

THE STUFF HEROES ARE MADE OF

For the life of me, I can't seem to get my life together enough to actually get my stuff into every issue... Sigh... Anyway, I'm here for this issue, with new stuff. So, without further ado, into the content

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Creature of Record of Lodoss War

The Age of Gods was closing. Eternity had come to an end. The heavens shook as the armies of Falis, the supreme God of Light, clashed with those of Falaris, the supreme God of Darkness. In the seemingly endless battle, the earth wept and the oceans trembled in fear.

The final battle between the survivors, Marfa, the Mother-Goddess of Creation, and Kardis, the malevolent Goddess of Destruction, echoed to the ends of the earth.

At the climax of their fierce battle, a continent separated, creating a land on which both the goddesses of light and darkness perished like a flame and flickered away.

*Several thousand years later, the land to the south of the continent of Alecrast has become known as "Lodoss - The Accursed Island."
- Narrator, Record of Lodoss War*

The Record of Lodoss War is a Japanese Animation series (or Anime series), which was produced in 1991. It is an epic fantasy which takes place on a magical world where gods,

demons, dragons, wizards, and warriors clash for the total domination of all creation – in very much the classic D&D style.

Some time back, I was cruising the 'net looking for some inspiration for a new *Fantasy Hero* campaign, and I came across a web site dedicated to a *Record of Lodoss War* RPG by Mark Chase - mc@meta-earth.com and went "Cool!" I've been a fan of *Lodoss War* since I first saw it, and the idea of a *Lodoss War Fantasy Hero* campaign struck me as being a very good thing. Alas, the campaign never happened, but I had done quite a bit work translating stuff into Hero System. Being as the unofficial theme of this issue of Haymaker is anything related to low-level fantasy (and I had virtually nothing prepared for this issue and the deadline was looming large over me) I figure any fantasy campaign can always use a few more interesting creatures.

So, without further ado, here there are...

Non-Magical Creatures

Non-magical creatures featured here are primarily of the “really big version of some mundane creature” variety. Big bugs, bug reptiles, big simple organisms, etc, etc.

AERIAL JELLYFISH

Val	CHA	Cost	Roll	Notes
40/70	STR	30	17/23-	6400kg/400 ton; 8d6/14d6
18	DEX	24	13-	OCV: 6; DCV: 6 / 2
18	CON	16	13-	
22/28	BODY	24	13/15-	
0	INT	-10	9-	PER Roll 9-
9	EGO	-2	11-	ECV: 3
9	PRE	-1	11-	PRE Attack 1½d6
10	COM	0	11-	
12	PD	4		Total PD/rPD: 12/0
12	ED	8		Total ED/rED 12/0
3	SPD	2		Phases: 4, 8, 12
12	REC	0		
36	END	0		
51/57	STUN	0		

Total Characteristics Cost: 95

Movement: Run: 6"/12"
Swim: 2"/4"
Flight: 5"/10"

Powers & Skills

Growth-6 (×64 mass, ×4 height); Mass: 0 kg/0.00 lbs; Height: 0 cm/0"; Extra STR: 30;
Knockback Reduction: -6; Extra BODY: 6;
Extra STUN: 6; DCV Penalty: -4; PER Penalty: +4; Reduced END: Zero & Persistent, +1;
Always On: -½ (40) [0]
Extra Limbs (4); Number: 4 (5)
Stretching (20", NC: 40); Non-Combat Multiplier: ×2, +0; Reduced END: Zero, +½ (150) [0]
5" Flight (NC: 10"); Non-Combat Multiplier: ×2, +0; Non-Combat (MPH): 11; Reduced END: Zero & Persistent, +1 (20) [0]
2d6 Energy Blast (Stinging Hairs); Range: 100;
Versus: PD; No Normal Defense - Force Field, or having no exposed bare skin: +1; Linked to STR (successful grab required): -½ (13) [2]

Total Powers & Skills Cost: 228

Total Character Cost: 323

Disadvantages: + 75

Dumb Beast (All the Time, Fully) (25)
Distinctive Features; Concealability: Not
Concealable, 15; Reaction: Extreme, +10 (25)
Reputation (8-, Extreme) (10)
Creature Bonus (188)

Total Disadvantage Points: 323

Story: Of the beasts that hunt in the sky, the Aerial Jellyfish is the most fearsome. They never leave the cover of the thick clouds which they make their home, and none but the most learned sages and wizards have seen their true form. But when pray is found, the Aerial Jellyfish drops its horrendously long stinging tentacles to grasp the hapless victim. These tentacles can reach down from the very sky to the ground, some even in excess of five hundred meters, and there can be dozens such tentacles. The only defense is to chop and hack and the tentacles, but once grasped, there is no escape. The tentacle wrapped around a victim will squeeze like a python until the pray is dead, or passes out. Further, if the tentacle contacts bare skin, the stinging hairs will inflict an additional painful Stun damage. The worst that can happen, however, is for the jellyfish to lift its victim high in the air, then drop it hundreds of meters back to the ground!

AMEBA

Val	CHA	Cost	Roll	Notes
40	STR	30	17-	6400kg; 8d6
12	DEX	6	11-	OCV: 4; DCV: 4
24	CON	28	14-	
12	BODY	4	11-	
0	INT	-10	9-	PER Roll 9-
6	EGO	-8	10-	ECV: 2
6	PRE	-4	10-	PRE Attack 1d6
10	COM	0	11-	
16	PD	8		Total PD/rPD: 16/0
16	ED	11		Total ED/rED 16/0
2	SPD	-2		Phases: 6, 12
13	REC	0		
48	END	0		
44	STUN	0		

Total Characteristics Cost: 63

Movement: Run: 3"/6"
Swim: 2"/4"

Powers & Skills

Running (-3", 3", NC: 6"); Non-Combat
Multiplier: ×2, +0; Non-Combat (MPH): -4 (-6)
[1]
Clinging (Clinging STR +20) (17)
1d6 Killing Attack (RKA); Range: 110; Must have performed a successful grab: -½; Reduced END: Zero, +½ (15) [0]

Total Powers & Skills Cost: 26

Total Character Cost: 89

Disadvantages: + 75

Dumb Beast (All the Time, Fully) (25)
Distinctive Features; Concealability: Not
Concealable, 15; Reaction: Extreme, +10 (25)
Reputation (8-, Extreme) (10)

Total Disadvantage Points: 135

Story: Without a doubt, the Ameba is the lowest monstrous life-form, but it is a deadly foe. The Ameba lives only to eat and eat, and when it has gorged itself, it divides to create another just like itself. To attack, the Ameba oozes around its victim and attempts to completely envelop it. Once this has been done, it will try to crush the life out of it, and begin to digest. Well-armed fighters can usually escape by cutting through, and wizards often cast fire or lightning spells to blast out. Amebas often have treasure or other items floating inside them, as it cannot digest metals or gems.

Appearance: The Ameba is formless, gleatous, and semi-transparent, its primitive organs can be seen inside it, and even the dissolving bodies of its previous victims.

- Concealment 13- (9)
- Stealth 13- (3)
- Survival 11- (3)
- Tracking 13- (9)
- Shadowing 13- (7)

Total Powers & Skills Cost: **100**

Total Character Cost: **214**

Disadvantages: + 75

- Dumb Beast (Infrequently, Fully) (15)
- Distinctive Features; Concealability: Not Concealable, 15; Reaction: Extreme, +10 (25)
- Reputation (8-, Extreme) (10)
- Creature Bonus (87)

Total Disadvantage Points: **212**

Story: One of the most feared predators of the Wildlands, the Claw Beast is a hunting cat of unsurpassed aggression. This large, pitch-black cat can run at great speeds, can stalk silently, and track with absolute perfection. It is the very embodiment of the hunt and the chase. And they hunt man, just as they hunt any animal. A Claw Beast will attack without warning, without even a sound, pouncing from a tree, overhang, or from the bushes nearby, going right for the victims throat with its fanged teeth. If this fails, it will strike with its claws and fight until it is wounded at which point it will usually flee. A Claw Beast can attack twice in one action, once with each of its fearsome clawed forepaws.

CLAW BEAST

Val	CHA	Cost	Roll	Notes
35/40	STR	25	16/17-	3200kg/6400kg; 7d6/8d6
21	DEX	33	13-	OCV: 7; DCV: 7 / 6
18	CON	16	13-	
15/16	BODY	10	12/12-	
6	INT	-4	10-	PER Roll 12-
15	EGO	10	12-	ECV: 5
12	PRE	2	11-	PRE Attack 2d6
10	COM	0	11-	
12	PD	5		Total PD/rPD: 12/0
12	ED	8		Total ED/rED 12/0
4	SPD	9		Phases: 3, 6, 9, 12
11	REC	0		
36	END	0		
42/43	STUN	0		

Total Characteristics Cost: **114**

Movement: Run: 12"/24"
Swim: 2"/4"

Powers & Skills

- Running (+6", 12", NC: 24"); Non-Combat Multiplier: x2, +0; Non-Combat (MPH): 18 (12) [2]
- Growth-1 (x2 mass, x1.2 height); Mass: 0 kg/0.00 lbs; Height: 0 cm/0"; Extra STR: 5; Knockback Reduction: -1; Extra BODY: 1; Extra STUN: 1; DCV Penalty: -1; PER Penalty: +1; Always On: -1/2; Reduced END: Zero & Persistent, +1 (7) [0]
- 2d6 Killing Attack (HTH) (Total 4d6); Range: 0; Reduced Penetration: -1/4 (24) [3]
- Tracking Scent (10)
- Enhanced Perception (all) (+2 to PER) (6)
- Breakfall 13- (3)
- Climbing 15- (7)

GIANT ACID WORM

Val	CHA	Cost	Roll	Notes
45/75	STR	35	18/24-	12½ ton/800 ton; 9d6/15d6
8	DEX	-6	11-	OCV: 3; DCV: 3 / 0
30	CON	40	15-	
69/75	BODY	118	23/24-	
3	INT	-7	10-	PER Roll 10-
9	EGO	-2	11-	ECV: 3
9	PRE	-1	11-	PRE Attack 1½d6
10	COM	0	11-	
20	PD	11		Total PD/rPD: 30/10
20	ED	14		Total ED/rED 30/10
3	SPD	12		Phases: 4, 8, 12
15	REC	0		
60	END	0		
107/113	STUN	0		

Total Characteristics Cost: **214**

Movement: Run: 6"/12"
Swim: 2"/4"
Tunneling: 6"

Powers & Skills

Extra Limbs - Tentacles (8); Number: 8 (5)
Spatial Awareness; Used to see in the dark as I don't like IR or UV for this. (25)
Growth-6 (×64 mass, ×4 height); Mass: 0 kg/0.00 lbs; Height: 0 cm/0"; Extra STR: 30;
Knockback Reduction: -6; Extra BODY: 6;
Extra STUN: 6; DCV Penalty: -4; PER Penalty: +4; Reduced END: Zero & Persistent, +1;
Always On: -½ (40) [0]
Tunneling (6" through DEF 12); Tunnels: Left Behind, +0 (48) [1]
Armor (10 PD/10 ED) (30)
1d6 Killing Attack (RKA) - Acid Blood; Range: 0; Explosion (Extended Area +0"/DC): +½;
Personal Immunity: +¼; Trigger - Taking BODY damage that doesn't seal wound (ie. Fire would seal the wound): Set, +¼; Continuous: +1; Uncontrolled: +½; Sticky: +½; Only lasts for three phases: -¼; No Range: -½ (34) [6]
1d6+1 Killing Attack (HTH) - Bite (Total 2½d6); Range: 0 (20) [2]

Total Powers & Skills Cost: **202**

Total Character Cost: **416**

Disadvantages: + 75

Dumb Beast (Infrequently, Slightly) (5)
Distinctive Features; Concealability: Not Concealable, 15; Reaction: Extreme, +10 (25)
Reputation (11-, Extreme) (15)
Vulnerability to Fire attacks (2× STUN); Attack: Common, +10 (20)
Fear of Fire (Common, Total) (20)
Creature Bonus (256)

Total Disadvantage Points: **416**

Story: One of the nastiest creatures known is the Giant Acid Worms of Marmo. These giant slug-like worms burrow through the earth using their grinding teeth and acidic juices, forming deep tunnels underground. Many of their tunnels intersect natural cave systems, and even beneath Castle Conquera. The Giant Worms are only known to exist in Marmo, but it is possible that they may reside elsewhere.

The worms are extremely large, and can grow upwards of a hundred meters in length. Newly hatched, they are only as big as a man. The Giant Worms are rarely seen, as their tunnels are very deep underground. The only recorded attack occurred during the final siege against the Temple of Kardis, when the group of adventures accidentally stumbled across one. There may have been other attacks in the past, but if so, none survived to tell about them.

The Giant Acid Worms have many dozens of slimy tendrils they use to grab victims and shove into their gapping, wormy mouth. It is nearly impossible to break the grip of a tendril once it has taken hold, and cutting a tendril can be extremely fatal. The blood of a Giant Acid Worm is, as its name implies, pure acid.

