

To print your Cypher System Creature Deck, set your double-sided printer to **short-edge binding** and print on a cardstock material. Then, with a sharp utility knife and straight edge, use the crop marks as guides to trim the cards apart.

If you don't have a double-sided printer, print the pages individually and then glue them back-to-back with a thin, even coat of adhesive. Before gluing, hold the back-to-back sheets up to a light source to ensure they are lining up correctly.

The gutters between the cards give you a little bit of leeway if the two sides do not line up exactly.

UNDERSTANDING THE CREATURE LISTINGS

Level: All creatures (and NPCs) have a level. The level determines the target number a PC must reach to attack or defend against the opponent. In each entry, the target number for the creature or NPC is listed in parentheses after its level. The target number is three times the level.

Health: A creature's target number is usually also its health, which is the amount of damage it can sustain before it is dead or incapacitated.

Damage Inflicted: Generally, when creatures are hit in combat, they inflict their level in damage regardless of the form of attack. Some inflict more or less or have a special modifier to damage.

Armor: This is the creature's Armor value. This entry doesn't appear in the game stats if a creature has no Armor.

Movement: Movement determines how far the creature can move in a single turn.

Modifications: Use these default numbers when a creature's information says to use a different target number. For example, a level 4 creature might say "defends as level 5," which means PCs attacking it must reach a target number of 15 (for difficulty 5) instead of 12 (for difficulty 4).

Combat: This entry gives advice on using the creature in combat, such as: "This monster uses ambushes and hit-and-run tactics."

Page Number: The number you see at the bottom of a creature listing tells you where to get additional information about that creature's motives, appearance, habitats, loot, and interactions.

Cypher System Rulebook		The Dark Spiral	
Expanded Worlds		The Strange	
Gods of the Fall		The Strange Bestiary	
Predation		Worlds Numberless and Strange	

CYPHER SYSTEM™ CREATURE DECK

Build encounters quickly and easily, or create them randomly on the fly. Then give your players a look at their foes before plunging them into an encounter.

This deck contains 100 creatures appropriate for many different genres, including fantasy, science fiction, superhero, and horror. When you need to build an encounter (either when prepping your game or at the table), simply draw a card from this deck. You've got basic stats (with a reference to the source book for full stats and info) on one side and an image to share with your players on the reverse.

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ABOMINATION**5 (15)**

Health: 22
Damage Inflicted: 6 points
Armor: 2

Movement: Short

Modifications: Might defense as level 6; sees through deception as level 3.

Combat: Abominations use scavenged weapons to attack prey at range, but generally switch to biting against targets within immediate range. Targets damaged by a bite must also succeed on a Might defense task or descend one step on the damage track as the abomination tears a big piece of flesh and gulps it down.

Abominations regain 2 points of health per round and have +5 Armor against damage inflicted by energy (radiation, x-rays, gamma rays, and so on).

Those who survive an abomination attack must succeed on a Might defense task a day later when they come down with flu-like symptoms. Those who fail begin to the process of transforming into a fresh abomination.

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CERBERUS**8 (24)**

Health: 99
Damage Inflicted: 10 points
Armor: 3

Movement: Short; immediate when burrowing

Modifications: Speed defense as level 6 due to size.

Combat: Cerberus can bite three times as a single action. Each bite inflicts 10 points of damage to corporeal and insubstantial foes alike.

A bite from the head representing the past also restores 10 points of damage to Cerberus. A bite from the head representing the present means the victim must also succeed on a Might defense roll or be held fast by the maw and automatically suffer 10 points of damage each round until they can escape. A bite from the head representing the future also requires that the victim succeeds on an Intellect defense roll or lose access to all their special abilities granted by foci and type for one round.

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ANZU**7 (21)**

Health: 21
Damage Inflicted: 4 points

Movement: Long

Modifications: Speed defense as level 8 due to quickness.

Combat: An anzu uses its large, curved claws to slice and grab prey. They typically work in herds of two or three, with one attempting to distract prey while the others attack.

