

# TINY D10: FANTASY MONSTERS

## Introduction

In Tiny d10, the word *monster* comprises all forms of enemies and opponents that characters may encounter. However, not all monsters are adversarial to characters: many are neutral to their actions, and others still may prove useful - even helpful.

The two primary components of these monsters are:

- 1) Toughness (T), which represents the percentile difficulty to strike the monster;
- 2) Hit points (HP), which represent its ability to withstand being struck.

Additional components include:

- 1) Magic points (MP) and power points (PP) that enable monsters the use of spells and abilities;
- 2) Attributes, bonuses from which increase the monster's likelihood of a successful attack or other action;
- 3) Damage, bonuses from which increase the amount of damage inflicted per attack;
- 4) And abilities, which can increase the overall combat challenge presented by the monster.

Inclusion of these additional components is likely to make the monster more challenging and dangerous.

## Monsters

**Acolyte** (T5; 5-7 HP, 3 MP; +1 intellect)

A disciple of an ancient, secretive, or insular religion, the acolyte is often granted unusual – and dark – powers.

### Acolyte Spells

The acolyte possess 1-3 spells, varying between attack spells and spells that produce effects of a dark nature.

**Ape** (T7; 6 HP; +1 power; +1 damage)

Fiercely territorial and strong as five men, the ape stands up to six feet tall and moves swiftly by knuckle-walking on thick, muscular arms.

### Ape Abilities

Primal rage – the first successful melee attack of a combat encounter inflicts 1d5 damage.

**Bandit** (T5-7; 6-9 HP; +1-2 reflex)

Often encountered in small groups, the bandit is an outlaw, brigand, or thief. He or she is always opened to a trade, but is generally more interested in getting something for nothing.

### Bandit Abilities

Bandits have one of the following abilities (bandit chiefs may have both, or more):

*Petty thief* – gain a +2 bonus to all attempts to conceal, steal, or pilfer something.

*Hail of daggers* – launch 1d5 + your level daggers at one target; inflicts 1 damage per dagger. Cost: 3 power points.

**Banshee** (T9; 10 HP, 5 MP; +1 intellect)

A howling, ethereal horror, the banshee is a female spirit whose appearance is as gruesome as it is beautiful. She possesses the ability to move through solid objects, though not living creatures.

### Banshee Abilities

*Shriek* – all living creatures within 100 feet must aspect save 8 or be sickened for 1d5 rounds (-3 to all rolls); a successful save reduces the effects to 1 round and -1 to all rolls. Cost: 2 magic points.

*Touch of death* – any creature touched is immediately reduced to 0 hit points; reflex challenge versus target. Cost: 5 magic points.

**Basilisk** (T8; 12-14 HP, 3 PP; +1 power)

An eight-legged reptilian terror, the basilisk can petrify a target with its dead-eyed gaze alone. Additionally, the basilisk possesses a ferociously powerful bite, but will only use it in close quarters, after its petrifying gaze fails.

### Basilisk Abilities

*Bite* – inflicts an additional +1 damage. Cost: 1 power point.

*Petrifying gaze* – a single target that looks upon the basilisk's face begins to turn to stone, and is immobilized; aspect save 5 to prevent complete petrification, aspect save 7 to restore movement. If the save is failed once, the target is petrified for 1d10 rounds; if failed a second time, the target is permanently turned to stone.

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**Bears** – majestic yet imposing, bears are natural beasts that are found in a wide variety of regions, including caves, forests, and tundra. While not always aggressive, bears are protective and highly territorial.

**Bear, brown** (T5; 6 HP; +2 power)

Large, swift, and ill-tempered, the brown bear is a formidable beast with a thick hide, powerful jaws, and wicked claws.

**Bear, giant** (T8; 12 HP, 4 PP; +2 power)

Exceedingly vicious and unusually intelligent, the giant bear is a primeval predator that stands an average of 14 feet tall on all fours. Oversized fangs protrude from its short, wide muzzle, and small, black eyes peer out from a head larger than a man's torso. Despite its hulking size, it can move swiftly and stealthily through the forest, preferring to surprise its prey.

#### Giant Bear Abilities

**Bite** – inflicts an additional +1 damage. Cost: 1 power point.

**Maul** – on a natural 10, knock prone the target, and gain an additional attack (+1 damage).

**Bear, polar** (T6; 9 HP; +2 power)

Larger and more ferocious even than the brown bear, the polar bear mercilessly stalks its quarry, ceasing not until it has caught and killed its prey. Unlike the brown bear, the polar bear will follow its target at a distance, remaining undetected until time to strike - usually at night, or when escape is all but impossible.

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**Blackscale Leech** (T4; 5 HP)

Blind, aquatic parasites that can grow up to three feet in length, blackscale leeches feed on blood, and are capable of drawing eight ounces from a victim in under a minute. Additionally, they can survive out of water indefinitely, but suffer -1 to attack rolls when on land.

**Boar** (T5; 5 HP)

Wild and sure-footed, the boar can move swiftly and silently through dense forest brush despite its large size. Though generally not aggressive, it is highly territorial, and its fierce tusks and razor-sharp hooves make it a menacing force to reckon with.

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**Cave-crawlers** – six-legged, completely blind, and ravenously hungry, cave-crawlers are massive insects that can reach up to four feet tall. They are strictly carnivorous, and use their long antennae to probe the dank subterranean passages for living prey. In times of dearth, they have been observed to cannibalize other cave-crawlers, though they always prefer soft flesh and hot blood.

**Cave-crawler (adult)** (T6; 4 HP; +1 power)

Iron-hard exoskeletons, powerful barbed legs, and a perpetual hunger complement the insectoid horror that is the adult cave-crawler.

**Cave-crawler (nymph)** (T4; 1 HP)

Grotesque larval insects with soft, pale bodies and wicked mandibles, nymph cave-crawlers are quite large, reaching up to two feet tall.

**Cave-crawler (queen)** (T8; 8 HP, 4 PP; +1 reflex)

A bloated monstrosity, part horror, part grotesquery, the queen cave-crawler serves but one purpose: reproduction. She is no less dangerous, however, and possesses a number of odious defenses.

#### Queen Cave-crawler Abilities

**Chemical spray** – an acidic solution that inflicts an additional +2 damage; on an attack roll of 10, causes blindness for 1d10 rounds. Range of 50 feet. Cost: 1 power point.

**Larvate** – produces 1d10 larvae upon being slain.

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**Cave Bat** (T5; 2-4 HP)

Large, vicious, and thirsty for blood, the cave bat will use darkness to its advantage, lurking in the shadows or high in the night sky and attacking its target with a ferocious swoop. The cave bat is often encountered in groups of 5-10.

**Dark-mind Mutant** (T7; 7-9 HP; +2 aspect)

Deformed – but vaguely humanoid – creatures, dark-mind mutants are part of the black-ice serpent's ecosystem. They care for and defend the frigid hatchlings, and share a telepathic connection to the black-ice serpent.

#### Dark-mind Mutant Abilities

**Dark thoughts** – on an attack roll of 10, you invade your target's mind; the target must succeed an aspect challenge or lose its next turn.

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**Demons** – hellish, twisted creatures from the darkest depths of the underworld, demons are physical incarnations of pure evil. There exists a wide variety of these monstrous creatures, ranging from small and impish to large and ferocious. These varieties, while appearing sometimes vastly different from one another, share several common characteristics, including generally high intelligence; oddly-colored, hairless flesh; sharp, fearsome teeth; and horns of varying prominence.