When attacking such a worm, you must take careful measure not to be hit by its blood. Anyone hit by the corrosive acid takes damage. It will continue to burn, doing damage for the next three rounds. Usually this is fatal. In any event, it is bad news. Fire spells are very effective against a Giant Acid Worm, as the fire blast seals the wound it makes before the creature can spurt its blood. Acid worms are also very fearful of fire, and may simply flee if attacked by several fire spells, whether they harm it or not. This is an average Giant Acid Worm template. Actual worms may vary.

GIANT CENTIPEDE

Val	CHA	Cost	Roll	Notes
30	STR	20	15-	1600kg; 6d6
18	DEX	24	13-	OCV: 6; DCV: 6
15	CON	10	12-	
12	BODY	4	11-	
3	INT	-7	10-	PER Roll 10-
9	EGO	-2	11-	ECV: 3
9	PRE	-1	11-	PRE Attack 1½d6
10	COM	0	11-	
10	PD	4		Total PD/rPD: 15/5
10	ED	7		Total ED/rED 15/5
3	SPD	2		Phases: 4, 8, 12
9	REC	0		
30	END	0		
35	STUN	0		

Total Characteristics Cost: **61**

Movement: Run: 10"/20"
Swim: 2"/4"
Tunneling: 1"

Powers & Skills

Running (+4", 10", NC: 20"); Non-Combat Multiplier: ×2, +0; Non-Combat (MPH): 9 (8) [2]
Tunneling (1" through DEF 4); Tunnels: Left Behind, +0 (14) [1]
Spatial Awareness; To allow for seeing in the dark (I've never been crazy about UV as a way to do this underground, and infrared just didn't fit). (25)
Armor (5 PD/5 ED) (15)

Total Powers & Skills Cost: **62**

Total Character Cost: **123**

Disadvantages: + 75

Dumb Beast (Frequently, Fully) (20)
Distinctive Features; Concealability: Not Concealable, 15; Reaction: Always noticed & major reaction, +5 (20)
Protective of layers (Uncommon, Total) (15)
Reputation (8-, Extreme) (10)

Total Disadvantage Points: **140**

Story: Nearly three meters from end to end, the Giant Centipede is a fearsome carnivorous insect. Like centipedes, the Giant Centipede is primarily a scavenger, but will attack prey if it seems suitable and easy. They do not attack people, but will defend their layers. Giant Centipedes live in deep caves, tunnels, and ancient underground ruins. The Giant Centipede attacks with its scissor-like mandibles.

GIANT DRAGONFLY

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100kg; 2d6
18	DEX	24	13-	OCV: 6; DCV: 6
12	CON	4	11-	
8	BODY	-4	11-	
0	INT	-10	9-	PER Roll 9-
6	EGO	-8	10-	ECV: 2
9	PRE	-1	11-	PRE Attack 1½d6
10	COM	0	11-	
8	PD	6		Total PD/rPD: 13/5
8	ED	6		Total ED/rED 13/5
4	SPD	12		Phases: 3, 6, 9, 12
4	REC	0		
24	END	0		
19	STUN	0		

Total Characteristics Cost: **29**

Movement: Run: 6"/12"
Swim: 2"/4"
Flight: 8"/16"

Powers & Skills

8" Flight (NC: 16"); Non-Combat Multiplier: ×2, +0; Non-Combat (MPH): 24 (16) [2]
Extra Limbs - Wings & Legs (4); Number: 4 (5)
+1 Killing Attack (HTH) (Razor sharp mandibles) (Total ½d6); Range: 0 (5) [1]
Armor (5 PD/5 ED) (15)

Total Powers & Skills Cost: **41**

Total Character Cost: **70**

Disadvantages: + 100

Dumb Beast (All the Time, Fully) (25)
Distinctive Features; Concealability: Not
Concealable, 15; Reaction: Always noticed & major reaction, +5 (20)
Reputation (8-, Extreme) (10)

Total Disadvantage Points: **155**

Story: The Dragonfly attacks only to defend its layer, which is usually in caves or deep within a forest.

Appearance: A dragonfly is simply a large insect that looks similar to a serpentine dragon. Unlike its smaller cousins, this is a giant Dragonfly, usually measuring two meters from head to tail.

GIANT LIZARD

Val	CHA	Cost	Roll	Notes
20/30	STR	10	13/15-	400kg/1600kg; 4d6/6d6
18	DEX	24	13-	OCV: 6; DCV: 6 / 5
18	CON	16	13-	
20/22	BODY	20	13/13-	
3	INT	-7	10-	PER Roll 10-
12	EGO	4	11-	ECV: 4
12	PRE	2	11-	PRE Attack 2d6
10	COM	0	11-	
12	PD	8		Total PD/rPD: 12/0
12	ED	8		Total ED/rED 12/0
3	SPD	2		Phases: 4, 8, 12
8	REC	0		
36	END	0		
39/41	STUN	0		

Total Characteristics Cost: **87**

Movement: Run: 9"/18"
Swim: 2"/4"

Powers & Skills

Running (+3", 9", NC: 18"); Non-Combat
Multiplier: ×2, +0; Non-Combat (MPH): 7 (6) [2]
Growth-2 (×4 mass, ×1½ height); Mass: 0 kg/0.00 lbs; Height: 0 cm/0"; Extra STR: 10;
Knockback Reduction: -2; Extra BODY: 2;
Extra STUN: 2; DCV Penalty: -1; PER Penalty: +1; Reduced END: Zero & Persistent, +1;
Always On: -½ (13) [0]
½d6 Killing Attack (HTH) (Total 1d6+1); Range: 0 (10) [1]

Total Powers & Skills Cost: **29**

Total Character Cost: **116**

Disadvantages: + 75

Dumb Beast (Frequently, Fully) (20)
Distinctive Features; Concealability: Not
Concealable, 15; Reaction: Extreme, +10 (25)
Reputation (8-, Extreme) (10)

Total Disadvantage Points: **130**

Story: Many mistaken the Giant Lizard for a drake or small dragon, but such lizards have little relation to those large, magical creatures. Giant Lizards are three meters long, and look similar to a type of large crocodile or iguana. They are carnivorous, though prefer to scavenge for carrion. They occasionally attack humans for food, but most often avoid humans or superior foes. Giant Lizards attack with a bite using its sharp-toothed jaws.

GIANT MANTIS

Val	CHA	Cost	Roll	Notes
40	STR	30	17-	6400kg; 8d6
21	DEX	33	13-	OCV: 7; DCV: 7
18	CON	16	13-	
16	BODY	12	12-	
3	INT	-7	10-	PER Roll 10-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack 3d6
10	COM	0	11-	
12	PD	4		Total PD/rPD: 22/10
12	ED	8		Total ED/rED 22/10
4	SPD	9		Phases: 3, 6, 9, 12
12	REC	0		
36	END	0		
45	STUN	0		

Total Characteristics Cost: **120**

Movement: Run: 9"/18"
Swim: 2"/4"
Flight: 15"/30"

Powers & Skills

Running (+3", 9", NC: 18"); Non-Combat
Multiplier: ×2, +0; Non-Combat (MPH): 9 (6)
[2]
15" Flight (NC: 30"); Non-Combat Multiplier: ×2,
+0; Non-Combat (MPH): 45 (30) [3]
Armor (10 PD/10 ED) (30)
2½d6 Killing Attack (HTH) - Claws (Total
5d6+1); Range: 0; Reduced Penetration: -¼
(32) [4]
+1 Killing Attack (HTH) - Bite (Total ½d6);
Range: 0 (5) [1]
Stretching (2", NC: 4); Non-Combat Multiplier:
×2, +0; Reduced END: Zero, +½ (15) [0]

Total Powers & Skills Cost: **118**

Total Character Cost: **238**

Disadvantages: + 75

Dumb Beast (Frequently, Fully) (20)
Distinctive Features; Concealability: Not
Concealable, 15; Reaction: Extreme, +10 (25)
Reputation (8-, Extreme) (10)
Creature Bonus (108)

Total Disadvantage Points: **238**

Story: Always terrifying to encounter, the Giant Mantis can tower above any warrior on its spidery legs, grasping with its huge crushing claws. The Giant Mantis can run quickly on its legs, but can also fly, and often attacks from the air. The Giant Mantis attacks with its claws, grabbing its pray and ripping it apart. It can also bite with its mouth.

GIANT POISON TOAD

Val	CHA	Cost	Roll	Notes
35	STR	25	16-	3200kg; 7d6
15	DEX	15	12-	OCV: 5; DCV: 5
18	CON	16	13-	
18	BODY	16	13-	
3	INT	-7	10-	PER Roll 10-
9	EGO	-2	11-	ECV: 3
9	PRE	-1	11-	PRE Attack 1½d6
10	COM	0	11-	
12	PD	5		Total PD/rPD: 12/0
12	ED	8		Total ED/rED 12/0
2	SPD	-5		Phases: 6, 12
11	REC	0		
36	END	0		
45	STUN	0		

Total Characteristics Cost: **70**

Movement: Run: 7"/14"
Swim: 2"/4"
Superleap: 21"/42"

Powers & Skills

Running (+1", 7", NC: 14"); Non-Combat
Multiplier: ×2, +0; Non-Combat (MPH): 1 (2)
[1]
Superleap (+14", 21", NC: 42"); Non-Combat
Multiplier: ×2, +0; Non-Combat (MPH): 21
(14) [3]
1d6 Drain Body (Venom) (Return/day); Range: 0;
Affects: Single Power, +0; Charges: +8, +¾;
Continuing Charges: 1 Minute, -3 lev;
Recoverable Charges: -2 lev; Continuous: +1;
Uncontrolled: +½; Damage cycle ends if
antidote administered: -¼ (36) [8c]

Total Powers & Skills Cost: **52**

Total Character Cost: **122**

Disadvantages: + 75

Dumb Beast (Frequently, Fully) (20)
Distinctive Features; Concealability: Not
Concealable, 15; Reaction: Always noticed &
major reaction, +5 (20)
Reputation (8-, Extreme) (10)

Total Disadvantage Points: **125**

Story: The Giant Poison Toad is a vile creature, despised even by goblins and ogres. Lurking primarily in the Silent Swamp, the Poison Toad hunts for large insects, mammals, and small reptiles. It kills with its venomous spit, then waits for it to die before snagging it with its long tongue to eat. Poison Toads do not attack people to eat, but will spit to defend themselves, and often do so even if they are not threatened. Their spit is toxic only if it contacts bare flesh, and it will quickly seep into the skin. There after, the subject will take poison damage once per phase for a minute. If

untreated, the victim will eventually die (due to loss of Body). Antidotes do exist, derived from certain plants in the Silent Swamp, and adventurers should have a few doses with them just in case. Poison Toad poison is also sold on the black market (usable as food poison or on weapons).

GIANT SCORPION

Val	CHA	Cost	Roll	Notes
35	STR	25	16-	3200kg; 7d6
15	DEX	15	12-	OCV: 5; DCV: 5
18	CON	16	13-	
22	BODY	24	13-	
0	INT	-10	9-	PER Roll 9-
12	EGO	4	11-	ECV: 4
12	PRE	2	11-	PRE Attack 2d6
10	COM	0	11-	
12	PD	5		Total PD/rPD: 17/5
12	ED	8		Total ED/rED 17/5
3	SPD	5		Phases: 4, 8, 12
11	REC	0		
36	END	0		
49	STUN	0		

Total Characteristics Cost: **94**

Movement: Run: 7"/14"
Swim: 2"/4"

Powers & Skills

Stinger (49)
1d6 Killing Attack (HTH) - Stinger (Total 2d6);
Range: 0; Linked to Poison NND: -1/2 (10) [1]
1d6 Drain Stun (Venom) (Return/5 hours); Range:
0; Affects: Single Power, +0; Charges: +8, +3/4;
Continuing Charges: 1 Minute, -3 lev;
Recoverable Charges: -2 lev; Continuous: +1;
Uncontrolled: +1/2; Damage cycle ends if
antidote administered: -1/4; Only if linked HKA
does BODY damage: -1/2 (24) [8c]
Stretching (2", NC: 4); Non-Combat Multiplier:
×2, +0; Linked to Stinger HKA: -1/2; Reduced
END: Zero, +1/2 (10) [0]
Extra Limbs - Tail with stinger (1); Number: 1 (5)
1d6+1 Killing Attack (HTH) - Claws (Total
2 1/2d6); Range: 0; Reduced Penetration: -1/4 (16)
[2]
Running (+1", 7", NC: 14"); Non-Combat
Multiplier: ×2, +0; Non-Combat (MPH): 2 (2)
[1]
Armor (5 PD/5 ED) (15)

Total Powers & Skills Cost: **82**

Total Character Cost: **176**

Disadvantages: + 75

Dumb Beast (All the Time, Fully) (25)
Distinctive Features; Concealability: Not
Concealable, 15; Reaction: Extreme, +10 (25)
Reputation (11-, Extreme) (15)

Extremely aggressive (Very Common, Total) (25)
Creature Bonus (5)

Total Disadvantage Points: **170**

Story: Few creatures are more feared in the deserts of Flaim than the Giant Scorpion. Giant Scorpions are unusually aggressive, and will attack people for no apparent reason. Their stinger can do significant damage, and if any damage is inflicted through armor, deadly poison will be injected. The poison does additional damage every minute, and can make the victim extremely ill. Vomiting and severe pain will follow. If untreated, the victim will die when his hit points are reduced to 0. Antidotes do exist, derived from certain plants in the Silent Swamp.

