

Making Monsters

If you don't want to use any of the monsters listed in this section for your campaign, or simply want to create your own you can do so by copying and filling out this table which has listed on it the information needed for the vast majority of the players encounters with monsters. And any other information can be extrapolated from it.

Know:	Dex:
End:	Str:
Per:	Aura:
Dodge:	Attack:
Weapons:	
Armor:	
Description and Abilities:	

This table, which is the same as the ones provided for all of the monsters in this section can generally be filled out in any way seen fit. Most commonly found monsters will have stats lower than the average player and a set dodge number (since player characters are assumed to be exceptional, this would represent the regular dwellers of the area), intermediate monsters and chieftains will have stats roughly equal to an average player, and hard "boss" monsters will have increasingly higher stats and likely a dodge modifier to be applied to a roll.

Monsters

Below, listed in no particular order is a set of pre-built monsters and their general equipment for use with this game. (the first serving also as a notation explanation)

Orc

Know: 1 (Used the same as character stats are)	Dex: 1
End: 1	Str: 2
Per: 2	Aura: 0
Dodge: 8 (No dice rolled)	Attack: +2 (added to D20 attack roll)
Weapons:	Scimitar +2 (Weapon + D12 damage roll, not added to weapon damage from chart. i.e. the dagger below will do D12 +1 damage not +2) Dagger +1
Armor:	Leather (L) 5 (Armor rating)

Description and Abilities:
Can see roughly in the dark
Orcs are roughly humanoid denizens of the dark. They were created by powerful dark wizards in their quest to create life like that of the more "divine" races. To this day they are made deep underground where no surface dwellers dare venture in a process alien to the creation of any other life. They average 5 feet tall with an unhealthy looking hunch and exaggerated appendages, with skin tones from white to grey. Breed as warriors and fearful of the sun, they never remove their armor, and turn to violence almost immediately and exclusively. Their language has few words, many of them unpleasant. Most make no attempt to organized into what would be called a 'society' and are generally found in raiding parties or war-bands from 5 to 60, with individuals found here and there.

Wolf

Know: 0	Dex: 0
End: 3	Str: 2
Per: 1	Aura: 1
Dodge: 9	Attack: +2
Weapons:	Teeth +2 Claws +1
Armor:	Hide 4

Description and Abilities:
Wolves are medium to large sized canines with short thick fur that is usually colored: white, grey, brown, or black, that travel in packs of 2-10. They are usually not aggressive to something human size or larger, unless hungry or they feel they have an edge. Caution should still be taken around them, especially if one is carrying raw meat. In areas with farms wolves will occasionally eat livestock, especially if their regular forest habitat is less fruitful or decreasing in size. Even in such cases they are non-confrontational and will usually choose to run away if characters make loud noises or generally attempt to scare them.

Giant Rat

Know: 0	Dex: 0
End: 1	Str: 1
Per: 1	Aura: 0
Dodge: 5	Attack: +1
Weapons:	Teeth +1
Armor:	Hide 2

Description and Abilities:
Giant rats are large, feline sized rodents that are usually found in groups of 5-20 but sometimes as large as hundreds. They are particularly nasty for rats, but have very little going for them other than their size. Massive attempts to eradicate them for spreading disease and ruining businesses have been quite successful, but large populations and unlucky seasons still see packs found nearly everywhere upon occasion. The rats are usually a brown or grey color, sometimes with mangy fur. Their teeth are sharp and long, making their bite wounds very hard to clean. They typically attack in packs against things they perceive as weaker and may get distracted with eating them (omnivorous). If a significant portion of their group are killed or injured they may consider scurrying into any available hiding places.

