2, Exceptional HEA 2	84.83

### Doppelganger

**Rating 58.158**

Hgt	6'			Forest	Rare
Wgt	150 lbs.			Grass	Rare
Move	60'/0/0			Jungle	Rare
DP	40			Mountain	Rare
	C	M	G	Depths	Never
MOD	6	0	8	Surface	Never

DV	7	7	7	Rivers	Never
DMG	2			Swamp	Rare
				Volcano	Rare

**Skills:**

- 1 Skin
- 12 Acting
- 6 Assassination
- 6 Bludgeon
- 8 Hiding
- 6 Metamorphize
- 8 Moving Silently
- Quickness
- 1 Drain Identity

**Description:**

Doppelgangers are pale and androgynous in their normal form. They have the ability to change their shape into any humanoid creature. They sometimes hire out their services to the rich and powerful for infiltration or assassination missions. They normally can't mimic a persons appearance exactly, but if they have drained someone's identity they can make their form an exact copy of that person.

Doppelgangers usually leave the people they are impersonating alive and unconscious so that no one suspects anything even after their mission is complete. But if a doppelganger chooses to they can actually eat the brain of someone that they have used drain identity on and the spell will not end until the doppelganger chooses to end it or uses drain identity again on someone else.

**Plains Giant**

**Rating 96.08**

Hgt	35'	Forest	Rare
Wgt	2200 lbs.	Grass	Rare
Move	120'/0/0	Jungle	Never
DP	100	Mountain	Never
	C M G	Depths	Never
MOD	15 10 0	Surface	Never
DV	20 18 17	Rivers	Never
DMG	10	Swamp	Never
		Volcano	Never
		Desert	Rare

**Skills:**

- 5 Hide
- 1 Exceptional HEA
- 1 Exceptional PER
- 3 Exceptional STR
- Night Vision
- 12 Rock Catching

**Description:**

Plains Giants look like massive versions of elves. They are fairly thin, for giants, with elven facial features. They prefer to attack their enemies by throwing rocks. Their rocks do d20 damage and have a range of 250 feet. If forced into melee combat they prefer to use human sized great swords as a dagger in their hands or they use enormous d24 clubs.

Their rock catching skill allows them to catch rocks that are hurled at them from other creatures or from catapults. Catapult sized rocks and rocks from other giants require a 2d6 check Vs their skill to catch. If multiple rocks are thrown at them in the same round they must roll an extra die for each successive rock. If they make the check to catch it they take no damage and then have the rock in hand ready to throw. The giant must have an empty hand for each rock they try to catch.

**Monsters**

**Bullette**

**Rating 53.5**

Hgt	8'			Forest	Never
Wgt	900 lbs.			Grass	Rare
Move	20'/0/80'			Jungle	Never
DP	60			Mountain	Never
	C	M	G	Depths	Never
MOD	10	0	0	Surface	Never
DV	9	9	9	Rivers	Never
DMG	20			Swamp	Rare
				Volcano	Never
Skills:				Desert	Uncommon
	4				
	1				
	2				
	5				
	2				
	5				

**Description:**

Bulletes are commonly known as land sharks because they are generally the same shape and size as a shark, but they are covered in a thick shell. Their swim speed is their movement rate through loose earth or sand, they are too dense to do anything but sink and drown in water.

Bulletes usually hunt by using their enhanced hearing and ability to sense vibrations to find prey on the surface and then coming up from beneath them to surprise them. The only sign the prey has to warn them is a slightly raised furrow of earth that moves above the bullette as it displaces the dirt.

The Sense Vibrations ability has a base cost of 1000 and lets the creature sense anything walking on the surface of the ground within 100 feet per rank. This ability only works when the creature's head is completely buried in the ground.

<b>Elsewhale</b>				<b>Rating</b>	<b>129.34</b>
Hgt	60'			Forest	Never
Wgt	75 tons			Grass	Never
Move	0/100'/0			Jungle	Never
DP	100			Mountain	Never
	C	M	G	Depths	Rare
MOD	2	0	7	Surface	Rare
DV	21	17	17	Rivers	Never
DMG	32			Swamp	Never
				Volcano	Never
Skills:					
	3				
	2				
	4				
	1				
	4				
	4				

**Description:**

Elsewhales are small extraplanar whales that travel between the oceans of different planes. Sometimes they swim through natural portals and other times they use their own abilities to move between planes. If attacked elsewhales many times choose to grapple their opponents in their mouth and shift to another ocean on another plane. Then they let the unfamiliar territory undermine their opponents.

Elsewhales can generate a magical barrier around their mouth to keep the air from escaping even with their mouth open. For this reason some people have trained elsewhales as transportation creatures. An

elsewhale can hold up to six human sized people in its mouth and they can continue to breath for the same amount of time the elsewhale can hold its breath and still see the ocean through the open mouth. Elsewhales can hold their breath for about three hours before they have to surface.

<b>Gaj</b>				<b>Rating</b>	<b>37.65</b>
Hgt	6'			Forest	Never
Wgt	300 lbs.			Grass	Rare
Move	60'/0/0			Jungle	Never
DP	50			Mountain	Rare
	C	M	G	Depths	Never
MOD	8	0	5	Surface	Never
DV	21	13	14	Rivers	Never
DMG	12			Swamp	Never
				Volcano	Rare
				Desert	Rare
Skills:					
6	Shell				
2	Deplete INT				
2	Exceptional STR				
1	Exceptional WIL				
6	Speech				
2	Combat Precognition*				
1	Dominate*				
1	Fate Link*				
1	Synaptic Static*				
	*=Psionic ability as a spell like ability				

**Description:**

Gaj are a twisted combination of turtle and spider. Their body has a 6' diameter orange shell and eight long legs with webbed feet. Their head has large mandibles and three feathery antennae which can drain mental energy. Gaj are carnivores but they also have to drain mental energy from other sentient beings in order to survive and fuel their mental abilities.