Appearance: The Giant Scorpion is about two to three meters long, with a chitinous arched tail, armed with a deadly, poison filled stinger. It also has two crushing pincer claws, capable of inflicting terrible wounds and grasping its prey.

GIANT SLUG

Val	CHA	Cost	Roll	Notes
35	STR	25	16-	3200kg; 7d6
15	DEX	15	12-	OCV: 5; DCV: 5
21	CON	22	13-	
18	BODY	16	13-	
0	INT	-10	9-	PER Roll 9-
9	EGO	-2	11-	ECV: 3
9	PRE	-1	11-	PRE Attack 1 1/2d6
10	COM	0	11-	
14	PD	7		Total PD/rPD: 14/0
14	ED	10		Total ED/rED 14/0
2	SPD	-5		Phases: 6, 12
11	REC	0		
42	END	0		
47	STUN	0		

Total Characteristics Cost: **77**

Movement: Run: 5"/10"
Swim: 2"/4"

Powers & Skills

Running (-1", 5", NC: 10"); Non-Combat
Multiplier: ×2, +0; Non-Combat (MPH): -1 (-2)
[1]
Spatial Awareness; Used to see in the dark as I
don't like IR or UV for this. (25)
1/2d6 Killing Attack (HTH) - Bite (Total 1d6+1);
Range: 0 (10) [1]

Total Powers & Skills Cost: **33**

Total Character Cost: **110**

Disadvantages: + 75

Dumb Beast (All the Time, Fully) (25)
Distinctive Features; Concealability: Not

Concealable, 15; Reaction: Always noticed & major reaction, +5 (20)

Reputation (8-) (5)

Vulnerability to attacks that dehydrate (2× STUN);

Attack: Uncommon, +5 (10)

Leaves a slimy trail (All the Time, Slightly) (15)

Total Disadvantage Points: **150**

Story: The Giant Slug lurks in damp, wet places, most commonly within the Silent Swamp, but also in ancient ruins, dungeons, catacombs, and underground tunnels. Unlike smaller slugs, the Giant Slug has a large mouth, giving it the ability to take large bites of meat and devour small creatures. Not normally aggressive, they will attack if they or their layer is threatened.

GIANT SOW BUG (ROLLY-POLLY)

Val	CHA	Cost	Roll	Notes
25/30	STR	15	14/15-	800kg/1600kg; 5d6/6d6
10	DEX	0	11-	OCV: 3; DCV: 3 / 2
18	CON	16	13-	
25/26	BODY	30	14/14-	
0	INT	-10	9-	PER Roll 9-
9	EGO	-2	11-	ECV: 3
9	PRE	-1	11-	PRE Attack 1½d6
10	COM	0	11-	
12	PD	7		Total PD/rPD: 22/10
12	ED	8		Total ED/rED 22/10
3	SPD	10		Phases: 4, 8, 12
9	REC	0		
36	END	0		
47/48	STUN	0		

Total Characteristics Cost: **73**

Movement: Run: 6"/12"
Swim: 2"/4"
Tunneling: 1"

Powers & Skills

Growth-1 (×2 mass, ×1.2 height); Mass: 0 kg/0.00 lbs; Height: 0 cm/0"; Extra STR: 5; Knockback Reduction: -1; Extra BODY: 1; Extra STUN: 1; DCV Penalty: -1; PER Penalty: +1; Always On: -½; Reduced END: Zero & Persistent, +1 (7) [0]

Armor (5 PD/5 ED) (15)

Armor (5 PD/5 ED); Only when rolled up: -½ (10)

Hand-to-Hand Attack (6d6, Total 12d6); Range: 0; Only when rolled up: -½ (12) [2]

Spatial Awareness; Bought as a way of seeing the dark as I don't like either UV or IR for this purpose. (25)

Tunneling (1" through DEF 3); Tunnels: Left Behind, +0 (11) [1]

Total Powers & Skills Cost: **80**

Total Character Cost: **153**

Disadvantages: + 75

Dumb Beast (All the Time, Fully) (25)

Distinctive Features; Concealability: Not

Concealable, 15; Reaction: Noticed and

Recognizable, +0 (15)

Reputation (8-) (5)

Creature Bonus (33)

Total Disadvantage Points: **153**

Story: Giant Rolly-Pollies make their layers in damp wet caves or in underground tunnels, often even in ancient catacombs. They have practically no intelligence, and often react to intruders simply by running away. However, if they are attacked cornered, or otherwise threatened, they will curl up into a defensive ball (giving them additional DEF). Approximately half the time they will attack back by rolling themselves toward the attacker like a tumbling bolder. These attacks are often unsuccessful, but if they hit can be devastating.

Appearance: These docile creatures are quite similar to the tiny roly-pollies of more common variety.

GIANT SPIDER

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100kg; 2d6
21	DEX	33	13-	OCV: 7; DCV: 7
12	CON	4	11-	
8	BODY	-4	11-	
0	INT	-10	9-	PER Roll 9-
9	EGO	-2	11-	ECV: 3
15	PRE	5	12-	PRE Attack 3d6
10	COM	0	11-	
8	PD	6		Total PD/rPD: 11/3
8	ED	6		Total ED/rED 11/3
3	SPD	-1		Phases: 4, 8, 12
4	REC	0		
24	END	0		
19	STUN	0		

Total Characteristics Cost: **37**

Movement: Run: 7"/14"
Swim: 2"/4"

Powers & Skills

Spider Bite (35)

8d6 Mind Control "Don't Move" (Venom);

Communication: Telepathic, +¼; Mental Power Based on CON: -½; Doesn't work if Bite HKA does no BODY damage.: -½ (25) [5]

1d6 Killing Attack (HTH) - Bite (Total 1½d6);

Range: 0; Linked to Venom Mind Control: -½ (10) [1]

5d6 Entangle (DEF 5); Range: 250 (50) [5]

Extra Limbs - Many legs (4); Number: 4 (5)

Running (+1", 7", NC: 14"); Non-Combat
 Multiplier: ×2, +0; Non-Combat (MPH): 2 (2)
 [1]
 Armor (3 PD/3 ED) (9)
 Enhanced Perception (Normal Sight, +3 to PER);
 Only to offset Darkness modifiers: -½ (4)
 Detect any movement in web (+0 to PER); Time
 Required: Instant, +2; Range: Touch, +0 (5)

Total Powers & Skills Cost: **110**

Total Character Cost: **147**

Disadvantages: + 75

Dumb Beast (All the Time, Fully) (25)
 Distinctive Features; Concealability: Not
 Concealable, 15; Reaction: Extreme, +10 (25)
 Reputation (11-, Extreme) (15)
 Creature Bonus (7)

Total Disadvantage Points: **147**

Story: No insect monster is more terrifying than the Giant Spider. These horrid arachnids create intricate webs in dark caverns, dungeons, and abandoned places, to capture the animals they pray upon. Any soul unfortunate enough to tread upon the layer of a Giant Spider may become tangled in its web, and attacked by the creature. The fanged bite of a Giant Spider can inflict significant damage, and injects venom that can paralyze a victim in minutes.

GIANT STAGBEETLE

Val	CHA	Cost	Roll	Notes
10/15	STR	0	11/12-	100kg/200kg; 2d6/3d6
15	DEX	15	12-	OCV: 5; DCV: 5 / 4
18	CON	16	13-	
7/8	BODY	-6	10/11-	
0	INT	-10	9-	PER Roll 9-
9	EGO	-2	11-	ECV: 3
12	PRE	2	11-	PRE Attack 2d6
10	COM	0	11-	
12	PD	10		Total PD/rPD: 16/4
12	ED	8		Total ED/rED: 16/4
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
36	END	0		
21/22	STUN	0		

Total Characteristics Cost: **38**

Movement: Run: 5"/10"
 Swim: 2"/4"
 Flight: 12"/24"

Powers & Skills

Running (-1", 5", NC: 10"); Non-Combat
 Multiplier: ×2, +0; Non-Combat (MPH): -2 (-2)
 [1]
 12" Flight (NC: 24"); Non-Combat Multiplier: ×2,

+0; Non-Combat (MPH): 27 (24) [2]
 Growth-1 (×2 mass, ×1.2 height); Mass: 0 kg/0.00
 lbs; Height: 0 cm/0"; Extra STR: 5; Knockback
 Reduction: -1; Extra BODY: 1; Extra STUN: 1;
 DCV Penalty: -1; PER Penalty: +1; Always On:
 -½; Reduced END: Zero & Persistent, +1 (7)
 [0]
 Armor (4 PD/4 ED) (12)
 Extra Limbs - Wings and extra legs (4); Number: 4
 (5)
 1d6 Killing Attack (HTH) (Horns) (Total 2d6);
 Range: 0; Reduced Penetration: -¼ (12) [1]

Total Powers & Skills Cost: **58**

Total Character Cost: **96**

Disadvantages: + 75

Dumb Beast (All the Time, Fully) (25)
 Distinctive Features; Concealability: Not
 Concealable, 15; Reaction: Always noticed &
 major reaction, +5 (20)
 Reputation (8-, Extreme) (10)

Total Disadvantage Points: **130**

Story: These creatures live mostly in the Silent Swamp and Marmo, but they have been spotted in other regions as well. They are rarely encountered, and often flee from danger. Being carrion eaters, they are not hunters, and thus, fair poorly in battle. Even so, an enrage Stagbeetle can cause serious damage to its aggressors with its deadly stag-like horns.

Appearance: Giant Stagbeetles are uncommon flying insects. They look much like their smaller cousins, but are nearly as large as a war-horse.

STEEL BEE

Val	CHA	Cost	Roll	Notes
5	STR	-5	10-	50kg; 1d6
12	DEX	6	11-	OCV: 4; DCV: 4 / 10
12	CON	4	11-	
3	BODY	-14	10-	
0	INT	-10	9-	PER Roll 9-
3	EGO	-14	10-	ECV: 1
9	PRE	-1	11-	PRE Attack 1½d6
10	COM	0	11-	
8	PD	7		Total PD/rPD: 9/1
8	ED	6		Total ED/rED: 9/1
2	SPD	-2		Phases: 6, 12
3	REC	0		
24	END	0		
12	STUN	0		

Total Characteristics Cost: **-23**

Movement: Run: 8"/16"
 Swim: 2"/4"
 Flight: 9"/18"

Powers & Skills

Running (+2", 8", NC: 16"); Non-Combat Multiplier: ×2, +0; Non-Combat (MPH): 3 (4) [2]
9" Flight (NC: 18"); Non-Combat Multiplier: ×2, +0; Non-Combat (MPH): 13 (18) [2]
Detect Sugar (+0 to PER); Time Required: Instant, +2; Range: Touch, +0 (5)
Armor (1 PD/1 ED) (3)
Shrinking-3 (DCV +6, Height 0 cm/0"); Mass: 0 kg/0.00 lbs; Knockback Increase: 9; PER Bonus: -6; Always On: -½; Reduced END: Zero & Persistent, +1 (40) [0]
+1 Killing Attack (HTH) (Stinger) (Total ½d6); Range: 0; Linked to Venom NND: -½ (3) [1]
3d6 Energy Blast (Stinger venom); Range: 150; Versus: PD; No Normal Defense - DEF=No damage done by stinger HKA, or immune to poison: +1 (30) [3]
4d6 Mind Control - "You itch all over" (Stinger Venom); Communication: Telepathic, +¼; Mental Power Based on CON: -½; Linked to poison NND: -½; Only works if target took NND damage: -½ (10) [2]

Total Powers & Skills Cost: **113**

Total Character Cost: **90**

Disadvantages: + 75

Dumb Beast (All the Time, Fully) (25)
Distinctive Features; Concealability: Not Concealable, 15; Reaction: Always noticed & major reaction, +5 (20)
Reputation (8-) (5)

Total Disadvantage Points: **125**

Story: The Steel Bees of the Wildlands south of Fire Dragon mountains are among the most aggressive of the giant insect. Steel bees are not made of steel, but their armored, chitinous bodies are extremely ridged and contain iron particles, giving it metallic shine. Like bumblebees, steel bees live in hives, but feed off tree sap instead of nectar. These creatures are not terribly big, only being a large as a rat, but they tend to swarm when their nest area is invaded. A swarm of such insects can bring down nearly anything. Each steel bee has a stinger like a dagger, which can inflict damage and can inject mild poison that will inflict additional stun damage and cause itching and irritation.