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APATOSAURUS EROS**9 (27)**

Health: 50
Damage Inflicted: 10 points
Armor: 3

Movement: Long (due to size, not speed)

Modification: Speed defense as level 6 due to size and quickness.

Combat: Apatosaurs do 10 points of damage with their heavy tailwhips. Some are outfitted with a second or third cybernetic tail that inflicts 5 points of damage; on a single attack, each of the tails can attack a unique target or the same target.

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ASSASSIN**6 (18)**

Health: 18
Damage Inflicted: 6 points
Armor: 1

Movement: Short

Modifications: Stealth and deception tasks as level 8; when attacking from hiding, melee and ranged attacks as level 7.

Combat: An assortment of small weapons are hidden about an assassin's body. They can also coat their weapons or ammo with a level 6 poison that moves victims who fail a Might defense roll one step down the damage track.

335

BAMBIRAPTOR**3 (9)**

Health: 9
Damage Inflicted: 3 points

Movement: Long

Modifications: Speed defense as level 5 due to quickness and size.

Combat: Quick and lithe, bambiraptors do 3 points of damage with their sharp, curved claws.

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CAMBION**5 (15)**

Health: 25
Damage Inflicted: 6 points
Armor: 1

Movement: Short

Modifications: Disguise as level 7.

Combat: Cambions sometimes wield heavy weapons in combat, especially if it enhances their attacks. Some cambions hone their natural and magical abilities to become powerful sorcerers, but most cambions can call up hellish fire by willing it at least once per day, as follows.

Soulfire Blast: An explosion of soul-rending black and crimson fire explodes around up to three targets within short range, inflicting 4 points of damage and stunning targets so that they lose their next action.

Finger of Torture: A ruby ray lances out from the cambion's finger to strike the enemy prone with torturous pain. The target takes 6 points of damage each round until they can escape the effect with an Intellect task.

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CHAIN DEMON**7 (21)**

Health: 27
Damage Inflicted: 10 points
Armor: 3

Movement: Short; long when being lowered, raised, or pulled by animate chain wings

Combat: Can animate its chains to attack up to three targets within short range as a single action. If the demon desires, one creature damaged by its attack must succeed on a Might defense roll or be snared by a chain hook. The snagged target is drawn into the demon's embrace if they fail a second Might defense task on their next turn. A victim drawn into the embrace takes 10 points of damage each round if the chain demon wishes to inflict it, and the difficulty of the Might defense roll to break free is increased by one step.

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COMMANDER**4 (12)**

Health: 21
Damage Inflicted: 5 points
Armor: 3

Movement: Short

Modifications: Defends as level 5 due to shield or other equipment.

Combat: All underlings and followers deal 1 additional point of damage when the commander can see them and issue commands. Commanders carry shields and weapons, and if possible, they fight mounted or in a vehicle. A typical commander directs followers from the rear of any conflict, fighting behind the lines when necessary but concentrating first on issuing orders.

CRIME BOSS**3 (9)**

Health: 12
Damage Inflicted: 5 points
Armor: 1

Movement: Short

Modifications: Deception, persuasion, intimidation, and friendly interaction as level 7

Combat: Guards, thugs, and other followers deal 1 additional point of damage when the crime boss can see them and issue commands. If possible, crime bosses fight while mounted or in a vehicle, directing their followers from the rear of any conflict and concentrating first on issuing orders.

CRYPTIC MOTH**5 (15)**

Health: 23
Damage Inflicted: 5 points
Movement: Short; long when flying

Modifications: All knowledge tasks as level 6; stealth tasks as level 7 while invisible.

Combat: Cryptic moths remain unseen and invisible to most eyes until they attack.

The touch of a cryptic moth's wing draws life and energy from targets, inflicting 5 points of Speed damage (ignores Armor).

Once every hour or so, cryptic moths can summon a swarm of normal moths (level 2 creatures that can fly) to aid them in combat or serve as a fashion accessory or component in a piece of living art.