When a gaj finds solitary prey it prefers to use its dominate ability to make the prey compliant and then drains its intelligence until it is dead. Against multiple opponents a gaj usually grapples one or two opponents while using its full range of abilities to kill the rest.

Since a gaj has eight limbs it can grapple up to two creatures while still performing other actions normally. If it does this the gaj gets a one die penalty to its grapple checks. The Deplete INT ability functions like the Deplete Health ability but drains INT. To use this ability the gaj must make a touch attack with one of its antennae.

<b>Mekillot</b>				<b>Rating</b>	<b>154.97</b>
Hgt	20'			Forest	Never
Wgt	12000 lbs.			Grass	Rare
Move	60'/0/0			Jungle	Never
DP	150			Mountain	Never
	C	M	G	Depths	Never
MOD	10	0	0	Surface	Never
DV	26	14	14	Rivers	Never
DMG	20			Swamp	Never
				Volcano	Never
				Desert	Common
Skills:					
8	Shell				
1	Exceptional HEA				
4	Exceptional STR				
1	Inferior AGI				
2	Inferior INT				
1	Poor Eyesight				

- 1 Poor Hearing
- 3 Stampede
- Swallow Prey

**Description:**

Mekillots are huge lizards that are over thirty feet long and twenty feet tall. They have a very thick shell that covers their entire body except their bellies.

Mekillots are used as massive caravan beasts in deserts. They cannot be completely tamed because they sometimes leave the road and wander for days and like to eat their handlers. But their difficulty is more than worth it thanks to their immense size and strength and ability to defend the caravan. Most caravans that use mekillots employ mages or psions to keep them in control. Mekillots can easily drag a load of over 10 tons.

In combat mekillots lash opponents with their tongue and try to swallow them if they are human sized or smaller. The belly of a mekillot is high enough off the ground for human sized creatures to stand under and unprotected by its shell so it only has DVs of 10/6/6 underneath, but if a creature moves underneath a mekillot it instinctively drops on them doing d30 damage to them and it can still attack normally but not move the turn it flops down.

<b>Silk Wyrm</b>				<b>Rating</b>	<b>72.46</b>
Hgt	50'			Forest	Rare
Wgt	500 lbs.			Grass	Rare
Move	80'/0/80'			Jungle	Rare
DP	60			Mountain	Rare
	C	M	G	Depths	Never
MOD	7	0	10	Surface	Never
DV	25	16	16	Rivers	Never
DMG	12			Swamp	Rare
				Volcano	Rare
				Desert	Rare
Skills:					
7	Shell				
	Ethereal				
2	Exceptional AGI				
2	Exceptional STR				
1	Inferior INT				
	Paralysis				
	Protected From Fire				
	Silk Cocoon				
2	Toxic Attack				
3	Biofeedback*				
1	Body Control*				
	*=Psionic ability as a spell like ability				

**Description:**

Silk Wyrms are large, flying, snake like creatures that can be up to 50 feet long. They are covered in a hard jointed shell that protects their whole body and maintains their flexibility. When they turn ethereal silk wyrms look like large living shadows. They usually hunt at night so that its hard to spot them as they fly in and turn material on top of their prey.

A silk wyrm is so long that it can grapple a human sized creature and still continue to use its bite attack on that creature. Or a silk wyrm can excrete a thick cocoon of silk on a creature that it has grappled. Each round of excretion reduces the victim's STR by 1d4 or one exceptional. Once the victim's STR is reduced to less than 3 it can no longer move or attempt to break free. The silk has Resist Fire and each round of sawing on it with a knife or sword regains a point of STR for the victim.

The silk from a silk wyrm is very valuable because it is so tough and fire resistant. A skilled weaver can weave it into a robe that grants 2/2/2 DVs with no stat penalties and it grants Resist Fire to the wearer.

<b>S'thag Zagath</b>	<b>Rating</b>	<b>103.76</b>
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Hgt	20'			Forest	Never
Wgt	800 lbs.			Grass	Never
Move	120'/0/0			Jungle	Never
DP	60			Mountain	Never
	C	M	G	Depths	Never
MOD	10	0	3	Surface	Never
DV	19	13	14	Rivers	Never
DMG	12			Swamp	Never
DMG	6 (Whip, range 30')			Volcano	Never
				Desert	Rare

**Skills:**

- 5 Shell
  - 1 Exceptional AGI
  - 1 Exceptional INT
  - 1 Exceptional STR
  - 1 Exceptional WIL
  - Immune to Psionics
  - Paralysis
  - Web
  - 2 Claws of the Bear\*
  - 1 Feather Fall\*
  - 1 Fleet Foot\*
  - 1 Mind Read\*
  - 1 Split Personality\*
  - 1 Touch of the Vampire\*
- \*=Psionic ability as a spell like ability

**Description:**

S'thag Zagath look like large spiders with deep red shells and a three of whip like antennae and eight legs. They have an eye cluster on their head that is positioned so that they have a full 360° range of vision. They rule over their undead brethern and a variety of other undead insects in the Buglands.

In combat a S'thag Zagath will bite opponents with its powerful mandibles and paralytic poison, but if their opponents are too far away they use their antennae on them. They also have a wide range of psionic abilities to use, they usually try to enhance their natural weapons and attack with those but will resort to other options if necessary.