Goblin

Know: 2	Dex: 1
End: 1	Str: 2
Per: 2	Aura: 1
Dodge: 9	Attack: +2
Weapons:	Spear +3 Dagger +1
Armor:	Cloth 3

Description and Abilities:
Goblins are a sentient race of humanoids typically found in mountainous and hilly terrain. Their culture is generally disoriented, but at times is stable enough to allow for the formation of small kingdoms. While their gods are warriors and most of their lives are dedicated to being fighters there are some traders on the borders that have learned the common tongue and are much less prone to violence. They stand usually around 5'3", but when on a good stable diet can be as tall as humans, with skin that can be slightly orange or green, and is often pale from malnourishment. Their ears extend to points, their noses are larger than other creatures of their size as well as their pupils, which are so large they do not have an almost non-existent iris (making sunlight painful after a time). The armor and weapons they produce is crude but quite functional, and they are the main source of ore from the mountains other than the dwarfs.

Human Thief

Know: 0	Dex: 2
End: 0	Str: 2
Per: 1	Aura: 1
Dodge: 10	Attack: +3
Weapons:	Shortsword +2 Dagger +1
Armor:	Cloth 3

Description and Abilities:
Equipment: Crowbar, lockpicks, liquid smoke.
Thieves tend to be small, dexterous humans that aren't too bright. There are many different types, some lurk in the shadows of alleys, waiting for unsuspecting passer-bys, some walk down crowded streets and attempt to pick-pocket the most wealthy looking, and others will form bands and ambush caravans at their most vulnerable. Their morals and morale tend to be low, attacking and robbing the helpless, while retreating or surrendering at the first sign of stiff resistance.

Bear

Know: 0	Dex: 1
End: 3	Str: 4
Per: 0	Aura: 1
Dodge: 4	Attack: +4
Weapons:	Claws +3 Teeth +4
Armor:	Hide 9 (when skinned leather equivalent)

Description and Abilities:
Bears are large ursine creatures with short thick fur ranging from brown to black. They can be up to 5 feet at the shoulder and up to 15 feet standing on their hind legs. Normally melodic and slow when not hungry bears can easily be roused, especially when in family units. Care should be taken around them, but a wide berth usually ensures safety. That

or staying out of the temperate (and sometimes polar) forests they live in.

Skeleton

Know: 0	Dex: 1
End: 2	Str: 1
Per: 0	Aura: 0
Dodge: 5	Attack: +2
Weapons:	Sword +3 Axe (Hand) +2

Armor: Any with -2 (Base 2)

Description and Abilities:

Skeletons are usually the bodies of dead warriors resurrected as guards by necromancers or simply their own restless spirits. They are unable to see, feel, hear, smell, or taste in the traditional sense. All of their senses, as well as their energy, comes from the spiritual plane and magical enchantments. Their lack of muscles or any other features besides bones makes them very weak, dumb, and rather frightening to ordinary people. But priests, gods, and necromancers still keep them as guards for tombs, laboratories, lairs, and sacred areas because of the relative ease of raising them and the lack of supplies they require. It is worth noting that despite skeletons being fairly limited in their capability they are quite effective at their tasks due to most beings being naturally afraid of them and their general resistance to standard weapons such as swords, arrows, and spears, which are unable to harm them due to their lack of flesh.

Zombie

Know: 0	Dex: 0
End: 2	Str: 3
Per: 0	Aura: 0
Dodge: 6	Attack: +2
Weapons:	Hands +1 Teeth +2 (-1 to hit)

Armor: None 2

Description and Abilities:

Zombies are the recently deceased brought back to life by necromancers or dark-magic ridden soil. Lacking the soul of their former inhabitant, their brains or hearts (whichever was more intact) act as magic conduits allowing the reanimated corpse the ability to act, and destroying these organs will kill the creature (again). While the dark magic gives them some power, it is limited, and zombies will have to consume some food (such as nutrient-rich brains and eyes) to be able to maintain their strength, but they cannot be fully starved. Similarly, if any part of their body is destroyed it has a negligible effect on them. The dark magic keeps them alive, and their weakening bodies tell them to eat, but beyond that they have no particular motivations. They cannot be ordered around, and only serve as guards unwillingly if they are trapped in the location. Most zombies happen accidentally, but those that are created willfully are made to cause panic in cities, or simply for a necromancers practice; usually with the bodies of humans, who are so many and die so often.

