

Creature Compendium, Vol. 1

Artwork Credits

Like many of you, we got into tabletop roleplaying because we loved the minis (*we still do!*) But it was always frustrating to pour so much time and energy into creating the perfect creature only to settle on a mini that was ‘close enough’ to the one pictured in our heads. So instead of settling, we decided to change all of that frustrating foolishness by starting with the minis we love and letting those inspire the storytelling. No more settling for close enough – the names and descriptions may differ, but visually you can buy/print these *exact* minis from the artists below to run at your table (*the **Index** on p.52 and the individual stat blocks specify which artist designed each mini*). We love supporting other creatives, so be sure to check out each artist’s page below and buy their stuff! And if you already have your own favorite minis, check out our **Alloyed RPG YouTube Channel** technique video for step-by-step instructions on how to capture the same style. Enjoy!

The creatures in this Compendium can be purchased/printed from the following artisans: 3dArtDigital (3D), Animal Den Miniatures (ADM), Archvillain Games (AVG), Artisan Guild (AG), Bite the Bullet Studios (BBS), Broken Anvil Miniatures (BAM), Cast n Play (CNP), Clay Cyanide Miniatures (CCM), CobraMode Miniatures (CMM), Collective Studio (CS), Daybreak Miniatures (DM), Dragon Trappers Lodge (DTL), Drunken Dwarf (DD), Epic Miniatures (EM), Flesh of Gods (FG), Galaad Miniatures (GM), Great Grimoire (GG), Highlands Miniatures (HM), Kaijumon Miniatures (KM), Lord of the Print (LP), Mammoth Factory (MF), Print Minis (PM), Print Your Monsters (PYM), Printed Obsession (PO), RN Estudio (RNE), Rocket Pig Games (RPG), Signum Workshop (SW), STL Miniatures (STL), TytanTroll Miniatures (TTM), Warp Miniatures (WM), White Werewolf Tavern (WWT), Yasashii Kyojin Studio (YKS).

Using this Compendium

Creature Compendium, Vol. 1 is designed for **Alloyed RPG Core Rules 2.2**, but you can drop these creatures into any campaign setting in any platform to add some variety to your adventure. Some of these creatures will be familiar to you, most will not. Got a favorite monster that isn’t in here? You can easily convert creatures from other platforms (*Dungeons & Dragons, Pathfinder, etc.*) to **Alloyed RPG** with this simple formula:

Body = (Strength + Dexterity)/7 rounded down. **Mind** = (Intelligence + Wisdom)/7 rounded down. **Spirit** = (Constitution + Charisma)/7 rounded down. **HP** = HP/3. **Target** = Armor Class – 5. Think of Target as, ‘How hard is it to hit?’ and think of HP as, ‘How hard is it to kill?’ Targets of 1-5 (*Easy*), 6-10 (*Moderate*), 11-15 (*Hard*), 16-20 (*Really Hard*).

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Air Elemental

'I am the unstable disruptor of the feeble plans of men – the only stable thing of which they can be absolutely sure.'

-The Wind

Air elementals can both control and become any attribute of air or wind. Manifestations range from tornados to doldrums. They are able to enter the respiratory system of any creature or machine that isn't completely airtight. Elementals are bound to act only on behalf of the *'Greater Good.'*

Combined Force. Two or more elementals will often form alliances to multiply their effects. For example, an air elemental may partner with a water elemental to generate a powerful hurricane with heavy rainfall, etc.

Appeasing Nature. Considered divine beings, air elementals do not die, they just disappear for a time. Various cultures honor these forces of nature in different ways. Mariners esteem *'Tempest,'* and consider her a capricious lady who must be appeased with a portion of each catch. *'Urduk,'* of the high mountains, is honored by those who dwell among the snows to ward off blizzards and avalanches. Nomadic tribes of the deserts pay homage to *'Kareen.'* Their sacrifice of burning their own hair on the high dunes is believed to hold back sandstorms.

Defeat. Poison gas will smother air elementals, but only at levels toxic to all living things. Smothering may occur when an air elemental is introduced into the vacuum of space. In theory, an air elemental could be temporarily slowed by lowering its temperature to absolute zero, but that has never been achieved.



Air Elemental (BBS)

Force of nature, neutral, independent

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	2	5	0	0

TARGET 20 **HP** Unknown **DAMAGE** Weather dependent.

Traits. Ethereal, shapeless, works for the Greater Good.

ACTIONS/ABILITIES

Wind & Fill Space. Able to assume various forms and intensities of wind to help or hinder. Can fill any space it occupies, but decreases in strength (*Disadvantage*) as space increases.

Motivation. *Balance.* Elementals view things in terms of maintaining neutrality in the world.

Weakness. *Poison, vacuum, absolute zero.* Any of these can temporarily dispel an air elemental.

Armor Automica

*'If you want Magic, let go of your armor.
Magic is so much stronger than steel.'*

-Rycharad Bach, Aviator Poet

Origin. Armor automica is the premeditated last wish of a dying lord or nobleman to guard something of utmost value, be it a physical treasure or a family secret. The spirit has long departed, leaving just enough trace of itself to animate the steel for one final battle.

Zero Hit Points. Most creatures are scared off by the mere sight of an empty suit of armor hovering about, and that's typically enough to serve the purpose. But, being just an empty shell, any hit is lethal.

Tethered to Place and Purpose. Once the lord or nobleman passes away, the armor automica is activated. The being remains within a 100ft (30m) radius from that which it's charged to protect. The armor will only engage if engaged upon and almost never makes the initial strike (*but there's always a first time for everything*).

Fancy Stuff. Considering only the well-heeled can afford both the suit of armor *and* the Magic rites to empower it, many armor automica are quite valuable. Some see the construct as a status symbol, spending upwards of a year's salary for the finest of materials. Gilded rivets, silver chainmail, and artisan engraving are commonplace. Weapons are made of the toughest, sharpest steel. But the most intriguing items are usually the shield and breastplate, often bearing the family crest and iconography depicting the history of what is being protected. Much can be learned if one chooses to look at the details.



Armor Automica (DD)

Medium animated metal, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
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3	0	2	1	2
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TARGET 10 **HP** 0 **DAMAGE** Heavy (*sword or other weapon*)

Traits. Disembodied, silent, quick, hovering, protective.

ACTIONS/ABILITIES

Animate & Automate. Upon sensing its defeat, armor automica can energize smaller metallic objects to do its bidding, much like creating a golem, but to a much lesser degree.

Motivation. *Duty/Guardianship.* Its primary purpose is to protect whatever is in its charge.

Weakness. *No body, no HP.* Although hard to hit, it (*and its golems*) will die immediately if hit.

Barnacle Roach

'Thanks be that there are some in the world to whose hearts the barnacles will not cling.'

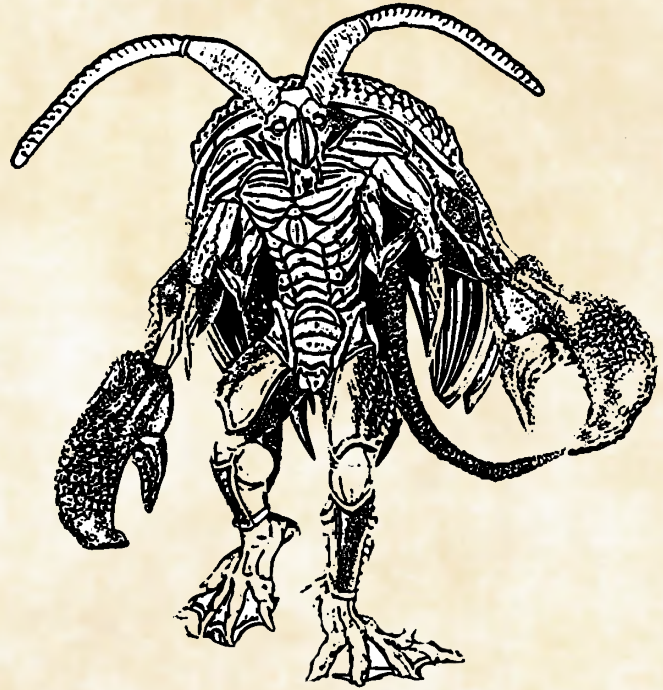
-Josiah G. Holland, Poet Mentor

Strength in Numbers. Barnacle roaches are often found in small clusters of 10-15. Clustering helps consolidate their defenses while resting and vulnerable. Whereas a single barnacle roach has a target of 4, each additional roach up to 10 adds +1 to the collective HP (*max of 14*). This solidarity makes it difficult to engage barnacle roaches during the day (*much easier to deal with them when they wander individually at night*).

Midnight Munchies. These small pests come out of slumber at dusk to look for food. Any wood or steel is at risk. A single barnacle roach can destroy 6 inches (15cm) of ship plank or steel beam per day. A full moon doubles the speed of destruction.

Acid. Barnacle roaches do not like acid. Low pH estuaries and harbors are typically considered safe havens from the threat of colonization. Many captains prefer to play it safe by carrying barrels of vinegar onboard their vessels, spraying their hulls with it as a precautionary measure. Strong acids (*hydrochloric, etc.*) will erode barnacle roaches almost immediately, but can also run the risk of ruining the very ship you're trying to save.

Back to the Sea. The bodies of dead barnacle roaches become structures for reef formations. Reefs that have been started by roach 'seeding' exhibit explosive growth from just a few inches (cm) to almost 30ft (10m) diameter in just one week! This can make coastal navigation unpredictable at times.



Barnacle Roach (EM)

Small destructive crustacean, neutral/hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	0	0	0

TARGET 4 HP 4 DAMAGE Light (*to wood and/or steel vessels*)

Traits. Tenacious, clings to ships hulls, destroys wood and steel, mimics a barnacle.

ACTIONS/ABILITIES

Destruction of Vessels. Barnacle roaches disguise themselves as barnacles, only to become mobile at night, wreaking havoc (*above and below deck*) on the target ship.

Motivation. *Primal.* Feeds on ships and other items to live and propagate.

Weakness. *Acid.* Even mild acids are noxious and will cause the creatures to release.

Belgian Clanker

'There are more things to alarm us than to harm us.'

- Lucius Annaeus Seneca, Statesman

Manufacture. As their name implies, clankers clank. These 3ft (1m) tall mechs were invented by Alfred F. Belgian, who emigrated to the untapped mountains to carve out his fame and fortune. The basic concept was to create a loud, clear, semi-autonomous alarm system to warn towns and municipalities of dangers and threats. Given their low cost, even smaller towns could afford to buy a moderate fleet. All clankers are manufactured in one of two factories near Desolation Ridge by Belgian Ironworks, the main competitor to Winslow's Copperworks (*makers of the Minionaut Guard*).

Rust. As long as clankers are properly maintained and serviced, older units will last indefinitely. This has led to a decrease in repeat sales. In an effort to increase turnover, Belgian Ironworks initiated a trade-in program for new and 'improved' models that just so happen to use an inferior iron alloy that rusts more quickly, thus encouraging replacement sales. No one is happy about this, and old model clankers can fetch more than their original sticker price as they become harder and harder to find.

Ringtone & Volume. Different sounds warn of different threats per the owner's choosing. Certain tones are reserved *'for government only.'* The volume of a Belgian clanker runs between 80-145 decibels and can be heard up to 1.5 miles (2.5km), making it a good choice for relaying along border walls and from mountain peak to mountain peak.



Belgian Clanker (RPG)

Small mechanical sentinel, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	0	0	0	3

TARGET 8 HP 32 DAMAGE N/A (*does not attack*)

Traits. Small, vigilant, loud, loyal, tireless, fearless, excellent vision/awareness.

ACTIONS/ABILITIES

Cast Iron Alarm System. These semi-auto machines are nearly indestructible. They are employed as warning and detection services in many watchtowers throughout the world.

Motivation. *Programmed.* Ordered to alarm for anything outside of set parameters.

Weakness. *Rust.* Humid and salty conditions can cause corrosion and malfunction.

Benthic Walker

'No drowning man can know which drop of water heralded his last breath.'

-The Mariner's Almanac

Ocean Reaper. Reaching heights of 100ft (30m) and dwelling in the deep benthic zones of the colder oceans, these are among the most ancient of creatures. Sensing the peril and imminent doom of ships and seafarers, their task is to keep the oceans clean of the spiritual clutter of lost souls. The panic of maritime death is the signal that summons the walkers. Reapers emit an ultra-low frequency sound similar to that of a whale. This siren has a numbing effect on all who hear it, lulling them into a calm acceptance of death. It's a spiritual



Benthic Walker (LP)

Colossal wandering monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
5	1	2	1	3

TARGET 15 **HP** 75 **DAMAGE** Heavy (*large, crushing claws and jaws*)

Traits. Methodical, ominous, gigantic, deep-sea dweller, senses maritime death.

ACTIONS/ABILITIES

Ocean Reaper. Cleans the oceans by feeding on lost ships and doomed sailors. Drowning adventurers with <2 Spirit must roll >65% each round or lose 1d20/5 (*up*) HP.

Motivation. *Order.* Compelled to clean the ocean of its dead and lost souls.

Weakness. *Depressurization.* They cannot survive the shallows or rapid depth changes.

call, and only those with strong purpose and will to live are able to break free of the mystical complacency it creates. The weak simply succumb and drift off to their watery death.

Under Pressure. Benthic walkers live at the bottom of the deep ocean where pressures can be hundreds of times greater than at sea level. Rapid depressurization expands the gases within the creature's tissues, essentially exploding it from the inside out. Blasts have been reported to be so strong as to sink nearby vessels from the shrapnel of the exoskeleton. Consequently, no benthic walker has ever been brought to the surface alive or intact.

Big-Horned Battle Yak

'The history of the World has been borne on the shoulders of a yak.'

-Song of Potimkin, Verse 6

With a shoulder height of 8ft (2.5m) and weighing up to 4 tons (3500kg), these large, hairy mammals are found mostly in cold mountain climates. For millennia, this great beast was a staple resource for the Ungaburu valley tribes, but as numbers dwindled from poaching, the remaining herds were driven deeper and higher into the mountains.

Domestication. Battle yaks are of average intelligence and can learn to do various repetitive tasks quite well. Their brute strength has been used for everything from plowing, to turning grain mills, to mountain rescue vehicles. Battle yaks are best tamed while infants. To break an adult into submission requires intuition - and above all else, avoiding direct eye contact! 'Battle' yaks did indeed serve as war machines, but lack of opportunity and a shift to domestic tasks has all but bred the fighting instinct out of them.

Horn and Armor. The horn of a full-grown battle yak can reach lengths of 3.5ft (1m) and is unbelievably tough. Backed by the creature's enormous mass, horns have been known to pierce iron doors as thick as a human hand span. Unlike ivory, these horns are made of densely intertwined hair. Though not valuable in terms of the black market, the horn from a battle yak can burn like a torch for years without dwindling. Unlike the horn, the yak's armor is made of *ironbone*. One may still see a battle yak with bronzed spikes - a practice done to those employed in mine-scraping operations.



Big-Horned Battle Yak (AG)

Large migratory beast, wild/domesticated

BODY	MIND	SPIRIT	ATTACK	DEFENSE
3	1	0	1	2

TARGET 10 **HP** 45 **DAMAGE** Heavy (*horn, trampling*)

Traits. Powerful, cold climate, large horn, herbivore, able to be domesticated.

ACTIONS/ABILITIES

Useful. These large herbivores are used by everyone from siege warriors, to farmers, to sherpa guides. They can be tamed, but don't look them directly in the eye!

Motivation. *Primal.* Food and mating are its basic instincts. Younglings can form bonds.

Weakness. *None.* Breaking a yak can only be done with perseverance and/or Magic.

Blood Beetle

'Like any parasite, thought cannot exist without a compliant host.'

-Barnyard Becket, Mathematician

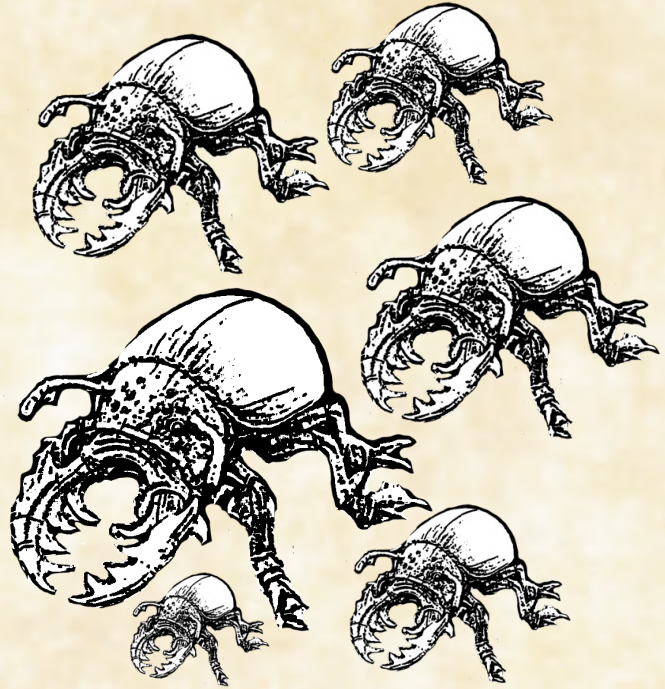
Blood beetles are endemic throughout Katharsis, infesting hosts of various species. Any creature with blood can become an unwitting host to these disgusting insects, but they do seem to favor cavern dwellers.

Infection and Spawning. All blood beetles carry exactly ten (10) eggs, five (5) per pincer. If pinched, there's a 20% chance of being infected with the parasite. Once infected, the eggs remain dormant until the host is wounded and sheds blood. Upon contact with air, infected blood bubbles into larvae which quickly grow into 1d20/2 (*up*) mature beetles.

Aversion to Light. Spending their formative life inside the body of their host, blood beetles are accustomed to living in the dark. After spawning, it takes several hours for the beetle's eyes to adjust to the light.

Symptoms and Antidote. Signs of blood beetle infection show up about one day after being bitten. Up to ten (10) small bumps appear under the skin near the bite. The only antidote is to physically cut out each egg, resulting in the metamorphosis of the larvae as in spawning.

Benefits. Once infected with blood beetles, the host cannot be infected with any other diseases. In addition, blood poisons are metabolized by the bugs, prompting some to deliberately infect themselves prior to traveling into high-disease areas. They consider it to be the *'lesser of two weevils.'*



Blood Beetle (PYM)

Small swarming insect, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	0	0	0

TARGET 3 HP 3 DAMAGE Light (*pincers*), possible infection.

Traits. Swarming, voracious, parasitic, born from blood of host upon death.

ACTIONS/ABILITIES

Swarm/Horde. Once spawned, the beetles attack according to horde mechanics for 1d20/2 (*up*) beetles in the horde.

Motivation. *Sub-Primal.* Their only objective is to find a new host.

Weakness. *Bright Light.* Their primitive eyes are unaccustomed to strong light.

BOB (Big Ol' Bee)

'It was the bumble bee and the butterfly who survived, not the dinosaur.'

-Meridel Le Sueur, Socialist of Minot

There's nothing quite like the buzz of a BOB on a warm summer day. These soccer ball-sized insects are one of the more pleasant reminders of the beauty of nature and the hopeful future of Katharsis.

Pollination. Much of the giant agriculture of the Four Corners depends on BOBs for production and reproduction. Smaller bees are fine for the day-to-day food supply, but if you want that 10ft (3m) ear of corn for your harvest festival or that 1-ton (900kg) pumpkin for Vanquishing Day, you've got to have the BOBs. These giant insects are the only ones with the ability to carry the huge pollen granules required for such a task.

Name. The BOBs were first named by pioneer, Cleetus van Pelt. Upon seeing one for the first time, he exclaimed, *'Now that's a Big Ol' Bee!'* and the name stuck.

Low and Slow. BOBs are leisurely creatures, methodically progressing from plant to plant, taking their time to get the job done. It's not that they're lazy, it's that they just don't care. This has tempted some of the brattier children to whack a BOB out of the sky with a stick just for sadistic fun, but doing so to these docile creatures only brings about the wrath of Nature. In such (*thankfully rare*) instances, the perpetrator's family and village find their land barren, with no crops of any kind able to grow for a decade or more.

Capacity. BOBs can lift an adult human up to 10ft (3m) off the ground for short distances.



BOB (Big Ol' Bee) (DTL)

Large flying insect, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	0	1	0

TARGET 5 HP 9 DAMAGE Medium (stinger)

Traits. Flying, stings, size of soccer ball, can lift an adult human.

ACTIONS/ABILITIES

Pollination. Able to pollinate giant plants and is one of the only creatures not attacked by Plant Fiends. A BOB can carry large granules, and even an adult human for short distances.

Motivation. *Pollination.* Buzzes from flower to flower in search of pollen.

Weakness. *Stinger.* BOBs die of evisceration after stinging once.

Bone Dragon

'No sound, no wind, no warning. Behold - the terror that will not die!'

-Dietrick von Dietrick, Explorer

Condemned by Honor. Bone dragons are undead remains of flying serpents just barely killed by an unworthy opponent. Sentenced to an existence between life and death, these creatures seek an honorable end to their torment. Bone dragons will wander into various places that may have a greater chance of harboring a suitable champion (*old battlefields, abandoned castles, etc.*).

A once-noble creature in life, a bone dragon finds it nearly impossible to overcome the irony of death by a lesser foe. Until the dragon itself deems an opponent to be worthy, it is doomed to continue the cycle in endless repetition.

Death Breath. Years of arcane decay and stench produce a notoriously foul respiration. When breathed upon by a bone dragon, the victim is struck so profoundly as to cause Light Damage to their Spirit Ability. This isn't merely halitosis - this is arcane bad breath!

Silent but Deadly. *'You'll never hear it coming'* is the classic adage when it comes to these flying creatures. Their flight is nearly silent and their wingspan is tight enough to fly even in small, enclosed spaces. Bone dragons can glide like owls and can quickly change direction in mid-flight like bats.

Reasoning. Although hostile, they desperately want to fight (*and to be legitimately defeated by*) a hero. Parties can often negotiate who among them should be the one to contend with the monster.



Bone Dragon (EM)

Large flying monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	2	2	1	0

TARGET 11 **HP** 27 **DAMAGE** Heavy (*teeth, claws*)

Traits. Stealthy, undead, sense of honor, death breath, tight wingspan, reasonable.

ACTIONS/ABILITIES

Death Breath (Spirit). Arcane halitosis deals Light Damage to Spirit Ability.

Silent Flight. Can fly as quietly as an owl.

Motivation. *Honor.* Bone dragons seek a worthy opponent to defeat them.

Weakness. *Pride.* The dragon's own arrogance keeps it from finding a 'worthy' opponent.

Bugbear

'All populations were once hunter-gatherers. Soon, probably none will be. Those not extinct will be "civilized" – or corrupted, depending on your point of view.'

-R. Dawkins, Skeptic Naturalist

The history of bugbears is a sad one. These rugged humanoids were once free folk. Simple, and not overly intelligent, they were taken advantage of by the Dark Mages and eventually enslaved. Entire villages were relocated from their forest homes to work in underground mines and smelting operations. Generations born in captivity more or less depleted any remembrance of their former way of life.

Freedom and Survival. After the War, all captives were freed (*what was left of them, anyway*). The majority were relocated to their former homes only to find them occupied by other creatures and themselves ill-equipped to thrive in 'civilized' society. Retreating into the mountainous wilderness was a more preferable option. Bugbears are tough. They have amazing skills when it comes to wilderness survival. Even when tracks have long gone cold, bugbears somehow manage to find them.

Company and Employment. Bugbears will often be found in the company of goblins, who are just about the only creatures they trust given their shared history of mistreatment at the hands of the Dark Mages. The goblins, being more cunning and resourceful, tend to find employment as dungeon guards, etc. When a job falls outside their level of physical strength, goblins will put in a good word for their bugbear friends and get them hired.



Bugbear (AG)

Medium wandering monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	0	1	1	1

TARGET 10 **HP** 17 **DAMAGE** depends on weapon

Traits. Impulsive, brutish, raiders, strong, runs if outmatched, former slaves.

ACTIONS/ABILITIES

Excellent Trackers. Able to smell and track down their quarry over long distances and days-old scent. They know the terrain by instinct, even if not previously familiar with it.

Motivation. *Hunter Gatherer.* A simple, free existence.

Weakness. *Chains.* Bugbears would rather die than be enslaved again.

Cactoid Menace

'Almost 80% of the desert cactiods are menaces. The rest are quite unfriendly.'

-A Study of Arid Flora, Thomas Wilouby

Distinctions. The difference between a menace and a regular cactus is sentience. Cactoid menaces have a brain and at least some semblance of consciousness, however small those may be. Menaces are considered mildly hostile due to their sole purpose of propagation. They are looking for a host carcass in which to plant the next generation and thus expand their range.