S'thag Zagath have an unusual way of life. They are the only living creatures in the buglands except for the occasional invader but they manage to rule over their undead bretheren and a variety of other undead bug species. They prefer to use their undead bretheren to meet living creatures if it becomes necessary so that very few people actually realise that living versions still exist. Also every S'thag Zagath immediately rises as a Scarlet Warden a few hours after their death as long as the body is not completely destroyed. These new Scarlet Wardens are berserk after they arise again and only regain their intellegince after rituals are performed on them that alter their mind causing them to forget their previous abilities and start over.

All S'thag Zagath are background psion and can learn quite powerful psionic abilities in addition to their natural abilities. They can use these abilities quite easily even though they are naturally very resistant to psionics.

**Plants**

**Zombie Plant**

**Rating 10.3**

Hgt	6'			Forest	Never
Wgt	150 lbs.			Grass	Never
Move	0/0/0			Jungle	Rare
DP	20			Mountain	Rare
	C	M	G	Depths	Never
MOD	0	0	0	Surface	Never
DV	4	4	4	Rivers	Never
DMG	0			Swamp	Rare

Skills:		Volcano	Never
		Desert	Uncommon
1	Skin		
	Siren		

**Description:**

A Zombie Plant is not undead like the name sounds, instead its name comes from the fact that it turns creatures into zombie like slaves. The plant uses its siren ability, which is inaudible and can't be detected by the creatures that successfully resist it, to lure creatures to it. The zombie plant grows many small vibrant red fruits which are highly nutritious and very addictive. It grows enough to sustain three human sized creatures each day.

Anyone that eats one of the berries immediately heals 1 DP. 10 berries are enough water and nutrients to sustain a creature for a whole day. Each time a creature eats a berry he must roll 1d6 for each berry he has ever eaten from this plant Vs. his WIL. If a creature fails this check it becomes the plant's slave and will defend it with his life. The creature loses one point of INT every day until it has only 1 remaining. At that point the creature is completely immune to all mind affecting spells and abilities including anything that would break his enslavement.

**Undead, Corporeal**

<b>Blight</b>		<b>Rating</b>	<b>13.85</b>
Hgt	1/2"	Forest	Rare
Wgt	1 Ounce	Grass	Rare
Move	0/0/90'	Jungle	Rare
DP	1	Mountain	Rare
	C      M      G	Depths	Never
MOD	6      0      0	Surface	Never
DV	9      9      9	Rivers	Never
DMG	1	Swamp	Rare
		Volcano	Rare

Skills:  
 2 Bone  
 1 Exceptional AGI  
 1 Exceptional WIL  
 2 Inferior INT  
 Paralysis  
 1 Radiate Object

**Description:**

Blights are undead remains of pixies. Only the skull of the pixie remains and it magically levitates and flies around searching for warm and living beings to consume. The skull continuously emits light in a humanoid shape about three feet tall. This aura fools most who see it into believing it is an incorporeal creature. Viewers looking at it using normal sight must make a 7d6 Vs PER to see the small skull. Anyone who doesn't see the skull gets the standard -8 invisibility penalty to hit the Blight.

Blights' Radiate Object ability is a more restrictive use than the standard spell. It can only be used to create an illusion of food and drink. The blight does not need an original object to copy for this power, it creates a few dishes and drinks to lure in victims. Once the victims get close, it tries to bite and paralyze them and eats them once they are paralyzed.

<b>Bonebat</b>		<b>Rating</b>	<b>16.92</b>
Hgt	5'	Forest	Rare
Wgt'	25 lbs.	Grass	Rare
Move	0/0/90'	Jungle	Rare
DP	15	Mountain	Rare
	C      M      G	Depths	Never

MOD	6	0	0	Surface	Never
DV	7	7	7	Rivers	Never
DMG	6			Swamp	Rare
				Volcano	Rare

**Skills:**

- 4 Bone
- 10 Echolocation
- 2 Exceptional AGI
- 2 Inferior INT
- 1 Inferior STR
- Paralysis

**Description:**

Bonebats are skeletal reanimated bats. They usually serve as messengers for more powerful undead or mages. Their bite paralyzes living creatures with numbing cold.

**Bugdead Locust Swarm (Group of 5) Rating 1**

Hgt	1/2"			Forest	Never
Wgt	.01 lbs.			Grass	Rare
Move	10'/0/50'			Jungle	Never
DP	10			Mountain	Never
	C	M	G	Depths	Never
MOD	6	0	0	Surface	Never
DV	9	9	9	Rivers	Never
DMG	10			Swamp	Never
				Volcano	Never
				Desert	Uncommon

**Skills:**

- 1 Chiton
- 2 Inferior INT
- Eat Flesh

**Description:**

Bugdead are undead insects. The bugdead locusts move in massive swarms eating any flesh they encounter even from other undead. They are encountered in groups of 4000 to 20000 and will never be encountered in smaller numbers as a small swarm merges with another swarm or is wiped out. The stats listed are for a group of 5 undead locusts, they attack and take damage as a group. For each two DP the group loses one of their number dies and is instantly replaced by another until the swarm runs out of numbers. Up to 8 groups of five can attack a human sized creature at the same time.

As bugdead approach a creature they cannot be distinguished from clouds or dust storms that are moving towards the creature. Only once they get within 100 feet can most creatures finally distinguish that this is in fact a swarm of ravenous undead insects which is usually too late for the creature. Visual enhancements may increase this range at the GM's discretion.

Their Eat Flesh ability applies to their attacks. As they do damage they consume the flesh and strip it off. If a victim has lost more than half his DP then the locusts have stripped all of the outer skin and outer layer of flesh from one of his limbs, torso or head. Each round the victim and anyone seeing him must make a 3d6 WIL check or flee. Once separated the locusts fall on each victim and finish them off.