**Demon, blood** (T8; 6HP; +2 damage)

The blood demon is the result of a summoning ritual in which the summoner uses the blood of a victim to call forth a creature of hell. It stands between 4-5 feet tall, and has deep, blood-red flesh, short horns, saturnine facial features, and ink-black eyes.

#### Blood Demon Abilities

**Bloodlust** – each time you damage an opponent in combat, you gain 1 hit point (not to exceed your maximum HP).

**Demon, imp** (T5; 5HP; +2 reflex; -1 to all magical attacks against the imp)

A small and loathsome fiend, the imp is a servile demon, and typically acts on behalf of a larger, more diabolical evil. The imp can shapeshift at will, taking the form of a rat, raven, or snake for as long as it prefers.

**Demon, succubus** (T7; 6-8 HP, 3 MP; +1 aspect, +1 intellect, +1 reflex; level 1d5 caster)

A deceptively beautiful and seductive creature, the succubus is a female demon, and a clever and opportunistic predator. It often seeks to ensnare its prey using charm, guile, and sexuality. Failing that, the succubus will always use violence to get its way.

#### Succubus Spells

**Charm** – 1 non-hostile, intelligent creature is immediately friendly to you; hostile creatures must save versus caster's spell save; lasts for caster's level x 1d10 minutes. Cost: 1 magic point.

**Disguise self** – you significantly alter your appearance, including minor changes to your shape and size; lasts for one hour. This spell is purely an illusion, and may be exposed physical contact; intellect check versus caster's spell save to recognize the illusion. Cost: 1 magic point.

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**Disease-fiend** (T8; 11 HP, 8 MP; +2 intellect)

Cloaked entirely in black and donning a black leather mask through which blood-red eyes glare mercilessly, the disease-fiend spreads plague and death wherever it roams. Sightings of this humanoid, its identity concealed entirely by its heavy black garments, have been reported prior to nearly all of history's most devastating plagues. Wielding a black staff with a silver serpent finial, it is a being of malice and woe.

#### Disease-fiend Abilities

**Resist magic** – any time you are the target of a magical spell attack, conduct an intellect challenge against the attacker; if you succeed, the attack is blocked.

#### Disease-fiend Spells

**Blood bind** – any time an opponent inflicts damage on you, you may bind your blood to theirs; each time you are damaged, they suffer the damage instead; last for the duration of combat. Cost: 2 magic points.

**Plague-cast** – 1d5 damage; attack roll versus toughness; range 50 ft., width 20 ft. Cost: 3 magic points. Causes one of the following diseases, the effects of which last until the target succeeds a save versus the caster's spell save:

<u>Disease</u>	<u>Effect</u>
<i>Blind ague</i>	Blindness and fever; -1 toughness, -2 intellect.
<i>Bloody death</i>	Blood seeps from all pores; -1 toughness, -2 power.
<i>Devil's fire</i>	Sensation of burning flesh and uncontrollable convulsing; -1 toughness, -2 reflex.

**Doppelganger** (T7; 6-9 HP, 2 MP, 2 PP; +2 reflex)

Vaguely human in appearance, albeit slightly shorter than average, the doppelganger is ghostly pale, its hair white and eyes a soft red. It will often use its shapeshifting ability to impersonate others for its own person gain.

#### Doppelganger Abilities

**Shapeshift** – take the form of a humanoid of similar size; lasts for 8 hours, or until attacking. Cost: 2 power points.

#### Doppelganger Spells

**Detect thoughts** – hear the active thoughts of a target. Cost: 2 magic points.

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**Draconids** – Prehistoric reptilian beasts of myth and mystery, draconids exist today in far-flung and unspoiled climes, hidden away deep within dense tropical jungles or remote islands. In these places, they carry on much as they did in the days of antiquity, playing out the age-old struggle for survival and supremacy, and taking not kindly to incursions upon their world by strange creatures...

**Draconid, longneck** (T9; 20 HP, 3-5 PP; -1 intellect, +2 power)

While the longneck draconid is an herbivore, it is equally vicious – and deadly – as any bloodthirsty carnivore. More than twice the size as an elephant, its small head is set atop a large, powerful neck, and its hulking form is supported by four tree trunk-sized legs and balanced by a long and muscular tail. By these characteristics alone, it has persisted through the bloody, dangerous eons where other creatures have perished. The longneck draconid is highly territorial, acting with acute ferocity toward any living creature that trespasses in its domain.

#### Longneck Draconid Abilities

*Tail sweep* – inflicts 1d5 damage and knocks the target 1d10 x 10' away. Cost: 2 power points.

*Trample* – inflicts 1d10 damage; target may save against a successful attack, halving damage or preventing falling beneath 1 HP (whichever applicable). Cost: 3 power points.

**Draconid, sharp-tooth** (T10; 25 HP, 6 PP; +2 power)

Titanic and terrible, the sharp-tooth draconid has a massive head and gaping mouth filled with innumerable long, serrated teeth. Standing on two thick, muscular legs with large, talon-equipped feet, this gigantic reptile is as fearsome to behold as it is fatal to encounter. In the remote wilds where it rules like a bloody tyrant, the distant thunder of its colossal feet is cause for silence to seize the jungle, and all living things – from birds to beasts of prey – to seek shelter until the storm of its perpetual fury has passed.

#### Sharp-tooth Draconid Abilities

*Bite* – inflicts an additional +2 damage. Cost: 1 power point.

*Multi-strike (melee)* – make 1d5 melee attacks against up to 1d5 targets within close proximity of each other. Cost: 2 power points.

**Draconid, winged** (T7; 10 HP, 4 PP; -1 intellect, +1 power)

A true terror of the sky, the winged draconid is more fearsome even than dragons, owing to its lack of intelligence and insatiable appetite. It possesses powerful talons capable of crushing skulls like overripe fruits, a large and razor-sharp beak, and huge wings – spanning up to 20 feet – to tirelessly carry its prey for miles on end. Some rare varieties are even venomous (1-in-10 chance per encounter), injecting a paralyzing toxin into its victim using a syringe-like needle on the end of its reptilian tail.

#### Winged Draconid Abilities

*Paralyze* – injects a paralytic toxin that can immobilize its victim for 1d5 days; save to reduce paralysis to 1d5 hours. Cost: 2 power points.

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**Dragons** – Creatures of the oldest legends and lore, few today have actually seen a dragon, and fewer still have lived to tell of it. Dragons come in a bewildering variety of shapes, sizes, colors, temperaments, and intelligence levels. Their commonalities generally consist of iron-hard reptilian scales, slashing claws, crushing jaws, and a shrewd disdain for the races of men.

**Dragon, gold** (T12; 22 HP, 3 MP, 6 PP; +3 power, +2 reflex)

So-called for its gold-plated hide, the gold dragon is covered head-to-tail in form-fitting gold “armor”. The typical gold dragon is fully-grown monstrosity and possesses a grand hoard of the precious metal, which it liquifies using its fire breath and applies the molten product to its already iron-hard hide. While this is done for mostly vanity reasons, it also significantly increases the dragon’s already high toughness.

#### Gold Dragon Abilities

*Breath weapon (fire)* – inflicts 1d10 damage; range of 60'; attack roll versus toughness. Cost: 3 power points.

*Tail sweep* – inflicts 1d5 damage and knocks the target 1d10 x 10' away. Cost: 2 power points.

#### Gold Dragon Spells

*Dragonspell (spell)* – any entity which looks into the dragon’s eyes may become transfixed by its dragonspell, rendering them immobile for one combat round; save versus caster’s spell save. Cost: 1 magic point.