Hacüt

Know: 1	Dex: 2
End: 1	Str: 2
Per: 3	Aura: 2
Dodge: 9	Attack: +3
Weapons:	Bow (Light) +3 Dagger +1

Armor: Leather (L) 5

Description and Abilities:

The Hacüt are small, relatively hairy, humanoids that usually live in tribal societies in the deeper forests. Millennia have passed since their heyday and not much is known about their current status. While capable of creating states (as they did in the far past) they seem more content to live out of sight. Those who pass through their woods might not even know of their existence, but if they linger or get curious they may be in for a rude awakening. Generally humanoid in silhouette the Hacüt are much smaller, the largest getting up to 3' in height and slender. Their bodies are generally covered in a fine fur-like hair save for a few areas of high mobility, with noses flat against their faces, very round eyes and six fingers that are sometimes a blessing and often a hindrance. Their skin remains pale getting no sun and with relatively pointy teeth and their lack of sociable desire the language of the Hacüt is spoken rarely, if at all, outside of their tree hideaways and burrows.

Kappa

Know: 0	Dex: 2
End: 2	Str: 2
Per: 3	Aura: 1

Dodge: 7	Attack: +3
Weapons:	Teeth +2 (-1 to hit) Hands +0
Armor:	None 2

Description and Abilities:

Is killed if the water in its head is spilled. A fishlike humanoid with scales and webbed digits standing about 5 feet tall. The Kappa are not particularly intelligent and have no known culture or language other than their "sense of humor" and laugh. The reason for their survival is generally attributed to their innate magical creation so ancient that it is no longer known where they came from. They are generally mischievous unless they're hungry, coming out of their homes under the banks of lakes to play "pranks" and delighting in the pain of others. When they are hungry they lure easy to trap prey (such as human children) to the water and drown them to store in their burrows to be consumed over a few days. They aren't usually confrontational, but when angered they will fight to the death. The scales that cover their bodies are generally green but can have a bluish tinge to their reflections, the webbing and claws on their feet and toes that they use to swim catch prey are a yellowish, along with the pseudo-shells that act as armor on their backs. Their heads are squat and wide, with beak-like mouths pressed up against them. Some have hair that is generally short and black, at the top of their head is a small depression or "bowl" that contains a few cups of water that keep their magical life-essence stone moist, if this water is spilled, the Kappa will immediately die.

Human Necromancer

Know: 4	Dex: 4
End: 1	Str: 2
Per: 3	Aura: 1
Dodge: 11	Attack: +5

Weapons: Staff +1
Magic Missile (At will)
Raise Dead Spell (Ritual)
2 Other Spells

Armor: Leather (L) 5

Description and Abilities:

Following the path of dark magic, the necromancers have gained (a limited) power over life and death. They continuously search for more potent ways of raising the dead, so they may be better servants. Generally very quickly on their paths the dark magic they use corrupts them and twists their will into a relentless search for greater power. Their physical appearance varies greatly based on why they chose the dark arts, from rotund and pale for those who prize their lives and absorb all they can to grey skin laying on bones as they need no nuriement save their magic to fulfill their quest for power. Presented here is a rather low-level Necromancer, and most die at around this point when the magic becomes too much for them as it eats their brains and their souls down to that of zombies (some of these fallen Necromancers can be found as zombies [with zombie stats] that can cast the magic missile spell at will. But the strong make it far beyond this to become mighty slingers of evil spells and revivers of the dead. They also become far more manic and paranoid that some other dark for is trying to use them for something (and one usually is, even the dark magic itself is)

Human Guard

Know: 2	Dex: 2
End: 2	Str: 2
Per: 2	Aura: 2
Dodge: 9	Attack: +3

Weapons: Spear +3
Sword +3
Crossbow +2

Armor: Leather (L) 5
Leather (H) 6

Description and Abilities:

Soldiers, police officers, night watchmen etc. most of those considered "guards" are slightly above the average person in ability, but below that of most "adventurers" and "special units" that are much more rare. The reasons for their career choice are varied as is their moral and equipment. Depending on the city, kingdom, or general culture around them they may be chivalrous and kind, or thugs in matching uniforms. Their build is generally tall and broad, but in times that lack great crisis recruitment and placement of non-officers is generally based on ability.