**Bugdead Minikank Swarm (Group of 5) Rating 1**

Hgt	1/2"			Forest	Never
Wgt	.01 lbs.			Grass	Rare
Move	10'/0/50'			Jungle	Never
DP	10			Mountain	Never
	C	M	G	Depths	Never
MOD	6	0	0	Surface	Never
DV	9	9	9	Rivers	Never

DMG	5	Swamp	Never
		Volcano	Never
Skills:		Desert	Uncommon
1	Chiton		
2	Inferior INT		
	Choke		

**Description:**

Bugdead minikanks are undead kank young. Kanks are large insects used as pack animals and mounts. The bugdead minikanks move in massive swarms eating any flesh they encounter even from other undead. They are encountered in groups of 2000 to 10000 and will never be encountered in smaller numbers as a small swarm merges with another swarm or is wiped out. The stats listed are for a group of 5 undead minikanks, they attack and take damage as a group. For each two DP the group loses one of their number dies and is instantly replaced by another until the swarm runs out of numbers. Up to 8 groups of five can attack a human sized creature at the same time.

As bugdead approach a creature they cannot be distinguished from clouds or dust storms that are moving towards the creature. Only once they get within 100 feet can most creatures finally distinguish that this is in fact a swarm of ravenous undead insects which is usually to late for the creature. Visual enhancements may increase this range at the GM's discretion.

Minikanks are specialized in clogging a victims airways with their bodies. Once a victim takes 20 or more damage from a swarm of minikanks his mouth, nose, and any more exotic airways are clogged with both dead and undead insect bodies and he cannot breath. He can clear his airways again by spending an entire rounds action working on clearing them and making a 3d6 HEA check. If he does not he begins to suffocate normally.

<b>Fallen</b>		<b>Rating</b>	<b>44.576</b>
Hgt	6'	Forest	Rare
Wgt	150 lbs.	Grass	Rare
Move	60'/0/0	Jungle	Rare
DP	40	Mountain	Rare
	C M G	Depths	Never
MOD	10 6 4	Surface	Never
DV	14 13 14	Rivers	Never
DMG	2	Swamp	Rare
		Volcano	Rare
Skills:			
3	Hide		
	Create Spawn		
1	Exceptional STR		
1	Exceptional WIL		
	Steel Shield (As Silver Shield but steel penetrates)		
12	Weapon Skill (In Chosen Weapon)		
8	Missile Weapon Skill (In Chosen Missile Weapon)		
4	Create Ammo*		
2	Create Weapon*		
1	Recall Pain*		
	*=Psionic ability as a spell like ability		

**Description:**

Fallen are undead warriors with glowing white eyes. They appear mostly the way they looked in life, but they continue to bear the wounds that killed them. Fallen arise from honorable warriors that died unjustly or were sacrificed in battle. Fallen can also spawn more Fallen from wounded opponents.

Fallen form units with other Fallen that spawned them or found them after they arose and these units can communicate telepathically with each other. Fallen are free willed and intelligent and retain their knowledge of tactics and strategy. They also retain weapons and armor they used in life and scavenge or create new weapons if their original ones break.

Every Fallen is skilled in a melee and missile weapon of his choice. If their weapons break or are taken they can use their innate abilities to create temporary replacement weapons until they can find or make a new one.

Fallen have an inherent weakness in that they are mystically bound to follow a code of honor which reflects a very idealized code of war. Any Fallen that breaks this code will be set upon and destroyed by its fellows.

Fallen can create more Fallen from any sentient creature. They can use this ability on a creature that is unconscious because of wounds or has died in the last round. In either case the target can make a 4d6 Vs WIL check to resist. If the creature resists its condition does not change and the Fallen can continue to try until the creature awakens or has been dead too long. If the target fails it immediately rises as a Fallen.

Not all Fallen have the exact same skills as the ones listed here. They retain all skills and spells they had during life and non warriors turned into Fallen do not necessarily have weapon skills, but they will be driven by their undead curse to learn weapon skills and mods to at least the listed levels and cannot buy anything else until they do. Fallen even retain their soul and may continue to cast priestly spells if their god does not object.

<b>Grey Zombie</b>				<b>Rating</b>	<b>11.38</b>
Hgt	6'			Forest	Rare
Wgt	90 lbs..			Grass	Rare
Move	50'/0/0			Jungle	Rare
DP	15			Mountain	Rare
	C	M	G	Depths	Never
MOD	5	0	0	Surface	Never
DV	9	9	9	Rivers	Never
DMG	8			Swamp	Rare
				Volcano	Never
Skills:				Desert	Rare
2	Hide				
	Grey Fog				
	Immune to Cold				
	Susceptible to Fire				

### Description:

Grey Zombies have loose hanging grey colored skin and constantly emit a thick grey fog. This fog covers a 30' radius around the zombie and obscures sight. The fog is so dense creatures cannot see more than 3 feet in it and cannot use heat vision to penetrate it. All creatures get a -3 penalty to attacks because their targets are so obscured. All grey zombies can see perfectly fine through this fog and so are not hindered.