A cryptic moth may carry cyphers or an artifact useful in combat.

Cryptic moths regain 1 point of health per round while their health is above 0, unless they're damaged with a silvered or cold iron weapon or by electrical attacks.

CYCLOPS**7 (21)**

Health: 32
Damage Inflicted: 8 points
Armor: 1
Movement: Short

Modifications: Attacks targets at immediate range as level 5 due to poor eyesight; Speed defense as level 5 due to size; Intellect defense as level 4.

Combat: A cyclops can always resort to using its fists in melee, pummeling opponents with knuckles the size of large hogs. However, most cyclopes carry a tree trunk and use it to sweep enemies from their path. Due to its massive height, a cyclops can make a melee attack against creatures within short range.

Cyclopes can also pry up boulders from the ground and throw them at targets within long range. A thrown boulder attacks one target plus everything within an immediate distance of the target, inflicting 8 points of damage.

Killing a cyclops can be dangerous. When killed, it falls away from the attacker that delivered the killing blow. Any creature under it when it falls must make a successful Speed defense roll or be pinned under its corpse and take 7 points of damage. Escaping from under a dead cyclops requires a successful Might roll.

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DAKOTARAPTOR**9 (27)**

Health: 40
Damage Inflicted: 15 points
Armor: 2

Movement: Long

Modifications: Speed defense as level 10 due to quickness.

Combat: Uses the killing claw on its hind legs to slash prey for 15 points of damage. If it's not in a good position to use its killing claw, it bites or gouges for 8 points of damage. Instead of attacking, a dakotaraptor may attempt to intimidate up to three creatures at a time with its large, feathered wings, dazing them for two rounds.

DARK ENERGY PHARAOH**8 (24)**

Health: 60
Damage Inflicted: 10 points

Armor: 4

Movement: Short; long while flying

Combat: Dark energy pharaohs use abilities, artifacts, and cyphers they've collected for attack and defense. In any given conflict a pharaoh can access abilities or artifacts that grant it a long-range attack that inflicts at least 10 points of damage, as well as a kind of magic or mad science force field that grants it +2 to Armor.

A dark energy pharaoh also usually has a spell or tractor beam that can immobilize a foe, blind a foe, or even imprison a foe in a pocket-prison recursion in the shape of a canopic jar.

DEEP ONE**4 (12)**

Health: 15
Damage Inflicted: 5 points
Armor: 2

Movement: Short on land; long in the water

Modifications: Swims as level 6; perception as level 3.

Combat: Deep ones attack with tooth and claw most often, although occasionally one might use a weapon. Two deep ones that have grown colossal and powerful over time are called Mother Hydra and her consort, Father Dagon. Each stands 15 feet (5 m) tall, and they serve as deity-rulers among the deep ones.

DEINONYCHUS**3 (9)**

Health: 15
Damage Inflicted: 4 points
Armor: 1
Movement: Short

Modifications: Perception as level 5; attacks and Speed defense as level 4 due to quickness; overcoming obstacles and figuring out tricks as level 4.

Combat: When a deinonychus bites its prey, the victim takes damage and must make a Might defense roll. On a failure, the deinonychus holds the victim in its jaws while it slices them to ribbons with its terrible claws, inflicting 6 points of damage each round until the victim succeeds on a Might-based task to break free. For a human-sized or smaller victim held in the jaws, the difficulty of all other tasks is increased by two steps.

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DETECTIVE

3 (9)

Health: 12
Damage Inflicted: 4 points
Movement: Short

Modifications: Tasks relating to perception, intuition, initiative, and detecting falsehoods as level 6.

Combat: Detectives prefer to outwit their foes rather than engage in a straight-up fight. Even then, most conflicts occur in a place and a time of the detective's choosing, preferably in the presence of their allies. A detective can deduce weaknesses of their enemies (if any) and exploit them in combat.

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DEVIL

4 (12)

Health: 12
Damage Inflicted: 5 points
Armor: 3

Movement: Short when walking or flying
Modifications: All tasks related to deception as level 7.