Thorns. Cactoid menaces have hollow spikes all over their bodies through which they can inject a strong sedative into their victims. These thorns are roughly 3 inches (7.5cm) long and made of a chitinous material. Their durability makes them quite useful for everything from laboratory pipettes to hypodermic needles.

Slow Motion. These creatures are mobile, but only up to 10ft (3m)/hour. Their typical strategy is to slowly encroach upon unsuspecting campers while they sleep, inject them, then slowly devour them, feet first.

Agave Blood. Some cactoids can grow to a fairly large size and consist of several colonial plants. A full-grown specimen may contain almost 50 gallons (190 liters) of agave - a viscous, sweet fluid that can be used as sugar and is the main fermenting ingredient in tequila.

Hydrophobic. It may seem contrary, but cactoid menaces, like many succulents, are averse to too much water, which can cause root rot and death.



Cactoid Menace (DTL)

Medium (slowly) wandering plant, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	0	0	1

TARGET 5 HP 15 DAMAGE Light (*thorns, teeth if victim is sedated*)

Traits. Slow, silent, thorny, sedative poison, agave blood, desert, hydrophobic.

ACTIONS/ABILITIES

Thorns. Can inflict Light (1d20/5 (*up*)) poison damage each round for 1d20/5 (*up*) rounds.

Agave Blood. A natural sweetener, cactoid blood can be used (*and traded*) instead of sugar.

Motivation. *Propagation.* Cactoids seek bodies from which new cactoids can grow.

Weakness. *Overwatering.* Causes root rotting from the inside out.

Carrion Grackle

'Don't play dead with a vulture.'
-Baldrick's Guide to Wilderness Survival

These medium sized (2ft (0.5m)), flightless scavengers inhabit wasteland fringes. They prefer open spaces and live in flocks of up to 100 birds. It's very rare that a single bird is found alone and usually indicates some kind of disease or mutation.

Affinity for Metal. Carrion grackles exhibit a strange attraction to metal objects. They are particularly fond of copper and bronze. The birds break apart and eat metal objects, but do not actually digest it. Instead, the metal is taken back to the roost where it is deposited in piles. Where carrion grackles are gathered, there may be metal nearby (*or maybe just a rotting corpse, or both, as is often the case*).

Distraction. Flocks will sometimes coordinate to extract as much metal and/or food as they can. If intruders enter a feeding area, a few of the birds may create noisy distractions to move attention elsewhere while the rest of the flock continues to feed. Once all material has been scavenged, the flock quickly disperses and heads back to the roost.

As Food. Locals know not to eat carrion grackles as they often carry disease. More commonly, desperate adventurers have consumed them to avoid starvation only to end up vomiting for hours on end. Those unfortunate souls who do manage to keep the meal down find themselves suffering from severe hypermetalosis. In such cases, the victim's blood congeals and loses its ability to carry oxygen, leading to internal suffocation and other associated problems.



Carrion Grackle (MF)

Small scavenging bird, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	0	0	0

TARGET 5 HP 5 DAMAGE Light (*beak, talons*)

Traits. Scavenger, flightless, attracted to metal, large flocks (*cause distraction*).

ACTIONS/ABILITIES

Scavenging. Able to detect metal from up to 1mi (1.5km) away. Some of the flock will distract intruders while the others 'carry on' with their business of stealing metal objects.

Motivation. *Metal.* Carrion grackles are obsessed with ingesting metal objects.

Weakness. *Flightless.* Not incredibly fast, these birds are a fairly easy target for plinking.

Cave Troll

'Oftentimes, the world appears to have been left in the custody of cave trolls.'

-R.F. Capon, Culinary Priest

Cave trolls spend their entire lives underground with only brief daily glimpses of the sun. Most have been bred in captivity to do the bidding of their (*slightly*) more advanced goblin masters. However, since most goblins are not very intelligent themselves, cave trolls tend to be unwieldy pets who eat a lot of resources, break their chains, and escape any crude pen made to hold them.

Poor Vision. Due to a long history of inbreeding, these monsters' eyes never fully develop, even with longer exposure to sunlight.

Brute Strength and Weight. Adult cave trolls can reach heights of 9ft (3m) and weigh nearly 800lbs (360kg). A cave troll's mass consists of both muscle and blubber. The fat layer serves as a buffer to injury while also keeping the creature's temperature stable in the cold, damp caves it calls home.

Distraction and Inaccuracy. With the intellect and emotional maturity of a toddler, these monsters find it almost impossible to focus on anything for long periods of time. Cave trolls are easily distracted by shiny objects, loud noises, or any other above-normal stimuli. Their gross motor skills far outweigh any precision, so they often smash stuff they (*and their masters*) never intended to smash.

Solitary. The majority of cave trolls are male and are very territorial.



Cave Troll (BBS)

Large wandering monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
3	-2	0	2	1

TARGET 7 HP 42 DAMAGE Heavy (*club*),
Medium (*fists*)

Traits. Big, strong, dumb, poor vision, solitary, easily distracted.

ACTIONS/ABILITIES

Brute Strength and Weight. A behemoth of muscle and fat, cave trolls can take a lot of wounds. They almost always use a club when available, but they lack accuracy.

Motivation. *Primal/Instinct.* Cave trolls attack things simply because that's what they do.

Weakness. *Low Intellect.* These monsters are not strategists - they just smash stuff.

Centorc

'Leave your politics, your wealth, your ambition. Unless it speaks to the ground under hoof or the sky above horn, the centorcs are not interested.'

-The Nature of Harmony, Chapter 4

History and Lifestyle. Sadly, very few of these noble creatures are left in the world after Draigwych the Usurper and his hordes laid waste to the Northlands. Initially, the centorcs sided with the dragon - until they witnessed his utter disregard for their land and all they held sacred. By then, it was too late - the damage had been done. Draigwych made the most hideous examples of the brave leaders of the rebellion, humiliating and publicly killing them in unspeakable ways. The rest were either decimated or put in chains and subjected to hard labor, chopping and milling wood to supply his insatiable war machine. Adding to the humiliation, Draigwych ordered one horn to be cut off all males - a sign of their subjugation. Those centorcs who survived the war pushed deep into Northwood, vowing never to get involved in the affairs of others. They spend their days deep in the forests, hewing timber, building their hamlets, and crafting some of the finest woodworking in the land.

Stargazer Historians. Among all of the creatures in Katharsis, none are as well-versed in its history and prophecy as the centorcs. Evenings are spent by the fire, stargazing, studying the prophetic writings, and chronicling world events as they see them unfold in the grander scheme of things.

Xenophobia. Their mistrust of other creatures is somewhat understandable.



Centorc (RNE)

Large creature, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
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2	2	2	1	0
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TARGET 15 **HP** 55 **DAMAGE** Heavy (*battle ax, hooves*)

Traits. Horse body/orc torso, strong, fast, rugged, prophetic, xenophobic.

ACTIONS/ABILITIES

Strength and Speed. Can run up to 50mph (80kmh) or faster when enraged. Strong muscles, legs, and hooves give enough traction and power to uproot large trees.

Motivation. *Watchfulness.* They will not allow a repeat of their species' dark past.

Weakness. *Xenophobia.* They have an almost paranoid suspicion of outsiders.

Chilopodax

'Never underestimate the little things. It's the little things that'll kill you.'

-M.Perkins, Naturalist

Endemic to nearly all temperate areas, chilopodax are venomous arthropods roughly 1ft (0.3m) long with multiple sets of legs and 2in (5cm) fangs.

Venom and Suffering. Chilopodax venom is among the strongest of neurotoxins. The creature's fangs can penetrate leather and can slip through links in chainmail. A bite from a Chilopodax can leave a victim completely paralyzed within 10 minutes. Sensory nerves (*including pain receptors*) are, unfortunately, left very much intact. A chilopodax consumes its prey alive, starting with the extremities. A special coagulant in the saliva keeps the victim from bleeding out as the arthropod feeds. A single chilopodax can eat an adult human over the span of 15 days, leaving nothing but bleached bone.

Uses. Saliva from the arthropod can be used to stop even the most severe bleeding. Juvenile chilopodax are collected and brought to special facilities where they are de-fanged, then milked daily for their saliva, yielding roughly 0.1oz (3ml). A single 2oz (60ml) vial sells on the open market for a week's wages in gold.

Resilience. Despite their voracious tendencies, chilopodax can live for months without food, water, or air, and can most likely live in the cold void of deep space. This fact leads many to believe that these hideous creatures would be one of the few surviving species in the event of a nuclear fallout or another Scouring.



Chilopodax (EM)

Small wandering arthropod, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	0	0	1	1

TARGET 7 HP 3 DAMAGE Medium, (*venom over several rounds*)

Traits. Venomous, aggressive, swarming, anticoagulant saliva.

ACTIONS/ABILITIES

Venom and Saliva. If a victim is bitten, they must roll 1d20/2 (*up*). In so many rounds, that character becomes completely immobile. Saliva can be used to stop bleeding.

Motivation. *Primal.* Its main goal is to find a suitable host in which to lay its eggs.

Weakness. *Soft Abdomen.* Once struck in the gut, chilopodax almost always die.

Collector of Precious Things (*Ogru Maling*)

'Beauty is in the eye of the beholder – that's why I took his eye.'

-Ogru Maling, Trial Transcripts

Legend in the Making. Ogru wasn't always the monster he is today. Born to a human father and an elvish mother, he never quite fit in with either culture. Both of Ogru's parents were killed while on their quest to find *'true happiness,'* leaving the orphan under the care of Maesteg monks. He quickly grew restless, abandoning the monastery to wander lands unknown as soon as he was able, taking two dissatisfied monks with him to serve as his lackies (*they often pose as distractions while he goes about his business*). Some believe that Ogru is trying to win back the love of his deceased parents by finding what they never did - an item that would bring *'true happiness.'*

Obsession. Always searching for that *'One Great Thing,'* Ogru knows what is genuinely valued by someone. The desire of others calls to him and may even summon him from long distances if the yearning is great enough. Bands of adventurers are a favorite target. Once he's determined to acquire an item, Ogru will stop at nothing to obtain it. His first attempts will be to pilfer by stealth, without confrontation. Should that fail, he will attempt to barter with whatever is in his possession. If neither method is successful, he will resort to violence and murder, but that is rare. Smart negotiators with strong Mind can usually trade for the better. A roll of $1d20 \times \text{Mind} > 12$ (60%) is enough to convince the Collector that you value one thing more than another.



Collector of Precious Things

(GG)Medium wandering humanoid, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	2	3	0	0

TARGET 10 **HP** 23 **DAMAGE** Light to Heavy, depending on weapon chosen from his pack.

Traits. Stealthy, agile, persistent, cunning, obsessive, semi-telepathic.

ACTIONS/ABILITIES

Semi-Telepathic. Able to read minds enough to determine what is valued by that individual. Adept at stealing precious things and bartering for items of (*perceived*) higher value.

Motivation. *Covetous.* He wants what others value, regardless of its true worth.

Weakness. *Compulsion.* Can be persuaded to trade for other items he may obsess over.

Crab Hulk

'Never forget where you came from. That's what I always tell myself upon entering a cave.'

-D. Martin, Itinerate Jester

Reaching a height of 12ft (4m) and weighing 4 tons (3600kg), crab hulks dwell in large caves and rocky places near stagnant and/or mineral-rich water sources. They are solitary and extremely territorial to the point of cannibalism, attacking even if unprovoked.

Blood. The blood and body fluids of crab hulks are mildly acidic and are often infected with **blood beetle** larvae. Their plasma, when not exposed to any oxygen, is said to possess magical properties, such as healing and strengthening of bones, but no one has yet been able to obtain a sample and live to tell about it.

Habitat and Blindness. Crab hulks prefer large caves with heavy mineral deposits to incorporate into their exoskeletons. This durable coat is strong and flexible, leading many indigenous warriors to use various plates as shields and armor (*the back and shoulder plates are particularly sought-after*). Crab hulks spend most of their lives in the dark and are therefore extremely sensitive to bright light. Many can use echolocation, employing clicks and thumps to detect their surroundings and prey.

Metabolism. Upon reaching adulthood, a crab hulk's metabolism slows down to near-hibernation levels. Constantly wandering about their domains in search of their next meal, they generally move quite slowly...until prey is detected, at which point they can be surprisingly quick.



Crab Hulk (AG)

Large wandering monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	0	0	1	2

TARGET 10 **HP** 25 **DAMAGE** Medium (*impact*) or Heavy (*claws/crushing*)

Traits. Territorial, photosensitive (*blind in daylight*), unintelligent.

ACTIONS/ABILITIES

Echolocation. Anyone wearing metal within 15ft (5m) must roll >80% not to be detected. Anyone not wearing metal within 15ft (5m) must roll >25% not to be detected.

Motivation. *Hunger.* With little nourishment in caves, they are always on the hunt for food.

Weakness. *Light.* Crab hulks are extremely sensitive to brightness.

Crop Watcher

'A king may be a tool, a thing of straw; but if he serves to frighten our enemies, and secure our property, it is well enough.'

-Alexander Pope, Satirist

Lesser Golem. Crop watchers are inanimate objects temporarily animated by bought Magic. For a few copper pieces, any farmer can purchase an animation token from a local Mage. The token is usually placed in the crop watcher's shirt pocket.

Commands Crows. These scarecrows do not actually scare crows - they attract them. However, the attraction is such that the birds know not to touch the crops beyond their allotted portion. In exchange for a reasonable stipend, the crows will often do the bidding of their master. There's a reason we call a gathering of crows a *'murder.'*

Fear. Adventurers who choose to stay in a crop watcher's space for more than one round will find their morale dwindling, suffering a -1 Spirit until they leave the area.

The Fields. Scarecrows are most notably employed in the grasslands where the majority of food grains are produced. It's estimated that without the use of crop watchers, agricultural yields of staple cereals and bread flour would be decreased by nearly 20%.

Manufacture and Flammability. For nearly 400 years, every crop watcher has been made at Arcus Findlay's, Ltd. in Lakeview, New Hinterland. The same traditional methods of straw-over-wood frame are still used today in lieu of more modern, less flammable materials.



Crop Watcher (FG)

Medium monster, neutral/hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	1	1	0

TARGET 4 HP 13 DAMAGE Heavy (*rusty scythe*).

Traits. Watchful, commands crows, protects crops, confined to field area.

ACTIONS/ABILITIES

Commands Crows. Able to summon a 3d20 murder of crows to do its bidding. Instills an impending sense of doom on spectators, temporarily decreasing their Spirit by -1.

Motivation. *Psychological.* Crop watchers thrive on the fear of others.

Weakness. *Fire.* Made primarily of straw and wood, they are highly flammable.

Crypt Lich

'We're here to offer you immortality...in a manner of speaking.'

-J. Vance & Henry Creel, Lost Mages

Legends of liches go back into ancient history when men greedy for immortality struck deals with the Darkness, trading their souls for perpetual life. But instead of life, what they got was *existence*. The devil, as they say, is in the details.

Life Among the Crypts. Though liches occupy various haunts, crypt liches specifically inhabit cemeteries and catacombs. They are particularly fond of those where the once wealthy and powerful are laid to rest. A crypt lich is granted rule over its cemetery, but is forbidden to roam beyond its borders.

Magic. Crypt liches are adept wielders of Magic, mostly pertaining to the darker side. They can cast Darkness in which they function at Advantage. Dispossess is one of their favorites since what they really want is the soul and the additional HP it brings them. Being already undead, crypt liches are able to naturally succeed at Immortality to drop below zero HP during combat.

It's Back. A 'dead' lich's spirit comes back into existence within three (3) rounds of being killed. It will take possession of a new (or should we say, 'pre-owned') body from one of the more recent tombs.

Light. Crypt liches do not venture out of the catacombs during the daylight. If sunlight or anything more powerful (such as Magic light) hits them, they begin to burn, taking on Heavy Damage for each round of exposure.



Crypt Lich (STL)

Medium undead monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
3	5	4	1	0

TARGET 12 **HP** 45 **DAMAGE** Heavy (axe),
Magic: Darkness, Dispossess, Immortality

Traits. Undead, powerful, Mage, commands the dead, lives among the crypts, revives.

ACTIONS/ABILITIES

Casts **Darkness**, **Dispossess**, and **Immortality** depending on the situation. All of its Magic has something to do with the dead or the dying.

Motivation. *Reign.* Desires to rule over the dead and undead.

Weakness. *Light.* Sunlight and its derivatives disorient the Mind and burn the Body.

Crystasaur

'Diamonds are time's definition of coal. We've got plenty of each.'

-Dwarven Miners' Proverb

Found in mineral-rich mountains, these quartz-encrusted reptiles stand 6ft (2m) at the shoulder and weigh 600lbs (270kg).

Hibernation and Crystal Formation.

Crystasaurs fall into a deep slumber in their third year of life, finding dark, isolated pockets in caves and grottos to safely wait out the process. This hibernation can last for several years, during which dissolved mineral deposits from cave drippings embed into their skin.

Impeccable Sense of Time. The harmonic resonance of the animal's crystalline skin produces an amazingly accurate sense of time, both chronologically and cosmologically. Crystasaurs know exactly when to be where, and exactly how long it takes to get there. As a result, these reptiles tend to adhere to fairly rigid daily routines.

Dwarven Alliance. Crystasaurs and dwarves have enjoyed a centuries-old relationship that is mutually beneficial. The animals are very intelligent, speaking several languages, including dwarven and common. The creatures provide the dwarves precision timing of their mining operations in exchange for protection from poachers and gem thieves, especially during their hibernations.

Laser Amplification. Depending on the individual crystal composition, a crystasaur is able to focus, direct, and intensify lasers shot through its skin. This has helped greatly with advanced mining operations.



Crystasaur (DTL)

Large wandering animal, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
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2	2	2	1	0
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TARGET 10 HP 37 DAMAGE Heavy (teeth, claws, spiked tail)

Traits. Intelligent, perfect timing, crystals on skin, laser focus.

ACTIONS/ABILITIES

Chronometer & Laser Focus. Mineral-encrusted epidermis gives crystasaurs perfect sense of time. The crystals can also direct, focus, and intensify lasers passed through their skin.

Motivation. *Order.* Everything has its time and place. Crystasaurs know exactly which is which.

Weakness. *Hybernation.* The creatures are quite vulnerable while dormant.

Daggerfish

'I love you more than daggerfish love chicken wings.'

-Seafaring Mothers to their Children

Daggerfish are primordial, coastal creatures, growing to roughly 1ft (30cm) in length with small front appendages. Unlike some fish that have a cartilaginous exoskeleton, the daggerfish has one made of actual, calcified bony plates.

Appendages. The front legs of daggerfish are minimally functional, but they do provide enough motion to allow the creature to foray quickly onto land for a short distance. This often takes folks by surprise when trying to escape a school of the fish (*just because you safely made it out of the water doesn't mean you're safe*).

Schools and Frenzies. These fish travel in large schools, sometimes comprised of up to several thousand individuals. There are no small clusters or families to speak of, and all daggerfish share a common DNA. Individually, daggerfish are not extremely dangerous, but in a large school with a singular purpose, they can be quite deadly. One particularly nasty trait of daggerfish is their habit of *'going for the eyes'* of their prey. This is partly because eyes are shiny and soft, but it also leaves the victim more vulnerable to continued feeding.

Night Feeders. Daggerfish are nocturnal hunters by nature, but they have been known to frenzy during the day, especially when food supplies are low. They are not generally picky eaters, but do prefer to eat their prey alive. Warm-blooded animals are considered a delicacy, even if each fish only gets a nibble.



Daggerfish (EM)

Small shoreline fish, neutral/hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	0	0	0

TARGET 3 HP 3 DAMAGE Light (*teeth*)

Traits. Travels in schools, aggressive, likes shiny objects, limited land mobility, exoskeleton.

ACTIONS/ABILITIES

Frenzy. In schools, daggerfish can skeletonize a cow in 5-minutes. **Limited land mobility.** Small front appendages allow the fish to crawl up on land for short distances.

Motivation. *Primal.* Daggerfish are always hungry and are attracted to shiny objects.

Weakness. *Blunt force.* They do not survive blows to the head.

Death-Dealer Hornet

'I will send hornets before thee, which shall drive out the Hivite, the Canaanite, and the Hittite, from before thee.'

-Exodus 23:28, KJV

With a 1ft (.3m) body, 2ft (.7m) wingspan and 9-inch (23cm) stinger, these intimidating venomous insects thankfully don't exist in the wild. They are purely the conjuring of Mages, and the encounter is not easily forgotten.

Conjured. Death-dealer hornets are cast by Swarm Magic, whereby 1d20/2 (*up*) of the insects attacks all hostile targets within 50ft (15m). If their Mage is killed, the hornets vanish from the material world.

Venom. Each affected target has a 25% chance of suffering an allergic reaction leading to death at the end of the round (*each individual target must roll against the percentage*). As with the creature itself, hornet venom is purely Magical and does not remain in the material world after the encounter.

Cold. When the temperature drops below 50F (10C), the bugs function at Disadvantage. A drop below 32F (0C) renders the creature practically paralyzed.

Insecticide. Death-dealer hornets are not affected by chemicals. Attempts at spraying will only make them mad.

Stinger. The massive 9in (23cm) stinger leaves an impressive puncture wound. Unlucky folks prone to allergic reaction bleed out within minutes through the gaping holes. Oddly enough, the hollow stingers sometimes remain in the material world after the encounter.



Death-Dealer Hornet (PO)

Small conjured insect, controlled/hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	3	1	0

TARGET 5 **HP** 5 **DAMAGE** Light (*sting*), then Medium (*venom*) each round thereafter.

Traits. Swarms, controlled by Mage, venomous, aggressive.

ACTIONS/ABILITIES

Sting and Allergy. The hornets inflict multiple, large stings with delivery of a powerful venom. There's a 25% chance that the victim will die from an allergic reaction.

Motivation. *Controlled.* Goes for the target assigned by the Mage who conjured it.

Weakness. *Cold.* Movement becomes very slow in low temperatures.

Desert Chit

'Failure is simply the opportunity to begin anew, this time with more intelligence.'

-Phineas Delver, *Obscura Medica* Vol.2

Opportunistic and hyper-aware, these tiny, parasitic beetles will patiently wait for passersby, latching onto a suitable host, then dying once their eggs are laid.

Digging in Deep. A desert chit will bury itself just below the sand and spend the majority of its life in a semi-hibernated stasis. It relies on a lateral nerve array to alert the beetle to motion. Once alerted, the parasite will latch on and immediately lay upwards of 250 eggs into its unsuspecting host. In addition to injecting its eggs, the desert chit secretes a neurotoxin to numb the host's flesh. In most cases, the host is completely unaware of becoming a host.

Prelude to a Kill. Desert chits will go through a growth cycle like that of most beetles, spending their egg and larval stages within the host. The gestation period typically takes place over 12-24 hours before the adult exits its host. The exit location determines the severity of Damage to its host. Roll 1d20/5 (up): 1=Supreme Damage (*heart, brain*), 2=Heavy Damage (*liver, kidneys, eyes*), 3=Medium Damage (*nose, ears, face, joints*), 4=Light Damage (*superficial skin*).

Dulling the Pain. The famed researcher, Phineas Delver, was the first to recognize the beneficial anesthetic properties inherent to the beetle's bite. He spent the remainder of his days harvesting and synthesizing the neurotoxin to create many of the pain medications and anesthetic agents used in medical facilities throughout Katharsis.



Desert Chit (PM)

Tiny parasitic insect, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	0	0	0

TARGET 3 HP 3 DAMAGE Depends on site of injection and number of eggs

Traits. Instinctual, waits for suitable host, neurotoxin, hatching exit wounds.

ACTIONS/ABILITIES

Numbing & Exit Damage. Desert chits secrete a neurotoxin preventing the host site from feeling pain at time of injection. Exit wound Damage upon hatching is determined by a roll.

Motivation. *Propagation.* Its only purpose is to mate, then patiently wait for a suitable host.

Weakness. *Dependence.* Desert chits are completely dependent on hosts.

Dire Bear

'I don't have to outrun the dire bear; I just have to outrun you.'

-Corky Fitzpatrick, Hiker's Worst Friend

Habitat. These large mammals have a wide range, but are mostly found in and around temperate forests and mountain ranges with an abundance of caves. They may dwell in colder climates, but never in jungles or desert areas.

Food. Dire bears are hungry all the time and are constantly on the prowl for an easy meal. They're not at all afraid of confrontation if something (*or someone*) stands in the way of their sustenance. Dire bears will eat anything from garbage, to orcs, to orcs eating garbage.