Sluume	
Know: 2	Dex: 2

End: 0	Str: 3
Per: 2	Aura: 0
Dodge: 9	Attack: +4
Weapons:	Spear (L) +3 Net (Does no Damage)
Armor:	Leather (L) Equivalent 5

Description and Abilities:

The Sluume are aqueous humanoids covered in green to yellow scales that resemble those of amphibians. Their heads are of a similar shape to land-dwelling reptiles leading to them being called "Lizard Men" in many places, but their thin, barbed claws and webbing on their hands, feet, and tails gives away their aquatic heritage. While living in or around water is not necessary for them to survive (as it is with amphibians) it is much preferred and keeps their skin from becoming too dry. They are able to hold their breath for a considerable amount of time but not indefinitely, allowing them to still hunt and lay traps in rivers and oceans, but necessitating out of water homes for regular tasks.

Their cultures vary wildly but most have not "progressed" into traditional "civilization". They are generally found on the banks of rivers and seas in anything from small trading outposts, to pirate and raiding bands, or nomadic fishing huts. Despite usually being a nuisance to larger civilizations these tribes rarely find themselves under occupation because, despite their small stature (5' or so) and hunched back, their reptilian appearance, with teeth and claws make them intimidating and formidable foes, and their general culture lacks the wealth to make extracting tribute a profitable enterprise.

Know: 0	Dex: 1
End: 4	Str: 4
Per: 0	Aura: 1
Dodge: 2	Attack: +4
Weapons:	Fists +3
Armor:	Clay 7

Description and Abilities:

Golems are creatures (usually humanoid) sculpted out of a single substance (usually clay) and brought to life by with a spell and a magic word carved into their forehead. Golems have no culture, no intelligence, and are not sentient, their form is based entirely on their master who carved them and whose words they obey to the letter (if they can understand them). They usually serve as guardians or simple servants. Destroying their body (breaking or slashing it apart) or erasing the magic word from their forehead will end their existence, and they will then crumble into the substance they were created from.

Know: 20	Dex: 20
End: 30	Str: 30
Per: 30	Aura: 30
Dodge: 50	Attack: +40
Weapons:	Breath +40 (Automatically deals 5HP equivalent Damage) Teeth/Claws +35
Armor:	Scale Hide 36

Description and Abilities:

Flight (up to 2,000 feet)
Hit Points: 200
Magic resistance: If targeted by a spell or magic weapon the dragon rolls an endurance skill check, if it passes the spell or weapon has no effect.

Dragons are 4-legged, bat winged reptilian hulks with long necks and tails and horned elongated heads. They were among the first creatures to inhabit the world and their lifespan remains unmeasured. Despite their intelligence they have been unable to form a civilization and can't cast magic (perhaps the evil that dwells within them is too great) tough they are innately magical and resistant to spells and enchanted weapons. Although in spite of their obvious advantages their numbers are generally decreasing around the globe, but as they become more mythical those that remain become more terrifying.

Their bodies are long and powerful, with slender necks and face. Their four powerful legs are animalistic, each ending in 4-clawed toes but on the front two one of the toes is arranged to form a "thumb". Scales of various types cover all but their eyes and wings. Their size has never been measure (on account of death) but 50' is generally accepted as their length with a 75' wingspan.

Authors note: defeating one should take an army of thousands or loads of PCs.

Know: 2	Dex: 3
End: 5	Str: 4
Per: 2	Aura: 2
Dodge: 11	Attack: +6

Weapons:	Longsword +3 Heavy Club +2
Armor:	Mail (H) 9 Shield (S) +1

Description and Abilities:

Hit Points: 9
Ogres are large, muscled humanoids with orangeish skin, pointed teeth and oversized noses. Long corrupted by evil they are cannibals and often rumored to eat babies exclusively (though those rumors are unsubstantiated). They are typically solitary and use their massive strength to strongarm and lead local gangs, extracting "tribute" from a hapless local populace. Their lives are long, origins unknown, and greed bottomless. They style themselves quite differently and sometimes extravagantly compared to each other, adopting the local style. Usually they have very long and abundant hair, but often they find this impractical and chop it all off, looking completely bald, some even think that this is their natural state. Tall (around 8') and strong they often use violence as the first means of solving their problems, but if they sense a trickster they are quite adept at playing mind games, as they often invent puzzles and riddles on their own but never use them. They aren't dumb, no one has ever accused them of being smart (or anything really and lived).