<b>Krag</b>				<b>Rating</b>	<b>52.2</b>
Hgt	6'			Forest	Rare
Wgt	90 lbs.			Grass	Rare
Move	60'/0/0			Jungle	Rare
DP	60			Mountain	Rare
	C	M	G	Depths	Rare
MOD	7	0	0	Surface	Rare
DV	11	11	12	Rivers	Rare
DMG	10			Swamp	Rare
				Volcano	Rare
Skills:				Desert	Rare
2	Hide				
	Elemental Immunity				
	Elemental Transformation				
	Elemental Vulnerability				
1	Exceptional HEA				
1	Exceptional WIL				
	Silver Shield				
9	Speech				

- 1 Clairvoyance\*
  - 2 Combat Precognition\*
  - 1 Danger Sense\*
  - 2 Fate of One\*
  - 2 Telekinesis\*
- \*=Psionic ability as a spell like ability

**Description:**

Krags are undead Athasian Clerics or Elemental Mages that died to the element they most despised. For example a fire cleric or mage drowning in the ocean could rise as a krag after death. His anguish at dying to an element he spent his life opposed to is sometimes enough to create a wicked and cruel undead monster.

Krags appear similar to what they did in life but take on features of the element they died in. For example a dwarven magma krag would appear as a mass of molten rock with a beard of fire, while a water krag would look like a bloated water logged corpse.

Krags are very dangerous because they are rarely encountered alone. Victims bitten by a krag must make 3d6 Vs HEA or be infected by the krag's element. Every round an infected victim takes 1 point of damage until a magical healing spell is cast on them or the bitten limb is cut off. The GM should roll randomly for what limb is infected when the bite occurs. If the victim dies from this infection he rises as a kragling under the krag's complete control a day later. Krags are generally followed by a small group of kraglings at all times.

Krags are also completely immune to damage from the element they are associated with since their body has already been destroyed by that element before. They also take double damage from the element they were associated with in life.

All krags have the ability to manipulate the element they are associated with twice a day to harm their opponents. The chart below gives examples of different types of krags and the effect their elemental manipulation takes.

Element	Elemental Effect
Air	Ekblovego 2/day
Earth	Stone Jet 2/day
Fire	Firebreath 2/day
Lightning	Blitzen 2/day
Magma	2/day the krag can spray magma on one target. This does 6d6 damage the first round and 1d6 less each subsequent round unless quenched. 4d6 vs. HEA halves the damage.
Obsidian	Obsidian krags are magma krags twisted by strange necromantic energies. 2/day the krag can create a 20' radius glass storm centered on itself. This does 6d6 damage per round with a 4d6 Vs AGI for half. The storm lasts 1d4 rounds and moves with the krag.
Silt	2/day the krag can create a storm of silt in a 20' radius lasting 1 minute. Anyone in the storm gets a -3 penalty to all attacks and cannot see farther than 5 feet.
Sun	Sun Strike 2/day
Water	2/day the krag can create water in a target's lungs. The target must make 4d6 Vs HEA to expel the water or drown if it is possible for the creature to die by drowning.

<b>Kragling</b>		<b>Rating</b>	<b>13.22</b>
Hgt	6'	Forest	Rare
Wgt	50 lbs.	Grass	Rare
Move	60'/0/0	Jungle	Rare
DP	20	Mountain	Rare
	C M G	Depths	Rare
MOD	5 0 0	Surface	Rare
DV	11 17 8	Rivers	Rare
DMG	10	Swamp	Rare
		Volcano	Rare
Skills:		Desert	Rare

- 2 Bone
- Elemental Immunity
- Elemental Transfusion
- Elemental Vulnerability
- 1 Exceptional WIL
- 9 Speech

**Description:**

Kraglings are skeletal undead that are created by a krag's elemental infection killing a victim. A kragling has the same elemental type as the krag created by it and is immune to and vulnerable to the same elements. Kraglings are in constant telepathic contact with their creator and are completely under their control. A kragling that is killed will rise again in a day as long as its creator still exists. If the kragling's creator is destroyed the kragling instantly crumbles to dust.

Kraglings also inject a small amount of their element with each of their bites, but not as insidiously as a krag. Anyone bitten by a kragling must make 3d6 Vs HEA or take 1d6 extra damage from the element associated with the kragling. Creatures killed by a kragling are just dead and will not rise again as a kragling.

**Lightning Zombie**

**Rating 21.01**

Hgt	5'			Forest	Rare
Wgt	80 lbs.			Grass	Rare
Move	100'/0/0			Jungle	Rare
DP	30			Mountain	Rare
	C	M	G	Depths	Never
MOD	8	0	0	Surface	Never
DV	15	15	15	Rivers	Never
DMG	10			Swamp	Rare
				Volcano	Rare

**Skills:**

- 3 Hide
- 2 Exceptional AGI
- 1 Inferior INT
- Skate

**Description:**

Lightning Zombies are magically enhanced zombies. They are very fast and agile. Their skate ability is a magical ability that allows them to glide across any ground as if it were ice. They can make their full move and attack once at any point along that movement. They usually use this to move past an opponent and end the round far away from them so that they can't retaliate easily.

**Namech**

**Rating 14.34**

Hgt	5'			Forest	Rare
Wgt	90 lbs.			Grass	Rare
Move	60'/0/0			Jungle	Rare
DP	20			Mountain	Rare
	C	M	G	Depths	Rare
MOD	0	0	0	Surface	Rare
DV	14	13	13	Rivers	Rare
DMG	8			Swamp	Rare
				Volcano	Rare
				Desert	Rare

**Skills:**

- 3 Hide
- 1 Exceptional STR
- Immune to Charm
- Relulsion Aura (see Stench)
- Silver Shield

## Special Weakness

### Description:

Namechs are undead humanoids that are created by a more powerful undead through the use of its special abilities. Namechs are fully intelligent and keep all their skills and spells and any creature abilities the GM deems appropriate for undead, but they must obey all commands of their master. This does not necessarily mean they are loyal, many namechs will try to bring about their master's permanent demise as long as they can without violating an order. If a namech's master is killed they become free and no longer have to continue to follow any standing orders.