Hibernation. Every winter, dire bears seek caverns in which to sleep. Hibernation lasts for several months. During this time, the creatures are somewhat (*but not entirely*) vulnerable, functioning at Disadvantage as they try to shake off the fog of slumber. Once awakened from sleep, quite the opposite is true. Dire bears come out of hibernation extremely hungry and aggressive in their search for food (*and berries ain't gonna cut it*).

Rage. Dire bears are very agile and can attack multiple assailants at once as long as they are within reach. Their powerful limbs and sharp claws inflict Heavy Damage and have even been known to puncture plate armor. Dire bears will not back down from a fight – they're in it until the end. And, if you think you can outrun a dire bear, think again. They are one of the fastest animals in the wilderness, clocking in at 35mpg (56kph) over rough terrain.



Dire Bear (AG)

Large wandering animal, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	0	1	1	0

TARGET 12 **HP** 40 **DAMAGE** Heavy (*teeth, claws*)

Traits. Brutish, curious, strong, wild, fast, omnivorous.

ACTIONS/ABILITIES

Rage and Speed. They are aggressive even when unprovoked and can rage, giving them three (3) attacks per Turn. Dire bears can run up to 35mpg (56kph).

Motivation. *Primal.* Always looking for an easy meal, especially coming out of hibernation.

Weakness. *Hibernation.* This is about the only time a dire bear is somewhat vulnerable.

Driftwood Hulk

'A life that hasn't a definite plan is likely to become driftwood.'

-D. Sarnoff, Communications Mogul

What do you get when you take a cursed pirate, cast him to the sea on a full moon, only to have him wash up on a desolate beach to die among the mangroves? A driftwood hulk is the embodiment of his last gasp at life and revenge.

A Drifter's Life for Me. Once the sentence has been executed, a driftwood hulk will float for months, even years, on the seas until landfall. At some point, the mass will settle upon a beach or cove, and then it gets interesting.

Density. In its early stages, a driftwood hulk is buoyant enough to float. After landing on its final shores, however, the monster begins to absorb sands and minerals from its natural habitat. Over time, the being becomes dense like ironwood (*and just as strong*).

Lying in Wait. Driftwood hulks look like any other mass of driftwood, but a closer look will reveal the slightest motion of breathing. Needing no water and requiring no food, the monster can remain in hiding indefinitely. It can sense adventurers' feet in the sand within 30ft (10m) and will awaken, usually to take hostages for leverage if it thinks the Party may serve its purposes. Bargains can be struck with the being such that its vengeance can be satisfied. Once an agreement is made, the hulk will gladly give up his ghost and disassemble into pieces, drifting back into the ocean from which it came. As thanks, treasure (*or a map*) will sometimes appear as a bottle washed up on shore.



Driftwood Hulk (GG)

Large drifting monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
3	0	2	0	0

TARGET 10 **HP** 32 **DAMAGE** Medium (*wooden fists*)

Traits. Seeks revenge, made of driftwood, dense, deceased pirate.

ACTIONS/ABILITIES

Revenge with a Gift. If help is offered willingly, the monster will usually leave treasure or a treasure map as thanks for helping him attain revenge on his would-be executioners.

Motivation. *Revenge.* Seeks payback on those who sentenced him.

Weakness. *Fire.* Even driftwood burns, but usually requires a catalyst.

Faun (Satyr)

'If you seek to find the rising dawn, look no further than the faun.'

-Children's Rhyme, Unknown

Many lost souls have found their way out of the woods thanks to the help of a faun.

Navigation Through the Haze. It's no secret that satyrs enjoy their pipes and tobacco. They are always puffing away at them. But the smoke does serve a certain purpose should one but ask. Fauns are able to superimpose their smoke over the stars to map out the best course to any destination. Those embarking on long journeys, especially through treacherous seas and over perilous mountains, would do well to consult a faun before setting out.

Capricious People Pleasers. Fauns desperately seek the validation of others, especially strangers whom they consider influential. They will offer to help carry bags, bring gifts from the forest, run errands, etc. just to be liked. However, if those gestures aren't met with enthusiasm, the satyr will engage in passive-aggressive behavior out of spite.

Cast Iron Stomach. As with their billy goat relatives, fauns can and will eat just about anything. They are walking garbage disposals, having been known to consume everything from tin cans to tires.

Obnoxious Revelry. Fauns like to have a good time. They are excellent musicians, but tend to rely heavily on the pan flute (*which, let's be honest, no one really enjoys for more than ½ a song*). The critters stay up all night reveling and sleep in until almost noon.



Faun (Satyr) (STL)

Medium wandering humanoid, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
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2	2	2	0	0
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TARGET 8 HP 24 DAMAGE Medium (horns)

Traits. Capricious, fast, nimble, able to charm, navigates the stars.

ACTIONS/ABILITIES

Celestial Navigation. Fauns are masters of the ancient ways of starlight. With the help of a little smoke, they are able to map out pathways to almost any destination.

Motivation. *Nature.* Satyrs are strongly connected to their woodland homes.

Weakness. *People Pleasers.* They will do almost anything to get you to like them.

Fire Fiend

'Those who fight fire with fire usually end up with ashes.'

-Abigail Van Buren, Sociologist

Spawned by being submerged in lava and lithium-rich seawater, fire fiends spend their lives in volcanic tunnels, endlessly searching to quench the very flames that now keep them alive.

Mercy Core. The best thing anyone can do for such a pitiful creature is to kill it. Both insane and rageful from the lithium, fire fiends live a life of lucid torment, with warped Minds barely aware enough to feel thirst and anguish, all the while remembering that they were once something (*or someone*) else. The longer a fire fiend is alive, the more concentrated its mineral ash '*mercy core*' becomes. Elements are refined through the constant combustion, resulting in a central mass of rare and valuable substances. This core, about the size of a baseball, is all that remains when a fire fiend is killed and released from its anguish.

Tormented Irony. Although water is the obvious relief for the creature's thirst, it's also lethal to it. Even the smallest sip or contact causes it great pain.

Oxygen. A fire fiend requires a steady supply of oxygen to maintain itself. Lack of oxygen snuffs it out, while abundance creates a roaring flame. In a sealed area, a fire fiend will deplete all oxygen.

Melt. With what little Mind it has left, a fire fiend can concentrate its heat into a singular hot spot, reaching temperatures sufficient to melt or weld 2-inch (5cm) plate steel.



Fire Fiend (CNP)

Medium wandering monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
------	------	--------	--------	---------

0	-1	1	0	0
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TARGET 10 HP 21 DAMAGE Heavy (fire, lava)

Traits. Rage, living fire, vengeful, restless, depletes oxygen, thirsty.

ACTIONS/ABILITIES

Living Fire. With a body core of combustible lithium continuously burning in the presence of oxygen, they are able to concentrate heat that can melt up to 2-inch (5cm) thick plate steel.

Motivation. *Quenching.* Forever thirsty, the beast longs for any relief.

Weakness. *Water and (lack of) Oxygen.* Both will snuff out its flames and existence.

Fish Monger Mole

'Houseguests, like fish, begin to smell after three days.'

-B. Frank Lynn, Inventor of Electricity

Busy wharfs and marinas are the perfect habitat for the fish monger mole. They are particularly prevalent where unscrupulous vendors try to pass off old fish for fresh.

Mutant. Fish monger moles have the body of a large mole with mouthparts of an octopus. Several theories have been proposed, but the most plausible is a lab experiment gone wrong. As a mole, these creatures are nearly blind, but the cephalopod components enable them to have a greater sense of touch.

Permeating Stench. It is generally agreed that almost nothing smells as bad as a fish monger mole, at least not to folks unaccustomed to coastal markets and street vendors. Touching one of these creatures is enough to transfer the horrible stench to last for days. Any attempts at covering up the smell only results in something similar to spraying ineffective deodorizer in a bathroom stall. Instead of rancid fish, you now have rancid fish with potpourri. Practically speaking, the atrocious odor isn't physically harmful, but it does attract scavengers and it does repel anyone you may be trying to impress.

The Bane of Actual Fish Mongers. Along with rancid seafood, fish monger moles will consume and/or contaminate large quantities of fresh fish as well. Considering the significant loss of profit from spoilage, seafood vendors in all wharfs throughout Katharsis will gladly pay children to hunt down the moles.



Fish Monger Mole (EM)

Small scavenging animal, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	0	0	0

TARGET 5 **HP** 10 **DAMAGE** Light (*claws*)

Traits. Hides in fish markets, eats (*and smells like*) bad fish, blind, attacks 'nice' scents.

ACTIONS/ABILITIES

Permeating Stench. Fish monger moles wreak of dead fish so much that merely touching one transfers the odor and lasts for 1d20/5 (*up*) days.

Motivation. *Smell.* Wants to smother everything in an odor of dead fish.

Weakness. *Blind.* Accustomed to living in dark barrels of rotten seafood.

Flye

'Three may keep a secret, if two of them are dead. And to keep a matter truly confidential, you must also hide it from yourself.'

-George Franklin, Almanac 1984

Created by the Dark Mages, flyes are sent out into the world to gather information for political power or other ill-gotten gain.

Eye for an Eye. Flyes are formed from a donor eye, usually having belonged to a large monster known for its vision or Magical properties. Young dragons, cyclopes, giant whales, etc. are all suitable candidates. Once paired to the Mind of the Mage, the flye is bonded to a xenomorph facehugger to protect it from damage. The two are inseparable.

Travel. Flyes are silent, hovering through the air between 3-6ft (1-2m) high at speeds up to 25mph (40kmh). They can phase at will to pass through solid objects and can even venture underwater as they have no need to breathe. A flye is most vulnerable just before it phases.

Xenomorph Protection. The facehugger gives the flye its +3 Body due to its durable exoskeleton and lightning-fast reflexes. Any attacks on the flye are anticipated and immediately countered by the xenomorph as it forms a protective shell over the sensitive eye.

Eye Color. The color of the eye changes depending on the information it's gathering or wishes to gather. Red = secrets, Blue = fears, Yellow = locations and plans, Green = names of key people (*conspirators, decision makers, etc.*).



Flye (EM)

Medium hovering monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
3	3	4	0	0

TARGET 10 **HP** 47 **DAMAGE** Light Damage inflicted to Mastery

Traits. Mesmerizing, intense, discerns secrets and thoughts, steals Mastery by 1d20/10 (*up*)

ACTIONS/ABILITIES

Can **Phase** at will to pass silently through solid objects. Seeks and procures information, and if successful, inflicts Light Damage to Mastery and adds it to itself.

Motivation. *Power.* Knowledge is power and it wants both.

Weakness. *Eye.* Direct blows to the center eye cause Supreme Damage.

Forest Troll

'Nature is not a place to visit. It is home.'
-G. Snyder's Laureate Poems of Deep Ecology

Forest trolls reach heights of 25ft (7.5m) and typically travel as scouting pairs under cover of the trees. If you see one, unless you're up to no good, your best bet is to lay down your weapons and greet him in peace.

Connected to Nature. Forest trolls have a close bond with their natural habitats. Unlike their cave-dwelling cousins, forest trolls are highly intelligent and can be persuaded to make (*temporary*) alliances to preserve their environment regardless of personal expense or harm. Forest trolls will not take more than they need and will often share their spoils with other, less fortunate creatures.

Society. Forest trolls are semi-nomadic hunter-gatherers. Small clans of up to 50 will settle in one location for a season before moving along. Alpha males will continuously patrol and scout new territories. When a clan gets too big, the second male will split off with several females and children to form a new clan without forming any rivalry.

Magic. Due to their close connection with nature, forest trolls are able to bend certain natural forces to their advantage. They have been known to divert rivers, split rocks, and re-shape trees as long as the overall environment remains intact.

Ancestral Weapons. Legacy weapons of iron, bronze, and leather are passed down from generation to generation. They are a forest troll's most prized possessions. To be given one is considered a great honor. To steal one is considered a declaration of war.



Forest Troll (AG)

Large wandering monster, neutral/hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	2	2	1	0

TARGET 12 **HP** 38 **DAMAGE** Depends on weapon.

Traits. Strong, intelligent, eco-Magic, ancestral weapons, conservationist.

ACTIONS/ABILITIES

Stamina and Range. Accustomed to long scouting trips, forest trolls can go for weeks without food and can travel up to 50mi (80km)/day on foot.

Motivation. *Preservation of Nature.* They will fight to protect their environmental home.

Weakness. *None.* Other than looks, they exhibit the more noble traits of men.

Gabaghoul

'The foulest stench is in the air, the funk of forty thousand years. And grizzly ghouls from every tomb are closing in to seal your doom.'

-M. Jackson, Moonwalker

You *'can't take it with you,'* but many still try. As a result, many more try to steal it. Gabaghouls are there to make sure that doesn't happen.

Cemetery Guards. Most graveyards have at least two gabaghouls on the premises, one roaming patrol and another recharging. The pair usually work in opposite 6-hour shifts.

Undead. Gabaghouls are cobbled together from unclaimed (*or unmissed*) spare parts lying around the cemetery. They are cheap to make, but do require some level of Magical expertise from a necromancer. Once created, gabaghouls are maintained by charging their central nervous systems through a series of jumper cable contacts. A charge lasts for 12 hours, after which the monster slows to a halt. They avoid charging during lightning storms for obvious reasons.

Far Reach. Similar to using Mage Hand, gabaghouls have an extended reach. They have tremendous grip strength, preferring strangulation so as not to ruin any potential replacement parts.

Holocaust Cloak. To prevent accidental fires from electrical sparks while charging, gabaghouls are outfitted with holocaust cloaks. These garments normally are quite desirable, but in this case, they aren't worth the effort. By the time you remove them from the creature's putrid flesh, they are tattered and foul smelling.



Gabaghoul (AVG)

Large wandering monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	0	2	1	0

TARGET 8 HP 31 DAMAGE Medium (*strong grip, squeeze/strangle*)

Traits. Slow, undead, wanders cemeteries, stretch arms.

ACTIONS/ABILITIES

Far Reach. Able to extend arms, hands and fingers to grab victims up to 30ft (10m) away, even around corners, with the same 100% grip strength as normal.

Motivation. *Guards Graves.* Serves as protection against potential grave robbers.

Weakness. *Electrical Short.* Can be short-circuited through their electrodes.

Gargoyle

'Woe to the man whose home is his castle and his daughters its gargoyles.'

-The Noble Peasant's Guide to Mischief

A familiar sight perched atop ramparts and rooftops, the gargoyle has become synonymous with old castles and keeps. Most see them as grotesque ornaments showcasing the macabre nature of feudalism, but the stone figures actually serve a purpose.

Water Diversion. When in stone form, gargoyles take their place at the end of gutters, acting as conduits to spout rain water away from the building and its foundations. In its animated, fleshly form, a gargoyle will often divert rainfall or streams, causing drought in some areas and flooding in others, depending on its mood. They can also cast *Shape Water* and/or *Solidify* to manipulate liquids.

Prone to Mischief. Gargoyles spend most of their time sitting on rooftops, watching the world go by. It isn't until something or someone interesting shows up that the creatures come alive. With no real purpose, gargoyles tend to do annoying things to others purely for their own entertainment.

Petrification. These monsters turn completely to stone for at least 8 hours per day as part of their natural sleep cycle. During this time, they are prone to damage just as any normal stone or concrete would be. Gargoyles typically don't fly further than 5 miles (8km) from their home castle. This is due in part to their short wingspan and not wanting to be caught too far away from a safe area when their petrification takes place.



Gargoyle (EM)

Medium flying monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	3	0	0

TARGET 8 HP 18 DAMAGE Light (*teeth, claws*)

Traits. Mischievous, flying, diverts water, turns to stone.

ACTIONS/ABILITIES

Gargoyles cast **Shape Water** and/or **Solidify** to manipulate liquids. They are also able to divert rain and streams to cause drought or flooding.

Motivation. *Mischief.* They get bored with lots of time on their hands.

Weakness. *Shattering.* Can be broken into pieces when in their petrified state.

Gelatinous Cube

'Dang it, Jim! He put my stuff in Jell-O again.'
-D. Schrute, Assistant (to the) Regional Manager

Consistency. Neither liquid nor solid, gelatinous cubes are only cubes because they choose to be. They are a combination of powder and water, cursed to endlessly roam underground haunts in search of hapless victims. The ratio of solid-to-liquid is carefully maintained by what the creature ingests. Too much solid results in congealing and sluggishness, while too much liquid makes it difficult to form into a functional shape.

Engulfing and Expansion. Gelatinous cubes are pseudopods, able to extend parts of themselves to capture prey (*similar to octopus tentacles, but formed only as needed*). Once trapped, the victim is drawn into the cube's body for digestion. As an alternative method, a gelatinous cube can simply 'smoosh' its body up against the prey and engulf it that way. Since an empty cube is semi-transparent, it can easily sneak up on the unwary who don't notice the walls closing in. Depending on the size of the monster, a gelatinous cube can expand itself to fill up an entire room. Adventurers can unknowingly walk into the belly of the beast while thinking they are entering a chamber.

Acid Stomach. The monster's acid will digest most living beings within 12 hours, leaving no trace (*the cube just gets that much bigger*).

Damage. Cubes are easy to hit, but difficult to harm. Slashing, punching, shooting, etc. are all ineffective against gelatin and will only serve to ruin your weapon. Extreme cold and freezing can slow or kill the monster.



Gelatinous Cube (CNP)

Large wandering monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
------	------	--------	--------	---------

2	1	1	0	0
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TARGET 1 HP 28 DAMAGE Medium (*acid, suffocation*)

Traits. Gelatinous, oozing, slimy, acidic, engulfing, grows to fill space, transparent.

ACTIONS/ABILITIES

Engulfing. The cube will augment its shape to engulf its victim in a body of slime. Its **Acid** stomach is caustic enough to digest flesh, bone, and most metals.

Motivation. *Primal.* Gelatinous cubes are only motivated by consuming food.

Weakness. *Freezing.* Sluggish when extremely cold and can be shattered when frozen.

Goblin

'Listen to me, goblin. You're stupid. Let's accept that and move on.'

-Eoin Colfer, *Artemis Fowl*

Goblins are the bread-and-butter soldiers of every two-bit despot throughout the Realm of the Four Corners, the cannon fodder for every army of Darkness.

Origins. Most historians agree that goblins were created by Dark Mages from some other being, most likely men of simple mind and low morals. Once captured (*abducted from outpost taverns while in a drunken stupor*), they were tortured and twisted into an unrecognizably new creature, their warped minds, bodies, and DNA subjected under duress to do their master's bidding.

Cheap and Easy. Goblins are so prevalent and easy to create that they're bought and sold like cattle. Most of the auctions take place in the Dark Lands where buyers and sellers can remain anonymous and distance themselves from such clandestine activity. Goblins are typically sold in lots at a bulk rate.

A Flicker of Hope. As grotesque as they are, it's easy to forget that goblins once were something (*or someone*) else. Given the right opportunity, patience, and skill, it is possible to draw out what little nobility is left in the creature. Once turned, a goblin will be forever indebted to its savior.

Self-preservation. The saying, *'Never trust a goblin with a knife to its throat'* is quite true. They will sell out their own brethren to avoid a modicum of pain. Goblins are quick to tell you what you want to hear even if it's all untrue.



Goblin (AG)

Medium monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
------	------	--------	--------	---------

0	-1	0	1	0
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TARGET 10 HP 7 DAMAGE Depends on weapon

Traits. Dumb, petty, easily agitated (*and distracted*), crude, greedy, cowardly.

ACTIONS/ABILITIES

Volume. What goblins lack in fighting skill they make up for in sheer numbers. There is no lack of starting material to create such beings – supply and demand are always high.

Motivation. *Servitude.* Goblins begrudgingly do their master's bidding.

Weakness. *Cowardice.* When alone, a goblin will crack under even the slightest pressure.

Gryph

'I have not thoroughly enjoyed serving with humans. I find their illogic and foolish emotions a constant irritant.'

-S.C.T.G. Spock, USS Enterprise

Related to dragons, these flying monsters are wiser and less dangerous than their larger, more notorious cousins. Gryphs also share a common ancestry with eagles, hence the raptor-like head and talons.

Portal Tether. Most gryphs wear a set of gold chains around their necks and left forearm. These are Magical bonds that restrict their motion to within a 5-mile (8km) radius from the nearest portal. This restriction was placed on them by the High Council when the Dark Mages (*falsely*) assumed the gryphs would side with Draighwych, seeing as they share similar DNA. The chains are a very sore subject between the gyphs and Dark Mages.

Ice Breath. The creatures are able to generate sub-zero temperatures within themselves, releasing a stream of ice from their mouths up to a distance of 100ft (30m).

Wisdom. Gryphs are very intelligent beings. Upon encountering strangers, their first instinct is to determine what, if anything, may be learned from them. If one has the wherewithal to engage in meaningful conversation, a gryph will gladly reciprocate. But, if one is so inclined to stupidity, the beast will just as gladly kill you.

Emotion and Illogic. Gryphs find erratic emotions puzzling, unnecessary, and annoying. Logic and reason are their only recognized currency of value. Problems are for solving, not for sobbing.



Gryph (TTM)

Large flying monster, neutral/hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	2	2	1	0

TARGET 12 **HP** 30 **DAMAGE** Heavy (*beak, claws, spiked tail, ice breath*)

Traits. Intelligent, ice breath, flying, related to dragons, tethered to portal.

ACTIONS/ABILITIES

Wisdom. Gryphs have both knowledge and understanding of many things. They can also freeze you with their **ice breath**. How to engage them is up to you, but choose wisely.

Motivation. *Wisdom.* Seeks to know those who seek to know.

Weakness. *Emotion.* Gryphs deal in order and logic. Emotion and feelings annoy them.

Herb Squirrel

'Squirrels are just rats with good publicity.'
 -Garrison Wynn, Consultant

Plant Partnership. The 'herb' on an herb squirrel is actually a symbiotic plant growth similar to moss growing on a sloth. The plant gets nutrients and transportation for seed dispersion in exchange for providing camouflage and vigor to the squirrel.

Healing Powers. Twice a year at the turn of the seasons, the flower on an herb squirrel will bloom. The bloom lasts for about 5 days. Many types of plants reside on herb squirrels, and all of them have healing properties. Ingested petals from blooms have the ability to heal wounds (+2HP) and reverse poisons. However, the taste is that of raw sewage and only those with Spirit >+2 can keep it down.

The herb squirrel's horn is quite sought-after as it has the power to increase Body by +1 as long as it is worn or carried. Due to poaching, the possession of an herb squirrel horn is illegal throughout the Four Corners, carrying a fine of 25 gold pieces and 7-14 days in jail.

High Climbing Fast Flyer. Herb squirrels live in the canopy, jumping from tree to tree with reckless abandon. They do have slight webbing under their arms that allows them to glide (*not technically fly*) for distances of 100ft (30m).

Language and Attention Span. These forest rodents are relatively smart and can assimilate words they hear rather quickly, but theirs is mostly a parroting repetition of one or two-word phrases. This coincides with the creature's short attention span and inability to focus on one thing for very long.



Herb Squirrel (DTL)

Small wandering animal, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	0	0	0
TARGET 6 HP 4 DAMAGE Light (teeth, horn)				
Traits. Sporadic, climbs, flying, camouflage, healing, talks, poor attention span.				
ACTIONS/ABILITIES				
Healing Herbs and Horn. Ingested petals from a blooming herb squirrel have the power to heal wounds and reverse poison. The horn adds +1 Body when carried or worn.				
Motivation. <i>Primal.</i> Just out looking for the next nut.				
Weakness. <i>Indecision.</i> Many end up squashed on the road for not making up their minds.				

Hill Giant

'Were the giants born of the hills or were the hills born of the giants?'

- Ancient Saying of the Vale.

Hill giants pre-date almost every being known in Katharsis with the possible exception of elementals. Some have even suggested that hill giants are merely earth elementals who wanted a more tangible body. Tales of these colossals are found in every culture and era throughout the continent.

Size and Power. Most hill giants are upwards of 50ft (15m) tall with an estimated weight of 30,000 pounds (13,600 kg). No one has ever accurately weighed such a monstrosity as any attempts have merely succeeded in breaking the scales. With such huge mass at their disposal, hill giants can move large amounts of earth and rock with little to no effort.

Solitary. Hill giants mostly just want to be left alone. They have witnessed millennia of change upon change, with only the elements remaining constant. Rarely will a giant become entangled in the affairs of lesser beings.

Earthquakes. One would think that a creature large enough to shake the ground when it walks wouldn't be fearful of an earthquake, but that isn't the case at all. Hill giants are so connected to the dirt and rock that any such tremor, no matter how slight, causes deep wariness.