**THIS WOULD BE COOL PLACE
FOR AN ILLUSTRATION IF I
COULD DRAW.**

TWO HEADED SNAKE

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100kg; 2d6
15	DEX	15	12-	OCV: 5; DCV: 5 / 7
12	CON	4	11-	
5	BODY	-10	10-	
3	INT	-7	10-	PER Roll 10-
12	EGO	4	11-	ECV: 4
12	PRE	2	11-	PRE Attack 2d6
10	COM	0	11-	
8	PD	6		Total PD/rPD: 8/0
8	ED	6		Total ED/rED 8/0
3	SPD	5		Phases: 4, 8, 12
4	REC	0		
24	END	0		
16	STUN	0		

Total Characteristics Cost: **25**

Movement: Run: 6"/12"
Swim: 2"/4"

Powers & Skills

Extra Limbs - Head (1); Number: 1 (5)
Shrinking-1 (DCV +2, Height 0 cm/0"); Mass: 0 kg/0.00 lbs; Knockback Increase: 3; PER Bonus: -2; Reduced END: Zero & Persistent, +1; Always On: -½ (13) [0]
360-Degree Sensing (Two heads are better than one) (Sight) (10)
1d6+1 Killing Attack (HTH) - Two-headed bit (Total 2d6); Range: 0; Reduced Penetration: -¼; Linked to Poison NND: -½ (11) [2]
1d6 Drain Stun (Venom) (Return/5 hours); Range: 0; Affects: Single Power, +0; Charges: +8, +¾; Continuing Charges: 1 Minute, -3 lev; Recoverable Charges: -2 lev; Continuous: +1; Uncontrolled: +½; Damage cycle ends if antidote administered: -¼; Only if linked HKA does BODY damage: -½ (24) [8c]
Stealth 12- (3)

Total Powers & Skills Cost: **66**

Total Character Cost: **91**

Disadvantages: + 75

Dumb Beast (All the Time, Greatly) (20)
No Hands (25)
Distinctive Features; Concealability: Not Concealable, 15; Reaction: Always noticed & major reaction, +5 (20)
Reputation (8-, Extreme) (10)

Total Disadvantage Points: **150**

Story: Two headed snakes are often encountered in wilderness forests and swamps. Most are just a bit bigger than their single headed counterparts (like vipers), but are often more aggressive. A two headed snake can attack twice in one action, once with each

head, though often one head simply hisses and keeps at distance while they other attacks. If one head is severed, the snake will flee. Each bite inflicts damage, but any bite that breaks the flesh will inject venom into the victim. Such does additional stun damage (per bite) each phase for a full minute.

Magic Creatures

These are creatures very much like what people think of when they think of fantasy. Some of them are more powerful than typical player characters, but none of them are quite at the "oh my god, we're all toast" level. (You'll see those guys in the Monsters and Demons sections).

ENERGY BALLS

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100kg; 2d6
15	DEX	15	12-	OCV: 5; DCV: 5
12	CON	4	11-	
8	BODY	-4	11-	
9	INT	-1	11-	PER Roll 11-
12	EGO	4	11-	ECV: 4
12	PRE	2	11-	PRE Attack 2d6
10	COM	0	11-	
8	PD	6		Total PD/rPD: 8/0
8	ED	6		Total ED/rED 8/0
3	SPD	5		Phases: 4, 8, 12
4	REC	0		
24	END	0		
19	STUN	0		

Total Characteristics Cost: 37

Movement: Run: 0"/0"
Swim: 2"/4"
Flight: 9"/18"

Powers & Skills

Running (-6", 0", NC: 0"); Non-Combat Multiplier: ×2, +0; Non-Combat (MPH): -13 (-12) [1]
9" Flight (NC: 18"); Non-Combat Multiplier: ×2, +0; Non-Combat (MPH): 20 (18) [2]
Desolidification; Always On: -½; Reduced END: Zero & Persistent, +1 (53) [0]
Life Support (total) (30)

Total Powers & Skills Cost: 89

Total Character Cost: 126

Disadvantages: + 75

Flees from any contact (Common, Total) (20)
Distinctive Features; Concealability: Not Concealable, 15; Reaction: Noticed and Recognizable, +0 (15)
Reputation (8-) (5)

Creature Bonus (11)

Total Disadvantage Points: 126

Story: Also called Willow-of-the-Wisps or just Wisps. No one knows what these moving, seemingly living lights are. Some suppose they are a type of faerie or forest sprite, as they do have a significant magical aura. These energy balls do little more than simply fly about like lightning bugs. They flee when attacked, or so much as approached, and no one has been able to make contact with these mysterious creatures.

FAERIES

Val	CHA	Cost	Roll	Notes
5	STR	-5	10-	50kg; 1d6
24	DEX	42	14-	OCV: 8; DCV: 8 / 18
9	CON	-2	11-	
3	BODY	-14	10-	
15	INT	5	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
30	PRE	20	15-	PRE Attack 6d6
10	COM	0	11-	
6	PD	5		Total PD/rPD: 6/0
6	ED	4		Total ED/rED 6/0
4	SPD	6		Phases: 3, 6, 9, 12
3	REC	0		
18	END	0		
11	STUN	0		

Total Characteristics Cost: 77

Movement: Run: 3"/6"
Swim: 2"/4"
Flight: 9"/18"

Powers & Skills

Running (-3", 3", NC: 6"); Non-Combat Multiplier: ×2, +0; Non-Combat (MPH): -9 (-6) [1]
9" Flight (NC: 18"); Non-Combat Multiplier: ×2, +0; Non-Combat (MPH): 27 (18) [2]
Shrinking-5 (DCV +10, Height 0 cm/0"); Mass: 0 kg/0.00 lbs; Knockback Increase: 15; PER Bonus: -10; Reduced END: Zero & Persistent, +1; Always On: -½ (67) [0]
Summon Elemental (Fire, Earth, Water, or Air) (1 150-point creatures); Range: 0; Summon: Limited Group, +¼; Extra Time: 1 turn, -1; Incantation: Instant Power, -¼ (33) [7]
Area Knowledge: The Forrests 11- (2)
Knowledge Skill: The Forrests 11- (2)
Stealth 14- (3)
Seduction 15- (3)
Concealment 12- (3)

Total Powers & Skills Cost: 125

Total Character Cost: 202

Disadvantages: + 75

Protective of Forrest (Common, Total) (20)
 Enraged if Forrest or other Faeries harmed (14-, 8-);
 Circumstances: Common, +10 (15)
 Distinctive Features; Concealability: Not Concealable,
 15; Reaction: Noticed and Recognizable, +0 (15)
 Reputation (8-, Extreme) (10)
 Secretive (Very Common, Strong) (20)
 Creature Bonus (47)

Total Disadvantage Points: **202**

Story: Faeries live in all plants and trees of the forest. They act as protectors and guardians of the woods and are the magical embodiment of the life-force of nature itself. Literally thousands of faeries can inhabit a single tree, but they do not reveal themselves to man (High Elves and other sylvan beings can communicate with them). It is unwise to purposefully harm a faerie. Though they are rather defenseless, doing such can bring down the full wrath of nature and all the creatures of the forest upon the attacker.

Appearance: In appearance, a faerie can be mistaken for small green insects. On closer inspection, a faerie is a forest-green, minute feminine creature with busy dragonfly wings that sparkle and shimmer with magical faerie dust.

GNOME (EARTH ELEMENTAL)

Val	CHA	Cost	Roll	Notes
35	STR	25	16-	3200kg; 7d6
12	DEX	6	11-	OCV: 4; DCV: 4
15	CON	10	12-	
16	BODY	12	12-	
9	INT	-1	11-	PER Roll 11-
12	EGO	4	11-	ECV: 4
12	PRE	2	11-	PRE Attack 2d6
10	COM	0	11-	
10	PD	3		Total PD/rPD: 15/5
10	ED	7		Total ED/rED 15/5
3	SPD	8		Phases: 4, 8, 12
10	REC	0		
30	END	0		
42	STUN	0		

Total Characteristics Cost: **76**

Movement: Run: 10"/20"
 Swim: 2"/4"

Powers & Skills

Running (+4", 10", NC: 20"); Non-Combat
 Multiplier: ×2, +0; Non-Combat (MPH): 9 (8) [2]
 Armor (5 PD/5 ED) (15)
 Hand-to-Hand Attack (3d6, Total 10d6); Range: 0 (9) [1]
 Variable Power Pool (Earth Magic) (30-pt Pool); Control Cost: 15; Change Only Between

Adventures: -1/2; Restricted Type of Powers

Available: -1/2 (37)

Variable Power Modify (3) [11-]

Knowledge Skill: Earth based magic 11- (2)

Total Powers & Skills Cost: **74**

Total Character Cost: **150**

Disadvantages: + 75

Distinctive Features; Concealability: Not Concealable,
 15; Reaction: Always noticed & major reaction, +5 (20)

Reputation (8-, Extreme) (10)

Vulnerability to Air based attacks (2× STUN);

Attack: Common, +10 (20)

Vulnerability to Air based attacks (1½× BODY);

Attack: Common, +10 (10)

Creature Bonus (15)

Total Disadvantage Points: **150**

Story: Gnomes are rare, and only live in deep caves. They can be summoned as earth elementals, and are useful for their great strength, power, and fortitude. A gnome's primary attack is brute force, but they also know up to Earth related magic. Gnomes take double damage from Air attacks.

Appearance: A Gnome is an earth elemental. They look like large ugly rocks, but seem to bear human characteristics. A large though rudimentary face can also be seen in the stone, and they often lumber about on blocky legs.

GRYPHON

Val	CHA	Cost	Roll	Notes
40/50	STR	30	17/19-	6400kg/25 ton; 8d6/10d6
18	DEX	24	13-	OCV: 6; DCV: 6 / 5
24	CON	28	14-	
18/20	BODY	16	13/13-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
18	PRE	8	13-	PRE Attack 3½d6
10	COM	0	11-	
16	PD	8		Total PD/rPD: 19/3
16	ED	11		Total ED/rED 19/3
4	SPD	12		Phases: 3, 6, 9, 12
13	REC	0		
48	END	0		
50/52	STUN	0		

Total Characteristics Cost: **152**

Movement: Run: 9"/18"
 Swim: 2"/4"
 Flight: 8"/16"

Powers & Skills

Running (+3", 9", NC: 18"); Non-Combat Multiplier: $\times 2$, +0; Non-Combat (MPH): 9 (6) [2]
Armor (3 PD/3 ED) (9)
Growth-2 ($\times 4$ mass, $\times 1\frac{1}{2}$ height); Mass: 0 kg/0.00 lbs; Height: 0 cm/0"; Extra STR: 10;
Knockback Reduction: -2; Extra BODY: 2;
Extra STUN: 2; DCV Penalty: -1; PER Penalty: +1; Reduced END: Zero & Persistent, +1;
Always On: $-\frac{1}{2}$ (13) [0]
Extra Limbs - Wings (2); Number: 2 (5)
8" Flight (NC: 16"); Non-Combat Multiplier: $\times 2$, +0; Non-Combat (MPH): 24 (16) [2]
1d6 Killing Attack (HTH) (Total 2d6); Range: 0;
Reduced Penetration: $-\frac{1}{4}$ (12) [1]
6d6 Mind Control; Communication: Telepathic, $+\frac{1}{4}$; Area Effect (Radius): 5" radius, +1; Only vs. eagles: -1; Reduced END: Half, $+\frac{1}{4}$ (37) [3]
Summon Eagles (4 0-point creatures); Range: 0;
Summon: Single Type, +0 (40) [4]
Area Knowledge: Mountain regions 12- (3)
Survival 11- (3)

Total Powers & Skills Cost: **144**

Total Character Cost: **296**

Disadvantages: + 75

Limited manual dexterity (claws instead of fingers) (Frequently, Greatly) (15)
Distinctive Features; Concealability: Not Concealable, 15; Reaction: Always noticed & major reaction, +5 (20)
Reputation (11-) (10)
Really just want to be left alone (Very Common, Strong) (20)
Villain Bonus (156)

Total Disadvantage Points: **296**

Story: Griffins are rare in Lodoss. It is believed these noble creatures may live on Alecrast and Crystania, but this is unknown. The few griffins that do live in Lodoss reside on tall mountains and are rarely seen. They are by no means aggressive, but they will protect their nest and their young. Though griffins bear their young as a lion does, they also lay eggs as a bird lays eggs. One out of five griffin eggs laid are solid gold, weighing upwards of five kilograms. If this wasn't enough incentive for unscrupulous thieves, it is said that a griffin's claw holds certain magical healing properties. If made into a drinking vessel, the griffin's claw-cup can magically heal 2D6 damage to anyone who drinks from it!

Griffins are not considered evil monsters, and in actuality, griffins want nothing better than to simply be left alone. Griffins are clearly intelligent. It is said that if you save a griffin's life (or the life of its young) it will give you one of its healing claws as a gift.

Appearance: Griffins are magical beasts, half-lion/half-eagle. The front half of a griffin is that of a great eagle, with golden feathers, wide powerful

wings, and the head and beak of a bird. The back half is that of a lion. A griffin stands of four lion legs, and can fly with its mighty eagle wings.