***Dragon, silver*** (T10; 15 HP, 8 MP, 4 PP; +3 intellect)

Smaller, on average, than gold and stone dragons, the silver dragon is a unique species possessing silvery, glittering scales and a magical adeptness unrivaled by any other beast. Highly intelligent, they are descended unchanged of a very ancient breed, rightly believing themselves to be the first true “dragons”, and in their manner of speech and behavior, such conceit is apparent. In spite of this knowledge - or perhaps because of it - silver dragons strongly dislike mankind, and have little love for other “evolved” races as well.

Silver Dragon Abilities

*Breath weapon (steam)* – inflicts 1d5 damage; range of 30'; attack roll versus toughness. Cost: 2 power points.

Silver Dragon Spells

*Dragonspell*

*Invisibility* – the target remains invisible for up to your level amount of hours, or until attacking. Cost: 2 magic points.

*Silver spray* – a spray of silver light surges at a target, inflicting 1d5 damage and permanently staining the flesh a metallic silver; save versus caster's spell save. Cost: 2 magic points per spray.

*Time stop* – within your line of sight, time freezes for 1d5 rounds. Cost: 5 magic points.

***Dragon, stone*** (T11; 20 HP; 4 PP)

Rarest of dragons, the stone dragon is not actually a dragon, but rather a giant statue depicting a fearsome dragon animated using an immensely powerful magic now lost to the world. The oldest legends of the land tell of a strange and ancient people who dwelt in stone castles of unimaginable size and incomprehensible antiquity that eventually became the mountains themselves. It is they who are thought to have created the stone dragons. Little more than automatons, they are formidable opponents whose sole purpose is to stand guard – a watch they have kept since time immemorial.

Stone Dragon Abilities

*Breath weapon (necrotic)* – inflicts 1d5 + 2 damage; range of 30'; attack roll versus toughness. Cost: 2 PP. Note: necrotic damage requires twice as long to heal/recover from.

*Tail sweep*

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***Dryad*** (T6; 6 HP, 3 MP; +1 aspect)

The spirit of the trees themselves, the dryad is manifest as a beautiful woman, appearing often to travelers lost in the deepest forests.

Dryad Spells

The dryad possesses up to three of any natural spells.

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***Elementals*** – Elementals are peculiar entities, being comprised entirely of organic, inanimate material, and possessing a limited form of consciousness. They tend to display a great affection for nature, and have been observed caring for plants and animals. Though elementals occur naturally in the wild, little is known about their seemingly spontaneous formation; most are created or summoned by magic-users of sufficiently advanced ability. Generally, when encountered in the wild, elementals will avoid combat when possible, but will attack if given no other option; even then, they will attempt to escape combat any time the opportunity is presented.

Every elemental possesses the following ability:

*Elemental surge* – when at or below half of your hit points, each time you are damaged, there is a 1-in-2 chance that a surge of elemental magic will occur, affecting entities within a 50 foot radius.

<b>Roll</b>	<b>Effect</b>
1	Opponents are polymorphed for 1d10 hours
2-4	Opponents become dizzy, suffering -2 reflex and power for 1d5 rounds
5-6	All entities gain double hit points for 1d5 hours
7-9	Magic use is disabled for 1d10 rounds
10	Elemental becomes invisible for 1d10 hours

***Elemental, crystal*** (T6; 5+1d5 HP; 4 PP; +1 aspect)

The crystal elemental is a silent, living edifice of white-to-purple crystals, roughly the size and shape of a humanoid. If feeling pursued or threatened, it will use its solid crystalline mass to bludgeon opponents.

Crystal Elemental Abilities

*Crystal ray* – a narrow beam of light that blinds a target (-2 to attack and reflex) for 1d10 rounds; attack roll versus toughness. Cost: 1 PP.

***Elemental, earth*** (T8; 10+1d5 HP, 4 MP; +1 power)

Earth elementals are silent, living edifices of stone and earth, and appear as large humanoids. If discovered, it will often attempt to blend in with its surroundings.

Earth Elemental Spells

*Move earth* – a mass of earth within a 100' radius can be moved or manipulated; if used as an attack, conduct a standard attack roll against the target. Cost: 2 magic points.

***Elemental, fire*** (T7; 1d10+1d10 HP, 6 MP; +1 reflex)

The rarest of elementals, the fire elemental is often found in mountainous or similarly dry, rocky terrain, and appears vaguely humanoid, though is typically no taller than three feet.

Fire Elemental Spells

*Fireball* – inflicts 1d5 + 1 damage; attack roll versus toughness. Cost: 2 magic points.

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***Gargoyle*** (T7; 6 HP; +1 power)

The origins of the beastly, stone-carven gargoyle are shrouded in mystery, though their countenance adorns the oldest castles known to man.

Gargoyle Abilities

*Magical immunity* – unaffected by all magical spells.

***Gelatinous Cube*** (T3; 15 HP)

A near invisible ooze that has adopted the shape of a cube due to its perpetual roaming of dungeon halls, the gelatinous cube will engulf anything it comes into contact with (save 8 to prevent). Anything within the cube suffers 1 damage per round. Objects within the cube can be pulled out with a successful power challenge against the cube.

***Ghoul*** (T5; 6 HP, 2 PP)

A fiendish, undead humanoid, the ghoul is vicious and vengeful, possessing a taste for living flesh and hot blood.

Ghoul Abilities

*Poison* – on a successful melee attack roll of 9 or higher (or at the cost of 1 PP), the victim becomes poisoned, losing 1d5 – their level turns to the effects.

*Hunger for flesh* – each successful melee attack, roll 1d10: if the result is 7 or higher, gain 1 HP.

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***Giants*** – a group of humanoids considerably larger than most civilized folk, giants are a primitive, simple race consisting of several different groups. While not always violent, giants are defensive, quick to anger, and easy to offend. However, their simple nature can make them trusting and loyal, under the right circumstances.

***Giant, cave*** (T8; 12 HP, 3 PP; +1 power, -1 intellect)

The largest of the known giant races, cave giants commonly reach heights of 16 feet or more. Despite their leading solitary lives, they can be curious, and even friendly, toward other humanoids. Their suspicions are quickly overcome and trust easily gained when treated kindly, or offered an item which piques their interest. If they are tricked or betrayed, however, they are a whirlwind of fury and destruction.

***Giant, half*** (T8; 10 HP, 2 PP; +1 power, -1 intellect)

Standing between 7-9 feet tall, half-giants are a little known race that dwell on remote mountaintops in small tribal bands. Contrary to popular belief, they are not the offspring of human and giant parents. Generally easy-going and pleasant, they are nonetheless territorial and distrustful of outsiders.

Half-giant Abilities

*Stunning blow* – on a successful melee attack, the target becomes stunned and must power save 6 or be knocked unconscious for 1d5 combat rounds.

***Giant, hill*** (T9; 15 HP, 4 PP; +2 power, -2 intellect)

The most wild and unpredictable of all known giant races, the hill giant is a formidable sight, standing 14 feet tall and usually wielding a great wooden club. An indiscriminate carnivore (and not much for conversation), it is responsible for the vast majority of deaths attributed to giants.

Hill Giant Abilities

*Primal rage* – your first successful melee attack of a combat encounter inflicts double damage.

*Retaliation (at will)* – when struck in combat, you may immediately make one melee attack against the attacker, or the nearest opponent. Cost: 1 power point.

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***Giant Eagle*** (T7; 9 HP, 3 PP; +1 intellect)

With a wingspan of greater than 16 feet, the giant eagle is a wise and noble creature. Though they care little for the affairs of others, they have been known to aid innocent or virtuous entities when the effort aligns with their own interests.