Death. Only during the Seven Years War has anyone seen a hill giant actually die. Most will simply wander off into the mountains and *'fall asleep'* among the boulders. Within days, the body assimilates into the foothills.



Hill Giant (CNP)

Giant wandering monster, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
5	1	0	0	0

TARGET 13 **HP** 198 **DAMAGE** Heavy (*fists, clubs, boulders*)

Traits. Huge, ancient, solitary, caretaker of hill country, dislikes orcs and goblins.

ACTIONS/ABILITIES

Earth Mover. Strong enough to move land, trees, and other impossibly large obstacles. They can divert rivers and/or crush solid boulders with their bare hands.

Motivation. *Stewardship.* Tends foothills and wards off those who ravage them.

Weakness. *Earthquakes.* Trembling earth causes the hill giant to tremble with it.

Hill Ogre

'If ignorance is bliss, you'd expect ogres to be a lot happier than they are.'

-Dialects of Degenerates

Ogres have become almost synonymous with ignorance and oafishness. They don't give much thought to anything other than their day-to-day routine and they get rather mad at anyone who disrupts it.

Size and Strength. Their sheer size is what has allowed ogres to live and thrive for so long. Full grown ogres stand 9ft (2.5m) tall with huge hands and feet. Though not as strong as giants, ogres are still impressive when it comes to brute power. They can easily move boulders or replace a pair of horses pulling a wagon.

Conclave of Elders. Every seven (7) years, ogres from every region gather in a secret location for a meeting of solidarity. Despite its regal sounding name, the Conclave is mostly just eating, drinking, and feats of strength.

Legendary Dumbness. A combination of low intelligence and high ego puts the ogre at the bottom of the mental barrel. They are easily manipulated by comments challenging their skill or vigor. Taunts such as, *'I bet you can't (fill in the blank)'* are quite effective.

Kindness. Ogres have a reputation for being brash, brutish, and cantankerous. Children are instructed early to avoid ogre domiciles and fields and never to look them in the eye. They are often the butt of jokes, of which they are well aware. This has only reinforced their odious, antisocial behavior. In the rare occasion where an ogre is shown kindness, it will not be forgotten.



Hill Ogre (DM)

Large wandering monster, neutral/hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	-2	0	1	0

TARGET 10 **HP** 51 **DAMAGE** Heavy (*club or other blunt weapon*)

Traits. Very dumb, lumbering, strong, suspicious, always hungry.

ACTIONS/ABILITIES

Size and Strength. Though less powerful than giants, ogres can still get the job done with impressive strength. Physical obstacles are a mere inconvenience to an ogre.

Motivation. *Nothing.* Ogres just exist, going about their daily routine without much thought.

Weakness. *Unintelligence.* Ogres are as dumb as they are strong.

Hydraterrapin

'Taking out one politician is like chopping a single head off the hydra.'

-Aridius Flavoflavious, The Rule of the People

In the days of the Great Chaos and Seven Years War, many creatures of reptilian descent naturally sided with the Usurper. It was only with their help that the vile beast came to power. The hydras, including the hydraterrapins, comprised his inner circle of advisors and, when needed, his enforcers.

Five Heads are Deadlier than One. The product of Mages and mutations, these hydras begin life as a giant snapping turtles, transformed by Dark Magic into 5-headed creatures standing 20ft (6m) tall with shells as thick as a handspan. Two of the five heads are more akin to the original snapper (*though much bigger*), while the other three are of a different nature. Each head processes independently of the others, making the monster far less susceptible to Mind and Magic attacks. This also gives the monster five (5) attacks per Turn. Mind and Magic Attacks targeting a single head do only half Damage (*rounded up, but still not cool*). If a head is cut off, it will grow back to full strength within four (4) rounds.

Fire and Ice (and Acid). Although the heads are somewhat similar, the ones that project these substances (*up to 20ft/6m, dealing Heavy Damage*) turn different colors as they are about to trigger. The fire head turns red, ice turns blue, and acid turns green.

Shell. Attacks against a hydraterrapin's shell only do half Damage. However, if the shell cracks, all of the monster's Ability modifiers drop to -3 from shell decompression.



Hydraterrapin (AVG)

Huge ancient monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
4	1	3	0	2

TARGET 11 **HP** 62 **DAMAGE** Heavy (*fire, ice, acid*), Medium (*teeth, claws, tail*)

Traits. Five (5) heads, dragon/turtle hybrid, tough shell armor, breathes fire/ice/acid.

ACTIONS/ABILITIES

Breathes Fire, Ice, and Acid. Three of its five heads are able to project one of these substances. You'll figure out which does which when the encounter begins!

Motivation. *Chaos.* Hydras continue to serve Draigwyd and want him restored to power.

Weakness. *Shell.* Cracking its shell depressurizes and incapacitates the beast.

Hyvemeister

'If one so seeks the honey, so must one endure the sting.'

-Grand Hyvemeister Sorrenson

The Order of Hyvemeisters has been a visceral presence for untold centuries. The first beekeepers are presumed to have pre-dated most modern-day agriculture. Without them, a significant portion of food production would cease or be radically diminished.

Lineage. The hyvemeisters command similar reverence as that of a priesthood. Not just anyone can become a hyvemeister - one must be born into it. Some of the great beekeeping families can trace their succession as far back as the Scouring itself. The Sorrenson line, that of the Grand Meisters, claims its heritage to the creation of the first bee. Mythology even suggests that, *'Sorrenson veins flow not with blood, but with honey.'*

Commands Bees. Hyvemeisters rule armies of millions of loyal subjects through *'hive mind.'* They bow to no one, and they have their own agendas.

Greed and Charity. The keepers take from the rich and give to the poor. The destitute love the meisters; the wealthy despise them; but all revere the guardians of the apiary.

Stings and Shock. Bee venom is one of the mildest yet most deadly toxins known. A sting can bring anything from minor irritation (90%) to anaphylactic shock (10%). Every sting above five (5) increases the chance of anaphylaxis by 5%. Shock decreases HP by 1d20/2 (*up*). Ironically, the meisters themselves are deathly allergic, not to the venom, but to the honey itself.



Hyvemeister (AVG)

Medium wandering humanoid, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	2	3	1	0

TARGET 11 **HP** 27 **DAMAGE** Light (*bee sting*), Heavy (*anaphylaxis*)

Traits. Intelligent, wise, commands bees, discerns and punishes wealth.

ACTIONS/ABILITIES

Commands Bees. Able to conjure swarms of bees, wasps & hornets within 1/4 mile (400m).

Punishes Wealth. Players with >50 gold pieces must give willingly or face the swarm.

Motivation. *Twisted Charity.* Seeks to abase the wealthy and abound those in need.

Weakness. *Honey.* Ironically allergic to the bees' sweet liquid gold.

Illuminarian

'We can easily forgive a child for being afraid of the dark. The real tragedy of life is when grown men are afraid of the light.'

-Plato, Philosopher, Inventor of Colored Clay

What do you get the nobleman who has it all? The illuminarian who knows it all. These sages don't come cheap, but the wisdom they provide is priceless.

Shedding some Light. Illuminarians are practically encyclopedias of life - acquiring, retaining, and disclosing all manner of facts, philosophy, and history. But this is not just information for the sake of intellectual knowledge, rather it is to make wise, informed decisions. Considering their accuracy, honesty, and sheer volume of expertise, it's no wonder many royal households have traded their bloated high councils for a single illuminarian.

Parables. These beings speak in riddles designed to reveal truth only to those who truly seek it while hiding truth from the disingenuous. Many a petty lord has spent a fortune on an illuminarian only to be annoyed by its ceaseless, incomprehensible metaphors.

Perpetual Light. Besides philosophical enlightenment, illuminarians maintain an actual flame that continues to cast light even in the midst of Dark Magic.

Ego. Although not arrogant per se, illuminarians are accustomed to being correct about everything. Trick questions and riddles without real answers frustrate them. Even when proven incorrect, an illuminarian will vigorously avoid admission of wrong.



Illuminarian (CMM)

Medium guiding being, benevolent

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	3	0	0	0

TARGET 10 HP 10 DAMAGE n/a

Traits. Wise, speaks in parables, a guide to those who seek one, physical light.

ACTIONS/ABILITIES

Physical and Philosophical Illumination. These beings are a wealth of knowledge for the purpose of making wise decisions. They have little tolerance for those who care not for truth.

Motivation. *Enlightenment.* Exposes truth to those who truly seek it.

Weakness. *Ego.* Has difficulty accepting that it could ever be wrong about anything.

Incarcerator

'Some say bounty hunters aren't dependable. I say you're hiring the wrong ones.'

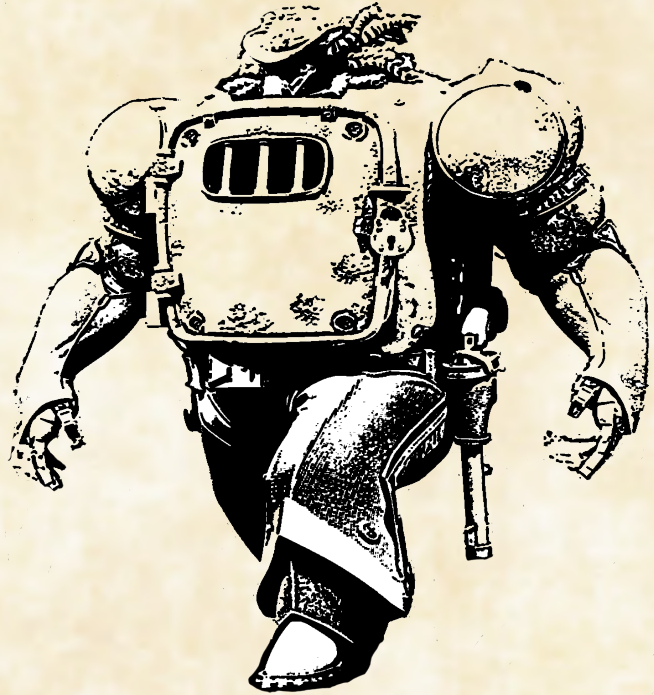
-Z. Masani, Bounty Hunter

Judges, lawyers, and politicians of Katharsis never want to get their own hands dirty from enforcing the laws they create. That's why they also created the incarcerators. These augmented man/machine bounty hunters are implemented throughout the Four Corners, most commonly in borderland towns.

Under Contract. Incarcerators work under a bond, typically issued by a mayor or governor and bearing that magistrate's wax seal. The bond is only in effect as long as the seal remains unbroken, and an incarcerator cannot and will not hold any bounty without a sealed bond. Discretion is the incarcerator's code - once the bounty is set, no questions are asked.

Authority. Incarcerators' authority to apprehend wanted criminals is recognized in every precinct in Katharsis. They are allowed to travel (*fully armed*) through any portal to apprehend and extradite prisoners between continents and jurisdictions. Killing an incarcerator is considered a capital offense in all but the most lawless of places.

Bulletproof Holding Cell. Incarcerators come equipped with their own jail pods. Not all targets are wanted 'dead or alive,' so it is of utmost importance that captives be preserved until safely delivered. Damaged goods, while easier to obtain, only lessen or negate the bounty. Made from titagranite, incarcerator holding cells are completely bulletproof and probably some of the safest places to be in a firefight.



Incarcerator (EM)

Large wandering humanoid, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	1	1	1	3

TARGET 12 HP 48 DAMAGE Heavy (pistol)

Traits. Bounty hunter, enforcer, bulletproof holding cell (*stomach*), relentless, lawful.

ACTIONS/ABILITIES

Bulletproof. Built from titagranite, an incarcerator's holding cell is practically unbreachable to insure safe transport of those in its custody.

Motivation. *Law and Order.* Contracted to apprehend criminals and 'enemies of the State.'

Weakness. *Letter of the Law.* Will not operate outside of a sealed Contract of Bond.

Jaanavar (*Sand Beast*)

'A cactus doesn't live in the desert because it likes the desert; It lives there because the desert hasn't killed it yet.'

-H. Jahren, Arid Lands Geochemist

Standing 13ft (4m) tall, weighing 1.5 tons (1350kg), and bearing sharp 9-inch (23cm) tusks, this alpha predator is a genuine threat to all desert dwellers.

Desert Hunter. The Jaanavar is a cunning and expert hunter. Its thick, leathery skin blends almost perfectly into the desert landscape. Sand beasts prefer to hunt during the day when the sun is at its hottest. This creature has adapted its metabolism to the harsh desert environment and will bury itself in the sand at night, leaving only its eyes and nose exposed as it sleeps. The sand beast is considered the pinnacle of trophy monsters, luring sport hunters from all over Katharsis. A guided safari costs a year's wages in gold with no guarantee of encountering one - and no guarantee of surviving if you do.

Rage. The Jaanavar is accustomed to easy conquests and is not fond of expending more energy than necessary to secure its next meal. When a victim does fight back, the sand beast goes into a rage to finish the job as quickly as possible.

Temperature. Jaanavars function best in the full desert heat where temperatures can easily average 106F (41C). As the sun goes down and temperatures drop, the sand beast must actively seek shelter (*bury itself in the sand*) or risk freezing to death. When temperatures fall below 70F (21C), a Jaanavar's metabolism slows to nearly half, at which point it functions at Disadvantage.



Jaanavar (*Sand Beast*) (LP)

Large desert monster, extremely hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
------	------	--------	--------	---------

3	1	1	2	0
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TARGET 13 **HP** 50 **DAMAGE** Heavy (*teeth, claws, tusks*)

Traits. Quick, strong, ferocious, cunning, relentless, territorial, alpha predator.

ACTIONS/ABILITIES

Rage. After the first wound is inflicted upon it, the Jaanavar's Body Ability goes to +5, it has 2 Attacks, and it always rolls with Advantage.

Motivation. *Territorial.* An alpha predator, the Jaanavar tolerates no intruders into its domain.

Weakness. *Cold.* Its metabolism slows down considerably as the temperature drops.

Jawfish

'It sounds like crushing metal...'
 -HMS Titanic, 15 April 1912, Last Transmission

Countless shipwrecks have been ascribed to the workings of giant jawfish, but few have been proven. These legendary monsters of the deep grow to over 100ft (30m) and weigh upwards of 125 tons (113 mt). If they want to sink your ship, they will.

Powerful Jaws. With its bony jaws and teeth exerting pressures 10x that of an industrial excavator, the jawfish can easily crush iron and steel hulls like tin cans.

Benthic. Jawfish live in deep, colder waters along undersea trenches and maritime passages. Warning buoys are customarily placed where jawfish have been known to attack vessels.

Ventral Weakness. These massive fish are exceeded in natural armor only by dragons. Jawfish are covered in scales and bony plates that protect their vital organs. However, there is a narrow soft line along its abdomen where the two breastplates meet. If one has the guts to get that close, a jawfish (*theoretically*) can be eviscerated with as little as a pocketknife.

Food. Some valiant seafaring people will actively hunt jawfish over expeditions that may take months at sea. The encounters are always risky, always violent, and seldom pay off. But landing a jawfish means instant wealth for life and possible salvation for an entire starving island. The meat alone will feed 1000 people for a year, while the bones and scales have a myriad of uses from shields to industrial parts.



Jawfish (LP)				
<i>Giant fish, neutral/hostile</i>				
BODY	MIND	SPIRIT	ATTACK	DEFENSE
4	0	0	1	1
TARGET 10 HP 60 DAMAGE Heavy (<i>crushing teeth, powerful tailfin</i>)				
Traits. Giant bony fish, crushes metal, deep water.				
ACTIONS/ABILITIES				
Sinks Ships. Jawfish use their massive size and powerful jaws to crush the hulls of sea vessels that enter their domain. They are drawn to the noise of propellers and creaking wood.				
Motivation. <i>Primal/Territorial.</i> Attacks vessels that intrude upon its space.				
Weakness. <i>Abdomen.</i> A soft line between bony plates runs the entire length of its stomach.				

Jellybird

'My angels are jellybirds. Electric, nearly invisible, armed with poison harpoons.'

-E. Gamalinda, Amigo Warfare

Similar to jellyfish, but whereas jellyfish float in water, jellybirds float in midair.

Tentacles. Relatively small-bodied at 6 inches (15cm) in diameter, their tentacles can reach 20ft (6m), dangling down from the sky like transparent noodles. Each tentacle is armed with countless tiny barbs that harpoon the skin. The barbs inject a brutal sting such that 10+ stings will cause -1 Spirit Damage due to the sheer psychological trauma.

Neural Net. Jellybirds don't have brains, per se. A central bundle of nerves located in the middle of their bodies detects when something has contacted the tentacles. Like jellyfish, jellybirds float in big groups called 'smacks.' If the victim is large, an electrical impulse goes out to the entire smack, signaling the others to encircle and draw near for the kill.

Borne on the Wind. Jellybirds are guided by the airstream. The creatures do have some mobility, but only to slightly redirect toward prey. When one jellybird is spotted, it's best to pay close attention to the wind current as more are sure to follow.

Neutralization. Jellybird stings are quite painful. Very little can be done about the electrical component of the pain – you just have to wait it out. The poison element can be mitigated slightly by applying vinegar or alcohol to the affected areas. If not too severe, the pain will subside after a day or two, but not without leaving whiplike scars.



Jellybird (CMM)

Small hovering animal, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	0	0	0

TARGET 6 **HP** 7 **DAMAGE** Light (*stinging tentacles*) x 1d20/5 (*up*) for number of stings.

Traits. Mindless, floats in air, stinging tentacles, travels in 'smacks' in the hundreds.

ACTIONS/ABILITIES

Neural Net. Jellybirds are neurologically interconnected with one another. When one encounters prey, impulses are sent to others nearby to encircle and close in.

Motivation. *Primal.* Floats on the wind and captures prey as it happens upon it.

Weakness. *Vinegar/Alcohol.* Both will desiccate and neutralize.

Justabunni

'It's never "just a bunny."

-Lessons from the Frontier

Almost every predator ranks the justabunni as its staple prey. From mountain snow to desert sand, these small, prolific, rodent-like mammals occupy nearly every habitat of Katharsis.

Manic. The justabunni is small (1ft/0.3m, 3lbs/1.5kg), but it can be quite dangerous if taken for granted. Though strictly herbivores, justabunnis derive an odd satisfaction from killing. Life under constant threat has created a deep-seated neurosis within the species. When backed into a corner, this little beast can go into a berserking panic, making domestication nearly impossible despite many attempts.

As Pets. A bad idea for obvious reasons.

Adaptability. Their rapid breeding and simple genetics allow justabunnis to adapt to any climate within only a few generations. Desert varieties have been transplanted into the frozen tundra and vice versa with no ill effects. This has made them an excellent food source where nourishment is scarce.

Vision and Hearing. With their globe-like eyes, Justabunnis can see an almost 360-degree field of vision. This is a very useful feature considering they are constantly being hunted from both land and sky. The eyes are a reliable indicator of the creature's mood. Moments before going manic, a justabunni's eyes will glaze over, showing only the whites (*it's creepy*). Justabunnis also have fairly good hearing. They can detect even the most silent of predators like owls and foxes.



Justabunni (DTL)

Small foraging animal, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	0	0	0
TARGET 3 HP 3 DAMAGE Medium (teeth)				
Traits. Fast, hops, herbivore that likes to kill things, manic, reproduces quickly.				
ACTIONS/ABILITIES				
High Speed. Can run up to 25mph (40kmh) and jump/hop up to 7ft (2m). Mostly peaceful and minds its own business, but can go manic when provoked or overly curious.				
Motivation. <i>Primal.</i> Food and reproduction are its only motivators.				
Weakness. <i>Soft.</i> Extremely easy to hit and kill, they are prey for most predators.				

ACTIONS/ABILITIES

Kavuse (*Cave Ooze*)

'Evil lives in a pit. If you want to fight it, you must climb down in the slime to do so.'

-D. A. Gemmell, Heroic Journalist

Caverns and some deeper dungeons provide the perfect combination of darkness, humidity, and temperature to germinate such a creature.

Teeth. Kavuses are masters of camouflage. What may look like stalagmites or stalactites could very well be the teeth of the monster. A simple tapping of the structure should be enough to distinguish the hollow center (*used to siphon juices into the creature's body*).

Red and Green. Depending on the types of algae and/or bacteria in a particular cave, a kavuse can either manifest as red or green. Green cave oozes are more docile than the reds, which can be quite aggressive.

Motion and Methods. Kavuses move in silent, fluid motion, traveling along damp cavern surfaces. Being amorphous, they can spread themselves as thin as a puddle. A cave ooze will typically form itself around a victim's foot, then shunt away the fluid from that area to create a hard cement. By the time the prey realizes it's trapped, it's usually too late. Cave oozes move fairly slowly, which is why they prefer to cement their victims and work on them gradually. Even their bite is slow, aiming for vital organs as they clamp down little by little. If possible, a kavuse will lie in wait for a slumbering victim and suffocate them in their sleep. Many of the empty armor shells found strewn about caverns and dungeons are the result of wounded warriors who dozed off to rest, only to fall prey to an ooze. The moral? Don't fall asleep in a cave!



Kavuse (*Cave Ooze*) (DTL)

Medium wandering monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	0	0	0	2

TARGET 7 HP 26 DAMAGE Medium (*teeth, suffocation*)

Traits. Slow, aggressive (*red variant*), camouflaged, amorphous, cementing, silent.

ACTIONS/ABILITIES

Fluid Motion and Cement. Slow, but moves silently. Faster when in contact with water or moisture. Traps victims by enveloping them in cement-like ooze.

Motivation. *Primal.* Only wants to ingest more minerals (*bone*) to grow as large as possible.

Weakness. *Desiccation.* Hardens (*dies*) if exposed to dry areas and/or high heat.

Keg Golem

'Do not let friars enter your wine cellars for fear they will bless every barrel and change the wine into blood.'

-John Wycliffe, Theologian

With so many barrels stashed in taverns and dungeons, keg golems are one of the first golems learned by low-level Mages. The harder the liquor, the harder the golem is to control (*which is why most start with beer kegs*).

Reconstruction. In most fighting situations, keg golems take a fair amount of Damage from axes, mallets and the like. As pieces fly off, the barrel beast loses its contents and ability to inflict wounds. When a keg golem drops below 5HP, it will usually stop fighting to reconstruct, drawing fragments to itself to reform. The process usually takes two (2) rounds to complete before it's back to full strength.

Flammability. As one would expect, fire, alcohol, and wood create a combustible combination. Torching is most often the best way to destroy a keg golem if one cannot destroy its controlling Mage.

Not all Bad. Like any other golem, keg golems are merely puppets of their master. Some of the more entrepreneurial innkeepers have paid Mages to teach them golem Magic in order to put the constructs to use in their taverns, pouring an endless supply of drinks to thirsty patrons.

Floats and Swims. One often overlooked feature of a keg golem is buoyancy. Keg golems have helped many an adventurer escape down river or survive shipwrecks.



Keg Golem (RPG)

Large controlled monster, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
------	------	--------	--------	---------

0	0	0	2	0
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TARGET 7 HP 35 DAMAGE Medium

Traits. Controlled by Mage, wood construct, alcohol residue, self-reconstructs.

ACTIONS/ABILITIES

Reconstruction. When a keg golem drops below 5HP, it begins to gather wood pieces to reconstruct itself. This usually takes 2 rounds to complete.

Motivation. *Controlled.* Golems are controlled by the Mage who controls them, good or bad.

Weakness. *Fire.* Wood barrels and alcohol residue are highly flammable.

Kung Frog

'I fear not the man who has practiced 10,000 kicks once. I fear the man who has practiced one kick 10,000 times.'

-B. Lee, Jeet Kune Do Master

In an ever-changing world of technology, power struggles, and chaos, kung frogs stand fast as maintainers of the Old Ways. These ancient amphibians have been around for a long time, witnessing the rise and fall of nations and the resilience of the natural order.

Martial Arts Masters. Kung frogs practice multiple disciplines of hand-to-hand (*or leg-to-leg*) combat, with or without weapons. Though quite adept at fighting alone, kung frogs often have a multitude of brethren at hand. The swamps and bogs are full of students seeking any opportunity to prove themselves to their Masters and stand out within their dojos.

Pauses Time. Kung frogs have celestial eyes, able to cast *Pause* to stop time. This allows them to perform multiple moves within what seems to be mere seconds to everyone else involved. The pause ability has fueled the mythos that kung frogs have lightning-fast hands and supernatural speed.

Sense of Humor. These serious martial arts masters will sometimes use their ability to pause time just to place their enemies in embarrassing situations and poses rather than to kill, especially if the humorous defeat can be used to teach a life lesson to the observing students and/or to the opponent. Kung frogs speak such truths in pithy, cliché sayings like, *'Even the longest journey begins with the first hop,'* and similar phrases.