In combat a namech can employ any of the skills or spells it knew in life except possibly for priest spells if their god is opposed to their new existence. They can also use sharp bone spikes that grow out of the top of each of their arms when they first arise as a namech. They also have a revulsion aura which functions exactly like stench, but is always active and cannot be turned off. Creatures that successfully resist the aura are immune for the rest of the day, creatures that failed and reenter have to check again and if they resist will be immune as well.

All namechs also have a special weakness. This weakness can be related to the type of master they serve or it could be completely random at the GM's discretion. A chart of common weaknesses is listed here.

Name	Effect
Bound to Area	The namech cannot leave the area. The area could be a room or several meters wide.
Code of Honor	The namech has a code of honor it cannot break.
Death Wish	The namech wishes to be destroyed and aids people who try to destroy it.
Must Drink Blood	The namech will be destroyed if it can't drink blood once a month or more.
Must Eat Flesh	The namech will be destroyed if it can't eat flesh once a month or more.
Phobia	The namech is terrified of a specific object or creature.
Rotten Stench	The namech has 3 ranks of Distinctive Odor.
Susceptibility	The namech has Susceptible to one damage type.
Vulnerable to Sunlight	The namech has one rank of Damaged by Sunlight.

### Salt Zombie

### Rating

15.33

Hgt	5'	Forest	Never
Wgt	60 lbs.	Grass	Never
Move	50'/0/0	Jungle	Never
DP	30	Mountain	Never
	C M G	Depths	Never
MOD	10 0 0	Surface	Never
DV	17 15 15	Rivers	Never
DMG	6	Swamp	Never
		Volcano	Never
Skills:		Desert	Uncommon
4	Hide		
2	Exceptional STR		
1	Inferior INT		
	Susceptible to Fire		
	Susceptible to Water		

### Description:

Salt Zombies arise when humanoids die of thirst in salt flats. They roam the desert in search of water to quench their eternal thirst. They are shrunken and shriveled husks, similar to mummies. They search for water as well as creatures to suck blood from to quench their thirst. If a salt zombie is drenched with at least two gallons of water its thirst is quenched and it will be torpid for a few days.

Salt zombies attack by biting their victims. On a successful attack the zombie clamps down its jaws and will not let go. The victim can break free with a standard grapple break check, but it is not actually grappled. The victim can't move around, but other than that it can act normally. Until the victim dies the zombie will do nothing but continue to hold its bite and suck blood doing 1d8 damage per round.

**Scarlet Warden****Rating****91.82**

Hgt 20'  
 Wgt 450 lbs.  
 Move 90'/0/0  
 DP 60  
     C      M      G  
 MOD 12    0      5  
 DV 17    20    11  
 DMG 12  
 DMG 6 (Whip, range 30')

Forest      Never  
 Grass      Never  
 Jungle     Never  
 Mountain   Never  
 Depths     Never  
 Surface    Never  
 Rivers     Never  
 Swamp      Never  
 Volcano    Never  
 Desert     Rare

**Skills:**

2 Bone  
 2 Shell  
   Create Namech  
 1 Exceptional AGI  
 1 Exceptional INT  
 1 Exceptional STR  
 1 Exceptional WIL  
   Protected from Magic  
   Protected from Psionics  
 4 Toxic Attack

**Description:**

Scarlet wardens are undead s'thag zagath. They look like large spiders with deep red shells and a pair of whip like antennae and eight legs. They have an eye cluster on their head that is positioned so that they have a full 360° range of vision.

In combat a scarlet warden prefers to bite opponents with its powerful mandibles and deadly poison, but if their opponents are too far away they use their antennae on them. A scarlet warden's poison is far worse than their living bretheren, if a creature is reduced below 0 dp from a scarlet warden's toxin they die but continue to breath shallowly as if alive and in a coma. In a week the victim rises as an undead namech under the scarlet warden's control.

Scarlet wardens are also adept spell casters. Most scarlet wardens become earth mage's or psions, the rest just don't take a background. Scarlet warden's can use magic and psionics normally even though they have a natural resistance to them. Their mages usually specialise in necromancy.

**Undead War Beetle****Rating****46.54**

Hgt 20'  
 Wgt 1500 lbs.  
 Move 40'/0/0  
 DP 80  
     C      M      G  
 MOD 8    0      0  
 DV 19    12    12  
 DMG 20

Forest      Never  
 Grass      Never  
 Jungle     Never  
 Mountain   Never  
 Depths     Never  
 Surface    Never  
 Rivers     Never  
 Swamp      Never  
 Volcano    Never  
 Desert     Never

**Skills:**

5 Shell  
 2 Exceptional STR  
   Fear  
 2 Inferior INT

**Description:**

An undead war beetle is a massive reanimated beetle which is used primarily as a war machine. The beetles are unintelligent and obey the commands of their driver. They are 40 feet long and their enormous

carapace is hollow and contains two levels of platforms for people to ride in. Each beetle can hold 18 warriors as well as a driver and a lookout. The warriors can attack out of gaps between plates of the shell and the lookout can see in any direction between gaps in the top of the shell.

The war beetle's only attack is its bite which can be quite devastating but it can only attack someone nice enough to stand directly in front of it.