***Giant Rat*** (T4; 2-3 HP; +1 damage)

Diseased, mangy, and vicious, giant rats are roughly the size of a large cat and typically attack in groups of 7-15.

***Goblin*** (T6; 3-5 HP; +1 reflex)

Snarling, diminutive, blood-thirsty humanoids, goblins are clever, ruthless, and fundamentally evil. They often wield razor-sharp, wicked-edged daggers or short-range bows.

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***Golems*** – a mindless bulk of organic material, the golem is animated to action by powerful magic. It is a servile creature by nature, obeying simple commands issued by the summoner, ceasing only when it has completed its task or is killed in its attempt. Nearly any organic material can be animated into a golem, though some sources may prove more difficult than others.

***Golem, flesh*** (T5; 5 HP, 2 PP)

A twisted aberration of coagulated blood, sinew, bone, and muscle, the flesh golem is corporeal horror vaguely humanoid in appearance. Despite being un-living and possessing no memory, will, or spirit, the flesh golem is animated with a fiendish ferocity and attacks its enemies with uncharacteristic aggression.

Flesh Golem Abilities

***Rampage*** – if you suffer more than 3 points of damage in a single combat round, gain a +1 attack and damage bonus for 1d5 rounds; additionally, gain +2 temporary hit points. Cost: 2 power points.

***Golem, iron*** (T8; 10 HP, 3 PP; +1 toughness against bladed weapons)

A suit of armor, bewitched to motion; a hulking clump of raw ore, stalking the stony foothills; these are two common forms in which the iron golem is manifest. Unless commanded to action by its creator, the iron golem tends to remain stationary, indistinguishable from an ornamental statue or crude iron sculpture.

***Golem, rock*** (T7; 10 HP; +2 toughness against bladed weapons)

The most prolific of golems, the rock golem is also a naturally occurring entity, found frequently in the stony wilds. Though none are certain of the conditions of their non-magical creation, it is thought they are the result of lightning striking humanoid-shaped rock formations. Unique among the golems in that they are often unbound to a creator's will, rock golems seem unaware of the surroundings, attacking only in self-defense.

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***Goliath Crab*** (T6; 4 HP; +1 power)

Massive crustaceans with iron-hard carapaces and vice-like claws; usually found in groups of 4-20, clinging to rocky ocean shores. Goliath crabs average six feet wide by four feet tall.

Goliath Crab Abilities

***Vice*** – on an attack roll of 10, you pin your target; they are unable to take a move action for 1d5 rounds, or until succeeding a power challenge. Note: Only 1-in-5 goliath crabs possess this ability.

***Griffyn*** (T9; 15 + 1d10 HP, 6 MP, 5 PP; +2 intellect, +2 reflex)

Considered by many peoples to be the king of all beasts, the griffyn is both feared and revered by all manner of men. Possessing the head, wings, and talons of an eagle and the body, mane, and tail of a lion, it is a majestic and highly intelligent creature. To kill a griffyn – even in self-defense – is considered to be a heinous atrocity, cursing the killer and all his descendants hereafter and until the end of time itself. However, to help a griffyn in distress is thought to confer an eternal blessing upon the Samaritan and his line in perpetuity.

Griffyn Abilities

***Deadly dive*** – make a melee attack while airborne, gaining a +1 attack bonus, and immediately retreat up to 50 feet high. Cost: 1 power point.

Griffyn Spells

***Protective aura*** – cancel any one successful action. Cost: 3 magic point.

***Sunray*** – inflicts 1d10 damage, blinds any creature within a 10 foot radius of the target for 1d5 rounds; save versus caster's spell save to reduce damage by half. Cost: 3 magic points.

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**Hags** – creatures of pure malevolence, these witch-like beings were once human women, but a terrible and violent death has transformed them into hideous and hate-driven monstrosities. Unlike witches, hags form no covens and possess no familiars – they are completely solitary, loathing themselves nearly as much as they loathe all living beings; however, their hatred for men in particular burns brightest of all.

**Hag, frost** (T7; 8 HP, 5 MP; +2 intellect; level 1-2 caster)

A hunched and wizened horror, the frost hag hides her repugnant appearance beneath an illusion of beauty. She presents herself as a slender, youthful woman with thick black hair, fair white skin, and icy blue eyes in order to gain the trust of the lustful or unsuspecting.

#### Frost Hag Spells

*Disguise self* – you significantly alter your appearance, including minor changes to your shape and size; lasts for your level amount of hours. This spell is an illusion, and as such, may be disrupted or exposed by physical contact; intellect check versus caster's spell save to recognize the illusion. Cost: 1 magic point.

*Icy gaze* – when casting this spell, any entity that looks upon your face must succeed an aspect check versus caster's spell save or be frozen for 1d10 minutes. Cost: 1 magic point.

**Hag, sea** (T8; 8 HP, 5 MP; +2 intellect; level 2-3 caster)

Her thick hair, almost iridescent blue and green, falls about her naked shoulders like a waterfall; her cool grey eyes are as deep and mysterious as the sea, and twice as deadly. Underneath this comely visage is a skeletal, demonic creature wrapped in sloughing, waterlogged skin and armed with wicked talons, glittering fangs, and a rage more fierce than a thousand gales.

#### Sea Hag Spells

*Disguise self*

*Tempest* – the winds and waves obey your will, tearing like claws and crashing like boulders upon your targets (all entities within a 50-foot radius) for 1d5 + your level rounds; inflicts 2 damage per round, power check versus caster's spell save to reduce damage by half. Cost: 3 magic points.

**Hag, swamp** (T7; 13 HP, 7 MP; +1 intellect; level 2-4 caster)

Her laugh, which often announces her presences from the shadows, is full of mirth and mockery, and her scintillant dark eyes stare out from an untamed, beautiful brown face, full lips ever smiling. She wears her dusky hair piled atop her head, and moves like the swaying myrtle, but strikes like snapping jaws. Her true face is one of rot and black death, and a watery grave awaits all who cross her path.

#### Swamp Hag Spells

*Disguise self*

*Touch of death* – your mere touch is death, inflicting 1d5 + your level damage; aspect save versus caster's spell save to reduce damage by half. Any entity that survives the touch of death is dealt necrotic damage. Cost: 3 magic points.

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**Harpy** (T5; 6 HP; +1 reflex)

Before the flutter of its feathery wings can be heard, its soft, sweet melody lilts on the air, cloaking its true intentions. The harpy is a vicious creature with a nasty temperament, bearing bird-like feet equipped with huge talons.

#### Harpy Abilities

*Double-strike* – each time you conduct a melee attack, immediately gain an additional melee attack.

**Hobgoblin** (T8; 8-12 HP, 4 PP; +2 power)

A more developed and intelligent goblin race, the hobgoblin is distinguished from the goblin by its larger size and better-formed build. Hobgoblins are formidable combatants, and a generally war-like people; they live to slay and be slain on the battlefield. Preferring melee combat, most hobgoblins refuse the use of weapons beyond swords and shields.

#### Hobgoblin Abilities

Hobgoblins have one of the following three abilities:

*Army of one* – on your combat turn you may make a melee attack against every opponent directly engaging you. Cost: 1 power point.

*Raised by the sword* – gain a +1 attack bonus when facing an opponent also wielding a sword.

*Weapon proficiency (sword)* – gain a +1 damage bonus or a +1 attack bonus when wielding a sword.

### **Howler** (T4; 2-4 HP; +1 power)

Roughly half the height of a human, the howler is a primitive, sticky, ape-like beast covered in thick white fur. Protruding from its naked jowls are large fangs, punctuated by rows of dull, pointed teeth. Howlers are extremely territorial, ferociously strong, and exceedingly cruel, typically slaying their opponents by tearing them limb from limb.