Combat: When possible, a devil attacks with surprise. If successful, it unfurls two great wings and claws at the ends of its fingers. It leaps into the air, flies up to a short distance toward the nearest foe, and attacks that creature as a single action.

Some devils carry a trident. Tridents inflict 5 points of damage, and the target must either move to a position within an immediate distance chosen by the devil or take 2 additional points of damage from being impaled (7 points of damage total). An impaled foe automatically takes 5 points of damage each round until they spend an action to pull free.

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DEVOLVED

4 (12)

Health: 21
Damage Inflicted: 4 to 8 points; see Combat
Movement: Short

Modifications: All tasks related to intimidation as level 6; Intellect defense and Speed defense as level 2 due to malformed nature.

Combat: Devolved attack with a claw, a bite, or another body part. They throw themselves at their enemies with mindless ferocity and little regard for their own safety. Easily frustrated, a devolved grows stronger as its fury builds. Each time it misses an attack, the damage it inflicts increases by 1 point (to a maximum of 8 points). Once the devolved successfully inflicts damage, the amount of damage it inflicts returns to normal. Then the cycle starts anew.

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DJINNI

7 (21)

Health: 35
Damage Inflicted: 9 points

Modifications: Knowledge of the Strange and Arabian history as level 8.

Movement: Short; long when flying

Combat: A djinni can inflict damage with a touch. Djinni can also spend an action to render all artifacts, machines, and lesser magic devices within short range inoperable for one minute. (If the item is part of a character's equipment, she can prevent this outcome by succeeding on a Speed defense roll.) Instead of disabling all devices in range, a djinni can take control of one item within range for one minute, if applicable.

A djinni can transform into a being of smoke and flame as its action. While in this form, it has +10 to Armor but can't attack foes. It gains the ability to fly a long distance each round and is able to communicate normally. The first time each day that a djinni returns to physical form after having become smoke, it regains 25 points of health.

Some djinn can grant wishes.

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DRAGON

7 (21)

Health: 52
Damage Inflicted: 7 points
Armor: 1

Movement: Short; long while flying
Modifications: Perception as level 8; Speed defense as level 6 due to size.

Combat: A dragon can bite one target or claw two opponents in immediate range as a single action. When bitten, the target is also immobilized until he succeeds on a Might defense roll to break free (or the dragon drops him).

Most dragons have one or more additional magical abilities they can bring to bear in combat, including a long-range fire breath attack that inflicts 7 points of damage to all targets within immediate range of each other. Targets who succeed on a Speed defense roll to avoid the full effect of the fire still take 3 points of damage from the flame. This ability cannot be used on consecutive rounds.

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EARTH ELEMENTAL

5 (15)

Health: 30
Damage Inflicted: 6 points

Armor: 3
Movement: Immediate; short if burrowing

Combat: Earth elementals batter foes with heavy fists. They can also create earthquakes (no more than once every other round) that affect the ground within short range. Creatures standing in the area fall to the ground and take 5 points of damage.

An earth elemental is vulnerable to water. Any damage it takes while standing in or being doused in water ignores Armor.

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FIRE ELEMENTAL

4 (12)

Health: 24
Damage Inflicted: 4 to 7 points; see Combat

Movement: Short
Modifications: See Combat for escalating attack level modification.

Combat: A fire elemental attacks with a flaming limb. Its power increases according to the number of successful attacks it made on another creature during the previous minute.

0 successful attacks:	Deals 4 points of damage; attacks as level 4
1 successful attack:	Deals 5 points of damage; attacks as level 5
3 successful attacks:	Deals 6 points of damage; attacks as level 6
4+ successful attacks:	Deals 7 points of damage; attacks as level 7

If a fire elemental hasn't burned a foe within the last minute, its combat stats drop back to its level 4 baseline.

A fire elemental is immune to fire attacks but vulnerable to cold; every time it takes 1 point of cold damage, it takes 1 additional point of damage.