Know: 3	Dex: 3
End: 5	Str: 5
Per: 4	Aura: 2
Dodge: 12	Attack: +7
Weapons:	Battleaxe +5 Warhammer +4
Armor:	Mail (H) 10

Description and Abilities:

Hit Points: 11
Trolls are massive, humanoid creatures found in two types. The first is the common troll; who are quite scarce and solitary. These trolls usually stake out territory in an unpopulated area and charge for the use of structures they create, such as roads, bridges, and inns, this money is often used to purchase other supplies from other travelers. They make few friends or business partners, but are intelligent enough to speak the common language (and their own troll language) and accommodating enough to not be violent with most visitors. Their appearance is that of a 12' man (Thought the build is much more stocky, with larger muscles and bones to support the weight) with enlarged noses, nonexistent ears, and occasionally tusks.

The second (much more common) type of troll is the corrupted troll, those of the same original stock that have been bred as slaves for longer than anyone has recorded. These trolls have a pale pallor, hunched back, and muscles larger than any well-feeling being could have, at this point they resemble monster of nightmares far more than men. They are devoid of all intelligence, and answer to only two things: the whip, and their hunger. They are used mostly to lift heavy loads for construction or assault, as guards for prisoners whose fate is nor cared about, or as attack animals. In battle they often tear apart and eat their enemies. If they sense they have an edge they will easily turn on their masters, but this usually results in their death as their rage is seen (rightfully) as a hazard to society.

Know: 2	Dex: 2
End: 1	Str: 1
Per: 3	Aura: 1
Dodge: 8	Attack: +2
Weapons:	Shortsword +2 Dagger +1 Light Crossbow +1 (D12 bolts)
Armor:	Leather (L) 5

Description and Abilities:

Can see roughly in the dark
Kobolds are quite small (about 3.5') humanoids with canine-esque faces and blue skin that live underneath the vast mountains of the north in their labyrinthine tunnels that span city sized areas and are warmed by geo-thermal heat. Their culture and language is relatively alien to all others, they are intelligent enough to have created underground farms that provide them with enough sustenance, lay many traps for invaders in their tunnels, and live in what appear to be kingdoms with what seems to be some rule of law. But they are very reclusive and isolationist, most interaction between them and other species tend to be that of hunting or raiding parties to gather additional food, scavenge resources, or drive away those they feel are getting too close. Even kobolds that have been cast out of their society for being outlaws give very few hints about their doings under the mountains.

Despite being covered in a thin, clear fur they are not very good at withstanding colder conditions, and the blue pigment in the skin protects them little from the sun. To compensate for this they are usually wearing full-body robes or armor. Their hands are stubby and furry (like paws), making wielding weapons hard, crossbows and traps are preferred. Their proximity to the north and tendency to live under mountains makes them traditional enemies of both elves and dwarves.

Aviculi

Know: 0	Dex: 4
End: 0	Str: 0
Per: 3	Aura: 1
Dodge: 10	Attack: +4
Weapons:	Proboscis +1 Claws +0

Armor: Feathers 3
Description and Abilities:
Can Fly

The aviculi are medium sized avians with an average wingspan of 2.5' and a (heavy for their size) weight of a few pounds. In addition to having mostly bird-like features they have the unfortunate additions of small claws extending from their digit and phalanx (bones in the alula wing region) and a 4 inch proboscis that is sharp and flexible, usually used for obtaining sustenance from fruits, but it easily converts to a handy tool for feeding off a soft-skinned animals like most mammals. They cannot survive solely on blood, but at times it is necessary to augment their diet.