<b>Zombie</b>		<b>Rating</b>	<b>4.07</b>
Hgt	5'	Forest	Rare
Wgt	100 lbs.	Grass	Rare
Move	30'/0/0	Jungle	Rare
DP	10	Mountain	Rare
	C      M      G	Depths	Never
MOD	1      1      2	Surface	Never
DV	13     12     13	Rivers	Never
DMG	6	Swamp	Rare
		Volcano	Rare
Skills:			
3	Hide		
	Protection from Charm		
	Resist Cold		
	Susceptible to Fire		
1	Susceptible to Sunlight		
1	Inferior INT		
1	Inferior AGI		
1	Exceptional STR		
1	Exceptional WIL		

**Description:**

This is the standard zombie animated from humanoid corpses by priests of anubis. Their strengths and weaknesses are slightly different from the skeletons thanks to their flesh still being on but otherwise their abilities are the same. If they are stripped of their flesh then they become skeletons.

**Undead, Incorporeal**

<b>Caller In Darkness</b>		<b>Rating</b>	<b>276.29</b>
Hgt	100'	Forest	Never
Wgt	0 lbs.	Grass	Never
Move	0/0/90'	Jungle	Never
DP	150	Mountain	Never
	C      M      G	Depths	Never
MOD	10     0     0	Surface	Never
DV	7      7      9	Rivers	Never
DMG	10	Swamp	Never
		Volcano	Never
Skills:			
1	Skin		
2	Exceptional CSE		
2	Exceptional INT		
2	Exceptional PWR		
2	Exceptional WIL		
	Immaterial		
	Immune to Divine Magic		
	Resist Magic		
18	Weapon Skill		
3	Clairaudience*		
3	Clairvoyance*		

- 3 Fatal Attraction
- 5 Mass Punch\*
- 3 Recall Torture\*

\*=Psionic ability as a spell like ability

**Description:**

The Caller in Darkness is a huge incorporeal mass of swirling faces that are perpetually locked in screaming, agonized poses. It is a collection of the souls of a city of people killed in a brutal, torturous massacre. It seeks out souls of living beings to kill and absorb into itself and especially looks for beings with psionic ability.

The Caller in Darkness can sense psionic abilities in any creature in its LOS and will always attack them first, but it will still attack any other creatures once it is done with them. The Caller in Darkness attacks its victims by touching them with tendrils of itself. Since it is immaterial it ignores all nonmagical armor. Thanks to its great size it always makes 4 attacks in each round with different parts.

The Immune to Divine Magic ability possessed by the Caller in Darkness functions exactly like the Immune to Magic ability, but it only applies to divine spells.

If a sentient creature is killed by the Caller in Darkness's touch attack that creature's body is absorbed and his face is added to the mass of faces. This also gives the Caller in darkness 4d6 DP.

Animals and other nonsentient living creatures can sense the unnatural presence of the Caller in Darkness from a met away. They will refuse to move closer and if forced closer they will panic and fight to get away.

The Caller in Darkness is a unique creature, but it is possible that another could be created in the same way by torturing an entire population to death at once.

<b>Dhaot</b>		<b>Rating</b>	<b>47.48</b>
Hgt	5'	Forest	Rare
Wgt	0 lbs.	Grass	Rare
Move	60'/0/0	Jungle	Rare
DP	40	Mountain	Rare
	C      M      G	Depths	Rare
MOD	0      0      0	Surface	Rare
DV	7      7      7	Rivers	Rare
DMG	0	Swamp	Rare
		Volcano	Rare
Skills:			
1	Skin		
	Immaterial		
	Invisibility		
	Magic Shield		
	Resist Magic		
	Resist Psionics		
9	Speech		
2	Flame Dreams		
1	Phantasmal Air		
1	Phantasmal Earth		
1	Phantasmal Fire		
1	Phantasmal Water		
2	Radiate Object		

**Description:**

A dhaot is an incorporeal undead spirit that died far away from its home and feels a very strong urge to return home. A dhaot appears dusty and sweaty and always has a weary and sad expression. A dhaot cannot fly even though it is immaterial, it must walk and can choose to leave foot prints if it wishes. Dhaots have no natural attacks and cannot become material but may retain some spells or skills that it had in life in addition to their innate illusion abilities.

Dhaots cannot rest until their physical remains are returned to their home and buried. Since they are

immaterial, they must convince people they see to take their remains home for them. If a dhaot is killed it will reform in a few days near its remains. If its remains are returned to its home the dhaot immediately vanishes.

<b>Raig</b>				<b>Rating</b>	<b>60.54</b>
Hgt	6'			Forest	Rare
Wgt	150 lbs.			Grass	Rare
Move	60'/0/60'			Jungle	Rare
DP	75			Mountain	Rare
	C	M	G	Depths	Rare
MOD	12	4	7	Surface	Rare
DV	13	13	14	Rivers	Rare
DMG	8			Swamp	Rare
				Volcano	Rare
Skills:					
6	Spirit Armor				
	Create Namech				
1	Exceptional WIL				
	Invisibility				
	Magic Shield				
9	Speech				
	Terror				

### Description:

Raigs are the guardians of ancient temples or shrines dedicated to dead or forgotten gods. They are incorporeal, but they can take corporeal form and prefer to do so in combat. They appear dressed as a priest or warrior of the religion they are dedicated to. They will warn trespassers before attacking them, usually in a dead language or in signs that seem clear to the raig.

Raig possess the ability to sense beings that share the same or similar faith that they have and will not hinder them. In addition to the listed abilities some, but not all, raig keep some of the spells and skills they had in life. Since all raig are thousands of years old the ones that don't normally use their skills have forgotten them while others continue to retain and practice some skills or spells.

In combat a raig will usually wait until the intruders have ignored its warnings and then surprise attack them. A raig does not care whether it kills or merely scares off intruders as long as the temple is undisturbed. Raigs can leave their temples temporarily if they decide it is necessary to pursue a foe, but a raig loses 1 HEA every day it is away and regains 1 point every day after it returns. If its HEA drops to 0 from this the raig is permanently destroyed.