#### Howler Abilities

*Retaliation* – when struck for the first time in combat, you may immediately make a melee attack against the attacker or nearest opponent.

### **Lizardfolk** (T7; 7 HP, 2 PP)

Representing a wide variety of races, lizardfolk are reptilian humanoids that find employ as rangers, warriors, shamans, and more. When creating lizardfolk, use existing class abilities and spells to supplement the details provided here.

### **Manticore** (T9; 13 HP, 6 PP; +2 reflex)

Possessing a human face, a lion's body, leathery wings, and a spike-tipped reptilian tail, the manticore is an amalgam of teeth, claws, and terror. Fiercely territorial and ceaselessly hungry, it is conversant in dozens of languages, but will heed no reason. The manticore is fast in speed, and is generally calculating while attacking, preferring to stay aloft and keep its distance, subjecting its targets to a volley of tail spikes and finding cruel pleasure in toying with its opponents. However, if goaded or enraged, it will viciously engage in melee combat.

#### Manticore Abilities

Multi-strike (ranged) – make 1d5 + your level ranged attacks against 1d5 targets. Cost: 2 power points.

### **Minotaur** (T8; 10 HP, 4 PP; +1 power; +1 damage)

Standing up to eight feet tall, the minotaur is a towering, muscular humanoid with the head of a bull, torso of a man, and cloven-hooved feet. Minotaurs heavily favor the use of axes, hammers, and other large bludgeoning weapons.

#### Minotaur Abilities

*Bullrush* – on a successful melee attack, knock prone up to 1d5 opponents with which you are engaged in melee combat, causing them to lose their next move action and suffer a -2 penalty to their next attack (opponents not the target of the successful melee attack may save to prevent being knocked prone). Cost: 1 power point.

### **Mummy** (T7; 9-11 HP; +2 power)

Many ancient cultures engaged in the practice of mummification, but only those whose mysterious customs are now lost to the dim mists of distant epochs possessed the power to near-permanently reanimate their dead. Mummies cannot be killed – each part of their body can act independently of its head, and should they become separated, will autonomously seek to be reunited by whatever means possible.

### **Myconid** (T5; 5-6 HP, 4 PP; +1 reflex or +1 aspect)

Also known as “mushroom men”, myconids are a sentient race of humanoid fungi that form vast and complex subterranean societies. They are generally wise, noble, and simple, possessing a deep connection to the natural world – particularly that which surrounds their underground habitat. While they are peaceable by nature, they are also reclusive and tribalistic, and as a result can present a serious danger to outsiders.

#### Myconid Abilities

*Spore cloud* – release spores to the wind, affecting up to 1d10 entities within a 20-foot radius for 1d5+5 rounds; aspect save to cancel the effects.

<u>Roll</u>	<u>Effect</u>
1-5	<i>Fear</i> – opponents are stricken with a deep, disturbing fear; suffers -1 to all attributes, -2 attack penalty.
6-9	<i>Sleep</i> – opponents fall into a deep slumber (until damaged or the effect ends).
10	<i>Rage</i> – opponents become enraged and attack the nearest entity blindly and without relent.

### **Ogre** (T10; 10 HP, 2-4 PP; +1 power; +1 damage)

Standing up to ten feet tall, the thick-skulled, muscle-bound ogre is dull, brutish, and highly temperamental. They lead solitary lives of raiding and reaving, and wield crude, primitive weapons like clubs and massive stone-tipped spears.

#### Ogre Abilities

*Power strike* – increase the damage of your attack (must be declared prior to conducting the attack roll). Cost: 1 power point per point of damage increased.

***Ravenous Bird*** (T3; 1 HP; +1 reflex)

Starved and desperate, ravenous birds will attack ferociously until at least half of their flock – usually numbered 10-20 – is slain; when the flock numbers 15 or more, the ravenous birds gain a +1 toughness bonus.

***Rolang*** (T6; 4-6 HP; +2 power)

A grim and somber creature, the rolang is an animated human corpse, revived by dark magic to serve its creator. The rolang's skin is black and frostbitten, its body hard as stone and deceptively strong. Additionally, the rolang is missing its tongue, which is ritualistically removed during its creation.

Rolang Abilities

*Undead* – when reduced to 0 hit points, make a standard save; if you succeed the save, gain 1 hit point.

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***Serpents*** – cold-blooded and cold-hearted, serpents resemble massive snakes – long, sinuous bodies, scaly flesh, and cruel, inscrutable eyes – but present an even greater danger, and possess a variety of supernatural powers, including spell-casting, telepathy, high intelligence, and more.

***Serpent, black-ice (adult)*** (T9; 12 HP; +2 damage)

A giant, snake-like beast of fearsome proportions, the black-ice serpent's coal-black flesh is phosphorescent and becomes illuminated when agitated. Its gaping maw is studded with thousands of needle-like teeth, and its cold eyes glow blue. It is completely blind, but can detect the body heat of its prey through solid stone walls and possesses limited telepathic powers. Found only within the submarine caves of deepest icy seas, it spends much of its time in a state of semi-hibernation, thereby extending its longevity almost indefinitely.

Adult Black-ice Serpent Abilities

*Bite II* – inflicts an additional +2 damage. Cost: 1 power point.

*Combat telepathy* – all attacks against you must first succeed an aspect challenge; failed challenges result in a -2 penalty to the attack roll.

*Toxic bite* – each successful bite attack, the target must save 6 or suffer -1 to attack for 1d5 rounds.

***Serpent, black-ice (hatchling)*** (T5; 5 HP; +1 damage)

Also called frigid hatchlings, these offspring of the black-ice serpent can be even more dangerous than adults. They are considerably more toxic while young, and inflict a nasty bite.

Hatchling Black-ice Serpent Abilities

*Bite I* – inflicts an additional +1 damage. Cost: 1 power point.

*Toxic bite* – each successful bite attack, the target must save 8 or suffer -1 to attack for 1d5 rounds.

***Serpent, feathered*** (T7; 10HP, 4-6 PP; +1 reflex)

Quick as a snake and graceful as a bird, the feathered serpent is covered in rich plumage whose appearance varies based on its environment. These feathers enable the serpent to fly effortlessly through the sky, using its swift reflexes to attack its target through a series of lightning fast dives.

Feathered Serpent Abilities

*Absorb elements* – when successfully targeted by a natural spell, gain an amount of hit points or power points equal to the spell's cost in magic points.

*Multi-strike (melee)* – make 1d5 melee attacks against up to 1d5 targets within close proximity of each other. Cost: 2 power points.

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***Shadowcat*** (T7; 6-9 HP, 2 PP; +3 reflex; +1 hide, +1 sneak)

Despite its thick, shock-white fur, the shadowcat slinks invisibly in dusk and dawn alike. Often reaching the size of a large tiger, shadowcats are typically found on the highest, snow-capped mountains, though they infrequently leave their alpine homes for reasons not yet understood. During this wandering, they are known to stalk through villages in the dead of night, slaughtering anyone or anything that crosses their silent path.

Shadowcat Abilities

*Evade* – dodge a successful attack. Cost: 1 power point.

***Shambling Horror*** (T11; 15 HP)

A mass of writhing flesh and a gaping maw studded with rows of flat, grinding teeth, the shambling horror is a grotesque aberration whose churning stomach is never full.