IRON GOLEM

Val	CHA	Cost	Roll	Notes
55/60	STR	45	20/21-	50 ton/100 ton; 11d6/12d6
8	DEX	-6	11-	OCV: 3; DCV: 3
30	CON	40	15-	
26	BODY	32	14-	
3	INT	-7	10-	PER Roll 10-
6	EGO	-8	10-	ECV: 2
15	PRE	5	12-	PRE Attack 3d6
10	COM	0	11-	
19/20	PD	8		Total PD/rPD: 25/5
19/20	ED	13		Total ED/rED 25/5
3	SPD	12		Phases: 4, 8, 12
17	REC	0		
60	END	0		
69	STUN	0		

Total Characteristics Cost: **134**

Movement: Run: 5"/10"
Swim: 2"/4"

Powers & Skills

Running (-1", 5", NC: 10"); Non-Combat Multiplier: $\times 2$, +0; Non-Combat (MPH): -2 (-2) [1]
Armor (5 PD/5 ED) (15)
Cannot Be Stunned (15)
Does Not Bleed (15)
Density Increase-1 ($\times 2$ mass); Mass: 150 kg/330 lbs; Extra PD: +1; Extra ED: +1; Extra STR: +5; Knockback: -1"; Reduced END: Zero & Persistent, +1; Always On: $-\frac{1}{2}$ (7) [0]

Total Powers & Skills Cost: **50**

Total Character Cost: **184**

Disadvantages: + 75

Large and heavy (Frequently, Slightly) (10)
Distinctive Features; Concealability: Concealable, 10; Reaction: Extreme, +10 (20)
Reputation (8-, Extreme) (10)
Vulnerability to Water attacks ($2\times$ BODY); Attack: Common, +10 (20)
Creature Bonus (49)

Total Disadvantage Points: **184**

Height: 180cm (5'11"), **Weight:** 75/150kg (165 lbs/330 lbs), **Age:** 20, **Race:** Human

PEGASUS

Val	CHA	Cost	Roll	Notes
20/25	STR	10	13/14-	400kg/800kg; 4d6/5d6
18	DEX	24	13-	OCV: 6; DCV: 6 / 5
15	CON	10	12-	
13/14	BODY	6	12/12-	
6	INT	-4	10-	PER Roll 10-
18	EGO	16	13-	ECV: 6
18	PRE	8	13-	PRE Attack 3½d6
10	COM	0	11-	
10	PD	6		Total PD/rPD: 10/0
10	ED	7		Total ED/rED 10/0
3	SPD	2		Phases: 4, 8, 12
7	REC	0		
30	END	0		
31/32	STUN	0		

Total Characteristics Cost: **85**

Movement: Run: 6"/12"
Swim: 2"/4"
Flight: 30"/60"

Powers & Skills

30" Flight (NC: 60"); Non-Combat Multiplier: ×2, +0; Non-Combat (MPH): 67 (60) [6]
Extra Limbs - Wings (2); Number: 2 (5)
Growth-1 (×2 mass, ×1.2 height); Mass: 0 kg/0.00 lbs; Height: 0 cm/0"; Extra STR: 5; Knockback Reduction: -1; Extra BODY: 1; Extra STUN: 1; DCV Penalty: -1; PER Penalty: +1; Reduced END: Zero & Persistent, +1; Always On: -½ (7) [0]
Resistance (+10 to EGO Rolls) (10)

Total Powers & Skills Cost: **82**

Total Character Cost: **167**

Disadvantages: + 75

Dumb Beast (Frequently, Fully) (20)
Distinctive Features; Concealability: Not Concealable, 15; Reaction: Noticed and Recognizable, +0 (15)
Reputation (8-) (5)
Hate being captive (Uncommon, Total) (15)
Creature Bonus (37)

Total Disadvantage Points: **167**

Story: Pegasi are wild horses that despise captivity and domestication. Thus, they rarely allow humans to ride them. They can be tamed and ridden, but it requires an expert animal handler (Skill vs. EGO), and about a hour of work. But the Pegasus must first be caught! Magic can also be used to tame them, such as with Charm or mind control spells. A Pegasus can fly at great speed unencumbered.

Appearance: A pegasus is a winged horse. They are usually white and have great, eagle-like wings.

PUPPET OAKS

Val	CHA	Cost	Roll	Notes
40	STR	30	17-	6400kg; 8d6
12	DEX	6	11-	OCV: 4; DCV: 4
24	CON	28	14-	
18	BODY	16	13-	
3	INT	-7	10-	PER Roll 10-
6	EGO	-8	10-	ECV: 2
12	PRE	2	11-	PRE Attack 2d6
10	COM	0	11-	
16	PD	8		Total PD/rPD: 19/3
16	ED	11		Total ED/rED 19/3
2	SPD	-2		Phases: 6, 12
13	REC	0		
48	END	0		

Total Characteristics Cost: **84**

Movement: Run: 6"/12"
Swim: 2"/4"

Powers & Skills

Takes No Stun; Loses: BODY and Abilities, 45 (45)
Cannot Be Stunned (15)
Does Not Bleed (15)
Armor (3 PD/3 ED) (27)

Total Powers & Skills Cost: **102**

Total Character Cost: **186**

Disadvantages: + 75

No fingers (Frequently, Greatly) (15)
Distinctive Features; Concealability: Concealable, 10; Reaction: Extreme, +10 (20)
Reputation (8-) (5)
Vulnerability to Fire (2× BODY); Attack: Very Common, +15 (30)
Creature Bonus (41)

Total Disadvantage Points: **186**

Story: Puppet oaks are a type of golem or automaton created by a wizard or sorcerer. Often, these creations serve only their master, but should the wizard be killed or his control over them lost, the Oaks will leave under their own will. Encounters with Puppet Oaks is very rare, as they are not as often used as the Iron Golem automaton. They have no real magical powers, and attack with their paddle-like hands. They are frightful to behold, if for nothing else than the strange mannerism of their motions. Being made of wood, Puppet Oaks take double damage from fire attacks.

Appearance: Puppet Oaks look like wooden marionettes, but without strings, yet they walk and move as if still controlled by a puppeteer's strings. Their size ranges from that of a child to a full adult.

SALAMANDER (FIRE ELEMENTAL)

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200kg; 3d6
15	DEX	15	12-	OCV: 5; DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	PRE Attack 3d6
10	COM	0	11-	
10	PD	7		Total PD/rPD: 10/0
10	ED	7		Total ED/rED 10/0
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
30	END	0		
26	STUN	0		

Total Characteristics Cost: **68**

Movement: Run: 6"/12"
Swim: 2"/4"

Powers & Skills

- 1d6 Killing Attack (RKA) (Fire); Range: 75 (15) [1]
- 3d6 Energy Blast (Fire); Range: 185; Versus: ED; Damage Shield: +½; Reduced END: Zero & Persistent, +1; Always On: -½ (25) [0]
- Variable Power Pool (Fire Magic) (30-pt Pool); Control Cost: 15; Change Only Between Adventures: -½; Restricted Type of Powers Available: -½ (37)
- Variable Power Modify (3) [11-]
- Knowledge Skill: Fire related magic 11- (2)

Total Powers & Skills Cost: **82**

Total Character Cost: **150**

Disadvantages: + 75

- Distinctive Features; Concealability: Not Concealable, 15; Reaction: Always noticed & major reaction, +5 (20)
- Reputation (8-, Extreme) (10)
- Vulnerability to Water based attacks (2× STUN); Attack: Common, +10 (20)
- Vulnerability to Water based attacks (½× BODY); Attack: Common, +10 (10)
- Creature Bonus (15)

Total Disadvantage Points: **150**

Story: Salamanders often inhabit places consumed by fire, they may in fact be magically created in the flames. In forest fires, dozens of salamanders maybe seen darting about. A shaman or sorcerer can magically summon a fire elemental (salamander) to do his bidding, but this is dangerous, as the salamander always appears ablaze, and can catch everything around him on fire. The salamander's primary attack is fire breath, which does 3DC damage, but they also

know other Fire related magic. Salamanders take double damage from Water attacks.

Appearance: Salamanders are fire elementals. They look much like lizards, but have glistening red skin of slick oil, which is constantly aflame.

SPHINX

Val	CHA	Cost	Roll	Notes
35/40	STR	25	16/17-	3200kg/6400kg; 7d6/8d6
18	DEX	24	13-	OCV: 6; DCV: 6 / 5
21	CON	22	13-	
21/22	BODY	22	13/13-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
21	PRE	11	13-	PRE Attack 4d6
10	COM	0	11-	
14	PD	7		Total PD/rPD: 14/0
14	ED	10		Total ED/rED 14/0
3	SPD	2		Phases: 4, 8, 12
11	REC	0		
42	END	0		
50/51	STUN	0		

Total Characteristics Cost: **147**

Movement: Run: 7"/14"
Swim: 2"/4"
Flight: 5"/10"

Powers & Skills

- Running (+1", 7", NC: 14"); Non-Combat Multiplier: ×2, +0; Non-Combat (MPH): 2 (2) [1]
- Growth-1 (×2 mass, ×1.2 height); Mass: 0 kg/0.00 lbs; Height: 0 cm/0"; Extra STR: 5; Knockback Reduction: -1; Extra BODY: 1; Extra STUN: 1; DCV Penalty: -1; PER Penalty: +1; Reduced END: Zero & Persistent, +1; Always On: -½ (7) [0]
- 5" Flight (NC: 10"); Non-Combat Multiplier: ×2, +0; Non-Combat (MPH): 11 (10) [1]
- Extra Limbs - Wings (2); Number: 2 (5)
- 1d6 Killing Attack (HTH) (Total 2d6); Range: 0; Reduced Penetration: -¼ (12) [1]
- Variable Power Pool (20-pt Pool); Control Cost: 10; Change Only Between Adventures: -½; Restricted Type of Powers Available (Elemental and Nature magic): -½ (25)
- Variable Power Modify (3) [13-]
- Area Knowledge: Flaim deserts 13- (3)
- Survival 11- (3)
- Knowledge Skill: Nature magic 13- (3)
- Knowledge Skill: Elemental magic 13- (3)

Total Powers & Skills Cost: **76**

Total Character Cost: **223**

Disadvantages: + 75

No Hands (25)
 Distinctive Features; Concealability: Not
 Concealable, 15; Reaction: Noticed and
 Recognizable, +0 (15)
 Unable to Talk (20)
 Reputation (8-) (5)
 Creature Bonus (83)

Total Disadvantage Points: **223**

Story: Sphinxes are found in the desert regions Flaim. Sphinxes are quite intelligent, but they do not appear to have any sort of structured society or language. Some are said to have learned to speak in human tongues, but only in a very rudimentary way. Most sphinxes have some magical powers and know a few nature or elemental spells, which they use for survival. If attacked, a sphinx will fight back or defend his layer, using his claws or casting magic.

Appearance: Sphinxes are beasts with the body of a lion, but the head and face of man. The lion's main usually comes over the head and down the face as a golden beard, which if often well groomed.

SYLPH (AIR ELEMENTAL)

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	151½kg; 2½d6
21	DEX	33	13-	OCV: 7; DCV: 7
10	CON	0	11-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack 3d6
10	COM	0	11-	
6	PD	3		Total PD/rPD: 6/0
6	ED	4		Total ED/rED 6/0
3	SPD	-1		Phases: 4, 8, 12
5	REC	0		
20	END	0		
22	STUN	0		

Total Characteristics Cost: **60**

Movement: Run: 6"/12"
 Swim: 2"/4"
 Flight: 8"/16""

Powers & Skills

3d6 Energy Blast - Wind blast; Range: 75; Versus: PD; Reduced by Range: -¼ (12) [1]
 Invisibility (Normal Sight); Reduced END: Zero & Persistent, +1; Always On: -½; Visible to magic users: -½ (20) [0]
 8" Flight (NC: 16"); Non-Combat Multiplier: ×2, +0; Non-Combat (MPH): 18 (16) [2]
 Variable Power Pool (Earth Magic) (30-pt Pool); Control Cost: 15; Change Only Between Adventures: -½; Restricted Type of Powers

Available: -½ (37)

Variable Power Modify (3) [12-]

Knowledge Skill: Air based magic 11- (2)

Total Powers & Skills Cost: **90**

Total Character Cost: **150**

Disadvantages: + 75

Distinctive Features; Concealability: Not
 Concealable, 15; Reaction: Always noticed & major reaction, +5 (20)
 Reputation (8-, Extreme) (10)
 Vulnerability to Fire based attacks (2× STUN); Attack: Common, +10 (20)
 Vulnerability to Fire based attacks (1½× BODY); Attack: Common, +10 (10)
 Creature Bonus (15)

Total Disadvantage Points: **150**

Story: They can be summoned as air elementals, and are often used in the casting of other spells, like Walk on Air. Sylphs rarely enter combat, but their primary attack is a wind blast. They also know Air related magic. Sylphs take double damage from Fire attacks.

Appearance: A Sylph is an air elemental. They are effectively invisible to the naked eye, but their presence can be noticed by most shamans, wizards, and other who might cast a detect magic spell. Sylphs come in a whirling whirlwind of air, and can be easily mistaken as just a gust of wind.