The feathers of the aviculi are typically dark grey from the top, with a whiter, fluffier underside. In some species the males have red or blue heads with streaks of white or black. They live in trees and nest where fruit is most plentiful, such as in deep forests or near man-made orchards. Sometimes, usually when migrating, they flock and can be found in groups of 10-30, much larger than the standard 2-4 groups they are found in.

Thyrantula

Know: 0	Dex: 1
End: 1	Str: 1
Per: 1	Aura: 0
Dodge: 7	Attack: +3
Weapons:	Fangs +2 (poisoned)
Armor:	Exoskeleton 4

Description and Abilities:
*Poison Bite will cause pain for several hours and presents infection risk.
Can't see well, but have very acute feeling from their hairs, even sensing air pressure changes.*

Thyrantulas are large arachnids, about the size of a dog, with a sparse armored cephalothorax, and abdomen and appendages covered in a coarse, spine-like hair. On the outside they look like a very large tarantula, but inside their body systems are highly modified from standard spiders. Their circulatory system is closed, and they are more endothermic. These and few other changes allow the creature to support its massive size and be more active when it is cold, but come at the cost of needing to feed much more regularly and breathing in the more mammalian sense. As their heavy armor prevents them from moving quickly they are ambush predators, usually found in high volume areas such as dense jungles, or where prey is easy, such as the many sightless animals in caves. They do not spin webs, but they do burrow and line them with silk. Generally their bodies are black, but some do have ribbons of color stretching across them.

Giant Sparass

Know: 0	Dex: 3
End: 1	Str: 2
Per: 3	Aura: 1
Dodge: 9	Attack: +4
Weapons:	Fangs +2 (poisoned: 1 injury per minute for an hour and sickness for 3 days or until cured)
Armor:	Exoskeleton 3

Description and Abilities:
The giant sparass is the largest of the arachnids known. Looking like a huntsman spider, with wispy brown coloring, a small crab-like cephalothorax, oval shaped abdomen and long thin legs, they reach the height of a wolf with enormous leg spans of up to 10', making them quite frightening to those unfortunate enough to run into them. It is unknown where they truly came from but most legends blame experimenting wizards, especially considering their internal organs bear little resemblance to those of other spiders. Their circulatory system is closed, they possess two hearts, and in some places they have formed small bits of endoskeletons to augment their severely weakened and often soft exoskeletons. The swiftness of their hunting survives, making them quite a problem for the

safety of farmers and herds. In most places they have been driven back to the forest, but if left unchecked they return quickly to the plains where they prefer to hunt, making no permanent burrows and moving from kill to kill.

Wraith

Know: 1	Dex: 3
End: 5	Str: 6
Per: 6	Aura: 0
Dodge: 15	Attack: +6
Weapons:	Psychic magic +5
Armor:	Ethereal 5 (can't be injured with non-magical/holy items)

Description and Abilities:
Hit Points: 13

A wraith is a spectral being bound to the physical plain. Unlike ghosts it is unknown whether they ever at one point inhabited a purely physical body. What little of them physically exists is an embodiment of punishment and pain. Sometimes they are employed by those powerful in righteousness (even gods) to punish the wicked and evil. But often it is the evil that uses them to spread fear and suffering.

Their appearance is vaguely skeleton shrouded in what could be described as a tattered black cloak, but that oozes more like darkness. They have "eyes" located in a "skull-like" appendage near the top of their darkness shroud that glow a faint warm color. They cannot be killed in the traditional sense and using traditional physical weapons to fight them might result in them being pushed back but with no other benefits. They can be injured with holy light, magical attacks, and enchanted or magical weapons. "Downing" them with these items will lead to them being too weak to rise again for a century (perhaps shorter if it is a powerful wraith) and it allows them to be trapped in magical items from which they cannot escape on their own.