**Shapeshifter** (T8; 9 HP, 4 PP; +1 aspect, +1 intellect, +1 reflex)

Taking many forms – from intelligent humanoid to cunning beast – the shapeshifter is a creature of malice and deceit. No matter its form, however, its eyes remain unchanged: a deep, dull red. The shapeshifter will often approach travelers, presenting a friendly countenance in an attempt to gain a token: clothing, food, spare coin, etc. If it receives such a token, it will mark the donor for attack. Usually that very night, the shapeshifter will announce its presence with an unearthly howl and attack its marked victim, taking its true form: a pale-fleshed, long-limbed humanoid with red, glowing eyes and gnashing teeth.

#### Shapeshifter Abilities

*Unearthly howl* – during your combat turn, you emit an unearthly, piercing howl; all creatures within earshot must succeed an aspect save or suffer a -2 attack penalty for 1d5 rounds. Cost: 2 power points.

**Skeletal Warrior** (T6; 4-6 HP)

In death as in life, the skeletal warrior comes in the form of a wide variety of humanoid shapes, sometimes still glistening wetly, other times dry as the crypt from which it escaped, but always animated by some evil force to attack relentlessly until slain. The skeletal warrior is always wielding some form of traditional melee weapon like a dagger, shortsword, or mace; additionally, there is a 1-in-2 chance that the skeletal warrior is equipped with chainmail armor.

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**Slimes** – normally found in caves and dungeons and taking the form of puddles on floors, coating walls, and in some instances, clinging to ceilings, slimes are simple creatures, unthinking and unfeeling, and with one purpose in life: to devour any living entity with which they come into contact.

**Slime, acrid** (T3; 1-3 HP)

A wandering, aimless ooze, the acrid slime is the most numerous of slimes in existence.

#### Acrid Slime Abilities

*Acidic* – on an attack roll of 10, completely destroy one non-enchanted metallic weapon.

**Slime, blood** (T4; 3-5 HP; +1 power)

So named for its deep red color, which is the result of its parasitic affinity for blood, the blood slime prefers to cling to high ceilings, dropping onto its unsuspecting prey, latching on and greedily drawing its blood. This attack acts as a trap. If triggered, the blood slime will use its parasitic latch ability.

#### Blood Slime Abilities

*Parasitic latch* – once physical contact is made, you latch on to your target and immediately inflict 2 damage; on the target's combat turn, it must succeed a power challenge against your or suffer 1 damage per round until you are unlatched.

**Slime, glowing** (T2; 6 HP)

The glowing slime is a vivid, luminous slime that comes in a variety of colors – blue, green, purple, and more. It “feeds” on warmth, and as such, is attracted to living creatures, aggressively seeking physical contact, though it is harmless to touch. Any entity with which it comes in contact is left glowing for 1d10 hours.

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**Stormbird** (T8; 12 HP, 6 MP; +2 intellect)

A creature of ancient legend, the stormbird soars high through the moody skies, bringing the sound of distant thunder on its massive wings. Its feathers are deep grey and blue, and a long, majestic tail trails behind it like wisps of cloud. Though the stormbird can sometimes be a portent of dangerous weather (1-in-5 chance), it is a neutral beast, disinterested in the affair of the terrestrial. All the same, its wrath is fearsome, should it be provoked.

#### Stormbird Spells

*Summon storm* – fills the sky with thick, sullen clouds that unleash torrential rain, booming thunder, and crackling lightning for 1d10 hours; target entities within the storm with lightning, inflicting 1d5 damage per successful attack. Cost: 1 magic point to summon storm, 1 magic point per attack.

**Townfolk** (T4-6; 2-5 HP)

Townfolk are generally quiet and simple, and their modest livelihoods are dependent on farming, fishing, and other tradecrafts. Generally quick to avoid conflict – particularly with armed adventurers – they are very often helpful, though can be antagonistic under certain circumstances. This is particularly true of drunken townfolk, who gain +1 toughness and +1 power while inebriated.

**Ungoliant** (T7; 8 HP, 4 PP; +1 power, +1 reflex)

A massive and unsettlingly intelligence race of spiders, the ungoliant has a keen taste for human blood, though will prey especially on all manner of humanoids.

#### Ungoliant Abilities

*Bite I* – inflicts an additional +1 damage. Cost: 1 power point.

*Web* – restrain target, preventing their movement or attack actions; power challenge (+1 bonus) once per round to retain control; range 20 ft. Cost: 1 power point.

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**Vampires** – ageless, timeless, and fiendishly intelligent, vampires shun the light, consume only blood, and possess dark and vast magical powers. They generally dwell in small, tight-knit communities in hidden away in remote locations, but maintain close contact with other groups through a variety of magical means.

There are two types of vampires in existence:

**Vampire Convert** (T7; 9-11 HP, 3-5 MP, 2-4 PP; +1 intellect or power)

Retaining their original racial features, vampire converts undergo minor changes upon their transformation: their flesh becomes pale, their eyes dark, and classic vampiric teeth sprout from the mouths. They are more numerous and autonomous than racial vampires, tending to lead nomadic lives rather than dwelling within the secretive societies of their creators; however, they are still instrumental in advancing the interests of the vampire race, and regularly involved in their myriad conspiracies.

#### Vampire Convert Abilities

*Infectious bite (vampire)* – inflicts an additional +1 damage. 1-in-5 chance of infecting and converting the victim (aspect save to prevent). Cost: 2 power points.

#### Vampire Convert Spells

*Drain life* – target loses 1d5 hit points; you gain them as temporary hit points. Cost: 2 magic points.

*Phantom dagger* – you declare a target by brandishing a dagger at it, immediately inflicting 1 damage; each combat turn, the target must succeed an intellect challenge or suffer 1 damage. Cost: 3 magic points.

**Vampire, racial** (T9; 12-14 HP, 4-6 MP, 4-6 PP; +2 intellect or power; level 1-3 caster)

Racial (or pure) vampires are vaguely batlike in their appearance, with long, sharp ears, dark eyes, and raven black – or rarely, deep red – hair, typically worn in long styles. Despite this, they are still strangely attractive and powerfully charming. Beneath their flawless porcelain skin surges a superhuman vitality, a hardened heart, and an unquenchable lust for blood.

#### Racial Vampire Abilities

*Animal form (bat)* – take the form of a bat; requires 1 combat round for transformation. Cost: 1 power point.

*Infectious bite (vampire)* – inflicts an additional +1 damage. 1-in-5 chance of infecting and converting the victim (aspect save to prevent). Cost: 2 power points.

#### Racial Vampire Spells

*Dark flight* – fly anywhere within your line of sight on one movement turn. Cost: 2 magic points.

#### *Drain life*

*Dark mirror* – create 1d5 immaterial copies of yourself; opponents must succeed an intellect check versus your spell save to between you and the copies. Cost: 1 magic point (2 magic points in cast on another entity).

*Raise dead* – reanimate a recently deceased entity (T5; HP 4); must succeed an intellect challenge (add your level as a bonus) once every combat encounter (or once every six hours) to retain control of it. Cost: 3 magic points.

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**Werebeasts** – in the dead of night, the werebeast is able to transform at will from their original form into that of a vicious half-man, half-monster. This power is the result of a number of things: black rituals, surviving a bite from a werebeast, or even ancestry & heritage. While not inherently evil, werebeasts are often unable to control their behavior while transformed, becoming supernaturally strong and possessed by a rapacious bloodlust. Additionally, all werebeasts possess the following ability:

*Infectious bite (werebeast)* – inflicts an additional +2 damage. 1-in-10 chance of infecting and converting the victim (aspect save to prevent). Cost: 2 power points.

**Werebear** (T10; 12 HP, 4 PP; +2 power; +2 damage)

Standing up to ten feet tall, the werebear is equipped with crushing jaws and paws like rocks. Transforming into a werebear is a therianthrope power commonly found among the shamans of various forestland tribes. Of all forms of werebeast, the werebear is the most conscious, due largely to the shaman's strict control over his mind, enabling him to better control his behavior when transformed.