Kung Frog (CMM)

Small amphibian, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
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2	2	2	0	0
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TARGET 10 **HP** 12 **DAMAGE** Light (*kicks*)

Traits. Wise, precise, agile, martial arts master, teacher, Pauses time.

ACTIONS/ABILITIES

Casts **Pause** to stop time, allowing them to perform multiple moves within what seems to be mere seconds.

Motivation. *Harmony.* Seeks to bring and restore balance to the world.

Weakness. *Second Chances.* Believes every creature can be good if given the opportunity.

Lynk

'Tugging at a single string of nature, you'll find it attached to the whole fabric of the world.'

-J. Muir, Environmental Philosopher

While most of us are preoccupied with our routine existence, lynks are fixated on the spaces in between. The connections and infrastructures that make *'routine'* possible are the creatures' focus and fascination.

Expert Social Technicians. Lynks have incredibly accurate intuition regarding interpersonal relationships and who's connected to whom. They are especially good at surmising blood relations and genealogies. Lynks can sense underlying tension between living beings, but can also sense when entire systems are under stress. They are the ultimate trouble shooters.

Annoying. As helpful as lynks are, they can also be irritating to be around. They are self-admitted know-it-alls, and it doesn't help that they are right most of the time.

Hearing and Telepathy. These beings hear frequencies that encompass more than mere sound. This hyperdeveloped ability is what allows a lynk to hone in on disruptions and anomalies before any visible signs occur.

Architect Connection. Lynks operate under the directive that *'facts don't care about your feelings.'* They understand emotion but don't cater to it. This frank default has made them a favorite among the Architects, being of similar ilk. Lynks are often employed as preemptive beta testers and quality assurance experts for everything from portal maintenance to diplomatic negotiations.



Lynk (WTT)

Medium wandering animal, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	4	2	0	0

TARGET 10 **HP** 16 **DAMAGE** Light (*claws*)

Traits. Telepathic, flying, excellent hearing, technicians for Architects.

ACTIONS/ABILITIES

Hearing and Telepathy. Lynks can hear and feel various frequencies allowing them to detect disturbances and possible fail points. It also allows them to sense others' emotional stress.

Motivation. *Operations.* Makes sure all technical and interpersonal connections work.

Weakness. *Ego.* Lynks always think they're the smartest beings in the room (*they usually are*).

Marsh Draco

'Knowledge is the best antidote against the marsh-gas of boredom and vacuity.'

-F.G. Steiner, Polyglot

Only three marsh dracos, all males, are known to exist in Katharsis. They inhabit marshlands with ample humidity and vegetation. Strict herbivores, they will not eat meat (*but will certainly kill if threatened*).

Mind. Marsh dracos are highly intelligent and insightful. Unlike their dragon cousins, marsh dracos have no desire for treasure or relics. Above all else, these creatures covet knowledge, especially about enigmas and encrypted information. Their instinctual use of Mind control and mental Magic has given the marsh draco the reputation as a Revealer of Secrets. Urdol the Vistage, a well-known expert on marsh draco anthropology, wrote, *'The dracos hold to the belief that all conflict and violence stems from lack of understanding. When comes the time that all secrets are revealed, peace will be restored to and among all creatures.'*

Values. Marsh dracos value truth and honor. Trying to lie to or manipulate one of these beings is a very bad idea, and often leads to excruciating mental torment at the Mind of the draco. Many a Dark Mage has attempted to trick a marsh draco into divulging information for evil only to find himself wandering naked and insane in the desert.

Future of the Species. With only three known dracos in existence, the fate of the species looks rather grim. *'There is a time and place for all things,'* say the dracos. *'And our chapter must come to its proper close once our purpose has been fulfilled.'*



Marsh Draco (EM)

Large monster, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	5	4	0	0

TARGET 10 **HP** 147 **DAMAGE** Heavy (*teeth, claws*)

Traits. Intelligent, wise, telepathic, hypnotic, calm, strong, methodical, values knowledge.

ACTIONS/ABILITIES

Mind Control. Creatures with <4 Mind must roll >80% or succumb to mind control for 1d20/5 (*up*) rounds. The marsh draco can utilize all Magic involving Mind.

Motivation. *Knowledge.* They believe it is the key to bringing order back to the world.

Weakness. *Extinction.* Only three (3) are known to exist.

Mind Masher

'A mind is a terrible thing to waste – please, allow me to waste it for you.'

-Dr. Aesculap's Vice & Virtue, Section 7

Comprised mostly of brain and nervous tissue, these monsters are drawn to mental energy from thoughts of panic.

Brain Farms. Mind mashers need mental energy to live and grow. Constant thoughts provide a constant source of energy for the mind masher, but the process usually takes a considerable toll on the victim's sanity. Several so-called '*brain farms*' have been found in remote, isolated locations where subjects can remain undisturbed in a semi-comatose state to allow their mental batteries to recharge. When mental energy is needed, the masher will induce panic in the subject to generate the most excitable brain waves for consumption.

Electricity. In small amounts, electricity will numb and disorient the creatures. In larger, more powerful amounts, a masher will completely short-circuit and die. This effect is exacerbated if water (*especially salt water*) is involved. Portal energy is enough to explode a mind masher.

(Magic) Babylon and Turn. Mind mashers prefer to utilize their own mental and Magic abilities over physical altercations whenever possible. This tactic helps them avoid damage to their own soft brain matter. The creature will often cast Babylon to first confuse the Party, followed by Turn Magic to make the Party turn on itself (*best to let others do their dirty work for them*). Once targets are weak, the mind masher will come into closer range for an easy snatch and grab.



Mind Masher (CS)

Large wandering monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
1	3	3	0	0

TARGET 10 HP 32 DAMAGE Medium

Traits. Methodical, strong, drawn to brain waves, intelligent-but-instinctual.

ACTIONS/ABILITIES

Casts **Babylon** to confuse language of Targets so they can't communicate. Casts **Turn** to make Party members fight against each other.

Motivation. *Mental.* The creature is attracted to brain waves, especially panic.

Weakness. *Electricity.* In sufficient quantities, raw electrical energy will fry a mind masher.

Minionaut Guard

'Day is to a sword as night is to a shield.'
 -Gutter Eloquence of Apple Valley

Clones packaged in a mechanical copper shell, all minionauts are produced by Winslow's Copperworks, which has been making the same model (*The WC-83 'High Gloss'*) since AGC 38.

Contractual Agreements. Although there are a few minionauts in private hands, the vast majority are purchased under contract by governments and municipalities. Minionauts are moderately expensive but very low-maintenance, making them the perfect choice for guarding buildings and perimeters where 24/7 watch is required. Fleets of minionauts are typically leased, not owned. Each guard has its own serial number and each is stamped, *'Property of Winslow's Copperworks,'* to be returned and recycled after seven years of service. If you see a WC-83 in private hands, it's either stolen, or the owner is working for a government in some clandestine capacity.

Singular Objective. Each minionaut is wired with one singular objective as specified by the purchaser. The objective is simple and can be something like *'guard the castle,'* or *'protect the Queen,'* etc. Once wired, the objective can only be changed at the foundry by the artificer craftsman who made that particular minionaut.

Toughness. The copper alloy used in their manufacture has a hardness equivalent to diamond. In rare, desperate occasions, WC-83s have been shot from cannons with surprisingly effective results and little-to-no significant damage to the units.



Minionaut Guard (EM)

Small, guardian beings, neutral/hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
3	0	0	1	2

TARGET 5 **HP** 50 **DAMAGE** Medium (*battering*), Heavy (*sword*)

Traits. Tough, reliable, government issue, mindless, mechanical.

ACTIONS/ABILITIES

Tenacity. Hardened copper alloy shell is as hard as a diamond. A minionaut will carry out its programmed task until completed or killed.

Motivation. *Protection.* Will guard anything according to its program.

Weakness. *Mindless.* Not very flexible to think outside of its programmed objective.

Morsavis (*Death Bird*)

'Little more than feathered stomachs, borne on mighty legs, and ruled by tiny brains.'

-Sir Richard Fortey, Paleontologist

Standing 6ft (2m) tall and weighing 200lbs (90kg), the morsavis is one of the largest birds in Katharsis. Though flightless, the giant avian more than makes up for it by running at speeds of 44mph (70 kmh) for up to 1/4 mile (400m).

Death Kick. As with many large, flightless birds, morsavises have tremendously powerful legs. These appendages terminate in a formidable bony spur, which it uses to inflict a high-impact piercing on its victims. The death kick is strong and precise enough to penetrate all but the most robust armor and plate steel. It has even been known to pierce mithril jackets.

Family. Fledgling birds become independent after just 6 months, after which they are kicked out of the nest. Before that time, they are under careful watch of both parents, who will alternate between overseeing the nest and hunting for food. With no chicks to tend, female morsavises are less aggressive than males, but quite the opposite is true when young are involved. Death birds mate for life - where there's one, the other is surely near.

Poaching. Morsavises are a protected species, but that designation does little to stop poachers from killing the beasts, as a complete morsavis corpse can fetch 1000 gold pieces. The skull alone commands 3000 silver coins from wealthy collectors. Broth from the bones is rumored to increase physical strength.



Morsavis (*Death Bird*) (EM)

Medium wandering animal, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	0	0	1	0

TARGET 9 HP 25 DAMAGE Heavy (beak, talons)

Traits. Flightless, solitary pairs, protective of brood, fast, strong, sharp beak and talons.

ACTIONS/ABILITIES

Powerful Legs. Aims for the face and chest with a 2000lb/sq.in. (140kg) kick. Can reach speeds of 44 mph (70 kmh) sustainable up to 1/4 mile (400m).

Motivation. *Territorial.* Both male and female will protect the brood at all costs.

Weakness. *Eggs and Young.* Will not risk harm to one of its own kind.

Mud Golem

'The wicked are like the tossing sea...whose waves cast up mire and mud.'

-Isaiah the Prophet

As with any golem, mud golems are mindless, soul-less entities completely under the control of the Mage who creates and wields them. To kill the Mage is to kill the golem.

Reformation. Mud requires at least two parts - soil and water. Depending on its composition, the golem can become more or less viscous. Piercing and bludgeoning weapons have little effect - the creature simply reforms itself after the injury. Pieces can be removed from the golem, but unless it loses contact with water and/or soil, it will continue to replenish itself.

Pressure/Abrasion. Its semi-fluid nature allows a mud golem to ooze into cracks and spaces. It is then able to create hydraulic pressure within that space. If the material is not flexible, it can crack or crush, causing significant damage. The golem's ability to pick up various bits of material allows it to regulate its composition to include sharp, abrasive fragments such as glass, shale, or diamond. The beast is then able to scrape along surfaces, including flesh, to wear them away like sandpaper or a grindstone.

Good or Evil. Mud golems are neither good nor evil, they are merely extensions of the Mage who wields them. Most school children are well aware of the Vale Mudslide of 167 AGC, where mud golems held back the torrent, allowing over 200 residents of The Vale to flee to safety. Mud golems have also been used to polish the giant optical lenses at observatories throughout the Four Corners.



Mud Golem (BBS)

Medium controlled monster, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	0	0	0	0

TARGET 10 **HP** 15 (*re-forms*) **DAMAGE** Light (*pressure, abrasion*)

Traits. Controlled by Mage, viscous, cold, no set shape, abrasive (*depends on material*).

ACTIONS/ABILITIES

Pressure/Abrasion. Enters gaps (*in armor, etc.*) and generates hydraulic pressure. Abrasive material in its mud causes Light abrasive and/or hydraulic pressure damage.

Motivation. *Orders.* Merely obeys whatever the controlling Mage commands.

Weakness. *Heat or Water.* Too much heat dries it like a brick; too much water liquifies it.

Nerve Reaper

'Better to have never thought a thought than to have one's mind fall to such a fiend.'

-Lord Melgar of Inguatay

Sickly gray skin, a large, colorless central eye, and grotesquely hunched over at a mere 3ft (1m), these seemingly benign creatures are among the most dreaded in Katharsis.

Insatiable Appetite. Reapers feed on nerve and brain tissues. They are particularly fond of those strands and nodes responsible for intelligence and dreams. Nerve reapers are able to incorporate such tissue into their own to increase both their mental faculties and their ability to manipulate space and time. Once identified, the monster will stalk its victim with relentless voracity.

Origins. Evidence suggests that nerve reapers are corrupted beings, mutated from other creatures whose DNA has been altered while traveling through degraded portals.

Population. Eye-witness accounts of cannibalism are fairly well-documented, which explains why nerve reapers are mostly solitary, only crossing paths from time to time, mostly in the vicinity of portals.

Portal Navigation. It may be possible to harness a nerve reaper's intellect to navigate through portals, not only between worlds, but across dimensions. Numerous attempts have been made to capture a reaper only to result in a stronger monster once it has consumed its increasingly clever hunters. At present, only a handful of ancient Mages possess the fortitude to resist damage from eye contact - and those Mages are wise enough not to try.



Nerve Reaper (YKS)

Small wandering monster, extremely hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	5	3	0	0

TARGET 10 **HP** 18 **DAMAGE** Light plus 1d20/5
Mind Ability damage.

Traits. Intelligent, aggressive, eats nerve and brain tissue, senses electrical and brain waves.

ACTIONS/ABILITIES

Mind's Eye. Anyone making direct eye contact must roll >75% or suffer Light Damage to Mind, repeated every round of eye contact. Mind Ability <-12 results in permanent -3 Mind.

Motivation. *Appetite.* Craves nerve tissue to incorporate into its own.

Weakness. *Electricity.* Raw electric current can short-circuit their brains.

Nitpicker

'I'm not a hoarder. I just obsessively collect unnecessary things.'

-Elroy Bupkis, Hoarder

Roughly the size of a bluebird, nitpickers are small flying creatures always on the lookout for shiny objects. They collect trinkets to feather their nests and to feel wealthier than they are.

Valuables. Nitpickers make no distinction between worthless baubles and objects of value. All that matters is whether or not they can pickpocket the item without any trouble. Nothing is safe from a nitpicker. Shirt buttons, pendants, coins, shoelace, keys, marbles – all of them are fair game. Many a traveler has had to hold up their trousers after belt buckles went missing. Nitpickers are particularly fond of stealing dice, which if accomplished, leaves the adventurer at Disadvantage until returned or replaced.

Trade Up. Nitpickers equate *'more'* with *'better.'* They will literally trade one gold coin for 3 copper buttons. If promised *'more,'* the creatures will sometimes agree to pilfering something of greater *quality* for some thing(s) of greater *quantity*.

Teleportation. Nitpickers have a natural ability to teleport. This makes stealing and pickpocketing much more successful. They are able to snatch and run with their prize before most people even realize what's happening. However, if you can anticipate their move (*30% chance*), you can sometimes grab one in mid-teleportation. When this happens, the nitpicker code of conduct requires it to offer one (1) free pickpocketing service in exchange for its release.



Nitpicker (SW)

Small flying monster, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	2	0	0

TARGET 4 HP 7 DAMAGE n/a

Traits. Stealthy, steals small items, flying, teleports.

ACTIONS/ABILITIES

Naturally casts **Teleport** (*always successful*) to flit quickly from one place to another to avoid capture. This action can be anticipated.

Motivation. *Trinkets.* Collects small objects to add to its hoard.

Weakness. *Quantity.* Believes *'more'* is better, even if it is of lower value.

Notso Great White Shark

'You're gonna need a bigger boat!'

-Martin Brody, Amity Chief of Police

Nothing strikes fear into the heart of a swimmer like people shouting, 'Shark!' from the safety of a boat. Nothing strikes fear into the heart of a boater like people shouting, 'Notso!' from the safety of a beach.

Undead. Notso great whites are neither dead nor alive. They are created when struck by a boat or poached by fishermen for sport and left to die in the water. Their near-lifeless bodies sink down to the depths where, by random chance, they encounter a radioactive plume that revives the beast. Sort of.

Back with a Vengeance. The memory of their traumatic and needless death drives these ocean predators to acts of aggression toward anyone or anything bearing a resemblance to their assailant. It could be a ship, or a sailor with similar build. Once targeted, that being or object becomes their primary focus.

Death Roll. Notso great white sharks continue to grow for years beyond their normal counterparts. They can reach lengths of up to 35ft (10m) and will use their mass to capsize vessels twice their size. The sharks will typically chomp into the hull in an attempt to sink it. They will also bite and hold the vessel, then use their tail to rock the ship back and forth until it keels over and/or throws everyone overboard.

Blind Aggression. A notso's tenacity makes the creature somewhat easy to drive into a trap or net (*but it better be a strong one*).



Notso Great White Shark (EM)

Large zombie shark, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	0	2	3	0

TARGET 11 **HP** 41 **DAMAGE** Heavy (*teeth, jaws*)

Traits. Persistent, aggressive, fast in the water, undead.

ACTIONS/ABILITIES

Death Roll. Similar in approach to alligators, Notsos will grab onto a vessel and try to roll it over, dumping everyone onboard into the sea for munching.

Motivation. *Killing.* Notso Great Whites kill because they *want* to, not because they have to.

Weakness. *Blind Aggression.* Once fixed on prey, they won't quit even if they should.

Octopod

'Eight arms are better than two, especially when they hold the gavels of power.'

-Oceana Proverb

Octopods have used their mental prowess to work their way into various political positions throughout the oceans of Katharsis.

Rise to Power. During the Seven Years War, octopods served the Alliance of Free Folk as spies, gaining valuable intel to thwart several key attacks on the reefs. To honor their service, the High Council awarded octopods governance of said reefs. Their first order of business was to banish those who did not take a stand in the war (see, *sand skrits*).

Camouflage. Octopods are masters of disguise, able to blend into any underwater setting with near perfect precision. This ability makes them excellent spies. One never knows when an octopod may be listening in on a conversation.

Ink. When threatened, the creatures spray ink into the water. Once deployed, it completely obscures a 30ft (10m) sphere of water, allowing the octopod to escape or attack with Advantage (*they almost always choose escape*). The difficult-to-forge ink is used to write bills, legislation, and official government documents.

Three Hearts. Octopods have one heart to pump blood around their bodies and two additional hearts to circulate it through a pair of gills. They can survive with only one. Some Dark Magic calls for the use of two octopod hearts while the third is kept beating. Needless to say, octopods are not fond of Dark Mages.



Octopod (WM)

Medium cephalopod, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
------	------	--------	--------	---------

1	3	2	0	0
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TARGET 10 **HP** 25 **DAMAGE** Light

Traits. Intelligent, underwater, 8 arms, shoots ink, 3 hearts.

ACTIONS/ABILITIES

Ink. Can shoot ink, completely obscuring a 30ft (10m) sphere of water. Can also **camouflage** itself. Both used to either escape or attack with Advantage.

Motivation. *Political.* Octopods serve as diplomats and legislators.

Weakness. *Political.* They will often bend to the whims of the populace.

Pacudyn (*Fish Man*)

'Some fish are best left in the pond.'

-Country Life Colloquialism

Generically called, *'fish men,'* pacudyn are more specifically a mutated pacu, one of the larger, more aggressive freshwater fish. An adult pacudyn stands just under 3ft (1m) tall and weighs about 125lbs (57kg).

Origin. During the height of Katharsis' re-industrialization, mining and processing operations were at full tilt. Immeasurable gallons of toxic sludge were dumped into the waterways, where they settled into the lower lying river basins. Realizing the ecological dangers, measures were put in place to clean up the contamination, but not before some irreversible mutations had already occurred.

Back to School. Pacudyn live, travel, and hunt in small groups or schools, numbering about a dozen or so at a time. A lone pacudyn is usually sick or a social pariah (*or piranha, as the case may be*).

Amphibious. Fish men spend 75% of their lives underwater, but prefer to hunt on land. Their stocky legs and webbed feet allow pacudyn to walk quickly over swampy marshes and wetlands. They can remain out of water for up to five (5) hours before needing at least ten minutes underwater to re-oxygenate.

Limited Intelligence. Fish men are able to communicate on roughly a 3-year-old human level. Most of their cognitive capacity is instinctual, primarily focused on food. From time to time one can reason with a pacudyn, but their comprehension and attention span is short-lived and unreliable.



Pacudyn (*Fish Man*) (DTL)

Medium wandering amphibian, neutral/hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	-1	0	1	0

TARGET 7 HP 12 DAMAGE Light (*teeth*), Heavy (*spear*)

Traits. Amphibious, carnivorous, suspicious of outsiders, travels in small schools.

ACTIONS/ABILITIES

Amphibious. Pacudyn live underwater but hunt on land. They can spend up to five (5) hours breathing air before needing to return to the water.

Motivation. *The School.* They carry out the interests of their tight-knit community.

Weakness. *Gills.* Can only be out of water for 5 hours. Clogged gills will suffocate the creature.

Pendetta

'The mere threat of being branded a heretic is enough to keep the populace in check.'

-Delvin Archipas, Pendetta of Cal

This self-proclaimed priestly class has managed to wriggle its way into every facet of political and religious life in Katharsis.

Origins. Pendettas arose in the aftermath of the Seven Years War when famine and hopelessness were rampant. Chaos reigned and people were desperate for anyone to bring order – and food. The first pendetta, Delvin Archipas, appeared in Cal in AGC 8, arriving with cartloads of provisions to disperse among the people, winning him instant favor and devotion. It wasn't until years later that the evidence of decimated and plundered farming towns nearby began to surface. The food has to come from somewhere. Now we know where, but it's too late. The systems are already in place.

Divisive Magic. Pendetta priests managed to acquire certain Magic in exchange for a slice of the power. They utilize Inception to manipulate the goals and aspirations of influential players. *'Our hopes and dreams become their hopes and dreams,'* as the saying goes. When the subtle approach doesn't work, pendettas won't hesitate to publicly call out their targets as heretics, putting them on display in open debate, then casting Shadow Killer where none can see the mechanism. Nothing makes a statement to solidify who's right quite like the adversary dropping dead while 'blaspheming.'

Loyalty. Bribery and corruption are the norm for pendettas. Their loyalty all comes down to who offers the better deal.



Pendetta (CCM)

Medium priestly monster, corrupt/owned

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	1	3	0	0

TARGET 10 **HP** 20 **DAMAGE** Magic (*Shadow Killer, Inception*)

Traits. Corrupt priest, bribed by Architects and/or Dark Mages, influential.

ACTIONS/ABILITIES

Casts **Inception** to influence those in power to carry out the will of their patron. Casts **Shadow Killer** to command respect and belief from the populace.

Motivation. *Clandestine Power.* Desires to be the real 'power behind the throne.'

Weakness. *Greed.* Will betray and double-cross a patron for a better opportunity.

Pestilence Pig

'Never wrestle with a pig. You both get dirty, but the pig enjoys it.'

-G. B. Shaw, Critic

Feral pigs are nothing new to the Four Corners as many were in the portals at the time of the last Scouring. For the most part, wild pigs come from the typical domesticated variety we all know and love. But these, well, these are something else.

Mutation. Pestilence pigs may look like pigs, but genetically, they are a mess, with worm and virus DNA mixed into their gene pool. This could be from something that happened within the portals or, more likely, it could just be disease and natural degradation taking its course. Pestilence pigs are large, more aggressive, hairier, and have bigger tusks than their pork chop counterparts.

Pestilence. These swine are riddled with strange diseases, the most notorious being *'bacon boils.'* Eating pestilence pig meat gives a 95% chance of contracting the illness. Roughly 12 hours after consumption, the hapless victim will breakout in boils that smell like delicious bacon, attracting all manner of predators from miles around. This condition remains for three (3) days and affects everything touched by those contaminated.

Disposal. The only way to rid inanimate objects of the scent is by burning or burial. It's always open season on these invasive pests, but under no circumstances should any part of a pestilence pig be kept after it's killed. The diseases they carry are highly contagious and may be spread across species. Best to bury. Burning without a mask can infect the lungs with the virus.



Pestilence Pig (DD)

Medium wandering animal, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	0	1	0

TARGET 8 HP 25 DAMAGE Medium (*tusks, hooves*)

Traits. Carries disease, prolific, bad to eat its meat, best to bury it.

ACTIONS/ABILITIES

Pestilence. These swine carry a multitude of contagious diseases, especially one called, *'bacon boils.'* The victim smells like bacon and attracts predators.

Motivation. *Primal.* Always rooting around for whatever food it can find.

Weakness. *Loud.* You'll always hear the oinking long before the pig arrives.

Pine Pixie

'Pixie, kobold, elf and sprite; all are on their rounds tonight.'