Wyte

Know: 0	Dex: 3
End: 5	Str: 5
Per: 2	Aura: 0
Dodge: 12	Attack: +6
Weapons:	Draining Touch (automatic injury)
Armor:	Evil 6

Description and Abilities:
Hit Points: 8-15

Wytes are a pure physical representation of evil created usually by accident and possessing most any form (usually canine, reptilian, or humanoid as they take the form of what is most feared by their creator). Their physical form is matter created from magic, it is filled with magical energy, but has no latent magical properties, rather it is simply identified as "magic" (of a dark variety). They have no requirement to "eat" in the traditional sense as they have no specific organs but they do desire more and more energy. This is obtained by touching living things and draining the energy from them, as they do this they grow incrementally stronger. Separating their physical forms into several (the number varies) pieces (usually with bladed weapons) will break the "spell" holding them together, causing them to revert back into magical energy in a blinding flash. Those places where a wyte is kill often have a dark magical aura for decades.

Giant

Know: 6	Dex: 5
End: 8	Str: 8
Per: 6	Aura: 6
Dodge: 13	Attack: +10
Weapons:	All massive Longsword +6 Dagger +4 Spear +5 Crossbow +5 (D20 bolts)
Armor:	Massive Mail (L) 14 Massive Plate (L) 16

Description and Abilities:
Hit Points: 25

Giants are very large humanoids, whose appearance is that of a muscled human, but 25' tall. Their clothes, weapons, and armor vary almost as much as humans do, but they are generally relegated to smaller areas than those of men. They are innately magical, but perhaps not outwardly so. They need their magic to support their large sizes and humongous decadent structures, but some can't harness the energy to directly cast spells.

Their lands are bright and magical, and they tend not to stray for fear that the energy keeping them alive will fail. While each clan does not have a general liking for the other clans, they do recognize their homeland is stronger when united, and

their many small kingdoms are held together in a loose confederacy. Foreigners are kept out of their regions as much as possible, leading to the spread of many myths, but very little actual knowledge of their practices and culture.

Ghoul

Know: 2	Dex: 3
End: 4	Str: 3
Per: 2	Aura: 2-4
Dodge: 9	Attack: +5
Weapons:	Hands +1 Teeth +1 Any they have taken from victims
Armor:	Any Leather (L) 5

Description and Abilities:

A ghoulish is a (usually humanoid) being that has had their soul entombed inside their body and their minds replaced with evil (this was usually a painful process performed when the being was “alive”). They live in unimaginable pain, with their body wanting to die and their soul wanting to escape. Only the evil in their heads compels them to survive. If not trapped they usually they live in and around graveyards to hide their horribly burned-looking and disfigured appearance, occasionally eating the freshly dead. They will attempt to lure, trap, and eat almost anything they can, but with a preference for humanoids as consuming their flesh alleviates some of their pain. Those that do manage to kill such fresh humanoids will usually take their faces and wear them as a (strangely convincing but unsettling) mask to give them a better disguise to lure in more victims.

Ghost

Know: 3	Dex: 0
End: 10	Str: 0
Per: 2	Aura: 3
Dodge: 8	Attack: +0
Weapons:	None
Armor:	Ethereal 8

Description and Abilities:

Ghosts are the souls of the dead that have been prevented from passing on to the ethereal plain. The reasons may vary from unfinished business (according to the gods) to being “tortured” by malicious magic-users to having the passageways to the afterlife mysteriously blocked and in some cases because they cannot pay the toll to reach to underworld. Usually ghosts have no effect on the physical world, they can pass through any object that doesn’t contain a soul and make those that do shiver when they are near. Some can communicate, but this would require either a telepathic link or the ability to make sound waves, which most ghosts do not have. Those ghosts powerful enough to have some effect on the physical world (like those abilities listed above) are very rare and usually a sign of something sinister. Their form is of whatever they were before death, but perhaps a bit disheveled. They cannot be touched by normal means but they can be injured by magical weapons or effects.