#### Werebear Abilities

The werebear possesses one of the following abilities:

*Maul* – on a natural 10, knock prone the target, and gain an additional attack (+1 damage).

*Primal rage* – your first successful melee attack of a combat encounter inflicts 1d5 damage.

**Wererat** (T7; 8-10 HP; 2 PP; +1 power, +1 reflex; +1 damage)

Cursed as man and beast alike, the wererat is vile in appearance. By day, the transfigurer is likely to live on the fringes of society, albeit commanding considerable power there - a bandit king, for instance; by night, he becomes a beastly terror, skulking the shadows in search of blood and gold, glutting without fill until the dawn again buries the monstrosity beneath his soiled skin.

**Werewolf** (T9; 9-10 HP, 3 PP, +2 power; +1 damage)

Driven by an insatiable lust for blood and gore, the werewolf's mind has been subsumed entirely by barbarity. Possessed by the cunning of the wolf but with none of its patience, the werewolf leaves brutality in its wide and violent wake everywhere it haunts.

#### Werewolf Abilities

*Go for the throat* – if an opponent misses a melee attack against you, you immediately gain an attack against it. Cost: 1 power point.

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**Wight** (T7; 12 HP, 2PP; +1 power)

An undead warrior with unfinished business, the wight is a ghostly white corpse still adorned in its battle gear (1-in-5 chance of chainmail armor) and wielding the weapons it died grasping – often a sizeable sword and bow.

**Wildman** (T6; 8 HP, 1 PP; +1 power)

Spotted on the outskirts of remote mountain towns, the wildman is a feral humanoid known to cause mischief, and sometimes worse.

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**Wilderfolk** – the term wilderfolk comprises all tribes of humans (and certain humanoids) that dwell beyond the walls of civilization, eking out a hardscrabble life in the unforgiving wilds in exchange for complete and utter freedom. They are a primitive and barbaric assemblage, and are generally larger and stronger than their civilized counterparts. The wilderfolk use this to their advantage when conducting their frequent raids against settlements bordering their kingdom of the wild.

**Wilderfolk huntsman** (T6-7; 6-8 HP, 2 PP)

Even among a people of the wild, the wilderfolk huntsman possesses an unrivaled knowledge of the backcountry and is a skilled hunter, tracker, and wanderer.

#### Wilderfolk Huntsman Abilities

*Natural healing* – at the beginning of each combat round, roll 1d10: on a roll of 8 or higher, regain 1 hit point.

*Weapon proficiency (bow)* – gain a +1 damage bonus or a +1 attack bonus when using a bow.

**Wilderfolk shaman** (T5-6; 6-9 HP; 4 MP, 4 PP; +1 aspect; level 1-3 caster)

Considered the spiritual leaders of the wilderfolk, the wilderfolk shaman is both feared and revered for his ability to commune with the Gods of the Wild, and for the powerful natural magic he wields in totality.

#### Wilderfolk Shaman Abilities

*Animal form* – take the form of any small to medium-sized animal; requires 1 combat round for transformation. Cost: 1 power point.

*Wild growth* – animal form grows to a large size; gain +2 hit points and +1 attack bonus for 1d10 + your level minutes. Cost: 2 power points.

#### Wilderfolk Shaman Spells

*Cure wounds* – restores 1d5 hit points. Cost: 1 magic point.

*Lightning bolt* – inflicts 1 damage; attack roll versus toughness. Cost 0 magic points.

**Wilderfolk shieldmaiden** (T7-9; 8-12 HP, 4 PP; +1 power)

Wild and ferocious as the she-wolf, the wilderfolk shieldmaiden has taken up the arms of her dearly departed, fighting and slaying in his name with the desperate hope of joining him for eternity in the Wild Beyond.

#### Wilderfolk Shieldmaiden Abilities

*Cleave* – on an attack roll of 10, gain an additional attack against the target.

*Unwavering will* – re-roll any type of roll. Cost: 2 power points.

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**Worm-of-the-Earth** (T13; 20-25 HP, 5 PP; +3 power; +2 damage)

Dwelling deep beneath the surface of the earth, the worm is a monstrous and poorly understood creature. Its massive, segmented body can reach over 100 feet long and 10 feet thick. Though blind, it seems to sense living beings with a supernatural keenness, and neither earth nor stone may stand between it and its prey. Playing an integral part in the animist belief systems of many primitive peoples, it is feared and reviled, being largely associated with death, decay, and pacts of darkness. Though now existing in much fewer numbers than when the earth was young, the endless miles of caverns crisscrossing the depths of the earth are evidence of their passing.

#### Worm-of-the-Earth Abilities

*Regurgitate* – stomach acid surrounds you in a ten foot radius; inflicts 1 damage per round to every entity within that radius; lasts 1d10 rounds. Cost: 2 power points.

*Thrash* – conduct a melee attack against up to 1d5 opponents. Cost: 1 power point.

**Wolf** (T6; 4-8 HP, 3 PP; +1 power)

Untamed and ever-noble, the wolf is prince of the hinterlands – a superior and tireless predator. Usually encountered in packs of up to ten, the wolf is generally hesitant to attack without reason; but when it does, it does so in a highly tactical manner, using its numbers and strategies to its advantage.

#### Wolf Abilities

1-in-2 wolves will have the following ability:

*Bite* – inflicts an additional +1 damage. Cost: 1 power point.

**Zilant** (T12; 15-20 HP, 3 MP, 2 PP; +3 intellect, +2 power)

Part dragon, part bird; part serpent, part dog; the zilant is a repulsive yet highly intelligent chimera that stands over 12 feet tall, with wings that span roughly 20 feet. A psychologically complex creature, the zilant leads a solitary life, though possesses an affinity for the company of intelligent humanoids such as humans, elves, and the like. Once maligned for kidnapping – the result of this affinity – they now dwell far from the borders of civilization in self-imposed isolation. Should any intelligent humanoids be discovered in the zilant's territory, they are likely to be descended upon and whisked away to its mountain keep, where it stores its vast riches obtained by plundering the hoards of dragons and giants. Despite the untowardness of this abduction, the zilant is not unreasonable, and will allow its guest to leave when they wish. If it is pleased with the visit, it will endow its guest with a treasure and sage advice for their journey ahead. If it is displeased, or if it is attacked, the zilant will respond in kind.

#### Zilant Abilities

*Restrain* – conduct a power challenge against a target; if you win the challenge, the targeted is restrained (cannot move or attack); the target must succeed a power challenge in order to break free (this challenge is performed at a disadvantage). Cost: 1 power point.

#### Zilant Spells

*Charm* – 1 non-hostile, intelligent creature is immediately friendly to you; hostile creatures must save versus caster's spell save; lasts for caster's level x 1d10 minutes. Cost: 1 magic point.

*Ray of weakness* – a beam of black energy that weakens a target (-2 to toughness and power) for 1d10 rounds. If a weakened target succeeds any attack requiring power, it must roll 1d10: on a roll of 5 or below, the attack inflicts no damage. Cost: 2 magic points.

**Zombie** (T4-7; 2-6 HP; 1-in-2 chance of +2 power)

The mindless, ceaseless undead – remove the head or destroy the brain.

#### Zombie Abilities

*Horde* – inflict +1 damage in groups of five or more.

*Undead* – when reduced to 0 hit points, make a standard save; if you succeed the save, gain 1 hit point.

## Appendix A: Monsters by Toughness

Monsters listed by toughness, and including the additional details of alignment and habitat/terrain.