-J. Benton, The Vault at Pfaff's

Pine pixies are small, social creatures, living in colonies with some degree of hive mind. A lone pine pixie is usually an outcast for a number of reasons, with *'non-conformity'* at the top of the list. These rogue faeries tend to have their own agendas or ideologies that run counter to the communal majority.

Camouflage. The lower extremities of pine pixies are nearly indistinguishable from pine cones. Most adventurers have traveled past hundreds of these beings without ever noticing them. Only druids can find pixies who do not wish to be found.

Bioluminescence. Similar to fireflies, pine pixies synthesize reactive luciferases which, when combined with oxygen, emit a phosphorescent glow. The light created is around 200 lumens (*roughly equivalent to a 20w incandescent or 2w LED bulb*). Not surprisingly, some have sought to capitalize on this natural resource by capturing pine pixies and sealing them in glass jars. The process is painful, and those faeries who do survive it suffer deep psychological trauma.

Undo Magic. As a collective group, pine pixies will actively counter any Magic deemed as acting against the Greater Good.

Theft. Expert pickpockets, pine pixies are attracted to metal and glass trinkets. Many a naïve adventurer has been captivated by a wandering light in the dark only to return to find his campsite ransacked. Items of Magic (*especially Dark*) are usually left alone.



Pine Pixie (DTL)

Small faerie creature, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	2	4	0	0

TARGET 4 HP 5 DAMAGE n/a

Traits. Intelligent, curious, can be spiteful, flying, bio-luminous, mischievous.

ACTIONS/ABILITIES

Casts **Charm** to convince others to help it with tasks beyond its own ability. Casts **Undo Magic** toward any Magic considered to be against the Greater Good.

Motivation. *Mischief/Revenge.* Likes to cause chaos just to see what happens.

Weakness. *Captivity.* Confinement and regulation are soul-crushing to such a creature.

Plague Hunter

'A cruel, yet so effective thing it is to threaten your little ones with monsters in the night.'

-Father of Twelve

The few verified encounters depict plague hunters as human; however, their unnatural movements and actions say otherwise.

Fact or Fable. Countless tales have been woven about plague hunters and the atrocities they supposedly commit. Nearly all children, especially those living in urban locales, have heard of these menaces from the stories told by their parents and elders (*usually as a threat against misbehaving*).

Harsh Doctors. Legends aside, plague hunters do roam the world, their purposes vague and mysterious. They are drawn to groups afflicted with contagions and fatal diseases. Only a single hunter ever arrives, and it does so only under cover of night. While on task, the hunter goes about killing any who are sick, burning their dwellings down upon them. On the nights before a hunter strikes, murders of crows perch by the condemned area.

Questionable Motives. No one truly knows the origin of plague hunters, nor who gives them authority to do what they do, nor how they came about populating every corner of the world. Their motives and benefits are also a subject of intense disagreement among the populace. Some believe they are simply evil and, like many serial killers, have a strange penchant for gruesome killings. Others speculate that plague hunters are genuinely trying to save lives in a twisted way, exterminating the few to save the many.



Plague Hunter (GG)

Medium wandering humanoid, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	2	2	0	0

Target: 10 **HP:** 25 **Damage:** Medium

Traits: Intelligent, ominous, silent, stealthy, mysterious, mute, skilled, purposeful.

ACTIONS/ABILITIES

Plague Hound. Can sense when individuals are infected with contagious diseases. They are able to detect plague from up to 100 miles (160km) away.

Motivation. *Preservation.* Diseased limbs and people must be removed to preserve the whole.

Weakness. *Unchallenged.* They are unprepared for any combative resistance.

Plague Midge

'Here's to life's little blessings: War, plagues, and all forms of evil. Their presence keeps us alert – and their absence keeps us grateful.'

-T.A. Barron, *The Dragon of Avalon*

Found primarily in swampy marshes, the plague midge carries a plethora of blood-borne diseases. Most of these illnesses run their course in due time, but not without inflicting great pain and anguish.

Swarms. As the temperature and humidity climb, midge eggs hatch by the millions. Huge throngs of the insects have been known to kill small-to-medium sized creatures unfortunate enough to find themselves exposed in the swamps for too long, especially overnight. Although these creatures do swarm, an encounter with them would not be handled by swarm/horde mechanics (*the swarm counts as a single entity with multiple (1d20/2 (up)) attacks in the same Turn*).

Smoke. Some villages in and around the swamps burn wet pine bark and needles in their campfires at night in an effort to ward off the pests. This practice has little effect on the midges and results in a higher occurrence of respiratory illnesses like tuberculosis.

Face Fever. Many victims of near-fatal midge bites report strange, disturbing hallucinations when their temperature reaches high fever levels. Namely, the midges take on the facial features of their victims.

Mutation and Adaptability. Thankfully, plague midges have not mutated for thousands of years, constraining the pests to live within a narrow, tropical band.



Plague Midge (EM)

Tiny flying insect, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	0	0	0

TARGET 1 HP 1 DAMAGE (see, 'Disease' below)

Traits. Annoying, swarms, pestilence, lives in swampy areas.

ACTIONS/ABILITIES

Disease. 70% if bit, roll 1d20/5 (*up*): **1.** Wasting (*Lose 1HP/round*), **2.** Weakness (*No actions for 3 rounds*), **3.** Fever (*-1 Mind*), **4.** Sweats (*unable to hold anything in your hands for 3 rounds*).

Motivation. *Primal.* Only drive is to feed, infect, and lay eggs.

Weakness. *Pesticides and Freezing.* Easily succumbs to both.

Plant Fiend

'The Venus flytrap, a devouring organism, aptly named for the goddess of love.'

-T. Williams, Playwright

Plant fiends are endemic to every area with significant vegetation. The exact form of the beast depends on its environment.

Origin and Purpose. Plant fiends are part of the natural order of vegetation whenever a green area reaches maturity. They serve as somewhat of a guardian, protecting rarer, more fragile species within the biome.

Mobility and Awareness. Plant fiends are mobile, but remain tethered by their roots to one location (*they can move appendages, but cannot get up and walk around*). Their complex root systems allow the creature to sense the presence and exact location of other beings up to 1/4 mile (400m) away.

Acid Digestion. The stomach of a plant fiend secretes acid capable of dissolving most metals with the exception of lead and gold.

Temporary Inception. By placing a tentacle on its target's head, a plant fiend can inception its own objective into the target's mind for 48 hours. This is a painful process, leaving the victim with an obsession for conserving even the smallest blade of grass.

Regeneration. A plant fiend's severed appendage will often grow back stronger and may even grow two or more appendages from the wound. Most outdoor-dwelling creatures consider plant fiends sacred protectors of the land. Harming or killing one of nature's guardians may only create enemies within the Realm.



Plant Fiend (EM)

Large vegetation, semi-hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
3	0	1	0	0

TARGET 9 HP 40 DAMAGE Medium (teeth and acid)

Traits. Vegetative, carnivorous, deep roots, acid digestion, regenerates.

ACTIONS/ABILITIES

Nature Connection. Can sense the presence and location of creatures over 1/4 mile (400m) away. Casts **Inception** when tentacle pads are in contact with its target.

Motivation. *Guardianship.* Charged with protecting vulnerable biomes.

Weakness. *Pesticide.* Can only truly die by killing its roots.

Plunder Prawn

'The tides of the full moon beckon only to the naïve and dim-witted.'

-The Seafarer's Song, Line 6

Plunder prawns are small, scavenging crustaceans inhabiting coastal areas. Most average 9 inches (23cm) in length, but some have reached 15 inches (38cm).

Osteophagic. Plunder prawns eat bones. Unlike other crustaceans, the plunder prawn's exoskeleton is bony rather than cartilaginous, requiring calcium to maintain its shell and teeth. An adult plunder prawn can fully consume a human skull within 48 hours. Many bodies go missing in the Delta, often disposed of by plunder prawns.

Surges. A swarm of prawns is called a, 'surge.' They occur during the high and low tides of a full moon when the gravitational pull is strongest. Hundreds of the creatures will gather near the shoreline to feed and mate. Individual prawns are not much trouble, but surges can be quite deadly.

Plunder. During the mating cycle, clutches of eggs are sequestered into grottos until the younglings are ready to hatch. For every egg, the parent prawn places a small, valuable object by the clutch. These objects can range from copper coins, to gold pieces, to diamonds. Some may be real, others fake (*fools' gold, zirconia, etc.*). Upon hatching, a youngling's first meal consists of one of these items. That particular treasure stays within the prawn's abdomen throughout its entire life, and is what gives each prawn its distinct markings. In general, copper produces a copper color, gold a golden color, diamond a sparkle, etc.



Plunder Prawn (EM)

Small sea crustacean, neutral/hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	0	0	0

TARGET 2 HP 2 DAMAGE Light (*teeth*)

Traits. Small, surges come in with tides, scavengers, osteophagic (*eats bones*).

ACTIONS/ABILITIES

Surges. Masses come in with the tides, especially during full moons. **Osteophagic.** Consumes bones of any animal unfortunate enough to be caught in the tides.

Motivation. *Primal.* Eats to grow larger and reproduce.

Weakness. *Joints.* Seams of exoskeletons are soft and vulnerable to piercing.

Portal Tech

'Success is not a function of the job you possess, but rather the way you do it.'

-M. Rowe, Philosopher

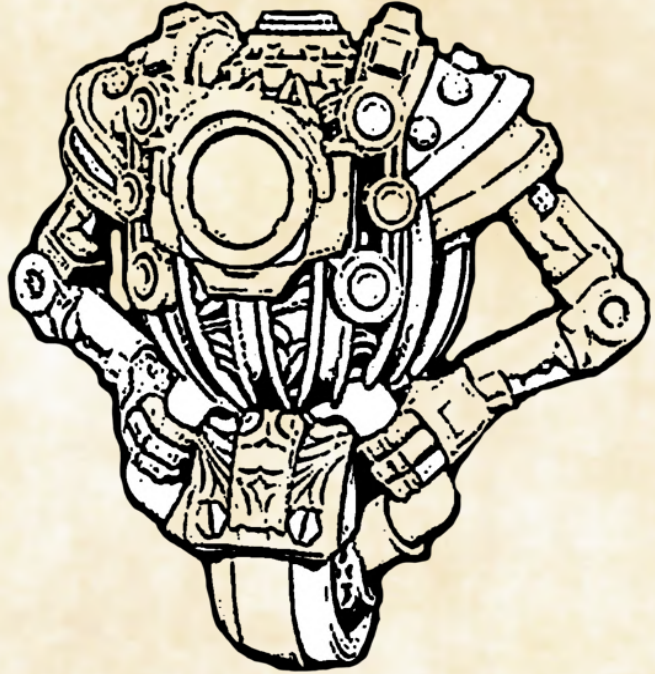
Scattered throughout Katharsis by the Scourings, these small constructs are crucial to the portal system's functioning and health. Adventurers keep an eye out for them as they can command hefty rewards from Architects.

A Life of Service. Techs were created by the Architects to safeguard and maintain the portal system. They are each given a strict set of directives which govern their actions. Portal techs cannot be compelled to act contrary to these directives regardless of the means (*including Magic*).

Persistent Duty. Portal Techs do not require food, water, or rest. Units in good condition can function indefinitely. Immune to fire, cold, and lightning, portal techs are difficult to destroy. They are, however, impacted by acid, physical Magic, and blunt trauma.

Once a Custodian, always a Custodian. Portal Techs perform basic maintenance and custodial tasks in their assigned areas. Their primary directive is to service their local terminal, making sure their working spaces are orderly and clean.

High-Tech Dung Beetles. For various reasons, many techs end up displaced from their assigned portal of service (*when the portal itself is destroyed, for example*). As a result, some of these constructs have no means to complete their primary directive, so they defer to their secondary directives, often caught in an endless loop of cleaning terminal sewer systems.



Portal Tech (RPG)

Small construct, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	-1	0	0	3
TARGET 12	HP 23	DAMAGE n/a	<i>(does not attack)</i>	
Traits. Persistent, consistent, unerring, dependable.				
ACTIONS/ABILITIES				
Persistent Duty. Will complete an assigned task without fail once its directives are programmed.				
Magic Immunity. Magic does not change a portal tech's behavior.				
Motivation. <i>Duty.</i> Cannot be corrupted, influenced, or distracted from the assigned task.				
Weakness. <i>Dependent.</i> Limited by specific directives, incapable of free or critical thought.				

ACTIONS/ABILITIES

Portal Wraith

'These spectral beings are the last things you ever want to see...because they're probably the last things you're ever going to see.'

- Tomkin Vasser, Adventurer.

Portal wraiths are universal stewards sent to escort the dead into the dimensionless void. They themselves do not kill, but rather assure that the dead remain so. The wraiths are frequently seen scouring battlegrounds in search of those clinging to a life that no longer belongs to them. They are feared by the living, but seldom feared by the dying - particularly those whose life was noble and whose death was with honor.

Chains of Binding. As long as the corpse has not been bound, there's still a chance for the victim to be revived by physical and Magical means. Once the chains are in place, however, there's no going back, except to offer life-for-life (*and it's up to the wraith to determine what does or does not constitute an acceptable soul in trade*). If the specter does agree, it will wrap one chain around the deceased and one chain around the requestor. A Draw Life cast will then be performed with guaranteed success.

Anti-Magic. Portal wraiths are supernatural beings that exist beyond the confines of time and space. Magic, at least that of any known practice or skill found within Katharsis, has no effect on the specters. Any use of Magic against a portal wraith while performing its duty is regarded as an affront to the Natural Order of life and death, and comes at a high price. Such attempts are made at the Mage's peril, whereby all such cast effects are immediately reversed upon the caster. Cast for cast, wound for wound.



Portal Wraith (WWT)

Medium spectral being, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	5	5	0	0

TARGET 20 **HP** 250 **DAMAGE** Casts reflected back on the caster.

Traits. Spectral, beyond time and space, anti-Magic, origin unknown.

ACTIONS/ABILITIES

Casts **Draw Life** to trade HP between a dying player and a living player. This exchange must first be accepted by the wraith.

Motivation. *Order.* Assures that the dead are properly escorted to their final destination.

Weakness. *None.* The best option is to negotiate, never to fight.

Psychedelic Fever Floater

'Consciousness is a tricky thing.'

-A. D. Aliwat, In Limbo

A fever floater can appear in times of exhaustion, fatigue, or semi-consciousness. But the entity doesn't only appear in such situations, it can also *create* them.

Toxic Touch. This small, mental being is about the size of a jellyfish and can manifest anywhere consciousness exists. A fever floater has multiple psychoactive tentacles that can reach greater than expected distances, causing mind-altering states on contact. A successful touch causes Light Damage to Mind Ability each round. If -5 Mind is reached, the result is a permanent loss of -1 Mind.

Psychedelic State. While in contact with the floater, the victim is kept in a comfortably numb condition, unable to think, reason, or take decisive action until the contact is broken (*usually by an outside intervention*).

Fever Induced. In certain diseases (*those carried by **plague midges**, for example*), high fevers over 98.6F (37C) create favorable conditions for a fever floater to arrive.

Hallucinations. If a victim does reach permanent -1 loss of Mind, there's a 35% chance they will also suffer hallucinations lasting up to five (5) rounds. In such cases, the afflicted will see danger where no danger is present, up will be down, right will be wrong, etc. This state is not passive as the victim will actively work against the logical efforts of the Party until the fever breaks. In extreme cases, it may be best to leave the patient behind.



Psychedelic Fever Floater (MF)

Small floating entity, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	5	2	0	0

TARGET 5 HP 98.6 DAMAGE Light (*to Mind Ability*)

Traits. Appears with high fever, hovers, mind altering.

ACTIONS/ABILITIES

Toxic Touch. Contact with tentacles results in a decrease in Mind Ability and renders the victim unable to think or process reality.

Motivation. *Consciousness.* Promotes connectedness of all minds and life.

Weakness. *Lucidity.* Clear thinking, solid facts, and sound arguments make it go away.

Psylocybe (Fungal Folk)

'All fungi are edible...though some only once.'
-Dunbar Reynolds, Survivalist (Deceased)

Fungal folk thrive in dark, humid, forest environments across Katharsis.

Spore Proliferation. Psylocybes replicate by way of spores. In a manner of speaking, a fungus never truly dies - it just replicates itself over and over again. In good conditions, a psylocybe can grow to 10,000x within 3 days.

Hallucinations. Fungal folk are not to be trusted! Potent alkaloids and other chemicals are prevalent within every cell of these creatures whereby simply touching a psylocybe can induce profound hallucinations. Once these delusions set in, the victim is rendered almost incapable of coherent thought.

Logic and Reason. Psylocybes deal in vague, lucid philosophies and prose. They will almost never give you a straight answer to anything, preferring instead to wax poetic about nature, harmony, and communal living. Feelings and emotions are the currency of fungal folk, while logic and reason are considered artificial social constructs created to concentrate power into the hands of the few.

Enlightenment. Anything 'new' is considered valuable among the shrooms. If you want to get something out of a psylocybe, tantalize it with the promise of a new truth, religion, or philosophy. Some crafty entrepreneurs have learned to exploit this weakness to enslave millions of fungal folk, harvesting and drying their bodies to sell to Mages and artificers for use in their mind-altering potions.



Psylocybe (Fungal Folk) (GM)

Small wandering Mage, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
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0	0	5	0	0
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TARGET 4 **HP** 3 **DAMAGE** n/a or death

Traits. Super chill, replicates by spores, causes hallucinations, lives in damp/dark areas.

ACTIONS/ABILITIES

Casts **Hallucination** creating confusion and mental disturbances. **Poison** (if touched or ingested) causes light toxicity damage inflicted over several rounds.

Motivation. *Enlightenment.* Always seeking an elusive truth that never comes.

Weakness. *Logic and Reason.* Unable to cope with rational debate.

Rat Man

'Beware of driving men to desperation. Even a cornered rat is dangerous.'

-W. Churchill, Elder Statesman

At 3/4 the size of a human adult, rat men are the result of negligent, inadequately trained Mages conducting poorly executed genetic experiments. Rat men congregate in sewer systems of cities that have poor sanitation.

Society. Notoriously inbred, rat men live within extended familial pods. These clusters exhibit a strict, but difficult-to-define hierarchy under a shared set of superstitious beliefs. A combination of low intelligence, primal urges, and lack of insight have led to the rat men both hating and fearing any creatures other than themselves. Although each congregation seems to have a societal structure, cooperation and organization is almost non-existent between congregations (*treated as rival gangs*).

Disease. Rat men are well-known to carry horrific disease and pestilence leading to the death and decimation of other humanoids and livestock. If left untreated, disease can result in the so-called, *'spreading green.'*

Opportunistic. Rat men are selfish and only work together when there's a clear benefit to the individual. However, they will often travel in small gangs of two or three to increase their odds of a successful pillage (*but all chaos breaks loose if the plunder cannot be evenly distributed*). Rat men are easily manipulated by the promise of something better than what they already have, but they quickly can become impatient if small, incremental rewards aren't given in a timely manner.



Rat Man (AG)

Medium wandering monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
------	------	--------	--------	---------

0	0	0	1	0
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TARGET 5 HP 12 DAMAGE Medium (*teeth, claws*) or Heavy (*club*)

Traits. Quick, persistent, opportunistic, selfish, untrustworthy, resilient.

ACTIONS/ABILITIES

Scurry. Able to overcome obstacles and climb as Easy Actions. **Disease.** Rat men are known to carry various diseases. Bites are probable to cause infection if left untreated.

Motivation. *Opportunity.* Looks for easy smash-and-grab targets.

Weakness. *Peppermint.* Rat men cannot stand the strongly repulsive smell.

Red-Hot Poker

'One of the vilest creatures I've ever encountered. Why they exist is anyone's guess.'

-Bobby Boucher, Water Services Technician

If you've ever been bitten by a fire ant or stung by a yellow jacket, then multiply that by 100x and you'll begin to understand the pain inflicted by a red-hot poker.

Check your Shoes. To escape from the cold, red-hot pokers seek shelter wherever they can find it, including warm boots.

Classification. Scientists have not yet classified the red-hot poker as either an insect, arachnid, or reptile as the creature exhibits traits of all three. There are some indications that they are distant relatives of alien xenomorphs.

The Poke of the Poker. Outfitted with multiple horns, spikes, and stingers, this pest packs quite a wallop. Though it does no lasting (HP) Damage, a poke in the foot will render standing on it nearly impossible for up to five (5) rounds.

A Local Delicacy. As a test of manhood, some indigenous tribes challenge contenders to eat a live poker without crying. Most of them have built up genetic tolerance to the sting. This is a stupid endeavor in which outsiders should not participate, even if success does yield riches or lends street cred to the victor.

Secret Weapon. Inferiorly armed militias have used red-hot pokers in battle, dropping them down an enemy's armor to wreak all manner of havoc.



Red-Hot Poker (EM)

Tiny painful pest, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	0	0	0

TARGET 2 HP 3 DAMAGE Loss of use of effected area for five (5) rounds.

Traits. Painful sting, small, shelters in boots, bright red color.

ACTIONS/ABILITIES

Painful Sting. Red-hot pokers inflict an excruciating sting. Although it does no lasting HP Damage, it does render the affected area useless for five (5) rounds.

Motivation. *Who Knows?* No one sees any reason for these pests to exist.

Weakness. *Squashing or Insecticide.* Thankfully, red-hot pokers are easy to kill.

Reef Keeper

'Water and air, the two essential fluids upon which all life depends, have become global garbage cans.'

-J. Y. Cousteau, Oceanic Explorer

In a world where waste abounds, someone has to look after the oceans. Reef keepers are one of several guardian beings charged with tending unique biomes, in this case, the coral reefs.

Greater than the Sum of its Parts. Composed of thousands of individual coral polyps, a reef keeper can take on almost any form under the sea. The giant brain coral you passed while snorkeling may very well have been the actual brain of a reef keeper.

Engulfing. Trashing and pillaging the ocean's delicate shoals is intolerable to a reef keeper. Those who indulge in such practices may find themselves attracting one tiny coral polyp, then another, then another, until they are completely covered. If no genuine amends are made or offered, the perpetrator and/or his vessel will be engulfed, drowned, and calcified by the coral as a gruesome warning to others. Not all shipwrecks are accidental.

Abrasion. A reef keeper will sometimes utilize its rough exterior to scrape Damage on its target. If the target is flesh, the abrasion is intended to cause enough bleeding to attract sharks and other predators. Swim fast and good luck! If the target is a vessel, the abrasion is powerful enough to cause breaches in the hull. Depending on the size and extent of the Damage, a ship can either eek its way back to port for repairs or swiftly sink to the bottom of the sea. Metal hulls fare somewhat better than wood.



Reef Keeper (EM)

Large wandering coral, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
------	------	--------	--------	---------

3	2	2	0	0
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TARGET 10 HP 42 DAMAGE Medium (abrasive)

Traits. Watchful, coral disguise, custodian of reefs, engulfs offenders.

ACTIONS/ABILITIES

Engulf and Abrasion. Forms coral particles to engulf and calcify anything it deems a threat to the reef. Uses its sharp coral fragments to scrape Medium Damage.

Motivation. *Guardianship.* Reef keepers speak for the voiceless corals.

Weakness. *Acid.* Low pH dissolves its calcium carbonate framework.

Rhonk

'Desirability, to me, is the way you carry what you have. I have a big nose, but I rock it.'

-J. Timberlake, Crooner

These *'Protectors of The Vale'* are often employed to guard outposts and small holdings in and around the grasslands. Their power, loyalty, and minimal employment requirements make them the perfect choice for smaller, cash-strapped prefects.

Shield Wall. As strong as a single rhonk may be, they are exponentially stronger united. History records no instances in which a rhonk shield wall has ever been broken.

Duty and Honor. Reputation is everything to a rhonk. From the time they are young, males dream of going through boot camp and making it to that momentous day when they stand before the Guardian Council to receive their commission. Once assigned, a rhonk will remain at his post until death or reassignment. Loyalty is both to the post and to the prefect, depending on the more worthy of the two. In the old days, honorable strongholds were built by honorable governors. Now, such sentiments grow fewer and farther apart. It's not uncommon for a stronghold of noble pedigree to fall into the hands of a worthless heir. Rulers who betray their strongholds will find themselves at the mercy of the Guardian Council and the legions of loyal and fearless rhonks under its charge.

Retirement. *'Once a rhonk, always a rhonk,'* so the saying goes. These loyal beasts do not retire - they just serve easier assignments as private security for taverns and historical sites, or as bodyguards for ex-government officials.



Rhonk (EM)

Medium employed beast, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	0	1	1	1

TARGET 12 **HP** 23 **DAMAGE** Heavy (*iron mace, teeth, horn*)

Traits. Guardians, duty, honor, focused, orderly, strong.