UNDINE (WATER ELEMENTAL)

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200kg; 3d6
18	DEX	24	13-	OCV: 6; DCV: 6
15	CON	10	12-	
8	BODY	-4	11-	
12	INT	2	11-	PER Roll 11-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack 3d6
10	COM	0	11-	
10	PD	7		Total PD/rPD: 10/0
10	ED	7		Total ED/rED 10/0
3	SPD	2		Phases: 4, 8, 12
6	REC	0		
30	END	0		
24	STUN	0		

Total Characteristics Cost: **68**

Movement: Run: 6"/12"
 Swim: 11"/22""

Powers & Skills

Swimming (+9", 11", NC: 22"); Non-Combat Multiplier: ×2, +0; Non-Combat (MPH): 20 (9) [2]
 6d6 Energy Blast - Water blast; Range: 150; Versus: ED (30) [3]

Variable Power Pool (Earth Magic) (30-pt Pool);
 Control Cost: 15; Change Only Between
 Adventures: -½; Restricted Type of Powers
 Available: -½ (37)
 Variable Power Modify (3) [11-]
 Knowledge Skill: Water based magic 12- (3)

Total Powers & Skills Cost: **82**

Total Character Cost: **150**

Disadvantages: + 75

Distinctive Features; Concealability: Not
 Concealable, 15; Reaction: Always noticed &
 major reaction, +5 (20)
 Reputation (8-, Extreme) (10)
 Vulnerability to Earth based attacks (2× STUN);
 Attack: Common, +10 (20)
 Vulnerability to Earth based attacks (1½× BODY);
 Attack: Common, +10 (10)
 Creature Bonus (15)

Total Disadvantage Points: **150**

Story: Ucomfortable out of water, but can exist in
 open air. Can be summoned as water elementals, and
 are quite versatile. Their primary attack is a water
 blast, but they also know Water related magic.
 Undines take double damage from Earth attacks.

Appearance: An Undine is a water elemental. In
 water, an undine is almost completely invisible
 (looking just a bit darker than the surrounding water).
 Out of water, an undine appears as a watery female
 form, swirling with droplets and streamers of water.

Monsters

These are really powerful icky things. Some of
 these things may not fit well into a low fantasy.

BASILISK

Val	CHA	Cost	Roll	Notes
35	STR	25	16-	3200kg; 7d6
18	DEX	24	13-	OCV: 6; DCV: 6
15	CON	10	12-	
18	BODY	16	13-	
3	INT	-7	10-	PER Roll 10-
9	EGO	-2	11-	ECV: 3
9	PRE	-1	11-	PRE Attack 1½d6
10	COM	0	11-	
10	PD	3		Total PD/rPD: 14/4
10	ED	7		Total ED/rED 14/4
3	SPD	2		Phases: 4, 8, 12
10	REC	0		
30	END	0		
44	STUN	0		

Total Characteristics Cost: **77**

Movement: Run: 10"/20"
 Swim: 2"/4"

Powers & Skills

Running (+4", 10", NC: 20"); Non-Combat
 Multiplier: ×2, +0; Non-Combat (MPH): 9 (8)
 [2]
 1d6 Killing Attack (HTH) - Bite (Total 2d6);
 Range: 0 (15) [1]
 Extra Limbs - Two extra legs (2); Number: 2 (5)
 Armor (4 PD/4 ED) (12)
 5d6 Energy Blast - Poison breath; Range: 405;
 Versus: ED; Area Effect (Cone): 11" long, +1;
 No Normal Defense - Life support (doesn't
 breath): +1; Reduced END: Half, +¼ (81) [3]

Total Powers & Skills Cost: **121**

Total Character Cost: **198**

Disadvantages: + 75

Dumb Beast (All the Time, Greatly) (20)
 Distinctive Features; Concealability: Not
 Concealable, 15; Reaction: Always noticed &
 major reaction, +5 (20)
 Reputation (8-, Extreme) (10)
 Aggressive (Common, Strong) (15)
 Monster Bonus (58)

Total Disadvantage Points: **198**

Story: A basilisk's most devastating attack is its
 ability to breathe deadly green poisonous gas. They
 are also fast runners, and have a bite as powerful as
 that of a crocodile.

Appearance: A basilisk is a fierce six-legged monster,
 often encountered in swamps or dark forests. They are
 reptilian, but their scales are more feathered and hair-
 like than most scaly creatures.

CYCLOPS

Val	CHA	Cost	Roll	Notes
55/60	STR	45	20/21-	50 ton/100 ton; 11d6/12d6
15	DEX	15	12-	OCV: 5; DCV: 5 / 4
24	CON	28	14-	
27/28	BODY	34	14/15-	
9	INT	-1	11-	PER Roll 11-
9	EGO	-2	11-	ECV: 3
9	PRE	-1	11-	PRE Attack 1½d6
10	COM	0	11-	
16	PD	5		Total PD/rPD: 16/0
16	ED	11		Total ED/rED 16/0
3	SPD	5		Phases: 4, 8, 12
16	REC	0		
48	END	0		
67/68	STUN	0		

Total Characteristics Cost: **139**

Movement: Run: 5"/10"
Swim: 2"/4"

Powers & Skills

Running (-1", 5", NC: 10"); Non-Combat
Multiplier: ×2, +0; Non-Combat (MPH): -2 (-2) [1]
Growth-1 (×2 mass, ×1.2 height); Mass: 0 kg/0.00 lbs; Height: 0 cm/0"; Extra STR: 5; Knockback Reduction: -1; Extra BODY: 1; Extra STUN: 1; DCV Penalty: -1; PER Penalty: +1; Reduced END: Zero & Persistent, +1; Always On: -½ (7) [0]
Hand-to-Hand Attack (Club) (5d6, Total 17d6); Range: 0; OAF - Club: -1 (7) [1]

Total Powers & Skills Cost: **12**

Total Character Cost: **151**

Disadvantages: + 75

Distinctive Features; Concealability: Not Concealable, 15; Reaction: Extreme, +10 (25)
Solitary Nature (Very Common, Strong) (20)
Reputation (8-, Extreme) (10)
Monster Bonus (21)

Total Disadvantage Points: **151**

Story: A Cyclops is a rare type of giant, not native to the Lodoss Island. They are probably from Alecrast, or some other unexplored land. Cyclopes seem to like small islands, and are very solitary, living alone in a large dark cave. A few Cyclopes live on Blue Dragon Island, the Island of Marmo, and the scattered islands further north of Lodoss.

DJINN

Val	CHA	Cost	Roll	Notes
60	STR	50	21-	100 ton; 12d6
21	DEX	33	13-	OCV: 7; DCV: 7
30	CON	40	15-	
26	BODY	32	14-	
24	INT	14	14-	PER Roll 14-
30	EGO	40	15-	ECV: 10
30	PRE	20	15-	PRE Attack 6d6
10	COM	0	11-	
20	PD	8		Total PD/rPD: 27/7
20	ED	14		Total ED/rED 28/8
4	SPD	9		Phases: 3, 6, 9, 12
18	REC	0		
60	END	0		
71	STUN	0		

Total Characteristics Cost: **260**

Movement: Run: 6"/12"
Swim: 2"/4"

Powers & Skills

Variable Power Pool (60-pt Pool); Control Cost:

30; Change Powers as 0 Phase Action: +1; No Skill Required for Change: +1; Can only use to grant one person's wishes (until three have been granted): -1 (105)

Armor (7 PD/8 ED) (22)

Total Powers & Skills Cost: **127**

Total Character Cost: **387**

Disadvantages: + 75

Wants to be free (Very Common, Total) (25)
Must grant three wishes to releaser (All the Time, Fully) (25)
Distinctive Features; Concealability: Concealable, 10; Reaction: Always noticed & major reaction, +5 (15)
Reputation (11-, Extreme) (15)
Monster Bonus (232)

Total Disadvantage Points: **387**

Story: The djinn are a race of powerful demon-like creatures who inhabit the Storm and Fire Deserts. They exist on a plane parallel to Forceria, but the must project themselves into the world to use any of their power. But to enter the world, a doorway must be opened on both sides. Naturally, the djinn always have their door open, and await only for a hapless mortal to trigger a djinn cursed artifact. The most common form of such an artifact are magic lanterns, boxes, or mirrors. When a certain condition is met, such as rubbing the lamp or speaking a magic word, the door will be opened to the world of the djinn, usually into a specific djinn's domain. The djinn will then come through.

Once they have entered the world, a djinn's power is almost that of a god -- they can alter reality, and thus invoke any Wish. They can only grant other people's wishes, and none of their own; however, if they grant three wishes to the one who released them, they become completely free of this limit. If this happens, they can become powerful, malicious foes, so it is vitally important that this is never allowed to happen. When a djinn asks someone to make a wish, he must grant whatever the wishmaker asks for. Depending on their alignment, a djinn may grant the wishes as the wishmaker desires (that is, if he asks for a thousand gold, the djinn will materialize a thousand gold pieces). Others may make the wishes literally as they are spoken, or according to their own interpretation (if asked for a thousand gold, the djinn may dump a thousand tons of gold on the wishmaker's head). Rarely will they try to kill or harm their releaser, at least until all three wishes are granted to them.

There have only been a few cases of a djinni actually being released. Most times the wishmaker has been able to send the djinni back, but on one occasion a djinni did manage to free itself and began a reign of destruction. Strangely, something came and managed to destroy the djinni. It may have been an Efreeti or a Greater Demon, for little else could bring down a Free Djinni.

EFREET

Val	CHA	Cost	Roll	Notes
70/75	STR	60	23/24-	400 ton/800 ton; 14d6/15d6
21	DEX	33	13-	OCV: 7; DCV: 7 / 6
36	CON	52	16-	
31/32	BODY	42	15/15-	
30	INT	20	15-	PER Roll 15-
36	EGO	52	16-	ECV: 12
30	PRE	20	15-	PRE Attack 6d6
10	COM	0	11-	
24	PD	10		Total PD/rPD: 34/10
24	ED	17		Total ED/rED 34/10
4	SPD	9		Phases: 3, 6, 9, 12
21	REC	0		
72	END	0		
84/85	STUN	0		

Total Characteristics Cost: **315**

Movement: Run: 6"/12"
Swim: 2"/4"

Powers & Skills

Variable Power Pool (72-pt Pool); Control Cost: 36; Change Powers as 0 Phase Action: +1; No Skill Required for Change: +1; Can only use to grant one person's wish (until one has been granted): - $\frac{3}{4}$ (134)
Armor (10 PD/10 ED) (30)
Growth-1 ($\times 2$ mass, $\times 1.2$ height); Mass: 0 kg/0.00 lbs; Height: 0 cm/0"; Extra STR: 5; Knockback Reduction: -1; Extra BODY: 1; Extra STUN: 1; DCV Penalty: -1; PER Penalty: +1; Reduced END: Zero & Persistent, +1; Always On: - $\frac{1}{2}$ (7) [0]

Total Powers & Skills Cost: **171**

Total Character Cost: **486**

Disadvantages: + 75

Evil (All the Time, Fully) (25)
Must grant one wish to releaser unless wish is made against itself (Frequently, Fully) (20)
Distinctive Features; Concealability: Concealable, 10; Reaction: Extreme, +10 (20)
Reputation (8-, Extreme) (10)
Monster Bonus (336)

Total Disadvantage Points: **486**

Story: Far more dangerous than a djinni is an efreeti. The efreeti are the djinn lords who rule the World of the Djinn. Efreeti are just like djinni, but less restricted. They only need to grant one wish to their releaser in order to be freed (and it is usually fatal to the wishmaker). Furthermore, it does not have to grant any wish it doesn't want to, accept for the one wish of

its releaser. It must grant whatever single wish its releaser asks for, but chances are it will think of a loophole to use in the mortal's destruction no matter how creative or throughout the wish may be. Furthermore, any wish made directly against the efreeti himself has no effect, but it is considered granted anyway.

GARGOYLE

Val	CHA	Cost	Roll	Notes
35	STR	25	16-	3200kg; 7d6
21	DEX	33	13-	OCV: 7; DCV: 7
18	CON	16	13-	
16	BODY	12	12-	
9	INT	-1	11-	PER Roll 11-
15	EGO	10	12-	ECV: 5
12	PRE	2	11-	PRE Attack 2d6
10	COM	0	11-	
12	PD	5		Total PD/rPD: 23/11
12	ED	8		Total ED/rED 23/11
4	SPD	9		Phases: 3, 6, 9, 12
11	REC	0		
36	END	0		
43	STUN	0		

Total Characteristics Cost: **119**

Movement: Run: 6"/12"
Swim: 2"/4"
Flight: 18"/36"

Powers & Skills

18" Flight (NC: 36"); Non-Combat Multiplier: $\times 2$, +0; Non-Combat (MPH): 54 (36) [4]
Extra Limbs - Wings (2); Number: 2 (5)
Armor (5 PD/5 ED) (15)
1d6 Killing Attack (HTH) - Bite (Total 2d6); Range: 0 (15) [1]
1 $\frac{1}{2}$ d6 Killing Attack (HTH) - claws (Total 3d6+1); Range: 0; Reduced Penetration: - $\frac{1}{4}$ (20) [2]
Shape Shift to "Statue" (Single Form); Reduced END: Zero & Persistent, +1 (20) [0]
Misc Stone Staute form abilities (38); Linked to Shapeshift: - $\frac{1}{2}$ (0)
Knockback Resistance (-9"); Linked to Shapeshift: - $\frac{1}{2}$ (12)
Armor (6 PD/6 ED); Linked to Shapeshift: - $\frac{1}{2}$ (12)
Need Not Breathe; Linked to Shapeshift: - $\frac{1}{2}$ (7)
Life Support: Intense Heat/Cold; Linked to Shapeshift: - $\frac{1}{2}$ (2)
Immune to Disease; Linked to Shapeshift: - $\frac{1}{2}$ (2)
Doesn't Eat, Excrete or Sleep; Linked to Shapeshift: - $\frac{1}{2}$ (3)
Concealment 14- (9)

Total Powers & Skills Cost: **120**

Total Character Cost: **239**

Disadvantages: + 75

Evil (All the Time, Greatly) (20)
 Distinctive Features; Concealability: Not
 Concealable, 15; Reaction: Always noticed &
 major reaction, +5 (20)
 Reputation (8-, Extreme) (10)
 Monster Bonus (114)

Total Disadvantage Points: **239**

Story: Gargoyles are monstrous creatures spawned of magical energy and are an abomination of nature. They may have been first created in Kastuul as a weapon of war, but could have existed far earlier.