### Simple Toughness

<i>Acolyte</i> – evil – most .....	p. 1
<i>Bandit</i> – neutral/evil – most .....	p. 2
<i>Bear, brown</i> – neutral – forest .....	p. 2
<i>Blackscale leech</i> – neutral – aquatic .....	p. 2
<i>Boar</i> – neutral – forest .....	p. 2
<i>Cave-crawler, adult</i> – neutral – underground .....	p. 2
<i>Cave-crawler, nymph</i> – neutral – underground .....	p. 2
<i>Cave bat</i> – neutral – underground .....	p. 2
<i>Demon, imp</i> – evil – most .....	p. 3
<i>Elemental, crystal</i> – neutral – most .....	p. 5
<i>Gelatinous cube</i> – neutral – underground .....	p. 6
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<i>Giant rat</i> – evil – most .....	p. 5
<i>Goblin</i> – evil – most .....	p. 5
<i>Golem, flesh</i> – evil – most .....	p. 7
<i>Goliath crab</i> – neutral – aquatic/underground ....	p. 7
<i>Harpy</i> – evil – mountains/plains .....	p. 8
<i>Howler</i> – neutral – arctic/mountains .....	p. 9
<i>Myconid</i> – good – all natural environs .....	p. 9
<i>Ravenous bird</i> – neutral – most .....	p. 10
<i>Rolang</i> – evil – arctic/mountains .....	p. 10
<i>Serpent, black-ice (hatchling)</i> – evil – aquatic .....	p. 10
<i>Slimes</i> – neutral – underground .....	p. 11
<i>Townfolk</i> – alignment varies – most .....	p. 11
<i>Zombie</i> – evil – most .....	p. 14

### Moderate Toughness

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<i>Bear, giant</i> – neutral – forest .....	p. 2
<i>Bear, polar</i> – neutral – arctic/tundra .....	p. 2
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<i>Dark-mind mutant</i> – evil – underground .....	p. 2
<i>Demon, blood</i> – evil – most .....	p. 3
<i>Demon, succubus</i> – evil – most .....	p. 3
<i>Disease-fiend</i> – neutral – city .....	p. 3
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<i>Draconid, winged</i> – neutral – jungle/mountains ...	p. 4
<i>Dryad</i> – neutral – forest .....	p. 5
<i>Elemental, earth</i> – neutral – most .....	p. 6
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<i>Gargoyle</i> – evil – city .....	p. 6

<i>Giant, cave</i> – neutral – mountains .....	p. 6
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<i>Giant eagle</i> – good – forests/mountains .....	p. 7
<i>Golem, iron</i> – neutral – urban .....	p. 7
<i>Golem, rock</i> – neutral – mountains .....	p. 7
<i>Griffyn</i> – good – forests/mountains .....	p. 7
<i>Hag, frost</i> – evil – arctic/forests .....	p. 8
<i>Hag, sea</i> – evil – aquatic/coastlines .....	p. 8
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<i>Hobgoblin</i> – evil – most .....	p. 8
<i>Lizardfolk</i> – neutral – most .....	p. 9
<i>Manticore</i> – evil – mountains/plains .....	p. 9
<i>Minotaur</i> – evil/neutral – underground .....	p. 9
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<i>Serpent, feathered</i> – neutral – jungle/mountains .	p. 10
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<i>Wolf</i> – neutral – forest, mountains, plains .....	p. 14

### Difficult Toughness

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<i>Draconid, sharp-tooth</i> – neutral – jungle .....	p. 3
<i>Dragon, silver</i> – neutral – mountains .....	p. 5
<i>Giant, hill</i> – evil/neutral – plains .....	p. 6
<i>Ogre</i> – evil – forests, mountains .....	p. 9
<i>Serpent, black-ice (adult)</i> – evil – aquatic .....	p. 10
<i>Shambling horror</i> – evil – most .....	p. 10
<i>Werebear</i> – neutral, evil – forest .....	p. 9
<i>Werewolf</i> – evil – forest .....	p. 9

### Extreme Toughness

<i>Dragon, gold</i> – neutral/evil – mountains .....	p. 4
<i>Dragon, stone</i> – neutral, evil – underground .....	p. 5
<i>Worm-of-the-Earth</i> – neutral – underground .....	p. 14
<i>Zilant</i> – good – mountains .....	p. 14

## Appendix B: Mastering Monsters

Guidance for game masters in running and adapting monsters to the Tiny d10 system.

### Monster Alignment

A monster's alignment influences on a fundamental level its interaction with both its environment and the inhabitants thereof.

Monster alignment in Tiny d10 is simple: *good*, *neutral*, and *evil*, though additional granularity is introduced by the distinction between a comma and a slash, e.g.:

- *Neutral/evil* – this indicates that the monster is neutral in alignment, but inclined to evil.
- *Neutral, evil* – this indicates that the monster can be either neutral or evil in alignment, depending on factors up to the game master.

### Wandering Evil

The monster reaction table, found on page 10 of book I, prescribes the reaction and behavior of wandering monsters. Though some results on this table may produce a friendly reaction, this behavior is still consistent with evil monsters, who may regard the party affably in order to gain the upper hand.

### Converting Monsters to Tiny d10

The following chart shows the equivalent difficulty of three different rating systems: *hit dice*, common to old-school renaissance (OSR) systems like *Swords & Wizardry*; *challenge rating*, common to d20-based systems like *Dungeons & Dragons*; and *toughness*, the measure of difficulty used by Tiny d10.

<u>OSR Hit Dice (HD)</u>	<u>D20 Challenge Rating (CR)</u>	<u>Tiny d10 Toughness (T)</u>
0-2	0-1	Simple Toughness
3-5	2-9	Moderate Toughness
6-8	10-16	Difficult Toughness
9-11	17-22	Extreme Toughness
12+	23-30	Impossible Toughness

This chart can be used to convert to Tiny d10 any monsters designed using either HD or CR concepts.

## Appendix C: Further Reading

To aid game masters in developing monsters – from legends regarding their existence and their reputations, to the force of their presence and their tactics used in combat – a list of fiction and reference works are presented below. Careful study of these resources will enable game masters to enliven their monsters and produce more memorable game experiences. Additionally, many of the works presented here – both fiction and reference – are in the public domain, and are available for free from various online sources.

### Works of Fiction

*Algernon Blackwood* – perfecting an atmosphere of mystery and suspense, Blackwood's many horror stories are often less about the monstrosities therein, and more about the psychological impact on their victims. There are many valuable lessons to this regard in his works. Recommended readings include: *Running Wolf*, *The Wendigo*, and *The Camp of the Dog*.

*Edgar Rice Burroughs* – presenting a fascinating array of monsters and opponents of varying intelligences, Burroughs's work is an excellent instructional on imbuing monsters with life through developing their motives and tactics. Recommended readings include: *The Pellucidar series*.

*R.E. Howard* – often praised for the uncommonly brilliant tactics included in his many works of fiction, Howard is an unparalleled study in combat and conflict, and his gritty interpretations of classic fantasy monsters are rivaled only by his original creations. Recommended readings include: *Almuric*, the *Conan series*, and the *Solomon Kane series*.

### Reference Materials

The four principal references of this work include the bestiaries of:

- *Ancient Greece*, by Aaron Atsma
- *Medieval Europe*, maintained by David Badke
- d20 Pathfinder System Reference Document (SRD)
- *Swords & Wizardry SRD*

Additionally, game masters should review *Principia Apocrypha*, by Ben Milton, David Perry, and Steven Lumpkin, a free primer for foundational game mastering skills.