ACTIONS/ABILITIES

Charge. Two (2) attacks per Turn. Will charge targets and gore them with their horns while simultaneously using a mace. Will form **Shield Walls** to protect their master.

Motivation. *Duty and Honor.* Rhonks would rather die than be dishonored.

Weakness. (*Same as above*) *Duty and Honor.* Rhonks would rather die than be dishonored.

Root Hulk

'Faith resides at the end of your own rope.'
-The Ear of Malchus, Chapter 9

As old as the first portal blooms, root hulks continue to be a welcomed sight to any adventurer in distress. These benevolent creatures range from a single strand to a massive tangle of gargantuan vines.

When All Seems Lost. Root hulks prefer to remain hidden as long as possible, only appearing at the last moment to help those in dire need. The plant beasts believe that there's something redeemable in all creatures, and their mission is to rescue and to give second chances.

Endless Rope. Root hulks are comprised of vines they are able to extend and twist into various useful forms. As long as they are in contact with other plant life, they can extend their vines continuously. Such has been used to create rope bridges to span crevasses, ropes to rappel down cliffs, even walls to divert rivers.

A Firm Footing. In order to maintain its strength and the strength of its constructs, a root hulk must be in contact with soil at all times. The creatures avoid smooth surfaces.

Strength. Root hulks can send small rootlets between narrow cracks to break up pavement or other formidable structures. The pressure of the expanding roots is practically unstoppable, breaking down walls, buildings, and mountains if need be. This attribute can be used in reverse as well, holding back crushing threats. Reports of miners being saved from cave ins are scattered throughout history.



Root Hulk (BAM)

Large wandering plant, benevolent

BODY	MIND	SPIRIT	ATTACK	DEFENSE
3	1	2	0	0

TARGET 14 **HP** 63 **DAMAGE** Heavy (*vine squeeze*)

Traits. Strong roots and vines, mobile, helps lost adventurers, must be in contact with soil.

ACTIONS/ABILITIES

Endless Rope. Able to shape its vines into various constructs from bridges, to ladders, etc. Such rope-like forms are super strong and flexible.

Motivation. *Goodness.* Believes in helping others with nothing in return.

Weakness. *Serrations.* Regular blades have no effect, but saw teeth and serrations do.

Rune Stalker

'It is not the oath that makes us believe the man, but the man who makes us believe the oath.'

-Aeschylus, Father of Tragedy

Inhabiting bodies comprised of semi-translucent gray stone, rune stalkers are the guardians of sacred rubble, the upholders of solemn vows. Their skin is deeply engraved with runes written in a language forgotten, present, and yet to come. This universal, primordial language can be read by none, yet is understood by all.

Runes and Oaths. Runes most often declare statements and ideologies held strongly enough by their authors to compel them to literally carve the words into stone. Promises left undone drift into time and space like the frayed strands of a tattered battle flag flapping in the wind. Such loose ends are simply unacceptable to these orderly beings.

The Blue Light. Rune walkers derive their illumination from the moon. Katharsis' lunar satellite emits its own light rather than merely reflecting that of a sun. The dull blue is far less intense than the bright yellow stars, but it pulses much deeper and much farther back into eternity past. A stalker's runes glowing blue signifies there is yet unfinished business to which it must tend.

Writing the Wrongs. Rune stalkers are typically found lurking about highly trafficked ruins and rubble. These are prime targets for vandals and thieves looking for artifacts to sell on the black market. The stalkers are often kept busy rewriting desecrated or stolen words to ensure that the original meaning remains intact.



Rune Stalker (RPG)

Medium Magical entity, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	5	0	0

TARGET 9 HP 50 DAMAGE n/a

Traits. Silent, telepathic, watchful, intelligent, soulless, ethereal.

ACTIONS/ABILITIES

Reading. Able to read and comprehend all languages ever known.

Writing. Able to write/inscribe in all languages ever known.

Motivation. *Preservation.* Insures ancient oaths, vows, and prophecies are upheld.

Weakness. *Vandalism.* The desecration of runic inscriptions grieves the creature deeply.

Sand Skrit

'You should not see the desert simply as some faraway place of little rain. There are many forms of thirst.'

-W.Langewiesche, Observer Scribe

'Desert squids,' as they are sometimes called, sand skrits are tribal outcasts living among the dunes. In AGC 10, three years after the war, the Council of the Southern Seas (*see, octopod*) decreed the skrits to be banished from their oceanic home for cowardly dishonor in failing to side against Draigwych the Usurper. Instead of taking up arms, the skrits chose to take refuge within their fortified coral grottos under the sea. After much heated deliberation, their punishment was to be cast onto desert shores where they would either perish or learn to eke out an existence amidst the sands. They learned.

Ink and Ancient Writings. Water is precious in these harsh arid lands, especially to beings who once lived in the ocean. Nevertheless, these creatures will use a significant amount of it to produce their natural ink, which they use to record and preserve history, culture, and a wide array of oddities. Sand skrit scrolls are so highly prized by historians that the last one to hit the open market sold for a staggering 20,000 gold pieces! It is rumored that one scroll in particular contains the secret to extracting pure water from grains of sand.

Hospitality. After being banished from their nautical home to fend for themselves in the barren wasteland, the skrits vowed to never turn away a wanderer in need. Travelers fortunate enough to come under the roof of a sand skrit will find themselves under their sworn protection for as long as they choose to remain.



Sand Skrit (RPG)

Medium desert being, benevolent

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	1	2	1	0

TARGET 7 HP 15 DAMAGE Heavy (scythe)

Traits. Rugged, hospitable, historians, ink writings, survivalists.

ACTIONS/ABILITIES

Ink. Biologically synthesize ink within their bodies. Writes from pores in finger tips.

Water from Sand. Might (?) be able to create water from sand.

Motivation. *Survival and Community.* Two things necessary when living in the desert.

Weakness. *Revenge.* Will hold grudges against those who don't reciprocate their hospitality.

Scatterbrain

'As the brain ages, three things happen. First, your memory goes.'

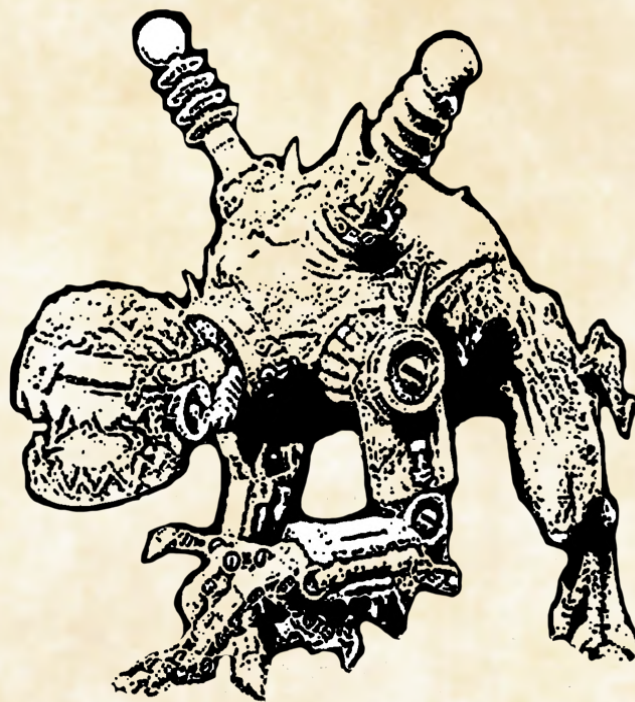
-Wisdom of Norman

These semi-biologicals are roughly the size of street dogs, crawling on all fours as they seek out joyous occasions. Where most of us see happy memories, scatterbrains see profit.

Your Loss, their Gain. Scatterbrains roam the alleyways of shanty towns and slums where misery abounds and brighter thoughts are more easily targeted. They are sent out by their masters on routes similar to a tow service. When one encounters a significantly positive emotion, it will cast Amnesia via its two electrodes. Once memories are stolen, the creature will spit out a receipt detailing the memory and the location of the depot where memories can be redeemed at a price. But you'll need to act fast. Much like pawn shops, memory depots are glad to sell unredeemed memories to the highest bidder.

Troubling Memories. Some secrets can kill. Every once in a while, a scatterbrain will steal the memory of a politician, dignitary, Dark Mage, or mob boss. These can get their masters in a lot of trouble with the law or worse. In such cases, the memory will be deposited into a small orb (*the size of a marble*) and stored inside the beast until it can be safely destroyed or returned to its rightful owner.

Electrodes. The scatterbrain's beartrap jaws serve as a grounding device for thought transfer. The process begins by clamping (*grounding*) onto the victim's leg. It will then generate an electrical arc between its two antennae and tase the memories out.



Scatterbrain (DTL)

Small wandering monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
1	4	0	0	0

TARGET 10 **HP** 29 **DAMAGE** Medium (*jaws and claws*), Light (*decreases Mind Ability*)

Traits. Cunning, stealthy, high voltage, steals memories.

ACTIONS/ABILITIES

Casts **Amnesia** to steal 3 key memories. If successful, causes additional Light Damage to Mind Ability. When Mind reaches -5, Damage is caused to Spirit.

Motivation. *Money.* Their masters profit from the redemption of memories.

Weakness. *Water.* It can be short-circuited with a 50% chance of destroying held memories.

Shovelnose Platyphant

'The platyphant is not a finished product. It's clearly still in beta testing.'

-S. Colbert, Satirist

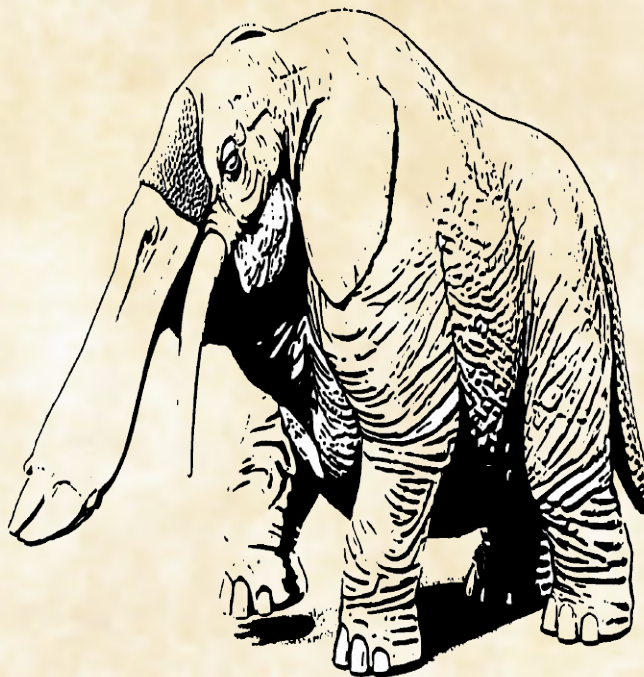
When dams fail and rivers overflow, shovelnose platyphants get to work fixing the problems and diverting the water.

Trench Warfare. About half the size of regular elephants, platyphants are like miniature bulldozers, able to move earth with relative ease. Using its metal reinforced snout, the animal can dig large trenches to reroute streams or to clear muck and mire. Even fairly large rocks are no issue for the platyphant, as it can pry them up with the crowbar-like tip of its nose. The quality and effectiveness of their excavation rivals even the most advanced Architects and engineers.

Mudholes. Platyphants live near abundant water sources where they can create large mudholes in which to play and cool off. The consistency of these pools is akin to quicksand from which very few other animals can escape.

Docile. These grass-eating beasts are very passive, going about their business with methodical lumbering and little concern toward the rest of the world.

Undomesticated. Shovelnose platyphants are best left in their natural habitats to do what they instinctively do best. Many have tried to harness them for construction site work or for use in the Corps of Engineers with no success. They simply do what they do by design as the need arises. Platyphants have revitalized and salvaged flooded villages, saving and improving countless lives.



Shovelnose Platyphant (CMM)

Large wandering animal, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
1	0	0	0	0

TARGET 11 HP 42 DAMAGE Medium (*trample, tusks*)

Traits. Large, tusks, shovel nose, lives near water, buries itself in mud.

ACTIONS/ABILITIES

Repair of Dams and Rerouting of Water.

Platyphants are compelled to fix breached and compromised waterways of various sorts. Their strong noses serve as powerful shovels.

Motivation. *Erosion Control.* Compelled to fix river banks and waterway breaches.

Weakness. *Passive.* Unaware of its strength, it tends not to fight until it's too late.

Skeleton Warrior

'It is better to stand and fight. If you run, you'll only die tired.'

-Bjorn Halfdan, Viking Raider

Once a warrior, always a warrior - it's in their bones. Having lived a life of constant battle, these fallen soldiers have not yet found their final resting place, often bearing a guilty conscience for atrocities committed in war.

Necromancer Masters. Skeleton warriors are almost always under the control of a necromancer. They are employed as vigilant guardians of crypts, tombs, and catacombs in which objects of significance are hidden. These bone brigades don't require food, water, or shelter, remaining on constant vigil in the hope that one day, their master will restore their honor as promised. But that day never comes.

(Dis)Organization. Mercenary soldiers have no strong affiliation with any particular army or cause. They may or may not acknowledge rank or hierarchy within their squad. Other than the general orders decreed by their overlord necromancer, engagement is a chaotic free-for-all, spurred on primarily for nothing other than *'the love of the fight.'*

Reanimation. Unless a skeleton warrior dies while performing a truly noble act, his bones will reanimate within five (5) rounds as long as the parts are mostly intact and located in close proximity to each other. The skull, of course, is the main thing, so it's best to thoroughly destroy it. The only truly effective ways to permanently dispose of skeleton warriors are by Magic or by killing their necromancer. A skeleton may be persuaded to switch sides, but that's highly unlikely.



Skeleton Warrior (AG)

Medium wandering monster, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
------	------	--------	--------	---------

-1	0	0	0	0
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TARGET 6 HP 12 DAMAGE Depends on weapon

Traits. Undead, dishonored, controlled by a necromancer, multiple factions.

ACTIONS/ABILITIES

Lesser Human. Same abilities as in life, but to a much lesser degree. Rolls at Disadvantage.

Horde/Swarm. Can attack en masse, employing horde rules of engagement.

Motivation. *Controlled.* They do their masters' bidding with little or no personal motivation.

Weakness. *Shame.* Somewhere in their dead skull is a once-noble warrior now disgraced.

Skywhale

'The whales do not sing because they have an answer, they sing because they have a song.'

-G. Colbertson, Nomad of Ashes and Snow

Measuring 120ft (36m) long and weighing up to 250 tons (225mt), these gentle giants roam the skies like living dirigibles.

Insect Eater. Skywhales consume swarms of insects like plankton of the air. Gnats, flies, mosquitos, etc. are all food for these majestic beasts. Without the skywhales, these pests would quickly get out of control, bringing untold misery and disease.

Whale Song. Skywhales have a vocal range from 30Hz to 8000Hz. Some of the lower frequencies are estimated to travel nearly 10,000 miles (16,000km). The language of these gigantic mammals is encrypted, only understood by others of the species and by their ocean counterparts. Some believe the whales speak an ancestral alien language as a welcoming beacon (*or warning signal*) to off-world beings.

Endangered. All manner of whales have been hunted for centuries. Almost every body part is useful for something, and abundantly so given their enormous size. Some governments have attempted to regulate the killings, but that has only led to the development of increased poaching and a thriving black market. The skywhales' passive nature makes them an easy target.

Air Taxis. Skywhales have been used as transportation by indigenous peoples since ancient times. They can traverse the southern tip of Thura to the northern tip of New Hinterland in a matter of days.



Skywhale (EM)

Huge flying animal, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
5	1	2	0	0

TARGET 10 HP 125 DAMAGE n/a

Traits. Intelligent, peaceful, eats insects, flies/glides in air, endangered.

ACTIONS/ABILITIES

Whale Song. A skywhale's song is both low and high pitched and can carry nearly halfway across the globe. The tone itself contains the encrypted message.

Motivation. *Natural.* Simply lives its life like other animals, but less brutishly primal.

Weakness. *Pacifistic.* Skywhales are not fighters; they just want to live in peace.

Slog

'Whenever there's a hard job to be done, assign it to someone lazy. They'll work harder than anyone to find an easier way to do it.'

-W. Chrysler, Automotive Mogul

Part giant sloth, part dog, the slog is man's (*slowest*) best friend. Slogs stand about 6ft (2m) tall and weigh roughly 200lbs (91kg). Their diet consists mainly of eucalyptus leaves.

Figuring it Out. Slogs aren't lazy, they just have a slow metabolism that makes any action sluggish. What for most would be a disadvantage, the slog uses to its benefit. They have incredibly high intelligence and an innate ability to figure out the most efficient solutions to nearly any problem. It may take them longer initially, but the process itself will be the shortest, most efficient path from A to B.

Excellent Climbers. Slogs spend most of their lives in the forest canopy, only coming down out of curiosity. They are not the least bit scared of heights and will gladly climb the most difficult cliff faces for a reward (*food*).

Patience. Living an average of 500 years, slogs are in no rush to get anywhere. Even when young, the creatures somehow know that hurrying only increases potential for mistakes. They also have no sense of time.

Nearsighted. Slogs have extremely poor vision. They can see close up in great detail, but anything beyond a few feet is blurry. Nevertheless, they still maintain an impeccable sense of direction and can navigate over great distances just focusing on what's right in front of them.



Slog (DTL)

Large wandering animal, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	2	0	0	0

TARGET 7 HP 19 DAMAGE n/a

Traits. Slow, methodical, efficient, conserves energy, finds solutions.

ACTIONS/ABILITIES

Natural Problem Solver. Slogs have an inbred ability to find the shortest, quickest solution to almost any problem. It may take them a while, but the process itself is the most efficient.

Motivation. *Efficiency.* Wants to do things with the least amount of effort possible.

Weakness. *Slow.* The creature is never in a hurry for anything.

Smack Talker

'Life has its ups and downs. They're called squats.'

-Musclehead Magazine, Issue 18351

Considered one of the most annoying beings in the Realm, the smack talker is essentially ego in the flesh. Its large, central mouth boasts a deep baritone voice while several sets of arms are used primarily for giving itself high-fives.

Origin. Smack talkers were formed when a vial of radioactive testosterone accidentally spilled into a petri dish of muscle tissue.

Psyche. Smack talkers truly believe they are motivating other *'weaker'* creatures to achieve goals they could not otherwise achieve without their coaching. But, given their walnut-sized brains and huge egos, smack talkers resort to juvenile banter as their only motivational tool. Taunts such as, *'My grandmother could (fill in the blank) better than that,'* etc. are commonplace.

Actual Physical Ability. Despite their bravado, the smack talkers' physical ability ranges from poor to mediocre. They are impulsive and uncoordinated, running into challenges (*and walls*) with reckless abandon.

Danger. Smack talkers pose no real threat to adventurers other than that they are loud and obnoxious. This can be particularly annoying when trying to be stealthy or unnoticed. Once a smack talker engages his target, he will stay with them until another, more macho challenge entices him to move on. The best way to deal with smack talkers is to avoid them altogether.



Smack Talker (DTL)

Medium wandering monster, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
1	-2	0	0	0

TARGET 10 **HP** 20 **DAMAGE** Light (*Spirit, psychological*)

Traits. Strong, moronic, loud, obnoxious, always up for a challenge.

ACTIONS/ABILITIES

Feats of Strength. Will do anything to prove itself tougher or more capable than a challenger. **Morale +/-** depends how motivating or annoying the smack talk is perceived.

Motivation. *Motivation.* Truly thinks it's pushing others to improve.

Weakness. *Fragile Ego.* Beneath the tough exterior is an insecure trainwreck.

Snailossus

'Even a snail will eventually reach its destination.'

-Chronicles of Ragdale

The colossal snail has a foot-to-apex height of 25ft (7.5m) and occupies the lush grasslands, woodlands, and jungles where rainfall and high humidity are abundant.

Slow (but not terribly so) Motion. Due to its enormous size, a snailossus can cover 3mph (5kph), roughly the average walking speed of an adult human. With an incredible amount of surface area and adhesion, the creature is able to climb vertical and inverted surfaces at normal speed. Equipped with a sturdy, hollow shell, this gastropod can accommodate several large humanoid. Many years ago, the goblins figured out how to utilize this unique feature to migrate to distant lands over impossible terrain, unseen, hiding in plain sight.

Toxic Slime. The slime of a giant snail is thick, sticky, and temporarily radioactive. When active, the slime trail glows green. Radiation Damage from contact is delayed, usually showing up hours or days later.

Desiccation. Salt can dry a snail from the inside out, but you'd need a literal ton of it.

Lunar Navigation. These majestic beasts follow the moon as their compass. Only the goblins, with their extensive knowledge and experience with these animals, have figured out how to guide and navigate from inside a snailossus. Some speculate the key is tapping into the gastropod's pituitary gland with a copper wire, but that has not been proven, and no goblin has yet divulged the secret.



Snailossus (DTL)

Colossal wandering animal, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	0	0	0	2

TARGET 12 (with shell), 7 (without shell), **HP** 37

DAMAGE Light (slime contact)

Traits. Slow, toxic slime trail, eats all plants, climbs walls (vertical and upside down).

ACTIONS/ABILITIES

Shell. Large enough to accommodate several adult humans. **Toxic Slime.** Contact results in Light Damage (*radioactive*) in 3rd round after contact.

Motivation. *Primal/Lunar.* Guided by food and the moon's gravitational pull.

Weakness. *Salt (desiccates).* Hinders its slimy body from gelatinous self-repairing.

Speljamur

'Magic is liquid illusion, and illusions are frozen Magic.'

-Jon Finch, Poet Mage

Speljamurs crave the Magic of others and will steal it for themselves. They are able to acquire and assimilate any Magic used against them, whether it's a natural Ability or held within a Staff/Wand. A speljamur is drawn to even the slightest hint of Magic, but the greater the Magic, the greater the draw. Any Party member wielding particularly effective or rare Magic is at risk of becoming a target.

Freeze and Undo Magic. When Magic is cast against a speljamur, the creature will emit a high-frequency scream before the Magic has a chance to take effect. On a roll of 10 or greater, the Magic is solidified (*frozen*) in mid-air as a physical, tangible object, usually in the form of a glowing orb or shard. Frozen Magic may then be picked up by the speljamur and inserted into its back collection pouch. Once inserted, that Magic becomes part of the speljamur's permanent Abilities. Should Magic successfully hit a speljamur, it will cast Undo Magic against Target 10 without counting as its Action.

Rupture and Fallout. If a speljamur is killed without rupturing its collection pouch, all of the Magic contained within it dies as well. However, if the pouch is ruptured and explodes (*killing the monster with it*), all of the Magic contained within the pouch is discharged. Every living being within 100ft (30m) must roll >10 to escape Damage. A roll of <10 results in being hit by one of the speljamur's expelled Magic as determined by a dice roll corresponding to an alphabetized list of the pouch's Magic contents.



Speljamur (CNP)

Medium wandering monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
1	3	3	0	0

TARGET 9 HP 23 DAMAGE Medium (Spirit)

Traits. Fast, agile, drawn to Magic and Magic items.

ACTIONS/ABILITIES

Casts **Undo Magic** to reverse whatever Magic has been successfully cast upon it. Casts **Freeze Magic** to turn Magic into a solid object that can be physically broken or stolen.

Motivation. *Magic Acquisition.* Unable to wield its own Magic, it steals and uses that of others.

Weakness. *Collection Pouch.* This is where the speljamur stores its stolen Magic.

Swamp Hopper

'Never underestimate the small creatures until you've safely crossed the swamp.'

-Cordel Hall, Secretary of the Interior

Referred to by locals as *'river chicken,'* these small, carnivorous amphibians are found primarily in swampy river deltas.

Webbed Feet. Swamp hoppers have unusually large webbed feet that allow them not only to swim fast but also to run across water at speeds up to 10 mph (6 km/h). Secondly, the loud slapping sound made by the webbing disorients fish and other smaller prey.

Nocturnal Hunters. Similar to anglerfish, swamp hoppers are equipped with bioluminescent lures (*'esca'*) to entice their prey to come within range. These esca activate when pressure waves are sensed, almost like a biological motion detector. A swamp hopper is able to submerge itself underwater for almost 45-minutes at a time to wait in ambush.

As Food. As common a food as they are, one must be careful when butchering these animals. Swamp hoppers have a special gland that secretes a toxin when nicked. This toxin is not fatal, but will make you wish it was!

Phasing. When stressed, a swamp hopper can phase through inanimate objects. It does not appear that swamp hoppers are able to control or determine when to phase. Some believe that eating a swamp hopper's poison gland gives the eater the ability to phase at will, but that seems to be a folk myth created by locals to send outsiders to the hospital.