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FUNGAL KNIGHT

7 (21)

Health: 30
Damage Inflicted: 8 points
Armor: 5

Movement: Short
Modifications: Speed defense as level 5 due to size.

Combat: Fungal knights slash foes with their obsidian claws, but can instead release a variety of dangerous spores as an action.

Animate Fungus: No more than once per minute, a fungal knight can animate two mundane fungal growths within short range as level 3 creatures under its command.

Acidic Spores: Living, non-fungal targets within immediate range must make a Might defense roll or suffer 5 points of damage (ignores Armor) for three rounds.

Paralytic Spores: Living, non-fungal targets within immediate range must make a Might defense roll or stand as stiff and mindless as a mushroom for a round.

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ERINYES

6 (18)

Health: 18
Damage Inflicted: 12 points
Armor: 3

Movement: Short; long when flying
Modifications: Level 8 for sharpened wing attacks.

Combat: When an erinyes restricts itself to moving an immediate distance or not attacking in a round, it blends in almost perfectly with its surroundings, making it effectively invisible. When it attacks, an erinyes flings sharpened feathers at up to two targets within short range as a level 8 attack that inflicts 12 points of damage (without its divine spark, the attack is level 6 and inflicts 6 points of damage). Foes struck must immediately make a difficulty 6 Might defense roll or fall unconscious for up to one minute. Each round a creature fails to rouse itself with a successful Might roll, it suffers 4 points of Intellect damage (ignores Armor).

Some erinyes use cyphers.

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EXTEREON

8 (24)

Health: 24
Damage Inflicted: 6 points

Movement: Immediate
Modifications: Perception as level 9; Speed defense as level 5 due to size and nature.

Combat: An extereon can make three melee touch attacks as one action. Material objects that strike an extereon are mostly eaten away by acid; these attacks inflict one-quarter the damage (round down). Objects whose level is less than the extereon's level are destroyed if they touch the creature (after dealing damage). Energy attacks affect an extereon normally. (Special objects, such as artifacts, that strike it are not destroyed if the PC succeeds on a difficulty 5 Might defense roll.)

Every round in combat, opponents within immediate range must make an Intellect defense roll against psychically induced fear or freeze in terror for one round. For frozen prey, the difficulty to dodge the extereon's melee attacks is increased by three steps, and a successful attack inflicts 2 additional points of damage.

88

FAERIE

3 (9)

Health: 12
Damage Inflicted: 4 points
Movement: Immediate; long when flying

Modifications: Tasks related to performance and deception as level 5; Speed defense as level 5 due to size and quickness.

Combat: A faerie hurls sparkling magic dust at a target within short range. If a faerie is touched or struck by a melee weapon, more magic dust puffs away from the faerie and clouds the attacker, who must succeed on a Speed defense task or suffer the same amount of damage they just dealt to the faerie. Sometimes faeries wield tiny weapons, such as bows, spears, or swords; treat these as light weapons.

A faerie can see in the dark, but it can also emit bright light (often colored) and appear as a glowing humanoid or an illuminated sphere.

Faeries regain 1 point of health per round while their health is above 0, unless they've been damaged with a silvered or cold iron weapon.

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FAERIE RING

5 (15)

Health: 18
Damage Inflicted: 5 points
Armor: 1

Movement: Immediate; immediate for burrowing or climbing
Modifications: Speed defense as level 2.

Combat: A faerie ring hides itself in an enticing magical illusion that can include motion, sound, scent, and other sensory components. That's enough to lure many victims to within immediate range. On a failed Intellect defense roll, creatures within immediate range of the faerie ring are engulfed; onlookers might see the victim incorporated into the illusion. An engulfed victim suffers 5 points of ambient damage from fungal digestion each round in which it does not escape the illusion with a successful Intellect defense roll, and then a successful Might roll to physically pull itself free. If the faerie ring's true nature is discovered, it may try to spin another illusion that evokes the creature's illusory (but in their mind successful) escape.