Banshee

Know: 1	Dex: 1
End: 5	Str: 3
Per: 1	Aura: 1
Dodge: 10	Attack: +5
Weapons:	Scream +2 Fingernails +1
Armor:	Magic Shroud 7

Description and Abilities:

Banshees are some so struck with grief that they unintentionally turn their bodies into a magical conduit of sorrow. This magic keeps them alive as long as they are filled with grief and continue to wail, though their bodies shrivel and their clothes rot to be replaced with a black shroud. The magic of sadness that flows through them compels them to continue screaming for eternity. As they wander the lands they will attack on sight anyone they cast eyes upon in a raging fury, and anyone who is within a radius (that could be miles) of them is afflicted with an inexplicable sadness, and dread if they hear their screams. If a banshee is struck down with weapons, prevented from screaming, or put at peace they will immediately die and their soul will travel to the underworld (or afterlife).

Mountain Lion

Know: 0	Dex: 1
End: 2	Str: 3
Per: 3	Aura: 2

Dodge: 11	Attack: +4
Weapons:	Claws +2 Teeth +2
Armor:	Hide 6

Description and Abilities:

A mountain lion is a large (up to 3ft at the shoulder) feline that resembles a sizeable barn cat, with short, thick fur in many color variations from creamy brown to white. They are typically solitary and prefer mountainous or densely vegetated areas. They are ambush predators and often defer from conflict, especially with larger animals. Preferring easier fights, they are quickly scared away. But if they are cornered, their territory encroached upon, or they feel their young are in danger they will fight furiously to the death. Sometimes they will endanger livestock if food is running low in their normal hunting grounds, but this is rare and most farmers have no trouble getting them to leave.

Lycanthrope

Know: 1-3	Dex: 1-3
End: 2-4	Str: 2-4
Per: 1-3	Aura: 1-5
Dodge: 9-13	Attack: +3-+5
Weapons:	Humanoid form: Dagger +1 Shortsword +2 Animal Form: Claws +1-+2 Teeth +1-+2
Armor:	Humanoid Form: Leather 5 Animal Form: Hide 5-7

Description and Abilities:

A lycanthrope is a human that transforms into the form of some other animal. Usually it is a wolf, leading to their name (and the colloquial “werewolf”) but it can be any creature. It is usually a curse placed on someone by a vengeful magic-user, causing them to transform every night and be filled with a ravenous hunger; eventually making them go insane from lack of sleep or guilt for the crimes committed when in animal form. Some however have mastered the art of lycanthropy and cast it as a spell on themselves, rendering them able to transform whenever they please (it usually takes 15 seconds to transform, though the first transformation is longer). When transformed the mass of the creature does not change, meaning an average human lycanthrope would transform into a huge rat, sizable wolf, or a small bear. They are usually unable to control either the time of transformation or what they transform into (as it is the whim of the spellcaster who cursed them). But a lycanthrope will only transform into one creature until another spell is cast or curse laid upon. Meaning, one who is a “werewolf” will remain a werewolf until they are cursed again (or relieved of the curse) and then they will only transform into the new animal (maybe a werepuma) and not a wolf again.

Doppelganger

Know: 0	Dex: 0
End: 0	Str: 0
Per: 1	Aura: 0
Dodge: 5	Attack: +0
Weapons:	None
Armor:	None

Description and Abilities:

Takes on the stats of what it copies.
Doppelgangers are a small magical “brain” surrounded by a mass of shifting matter that appears as a shining silvery substance (like mercury) if it has not picked an appearance. If a doppelganger comes into contact with a creature of roughly similar size to itself (or a size it can impersonate by being hollow) they can reorganized the shape and color of their “grey matter” to from a copy of the creature. If they consume the creature before doing this they can also adopt the mannerisms, personality, and possibly memories of the creature. If this occurs any materials they copy will become very close in physical structure to those materials. A copied steel sword will look and act like a sword, copied clothing will feel like cloth, etc. If these bits are separated from the doppelgangers brain they will revert back into the silvery matter within 5 seconds. Only experts can tell the difference by touching (or in some cases looking carefully at) the beast and commoners are always clueless. But when a doppelganger comes into contact with sterling (or more pure) silver or a holy object they will begin to burn, and their façade fade. Doppelgangers have no culture and are not considered intelligent creatures, their brain exists only to consume and the minds they copy seem to have no effect on this goal. The grey matter that they are made up of can be damaged but will regrow with time, however destroying the brain will result in the creature immediate death.