Their greatest ability lies in concealment. Gargoyles have the magical ability to turn themselves into stone, and make themselves seem as mere statues. When a tasty-looking traveler ventures by, the gargoyle awakens, sheds his stony disguise, and attacks the hapless victim.

Gargoyles usually reside in unsuspecting places, where it would not be unusually to see old statues. Ancient ruins or abandoned fortresses are a common hiding place for gargoyles. Many gargoyles also live on Marmo. On Marmo it is common sense to avoid old ruins and to never get close to a monstrous looking statue, so these Marmo gargoyles do not lie waiting for their pray and have simply take up hunting.

Appearance: Gargoyles are large, green, winged monsters who attack without warning or provocation.

GILLMAN

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	800kg; 5d6
18	DEX	24	13-	OCV: 6; DCV: 6
15	CON	10	12-	
12	BODY	4	11-	
9	INT	-1	11-	PER Roll 11-
12	EGO	4	11-	ECV: 4
9	PRE	-1	11-	PRE Attack 1½d6
10	COM	0	11-	
10	PD	5		Total PD/rPD: 10/0
10	ED	7		Total ED/rED 10/0
3	SPD	2		Phases: 4, 8, 12
8	REC	0		
30	END	0		
33	STUN	0		

Total Characteristics Cost: **69**

Movement: Run: 6"/12"
Swim: 2"/4"

Powers & Skills

Breathe in Unusual Environment (Can breath in water or air) (5)
 1½d6 Killing Attack (HTH) - Trident (Total 3d6+1); Range: 0; OAF - Trident: -1 (12) [2]

Total Powers & Skills Cost: **17**

Total Character Cost: **86**

Disadvantages: + 75

Distinctive Features; Concealability: Concealable, 10; Reaction: Always noticed & major reaction, +5 (15)
 Evil (Frequently, Greatly) (15)
 Reputation (8-, Extreme) (10)
 Susceptibility - Being out of water (2d6 STUN and BODY/1 Hour); Condition: Common, +10 (10)
 Vulnerability to dehydrating attacks (2× STUN and BODY); Attack: Uncommon, +5 (20)

Total Disadvantage Points: **145**

Story: Gillmen are a strange race of aquatic humanoids who live in cities under the ocean. These 'cities' are little more than undersea caves, coral reefs, ship wrecks. Indeed, they are very fond of ship wrecks, to the point that they actually attack ships to sink them. Gillmen look like human-fish hybrids, and can breath in water as well as in the open air. They cannot, however, let their scaly skin dry out, or they will begin to suffer from being out of water. After being out of water for an hour, a gillman will take damage every hour. They will eventually die if not returned to the sea. Gillmen are known to prowl the western coast of Lodoss, as well as the dangerous strait between Raiden and Blue Dragon Island.

MANTICORE

Val	CHA	Cost	Roll	Notes
35/40	STR	25	16/17-	3200kg/6400kg; 7d6/8d6
21	DEX	33	13-	OCV: 7; DCV: 7 / 6
18	CON	16	13-	
17/18	BODY	14	12/13-	
6	INT	-4	10-	PER Roll 10-
15	EGO	10	12-	ECV: 5
12	PRE	2	11-	PRE Attack 2d6
10	COM	0	11-	
12	PD	5		Total PD/rPD: 12/0
12	ED	8		Total ED/rED 12/0
3	SPD	-1		Phases: 4, 8, 12
11	REC	0		
36	END	0		
44/45	STUN	0		

Total Characteristics Cost: **108**

Movement: Run: 10"/20"
Swim: 2"/4"
Flight: 11"/22"

Powers & Skills

Running (+4", 10", NC: 20"); Non-Combat Multiplier: ×2, +0; Non-Combat (MPH): 9 (8) [2]

Growth-1 (×2 mass, ×1.2 height); Mass: 0 kg/0.00 lbs; Height: 0 cm/0"; Extra STR: 5; Knockback Reduction: -1; Extra BODY: 1; Extra STUN: 1; DCV Penalty: -1; PER Penalty: +1; Always On: -½; Reduced END: Zero & Persistent, +1 (7) [0]
 11" Flight (NC: 22"); Non-Combat Multiplier: ×2, +0; Non-Combat (MPH): 25 (22) [2]
 1d6+1 Killing Attack (HTH) - Bite (Total 2½d6); Range: 0 (20) [2]
 1½d6 Killing Attack (HTH) - Claws (Total 3d6+1); Range: 0; Reduced Penetration: -¼ (20) [2]
 Extra Limbs - Tail with stinger & Wings (3); Number: 3 (5)
 Stinger (44)
 1d6 Killing Attack (HTH) - Stinger (Total 2d6); Range: 0; Linked to Poison NND: -½ (10) [1]
 1d6 Drain Stun (Venom) (Return/5 hours); Range: 0; Affects: Single Power, +0; Charges: +8, +¾; Continuing Charges: 1 Minute, -3 lev; Recoverable Charges: -2 lev; Continuous: +1; Uncontrolled: +½; Damage cycle ends if antidote administered: -¼; Only if linked HKA does BODY damage: -½ (24) [8c]
 Stretching (2", NC: 4); Non-Combat Multiplier: ×2, +0; Linked to Stinger HKA: -½; Reduced END: Zero, +½ (10) [0]

Total Powers & Skills Cost: **126**

Total Character Cost: **234**

Disadvantages: + 75

Evil (All the Time, Greatly) (20)
 Distinctive Features; Concealability: Not Concealable, 15; Reaction: Extreme, +10 (25)
 Reputation (8-, Extreme) (10)
 Monster Bonus (104)

Total Disadvantage Points: **234**

Story: It is considered to be one of the most dangerous predator. The monster stalks through forests in search of humans, which it prefers over all other creatures. Upon an encounter with a human, it will attack with its deadly tail. A mantichore can also attack with claws and teeth.

Appearance: The mantichore has the body of a lion, wings of a dragon, and the head of a man. The mouth is filled with three rows of razor-sharp teeth and its tail is like that of a scorpion.

TROLL

Val	CHA	Cost	Roll	Notes
35	STR	25	16-	3200kg; 7d6
15	DEX	15	12-	OCV: 5; DCV: 5
18	CON	16	13-	
16	BODY	12	12-	
6	INT	-4	10-	PER Roll 10-
9	EGO	-2	11-	ECV: 3
6	PRE	-4	10-	PRE Attack 1d6
10	COM	0	11-	
12	PD	5		Total PD/rPD: 12/0
12	ED	8		Total ED/rED 12/0
3	SPD	5		Phases: 4, 8, 12
11	REC	0		
36	END	0		
43	STUN	0		

Total Characteristics Cost: **76**

Movement: Run: 6"/12"
 Swim: 2"/4"

Powers & Skills

1d6+1 Killing Attack (HTH) (Claws) (Total 2½d6); Range: 0; Reduced Penetration: -¼ (16) [2]
 Ultraviolet Vision (5)
 Hand-to-Hand Attack (Club) (4d6, Total 11d6); Range: 0; OAF - Club: -1 (6) [1]

Total Powers & Skills Cost: **27**

Total Character Cost: **103**

Disadvantages: + 75

Distinctive Features; Concealability: Concealable, 10; Reaction: Extreme, +10 (20)
 Reputation (8-, Extreme) (10)
 Prefer to travel in packs (Very Common, Strong) (20)
 Nocturnal (Common, Strong) (15)

Total Disadvantage Points: **140**

Story: Trolls are vile creatures, of a similar species to goblins and ogres. Trolls are even less intelligent than the dim witted ogres. Their predatorily instincts, however, make them a formidable adversary. Trolls usually travel in packs, and are nocturnal by nature. Goblins are known to use trolls in their armies, but do despise the wretched creatures as an inferior subspecies. When there are trolls in a goblin army, they are treated as little more than cannon-fodder.

WYRM

Val	CHA	Cost	Roll	Notes
35/40	STR	25	16/17-	3200kg/6400kg; 7d6/8d6
18	DEX	24	13-	OCV: 6; DCV: 6 /5
18	CON	16	13-	
25/26	BODY	30	14/14-	
6	INT	-4	10-	PER Roll 10-
9	EGO	-2	11-	ECV: 3
9	PRE	-1	11-	PRE Attack 1½d6
10	COM	0	11-	
12	PD	5		Total PD/rPD: 12/0
12	ED	8		Total ED/rED 12/0
3	SPD	2		Phases: 4, 8, 12
11	REC	0		
36	END	0		
52/53	STUN	0		

Total Characteristics Cost: **103**

Movement: Run: 7"/14"
Swim: 2"/4"

Powers & Skills

Running (+1", 7", NC: 14"); Non-Combat
Multiplier: ×2, +0; Non-Combat (MPH): 2 (2)
[1]
Growth-1 (×2 mass, ×1.2 height); Mass: 0 kg/0.00
lbs; Height: 0 cm/0"; Extra STR: 5; Knockback
Reduction: -1; Extra BODY: 1; Extra STUN: 1;
DCV Penalty: -1; PER Penalty: +1; Always On:
-½; Reduced END: Zero & Persistent, +1 (7)
[0]
1d6 Killing Attack (HTH) - Bite (Total 2d6);
Range: 0 (15) [1]
6d6 Energy Blast - Fire Breath; Range: 0; Versus:
ED; Area Effect (Line): 20" long, +1; Reduced
END: Half, +¼; Penetrating: +½; Beam Attack:
-¼; No Range: -½ (47) [3]

Total Powers & Skills Cost: **71**

Total Character Cost: **174**

Disadvantages: + 75

Dumb Beast (Frequently, Slightly) (10)
Distinctive Features; Concealability: Not
Concealable, 15; Reaction: Always noticed &
major reaction, +5 (20)
Reputation (8-, Extreme) (10)
Aggressive (Common, Strong) (15)
Territorial (Common, Total) (20)
Monster Bonus (24)

Total Disadvantage Points: **174**

Story: Wyrms are most often encountered in caves, ancient ruins, or catacombs. They are scavengers by nature, but will not pass up a good opportunity to have

fresh meat. Wyrms are also highly territorial, and will not hesitate to defend their domain.

Appearance: A wyrm is a medium-size, fire-breathing reptile which fits somewhere between a dragon and a giant lizard. Many people are content to call them dragons, but they are not intelligent, and are far less powerful than a true dragon.

Demons

These are the big dogs of the monster set.

"Many thousand years ago, when the War of the Gods raged across the heavens and the earth, the bowels of hell itself were torn asunder. That infernal realm, once ruled by Barbas and dominated by the Gods of Darkness, now lies in ruin in chaos. Yet, the greater servitors of darkness live on, fighting and warring amongst themselves for the hellish lands of their netherworld realms.

Few demons venture beyond the veil that separates the world of the living from the world of the dead. But they can be summoned by dark mages, priests of darkness, and demanalators. They often react poorly to such arrogant interlopers, but those summoned in the name of Barbas, Kardis, or Falaris are open to hearing the pathetic request of the mortal sorcerer. Many demons find pleasure in manipulating the sorcerer, making him believe he is in control, while it is the demon himself who is pulling all the strings. "

HELL HOUND

Val	CHA	Cost	Roll	Notes
40	STR	30	17-	6400kg; 8d6
21	DEX	33	13-	OCV: 7; DCV: 7
21	CON	22	13-	
16	BODY	12	12-	
12	INT	2	11-	PER Roll 11-
18	EGO	16	13-	ECV: 6
12	PRE	2	11-	PRE Attack 2d6
10	COM	0	11-	
14	PD	6		Total PD/rPD: 14/0
14	ED	10		Total ED/rED 14/0
4	SPD	9		Phases: 3, 6, 9, 12
12	REC	0		
42	END	0		
47	STUN	0		

Total Characteristics Cost: **142**

Movement: Run: 12"/24"
Swim: 2"/4"

Powers & Skills

Running (+6", 12", NC: 24"); Non-Combat Multiplier: ×2, +0; Non-Combat (MPH): 18 (12) [2]
1d6 Killing Attack (HTH) - Bite (Total 2d6); Range: 0 (15) [1]
1d6 Killing Attack (HTH) - Claws (Total 2d6); Range: 0; Reduced Penetration: -¼; Armor Piercing: 1, +½ (18) [2]
Variable Power Pool (Hell Magic) (40-pt Pool); Control Cost: 20 (60)
Variable Power Modify (3) [11-]

Total Powers & Skills Cost: **108**

Total Character Cost: **250**

Disadvantages: + 75

No Hands (25)
Evil (All the Time, Fully) (25)
Distinctive Features; Concealability: Not Concealable, 15; Reaction: Extreme, +10 (25)
Reputation (8-, Extreme) (10)
Monster Bonus (90)

Total Disadvantage Points: **250**

Story: Hell hounds are demonic creatures from the bowls of the netherworld. They rarely come to the world of the living, but may be summoned by sorcerers, or sent by their demon masters on some dark tasks. Hell hounds are not creatures to be taken lightly. They are often capable of magic, and powerful magic at that. Many demons have hell hounds as pets, and extremely powerful sorcerers may have them as familiars!