Swamp Hopper (DTL)

Small wandering monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	0	0	0

TARGET 3 HP 5 DAMAGE Light (*teeth, claws*)

Traits. Amphibious, bioluminescent, carnivorous, cold-blooded, nocturnal, phasing.

ACTIONS/ABILITIES

Phasing. Can pass through inanimate objects when stressed. **Walk on Water.** Webbed feet allow the animal to run across water at speeds of 10 mph (6 kph).

Motivation. *Primal.* Eats, sleeps, mates, repeats.

Weakness. *Cold.* These cold-blooded creatures slow down if the temperature drops too much.

Swamp Thug

'Once you're in, you're in – and there's no getting out.'

-The Handbook of Wiseguy Etiquette

Everyone knows the swamps are run by the mob. Swamp thugs are the enforcers, collecting debts and generally keeping order in the marsh. The Delta Mafia is involved in everything from smuggling to counterfeiting, but it's main staple is loansharking. An estimated 75% of all denizens in those regions owe some kind of debt to the mob.

Family Loyalty. Swamp thugs are supremely loyal to their boss. Most of them have at least some connection by blood or marriage.

Navigation. These creatures know the swamps like the back of their gnarly hands. There's no hole or grotto one can hide if the order goes out to find you. That said, a thug will almost never travel outside of its local jurisdiction.

Infighting and Suspicion. Currying favor with the boss is at the top of a swamp thug's wish list. There's a definite hierarchy within the mob, and everyone wants to climb the ranks. Thugs will often take credit for hits in which they were never involved. When exaggeration of their own achievements won't do, they'll often undermine those of another. This mindset has led to a strange paradox of loyalty to the boss while backstabbing each other.

Getting Out. There are some swamp thugs who do long to get out of *'The Life,'* but they are few and far between. Most have a guilty conscience from doing things they regret to innocent debtors who had no other choice.



Swamp Thug (HM)

Medium wandering monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	0	1	0

TARGET 7 HP 20 DAMAGE Medium (*spiked club*)

Traits. Loyal to mob boss, thug, prone to violence, not smart, organized crime enforcers.

ACTIONS/ABILITIES

Persuasion. Usually with the threat of violence. They are organized crime enforcers.

Navigation. Swamp thugs know every nook and cranny of the marshes in which they live.

Motivation. *Loyalty.* Their devotion to their mob boss is unwavering.

Weakness. *Fear of Failure.* They know first-hand what happens to those who fail the Don.

Textile Menace

'We are fascinated by the darkness in ourselves, fascinated by the shadow menace.'

-A. Hopkins, Psychiatrist Restaurateur

The stuff of children's nightmares, 'Burlap Man,' 'Cloth Golem,' and 'Woven Devil' are some of the other names by which they are known. Mill towns and small industrial areas are the creatures' most common haunts.

Origins. On the edges of some temperate forests grow various sentient plants bearing seeds light enough to be carried by the wind. When such a seed lands on a burlap sack in a cool, dark corner of a mill, the seed will survive dormant for long periods of time. Add an unfortunate spill of whisky from a local town drunk looking for a quiet place to sleep, and conditions are ripe for spawning. Once germinated, the textile menace grows rapidly, incorporating bits and pieces of any material it can find lying around.

Curiosity. Textile menaces have tangible, composite bodies, but they have the mind and spirit of a sentient plant. They continue to search for pieces of their plant identity, which is why they are drawn to fabrics made of plant materials. Incorporating pieces of their brethren into themselves, they bring a sense of surrogate life to those plants. Still, the void is never filled, leaving the being on a constant search for new materials.

Patch Theft. Common among poor townfolk who make and mend their own clothing. Most report waking up from a lucid sleep, unstartled and unafraid, yet somewhat uneasy. Upon further inspection, the victim is usually missing a patch of cloth from a garment or fabric from upholstery.



Textile Menace (DTL)

Medium wandering monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	2	0	0
TARGET 10 HP 25 DAMAGE Medium (claws)				
Traits. Quiet, persistent, curious, made of various material (<i>effects Attack & Defense</i>).				
ACTIONS/ABILITIES				
Casts Charm , Memory and/or Sleep to find objects to acquire.				
Patch Theft. They will secretly steal pieces of garments.				
Motivation. <i>Curiosity.</i> Intrigued by any new materials, especially plant-based ones.				
Weakness. <i>Fire.</i> Mostly flammable materials unless it has carbon or metallic fibers.				

ACTIONS/ABILITIES

Toady

'Being surrounded by toadies doesn't mean you're respected; it means you're the head toad.'

-J. Goodman, Counseling Novelist

Every nightclub and seedy establishment have their own team of bouncers and tough guys. Toadies are what you get when you can't afford the good stuff.

Intimidation. At 8ft (2.5m) tall and broad-shouldered, toadies are big, angry, and always spewing threats to challengers. But they are not as strong nor tough as their boasts. They'd rather intimidate someone without actually fighting as toadies tend to take as much of a beating as they give out.

A Life of Thuggery. The swamp slums are notoriously poor. 90% of all toadies have been in the game since they were little. Stealing lunch money, then robbing stores, then acts of violence, all to catch the attention of a boss that will pay for their services. Once they're in, it's hard to get out.

Merchant Marines. Some of the more adventurous toadies seek fortune on the high seas, taking on various positions as coal stokers or deck hands in the hopes of carving out a new life in a new land. Most never find what they're looking for, consigned to a sailor's life of chasing endless sunrises.

Eats Bugs. Toadies have bioluminescent patches on their snouts used to attract insects. The mechanism is similar to an anglerfish, but less pronounced. The creatures have also learned to use their *'glow plugs'* to communicate with fireflies and other bioluminescent beings.



Toady (EM)

Medium amphibious monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
------	------	--------	--------	---------

0	-2	0	0	0
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TARGET 7 HP 19 DAMAGE Heavy (club)

Traits. Dim witted, amphibious, angry, part frog/fish/humanoid.

ACTIONS/ABILITIES

Discount Guards and Thugs. Toadies are entry-level followers of some organized crime boss or whomever hires them for muscle. You get what you pay for, and toadies are cheap.

Motivation. *Follows Orders.* Just does what it's told by the Boss.

Weakness. *Dumb.* Toadies are easily tricked and manipulated (*that's why they're toadies*).

Trefang Jungle Jumper

'Friends will stab you in the back. These are not your friends.'

-L. G. Akita, Parks Department

Prehistoric creatures bypassed by time, these reptiles have survived at least two Scourings, perhaps more.

Trefang. Also called, *'3-fang,'* the name is actually accredited to Julian Trefang, the renowned biologist who first discovered this reptilian species. The fact that the creature has three fangs is purely coincidental. The triangular jaws do give the jungle jumper an advantage in that it can always bite with at least two of its fangs regardless of angle of attack. The canines themselves measure 5in (13cm) long with a bite force of 600psi.

Jungle Jumper. With legs measuring only 2ft (.6m) long, trefangs are surprisingly quick and agile. Their hop-like run can carry them up to 30mph (48kmh) through the densest of jungle foliage. They can jump vertically 10ft (3m) and easily clear small crevasses.

Pack Hunter. Jungle jumpers rarely hunt alone, preferring to use strategy to quarry their prey (*much like velociraptors from the days of Irth*). One will serve as a distraction while the others ambush from behind. By the time the victim realizes what's happening, it's usually too late.

Egg Layers. Like many other reptiles, trefangs reproduce via eggs. Clutches consist of 3-4 purple and yellow spotted eggs the size of a baseball. They are laid in small depressions in the sand off to the side of traveled pathways. Jumpers are very protective of their young.



Trefang Jungle Jumper (EM)

Medium wandering monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	1	0	2	0

TARGET 11 **HP** 25 **DAMAGE** Light (*teeth, claws*).

Traits. Cunning, hunts in pairs or packs, jumps, fast.

ACTIONS/ABILITIES

Tactical Hunters. Trefang jungle jumpers are quick and hunt in packs, utilizing strategy and distraction to quarry their prey. Packs are typically 2-4 in number.

Motivation. *Primal/Sport.* Hunts both for necessity and for pleasure.

Weakness. *Family.* They will not risk harming their eggs or young.

Tryclops

'In the land of the blind, the one-eyed man is king. How much more so the tryclops.'

-Desiderius Erasmus, Satirical Theologian

Keepers of the natural order, tryclopses were charged by the Architects to guard and keep watch over sacred and powerful beings and artifacts lest they fall into evil hands.

Chrono Vision. A tryclops can see into the past, present, and future simultaneously. Each one of its heads and eyes is responsible for a piece of the timeline. Chrono Vision, Discernment, and Telepathy, give the creature an uncanny ability to assess motives and anticipate actions.

Force Field and Phasing. A tryclops can use its force field to envelop and protect beings and objects under its care. It is also able to phase through solid matter with those beings and/or objects within the force field.

Portal Creation. In extreme circumstances (*and upon their own death*), tryclopses can create small, temporary portals through which they can escape to safety. Only the tryclops knows the terminal location of the portal, and only the tryclops controls how long the portal remains open. Those foolish enough to follow may find themselves trapped in a dimensional prison from which there's no escape.

Sustenance. Sustained by the world's raw energy, tryclopses need neither food nor water to live. Every thought, every intention, every dream – they all feed the beast. That said, a tryclops will gladly consume any being it kills. When consumed, the tryclops gains ½ of that being's original HP.



Tryclops (EM)

Huge guardian monster, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	3	5	0	0
TARGET 15 HP 80 DAMAGE Heavy (teeth, fists)				
Traits. Powerful, chrono vision, various Magic, guardian.				
ACTIONS/ABILITIES				
Portal Creation. Able to create small portals at will. Casts Discernment, Force Field, Phasing, and Telepathy among others. Chrono Vision. Able to see into Past, Present, and Future.				
Motivation. <i>Protection.</i> Safeguards rare and important beings and objects.				
Weakness. <i>Duty.</i> Will lay down its life to protect that which is in its care.				

ACTIONS/ABILITIES

Vale Moose

'There's nothing like facing down a charging moose armed with but a spear and your wits.'

-Thadrok Martin, Hunting Guide

6ft (2m) tall at the shoulders, and weighing 1800lbs (800kg), herds of thousands roam the grasslands throughout the Four Corners.

(Un)Domestication. The Vale moose has been a staple resource of food, leather, ivory, and fur for many indigenous peoples across Katharsis. Despite best efforts over centuries, the beast remains completely wild except for a few novel examples in traveling shows.

Stampede. Vale moose are fairly passive but they can be spooked by loud noises and flashes of light. Once a stampede is formed, it will last for several minutes until the herd feels safe.

Tusks and Antlers. The prominent tusks and antlers of the Vale moose are of the finest ivory. Most of the high-quality swords and tools fashioned in the Master Forges have Vale moose handles. The ivory is of equal value for use in musical instruments. If kept intact, the hollow antler makes an excellent baritone horn whose distinct sound carries for miles.

Leather. The hide of the Vale moose is some of the thickest and most durable to be found. Their toughness and large size make them an excellent choice for sailboats and tall ships. However, the thick skin also makes the moose hard to kill and the leatherworking quite difficult except by skilled craftsmen. A single hide can fetch a high price at market, but the quality is well worth the cost as Vale moose clothing almost never wears out.



Vale Moose (DTL)

Large wandering animal, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	0	0	1	2

TARGET 7 HP 42 DAMAGE Heavy (*antlers, tusks, hooves*)

Traits. Herbivore, migratory, herd animal, undomesticated, cautious.

ACTIONS/ABILITIES

Strength. Combined weight and traction from hooves capable of pushing over medium trees.

Stampede. Spooked herds will run in a panic, trampling large swaths in their path.

Motivation. *Primal.* Food and mating are the main goal. Males will challenge each other.

Weakness. *Not Very Intelligent.* The vale moose operates mostly on instinct.

Volcano Crab

'Don't be one in a bucket of crabs. Be the one crab that gets out!'

-Leigh Alexandra, Sociologist

These 11lb (5kg) crustaceans are found by the thousands around active calderas. Volcano crabs are land-dwelling, and live in burrows dug into the side of rock fissures.

Commercial Uses. The crabs' primary food source is volcanic rock, particularly obsidian, which they use to form their exoskeletons. Shells of these creatures have been used to fashion spears, knives, and other crudely sharpened implements. Volcano crabs are not especially aggressive, but their blood is comprised of hot magma, resulting in a temperature of 1300F/700C. Small-scale foundries have harnessed this property by confining volcano crabs in crucibles for smelting and recycling aluminum and other metals. The steam generator industry looked toward the crustaceans as a cheap, renewable way to quickly boil large volumes of water, but the crabs became brittle and shattered on contact from the quenching.

Ecology. Most of the black sand beaches owe their existence to volcano crabs. As they feed, their digestive tracts break down the volcanic rock into ultra-fine particles. This fine black sand is a natural water filter, transforming salty ocean into fresh water.

The Gathering. Every seven (7) years, the entire population of volcano crabs gathers to march around the circumference of their island's central volcano. The journey takes 21 days and the march almost always results in a mild eruption and/or small tremors that can be detected throughout the Four Corners.



Volcano Crab (AG)

Small crustacean, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
3	0	0	0	1

TARGET 4 **HP** 4 **DAMAGE** Light (*claws*), Heavy (*burns*)

Traits. Prolific, eats obsidian, magma for blood, not aggressive.

ACTIONS/ABILITIES

Body Heat. Its core temperature is hot enough to melt aluminum.

Eats Rock. Consumes volcanic rock (*particularly obsidian*).

Motivation. *Pulverization.* Compelled to break down volcanic rock into fine black sand.

Weakness. *Rapid Cooling.* Will crack its exoskeleton.

Wasteland Elk

'A world without wastelands is a wasted world indeed.'

-The Naturalist Manifesto, Tenet 33

5ft (1.5m) tall and weighing 900lbs (410kg), the wasteland elk is the largest animal native to that barren landscape. Literally nothing but skin and bones, the *'wapiti,'* as they are called by the tribal peoples, survive on little more than dust and dew.

A Dying Breed. Wasteland elk are in no danger of going extinct. The term, *'dying breed,'* signifies that each individual elk is in the perpetual process of dying, yet doesn't. All of their flesh is decayed and leathery, they have no vigor, and they always seem just a breath away from the end. But this is just a ruse to fool predators into thinking that the animal is either sick or an easy target (*which it isn't*). When attacked, the elk will play the victim until it has a clear shot to stab its attacker in the heart with its tusks.

Primitive GPS. Regardless of where they roam during the day, wasteland elks will always head North as soon as the first star appears in the night sky. When asleep, the creature's body is aligned along east/west.

Dust and Dew. These large animals have adapted to survive on small particles of dust that contain even smaller bacteria. It is told that the creatures can survive twenty years on a single drop of water.

Skin and Bones. Although there is almost no meat on a wasteland elk, its skin and bones are useful and highly prized. Having no blood or moisture to speak of, its hide requires no tanning or other treatment to use as leather.



Wasteland Elk (EM)

Large wandering animal, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
1	0	2	0	0

TARGET 9 HP 23 DAMAGE Medium (*antlers, tusks*)

Traits. Lives on dust and dew, feigns weakness, useful bones and skin, follows North.

ACTIONS/ABILITIES

Primitive GPS. Wasteland elks wander toward true North when the first star appears in the night sky. Smart travelers can use this trait to navigate across the barrens.

Motivation. *Primal and Astronomical.* The elks follow the stars in their migration.

Weakness. *Unaware.* They pay attention to the sky above and the ground at their feet.

Water Lion

'The ocean is full of mystery, the water lion being perhaps the most mysterious of all.'

-Dunagan Ness, Cryptozoologist

Forensic reports of near-drownings are rife with mentions of 'a small aquatic creature with the face of a lion, the body of a seahorse, and appendages like a salamander.'

A Desperate Bargain. Drowning has a way of motivating people to make deals. Whenever water lion encounters occur, there's always an obligation to be met – an object to find, a quest to accomplish, etc.

Hypnotic. Water lions have significant mental and Magical powers, particularly when it comes to mesmerizing others and compelling them to do things against their own will. Successful hypnosis puts the target under the water lion's spell for two (2) rounds, with a lasting desire to carry out the creature's task to completion after the encounter.

Mermaid Animosity. Water lions do not get along with mermaids or other nymph-like aquatic creatures, presumably because they vie for the same prizes. In general, water lions are selfish and territorial, even among themselves.

Psychological Curiosity. The creatures place great value on understanding the thinking of other sentient beings. Accustomed to the usual aquatic inhabitants of fairly low intellect, any land or air organism is immediately intriguing.

Confinement. Water lions are free-spirited animals and never survive captivity.



Water Lion (KM)

Small aquatic animal, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
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0	2	3	0	0
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TARGET 15 **HP** 15 **DAMAGE** n/a

Traits. Cryptic, mesmerizing, makes deals, Magical, elusive, telepathic.

ACTIONS/ABILITIES

Hypnosis and Mesmerization. Water lions use Mind and Magic to learn psychology and get others to do their bidding. Near-drowning eases the process of mental influence.

Motivation. *Psychological Curiosity.* Seeks to understand how other beings think.

Weakness. *Confinement.* A captured water lion is a dead water lion.

Werebat

'Never trust a werebat. They always have arterial motives.'

-Dugan McCrea, Comedic Bard

Werebats are large, flying mammals found in almost any cave in Katharsis. They are nocturnal, using thermal vision to feed on livestock and other warm-blooded animals.

Hierarchy and Knowledge. Werebats preside over colonies of lesser (*normal*) bats, with each colony pledging its allegiance to their own King. In exchange for protection, the sovereign bat is given dominion over thousands of winged spies by which it gains information on the outside world. Upon a werebat's death, its mind is transferred into that of the highest-ranking minion, and the metamorphosis into the new werebat begins. In this way, the conscience and knowledge obtained by the werebat is preserved.

Dealers in Information. Somewhere around 350-300 BGC, there arose an order of advisors known as the *Anethrim*. This inner circle often gave counsel and strategic information to the Dark Mages. Through a series of events and insults over a century of power struggles, the Anethrim were left disenfranchised and unappreciated. In the years leading up to the Great Chaos, a plot was formed by the Anethrim to claim a majority of seats on the Council of Caldera, the governing body of Dark Mages. The plot was discovered and many of the conspirators were executed in horrific ways. Those who were left were turned into werebats, cursed by the Dark Mages to be their servants, gathering information and secrets until their debt is considered paid in full. But, as with all such taxes, it never is.



Werebat (AG)

Medium flying monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
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0	2	0	0	0
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TARGET 10 HP 13 DAMAGE Medium (fangs)

Traits. Intelligent, suspicious, nocturnal, cursed, flying, desires information above all else.

ACTIONS/ABILITIES

Thermal Vision. Can easily detect anything above a temperature of 60F/15C. **Immortality (sort of).** Upon its death, the mind of a werebat is transferred to its highest-ranking minion.

Motivation. Information. Gathers intelligence to use as a bargaining chip.

Weakness. Hope. The right information might be enough to break the curse.

Whisp

'Whispers creep through the silence, disturbing the peace of an unoccupied mind.'

-C. Noe, Prophecy of Canellian

Very few sons of men are able to withstand being left alone with their own thoughts. Unfortunately for those few, they aren't alone.

An Untimely Appearance. Even the best warriors suffer at times from *'Paralysis of Analysis.'* When such indecision is pervasive, a timer begins to count down. After 3-minutes, if no concrete decisions have been made, there's a 50% chance of a whisp appearing every minute thereafter. When a whisp does manifest itself, it will immediately cast *Inception* on The Doubter. If successful, the victim rolls at Disadvantage for the rest of the immediate encounter.

Surreal. Whisps are only materialized by the doubtful Mind. Since they have no true, physical Body, no physical attacks on them have any effect. What they do produce is more indecision, which in turn produces weaker actions. Once a victim steps up and becomes decisive (*right or wrong*), the whisp will simply vanish.

Too Many Cooks. Whisps are not confined to the darkness of dreams. They are active day and night. Wherever procrastination and debate over minutia exist, so do the whisps. When a Party is engaged in prolonged debate over what to do, everyone is considered to be part of the problem. In such cases, whisps may appear and cause Damage to everyone in the Party. Silence is not a solution, and the silent are not immune!



Whisp (3D)

Medium wandering monster, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	3	3	0	0

TARGET 10 **HP** 20 **DAMAGE** Medium to Mind and/or Spirit Ability

Traits. Disturbing, quiet, discouraging, instills fear and dread.

ACTIONS/ABILITIES

Casts **Inception** to put doubt into the Mind. If successful, the victim rolls at Disadvantage throughout the next encounter. Whisps appear after 3-minutes of player indecision.

Motivation. *Doubt.* Feeds on the uncertainty of otherwise sure warriors.

Weakness. *Decisiveness.* Whisps can only occupy doubtful mental spaces.

Whumpus

'There is none such quandary that a few good whumps with a whumper won't remedy!'

- Creed of the Whumpus, The Scroll of Fifths

Standing a mere 3ft (1m) tall, the diminutive whumpus is most prevalent near mountain crags where rocks and boulders abound.

Rock Breakers. Whumpuses focus their efforts almost entirely on pulverizing rock. For what purpose, no one is 100% certain, but it has something to do with restoring things to a lower energy state of entropy.

Whumpers. Most whumpuses carry their own whumper - a club made of an ironwood handle with a mallet head fashioned from titagranite, the hardest known substance in Katharsis. Titagranite deposits were formed by small nuclear detonations during the Seven Years War. The blasts created bowling ball-sized fusions of titanium and granite strewn all over the mountainsides. Due to their peaceful nature (*as gentle as the alloy is hard*), whumpuses are the only beings capable of shaping titagranite.

Gemstone Formation. The force of impact generated by a whumpus on rock is so strong that gemstones are formed in the process. These shiny trinkets mean nothing to a whumpus, and he'll gladly give them to you.

Portal Tuning. Whumpus whumps are at least partially responsible for the maintenance and stability of the many portals located throughout Katharsis. Contrary to being an arbitrary or haphazard strike, each whump is perfectly measured to resonate at the stabilizing frequency of the nearest portal.



Whumpus (RPG)

Medium wandering monster, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	0	1	0

TARGET 8 HP 15 DAMAGE Medium (*rocks, rock hammer*)

Traits. Slow, methodical, obsessed with breaking rocks, peaceful.

ACTIONS/ABILITIES

Rock Breaker. Has a supernatural power over rocks to cause them to fracture. Gems and precious stones form during the rock-breaking process. This power is specific to rocks only.

Motivation. *Entropy.* Obsessed with the breakdown of solid rock foundations.

Weakness. *Naïve.* Believes all creatures ultimately act toward the Greater Good.

Yeti (*Sasquatch*)

'I don't believe in you either.'

-Bigfoot, 1997

Sasquatch, yeti, bigfoot – all of these humanoid cryptids are essentially the same except for their particular habitat. Yeti prefer colder, snowy climates and have white, heavy fur that camouflages with the snow.

Cryptids. As the term implies, these creatures are difficult to see unless they want to be seen. They've observed the world from a distance, its chaos, its greed, its suffering, and they want no part of it. Only when something or someone encroaches on their land or existence will these beasts show themselves.

Vision and Smell. Yetis can see clearly up to 2 miles (3km) away, and almost half that in a snowstorm. Where such conditions cause Disadvantage to most, sasquatch function at Advantage. Their smell is equally impressive.

Strength. Sasquatch spend their entire lives in the wilderness doing wilderness stuff. Everything is heavy. Trees, boulders, etc. are all daily routine for the yeti. In addition, they have amazing stamina to traverse rugged mountains and woodland hillsides at speeds akin to bears. That goes for climbing as well. Other than the mountain goat, few can compete with a bigfoot when it comes to climbing.

Fire. Just about the only thing that will scare a yeti is fire. Many of the sasquatch have had to relocate multiple times due to careless campers leaving their firepits unattended. Much of what is known of their biology comes from a few burned yeti cadavers.



Yeti (*Sasquatch*) (MF)

Large wandering monster, neutral/hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
3	2	2	0	0

TARGET 10 **HP** 17 **DAMAGE** Medium (*teeth, claws*) or Heavy (*weapon*)

Traits. Stealthy, reclusive, cold-climates, excellent vision & smell, survivalist.

ACTIONS/ABILITIES

Vision, Smell, and Strength. Survival in the wilderness has honed these abilities in the creatures beyond normal animals. They can see, smell, and run for miles.

Motivation. *Primal/Family.* Puts effort into survival and protecting its kin.

Weakness. *Fire.* Like many animals, has a fear of open flame.