Any being slain by a raig's physical attacks will rise one day later as a namech under the raig's control.

<b>Wraith</b>				<b>Rating</b>	<b>30.03</b>
Hgt	5'			Forest	Rare
Wgt	0 lbs.			Grass	Rare
Move	0/0/60'			Jungle	Rare
DP	50			Mountain	Rare
	C	M	G	Depths	Rare
MOD	4	0	6	Surface	Rare
DV	7	7	7	Rivers	Rare
DMG	0			Swamp	Rare
				Volcano	Rare
Skills:					
1	Skin				
1	Deplete STR				
	Ethereal				
	Inhabit Object				
	Silver Shield				
9	Speech				

## Description:

Wraiths are spirits that live in the Kurago or other after life but have the ability to move to the world of the living. Wraiths are able to do this because they have a physical attachment to the real world that was important enough to them in life that their spirit became attached to it after death. This can be any object like a gem they prized or a book they wrote.

In the world of the living a wraith appears as a swirling mass of smoke with glowing red eyes and cannot become material. In their home in the Kurago wraiths appear as they did when they were alive. Wraiths can also possess a corpse or inanimate object and animate it. In that case the object or corpse has no visible indication that the wraith has posses it.

When a wraith possesses a corpse it has the same stats as a normal zombie or skeleton. A wraith possessing an object can fly the object around with a speed of 30 and does 1d6 damage if it hurls itself against a creature unless the object is too soft or light to hurt like a pillow. If the body or object inhabited by a wraith is destroyed physically the wraith is merely forced out of it. Any magical damage done to the object or body does an equal amount of damage to the wraith inhabiting it as well.

When in incorporeal form the wraith can reach into a living victim and grasp their heart. This works exactly like a grapple but the victim is paralyzed and cannot move. Any damage the wraith takes automatically frees the victim. The only other attack a wraith can make while incorporeal is their Deplete STR ability. This functions exactly like the Deplete Health ability but affects STR. The wraith can use this ability by touching a target or they can use it automatically once each round on a target whose heart they are holding.

If a wraith is reduced to 0 or less DP it is merely banished from the world of the living for a day and then can come back. If the object that attaches them to the physical world is destroyed then the wraith immediately dissipates.

## Encounter Table

For Encounter column FGJMDSRSVD is where something can be encountered listed in the order:

F Forest  
G Grass  
J Jungle  
M Mountain  
D Depths  
S Surface  
R River  
S Swamp  
V Volcano  
D Desert  
C City or ruins

Capital represents can be encountered there, lower case represents can't.

Name	Rating	Type	Encounter
Bugdead Locust Swarm (Group of 5)	1	Corporeal Undead	fGjmdsrsvDc
Bugdead Minikank Swarm (Group of 5)	1	Corporeal Undead	fGjmdsrsvDc
Zombie	4	Corporeal Undead	FGJMdsrSVDC
Zombie Plant	10	Plant	fgJMdsrSvDc
Grey Zombie	11	Corporeal Undead	FGJMdsrSvDC
Demon Spawn	12	Demon	FGJMdsrSVDC
Kragling	13	Corporeal Undead	FGJMDSRSVDC
Blight	13	Corporeal Undead	FGJMdsrSVDC
Namech	14	Corporeal Undead	FGJMDSRSVDC
Salt Zombie	15	Corporeal Undead	fgjmdsrsvDC
Bonebat	16	Corporeal Undead	FGJMdsrSVDC
Lightning Zombie	21	Corporeal Undead	FGJMdsrSVDC
Dusk Beast	23	Elemental	FgJmdsrSvdc
Ooze Elemental	26	Elemental	fgjMDSRSvdC
Smoke Elemental	29	Elemental	FGJMdsrsvDC
Ice Elemental	30	Elemental	fgjmDSRSvdc

Wraith	30	Incorporeal Undead	FGJMDSRSVDC
Magma Elemental	34	Elemental	fgjMdsrsVdc
Imp	37	Demon	FGJMdsrSVDC
Gaj	37	Monster	fGjMdsrsVDc
Fallen	44	Corporeal Undead	FGJMdsrSVDC
Succubus	45	Demon	FGJMdsrSVDC
Obsidian Beast	45	Elemental	fgjMdsrSVDC
Undead War Beetle	46	Corporeal Undead	fgjmdsrsvdC
Dhaot	47	Incorporeal Undead	FGJMDSRSVDC
Krag	52	Corporeal Undead	FGJMDSRSVDC
Bullette	53	Monster	fGjmdsrSvDc
Doppelganger	58	Humanoid	FGJMdsrSVDC
Raig	60	Incorporeal Undead	FGJMDSRSVDC
Beasthead Giant	61+	Humanoid	FGJMDSRSVDc
Silk Wyrm	72	Monster	FGJMdsrSVDC
Spike Demon	77	Demon	FGJMdsrSVDC
Scarlet Warden	91	Corporeal Undead	fgjmdsrsvDc
Plains Giant	96	Humanoid	fGjmdsrsvDc
S'thag Zagath	103	Monster	fgjmdsrsvDc
Elsewhale	129	Monster	fgjmDSrsvdc
Mekillot	154	Monster	fGjmdsrsvDC
Tomb Tapper	193	Elemental	FGJMdsrSVDC
Caller In Darkness	276	Incorporeal Undead	fgjmdsrsvdC
Marilith	333	Demon	FGJMdsrSVDC
Pit Lord	380	Demon	FGJMdsrSVDC