LOWER DEMON

Val	CHA	Cost	Roll	Notes
40	STR	30	17-	6400kg; 8d6
21	DEX	33	13-	OCV: 7; DCV: 7
24	CON	28	14-	
18	BODY	16	13-	
18	INT	8	13-	PER Roll 13-
24	EGO	28	14-	ECV: 8
12	PRE	2	11-	PRE Attack 2d6
10	COM	0	11-	
16	PD	8		Total PD/rPD: 16/0
16	ED	11		Total ED/rED 16/0
3	SPD	-1		Phases: 4, 8, 12
13	REC	0		
48	END	0		
50	STUN	0		

Total Characteristics Cost: **163**

Movement: Run: 7"/14"
Swim: 2"/4"
Flight: 10"/20"

Powers & Skills

Running (+1", 7", NC: 14"); Non-Combat Multiplier: ×2, +0; Non-Combat (MPH): 2 (2) [1]
10" Flight (NC: 20"); Non-Combat Multiplier: ×2, +0; Non-Combat (MPH): 22 (20) [2]
Summon demons of same or lower order (8 360-point creatures); Range: 0; Summon: Limited Group, +¼; Gestures: Instant Power, -¼; Incantation: Instant Power, -¼ (97) [15]
Variable Power Pool - Dark magic (40-pt Pool); Control Cost: 20 (60)
Variable Power Modify (11) [17-]
Knowledge Skill: Dark Magic 13- (3)
Area Knowledge: Hell 13- (3)

Total Powers & Skills Cost: **196**

Total Character Cost: **359**

Disadvantages: + 75

Evil (All the Time, Fully) (25)
Distinctive Features; Concealability: Concealable, 10; Reaction: Extreme, +10 (20)
Reputation (11-, Extreme) (15)
Monster Bonus (224)

Total Disadvantage Points: **359**

Story: See "Demons" above.

Demons are powerful and terrible creatures to be reckoned with. If one is every invoked into combat, it will wreck havoc with both sides, unless one side is fast enough and smart enough to strike a deal. But remember, any deal struck with a demon is never in your favor. Consider your soul damned for eternity. And if a demon is every actually losing a fight, it can always summon a half dozen allies from the depths of hell itself.

Demons are masters of magic, and can cast spells faster than any mortal mage could ever hope to achieve.

Appearance: Demons are horrifying creatures to behold. They are large, strong, and often red or black in color. They have mighty bat-wings and twisted goat-horns on their ferocious, bestial heads.

ANOTHER GREAT PLACE FOR A SMALL ILLO. ALAS...

GREATER DEMON

Val	CHA	Cost	Roll	Notes
50	STR	40	19-	25 ton; 10d6
21	DEX	33	13-	OCV: 7; DCV: 7
24	CON	28	14-	
26	BODY	32	14-	
24	INT	14	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
15	PRE	5	12-	PRE Attack 3d6
10	COM	0	11-	
16	PD	6		Total PD/rPD: 16/0
16	ED	11		Total ED/rED 16/0
3	SPD	-1		Phases: 4, 8, 12
15	REC	0		
48	END	0		
63	STUN	0		

Total Characteristics Cost: **196**

Movement: Run: 9"/18"
Swim: 2"/4"
Flight: 13"/26"

Powers & Skills

Running (+3", 9", NC: 18"); Non-Combat Multiplier: $\times 2$, +0; Non-Combat (MPH): 7 (6) [2]
13" Flight (NC: 26"); Non-Combat Multiplier: $\times 2$, +0; Non-Combat (MPH): 29 (26) [3]
Summon demons of same or lower order (8 430-point creatures); Range: 0; Summon: Limited Group, +1/4; Gestures: Instant Power, -1/4; Incantation: Instant Power, -1/4 (109) [16]
Variable Power Pool - Dark magic (50-pt Pool); Control Cost: 25 (75)
Variable Power Modify (11) [18-]
Knowledge Skill: Dark Magic 14- (3)
Area Knowledge: Hell 14- (3)

Total Powers & Skills Cost: **233**

Total Character Cost: **429**

Disadvantages: + 75

Evil (All the Time, Fully) (25)
Distinctive Features; Concealability: Concealable, 10; Reaction: Extreme, +10 (20)
Reputation (11-, Extreme) (15)
Monster Bonus (294)

Total Disadvantage Points: **429**

Story: See "Demons" above.

Demons are powerful and terrible creatures to be reckoned with. If one is ever invoked into combat, it will wreck havoc with both sides, unless one side is fast enough to strike a deal. But remember, any deal struck with a demon is never in your favor. Consider your soul damned for eternity. And if a demon is actually losing a fight, it can always summon a half dozen allies from the depths of hell itself.

Demons are masters of magic, and can cast spells faster than any mortal mage could ever hope to achieve.

Appearance: Demons are horrifying creatures to behold. They are large, strong, and often red or black in color. They have mighty bat-wings and twisted goat-horns on their ferocious, bestial heads.

DEMON LORD

Val	CHA	Cost	Roll	Notes
60/65	STR	50	21/22-	100 ton/200 ton; 12d6/13d6
27	DEX	51	14-	OCV: 9; DCV: 9 / 8
30	CON	40	15-	
32/33	BODY	44	15/16-	
36	INT	26	16-	PER Roll 16-
30	EGO	40	15-	ECV: 10
24	PRE	14	14-	PRE Attack 4 1/2d6
10	COM	0	11-	
20	PD	8		Total PD/rPD: 20/0
20	ED	14		Total ED/rED 20/0
4	SPD	3		Phases: 3, 6, 9, 12
18	REC	0		
60	END	0		
77/78	STUN	0		

Total Characteristics Cost: **290**

Movement: Run: 9"/18"
Swim: 2"/4"
Flight: 13"/26"

Powers & Skills

Running (+3", 9", NC: 18"); Non-Combat Multiplier: $\times 2$, +0; Non-Combat (MPH): 9 (6) [2]
Growth-1 ($\times 2$ mass, $\times 1.2$ height); Mass: 0 kg/0.00 lbs; Height: 0 cm/0"; Extra STR: 5; Knockback Reduction: -1; Extra BODY: 1; Extra STUN: 1; DCV Penalty: -1; PER Penalty: +1; Always On: -1/2; Reduced END: Zero & Persistent, +1 (7) [0]
13" Flight (NC: 26"); Non-Combat Multiplier: $\times 2$, +0; Non-Combat (MPH): 39 (26) [3]
Summon demons of same or lower order (8 570-point creatures); Range: 0; Summon: Limited Group, +1/4; Gestures: Instant Power, -1/4; Incantation: Instant Power, -1/4 (133) [20]
Variable Power Pool - Dark magic (60-pt Pool); Control Cost: 30 (90)
Variable Power Modify (11) [20-]
Knowledge Skill: Dark Magic 16- (3)
Area Knowledge: Hell 16- (3)

Total Powers & Skills Cost: **279**

Total Character Cost: **569**

Disadvantages: + 75

Evil (All the Time, Fully) (25)
Distinctive Features; Concealability: Concealable,
10; Reaction: Extreme, +10 (20)
Reputation (14-, Extreme) (20)
Monster Bonus (429)

Total Disadvantage Points: **569**

Story: See "Demons" above.

Demons are powerful and terrible creatures to be reckoned with. If one is every invoked into combat, it will wreck havoc with both sides, unless one side is fast enough and smart enough to strike a deal. But remember, any deal struck with a demon is never in your favor. Consider your soul damned for eternity. And if a demon is every actually losing a fight, it can always summon a half dozen allies from the depths of hell itself.

Demons are masters of magic, and can cast spells faster than any mortal mage could ever hope to achieve.

Appearance: Demons are horrifying creatures to behold. They are large, strong, and often red or black in color. They have mighty bat-wings and twisted goat-horns on their ferocious, bestial heads.

Postscript

A few comments on the creatures supplied in this issue. I'd like to once again give credit to Mark Chase - mc@meta-earth.com for having a kick-butt Lodoss War RPG website:
http://www.meta-earth.com/lodoss/main_index.html

Additionally, all of the creature write-ups contained in this article were created using Creation Workshop. If anyone would like to use the creatures I am happy to provide copies of the Creation Workshop file in order to make them easier to customize for your campaigns. Just drop me an email at john.desmarais@attglobal.net and I'll email them to you (eventually, I'll get them posted to my website). I have other Lodoss War creatures written up, Undead and Dragons, but this article was already getting extremely long (and these creates were, in my opinion, an even worse fit into a low fantasy campaign than the ones I did include) so opted to not present them here. If anyone would like to see them I'll gladly email copies of them to you.

Converting Comic Book (and other fictional) Characters

Gamers are capable of getting embroiled into some of the oddest arguments I have ever witnessed. Hero System gamers exhibit this trait to an even larger degree than most (there must be something about a game system that attempts to quantify **everything** about a character seems encourage some of this). Without doubt though, some of the most heated arguments I've witnessed among Champions players deals with the topic of converting comic book super heroes (and villains) into Hero System game mechanic terms.

I can hear you now, "We don't do that – or at least we don't agree about it." However, for most Champions players, it seems that converting their own personal favorite comic book hero is just an inescapable fact of life. And for some Champions players, arguing about the rules is considered part of the game. Combined, these two traits lead to so down right surreal arguments.

I would be willing to bet that at some point in your Hero System playing career, you have succumbed to the urge to convert some published fictional character; probably of the super hero comic variety; into a Champions character. Many of you have probably also found yourself, possibly inadvertently, arguing to defend your interpretation of the character.

"In issue 278 *Superduperman* juggled 15 battleships, according to the strength chart he must have a strength of..."

"But, in issue 32 of *Adventures of Superduperman*, Johnny Burnout rewrote all of history and now Superduperman can only juggle one battleship, so he can only have a strength of..."

"Hah! You're both stupid. Everyone knows that in issue 111 of *Man of Might*, Weezy Simonize sent Superduperman into the sun, permanently increasing is strength to nearly as strong as he was before the *Emergency on Indefinite Worlds*. So he must have a strength of..."

"Hey, wait a minute, he can't have a strength that high, 'cause that would

mean that he was stronger than Marvelous Comics' Incogitable Bulk – and no one is stronger than the Bulk!"

You know as well as I do that it's a silly and pointless argument. Unlike role playing game character, comic book characters need not be exactly quantified. Each one is only as powerful as the writer needs him or her to be for any given story line. This means that there is no real enforced constancy in power levels for any give character. If you're lucky, you'll find that a character remains relatively static in power levels for the entire tenure of a single writer, but that would be about the best you could hope for.

So, where does this lead us? Well, let's go back to Superduperman. Just how strong is he in Hero System number? It's easy really. In fact, it's far easier than most people try to make it. First, let's take a good look at Superduperman. Within the framework of Superduperman's milieu – that being the universe as presented in Deesee Comics – Superduperman is the strongest hero in the world. Now, in your campaign, how strong is the strongest hero created so far? Is his being "the strongest hero on the planet" an intrinsic part of his conception? If so, the Superduperman is just as strong as that character, if not, then Superduperman is 5 points stronger.

In my campaign the strongest hero who ever existed had strength of 90. Being "the strongest hero on the planet" was not an intrinsic part of his conception, he just got that way due to normal character growth via experience. In my campaign, Superduperman would have strength of 95.

In your campaign the strongest hero who ever existed may have a strength of 60. In this case Superduperman would have strength 65.

In each case though, even though the character's strength is very different, he would interact with the campaign setting in the same manner – he's goinf to come across as the strongest one there is, which is what Superduperman is.

This same logic can be applied to other character attributes and abilities. I chose strength for my examples because it is, by far, the easiest of the Hero System characteristics to quantify, so it worked well for my example. The key, in all cases, is not to try to build a character who can do everything you have seen the character do in

his 50 plus years of published history. Instead, you should be striving to build a character that would fit the power levels of your campaign in the same ratio as it fits into the power levels displayed in it's published setting and will also fill the same "ecological niche" in your campaign as he did in the comics.

Comments?

What guideline do you use when converting published characters into game term?

Endnotes

Well, once again; after loudly proclaiming that it wouldn't happen; an issue deadline snuck up on me. Fortunately, I had several pages worth of vaguely suitable material in nearly "read-to-go" condition.

Maybe next issue will come as less of a surprise to my system. Hack, if I could get my #^{\$^*} together I could even get some of my comments on the other cool stuff published in Haymaker typed up and include them in my submission. Sigh!

The Stuff Heroes Are Made Of, a Haymaker APazine, is perpetrated by John Desmarais. In addition to this 'zine, he is the owner of the "Champions / Hero System Mailing List"; **The Stuff Heroes Are Made Of** web site, and the reincarnated **Great Net Book of Real Heroes**.

For more information on these projects refer to: <http://www.sysabend.org/champions/>