160

FUSION HOUND

3 (9)

Health: 10
Damage Inflicted: 5 points
Armor: 1

Movement: Long
Modifications: Speed defense as level 4; stealth and climbing as level 2.

Combat: Fusion hounds move very fast and use that speed to their advantage in combat. A hound can move a long distance and attack as a single action. It can also use its action to run about in random patterns, increasing the difficulty to attack it by two steps.

A fusion hound's head is completely haloed in a seething mass of radioactive energy, so unlike traditional canines, it has no bite attack. Instead, it pounces on prey with its clawed forelimbs, which causes a burst of radiation to flare from its body, burning whatever it touches.

Anyone within short range of a fusion hound for more than one round suffers 1 point of damage each round after the first.

137

GHAsthOUND

8 (24)

Health: 25
Damage Inflicted: 10 points

Movement: Short

Combat: A ghasthound's teeth rend flesh for 10 points of damage and can damage light and medium physical armor (decreasing its effectiveness by 1 until it's repaired). Ghasthounds can also ram a foe, knocking them prone and dazing them for two rounds.

140

GHOUL

4 (12)

Health: 12
Damage Inflicted: 5 points

Movement: Short
Modifications: Two areas of knowledge as level 5.

Combat: Ghoul saliva contains a paralytic agent. Ghoul bites (and weapons used by ghouls) inflict damage and, on a failed Might defense roll, render the target paralyzed for one minute. A paralyzed target can attempt a Might-based task each round to regain mobility, but for the next minute the difficulty of attack, defense, and movement tasks is increased by one step.

Ghouls can see in the dark. They're blind in full daylight, but civilized ghouls who travel to the surface carry lenses that cover their eyes, allowing them to see without penalty in full sunlight.

294

GIANT RAT

3 (9)

Health: 18
Damage Inflicted: 4 points
Movement: Short; long when jumping

Modifications: Perception as level 4; tasks related to overcoming obstacles and puzzles as level 5.

Combat: Victims damaged by a giant rat's diseased teeth and claws take 4 points of damage and, on a failed Might defense roll, are infected with a level 5 disease. Within twelve hours, the victim's lymph glands swell, creating visible buboes. Every twelve hours thereafter, the victim must succeed on a Might defense roll or take 5 points of ambient damage.

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GIANT SNAKE

4 (12)

Health: 18
Damage Inflicted: 5 points
Armor: 2

Movement: Short

Modifications: Perception and stealth as level 6; Speed defense as level 3 due to size.

Combat: A giant snake bites foes, preferably from ambush. When it succeeds, the difficulty of the target's Speed defense roll increases by two steps, and the snake's bite deals 8 points of damage for that attack. On a failed Might defense roll, a bite also inflicts 3 points of Speed damage (ignores Armor). A giant snake may coil around a sleeping, stunned, or debilitated victim, doing 5 points of crushing damage each round until the victim breaks free.

Giant snakes lose their perception and stealth modifications in cold climates and when attacked with abilities that reduce the temperature.

296

GIANT SPIDER

3 (9)

Health: 12
Damage Inflicted: 3 points
Movement: Short; long when traveling on their webs

Modifications: Perception as level 5; Speed defense as level 4 due to quickness.

Combat: A giant spider's envenomed fangs inflict 3 points of damage, plus 3 points of Speed damage (ignores Armor) if a victim fails a Might defense roll. Debilitated victims are not killed but instead cocooned and hung for later dining. Giant spider webs (level 4) can hold victims immobile and unable to take actions until they break free.

Giant spiders lose their perception and Speed defense modifications in bright light and often retreat from intense illumination.

297

GLOWING ROACH

2 (6)

Health: 6
Damage Inflicted: 2 points
Armor: 2

Movement: Short; short when flying

Combat: A glowing roach attacks with radioactive mandibles. A swarm of four glowing roaches can attack as a single level 4 creature, inflicting 4 points of damage. Targets damaged by the swarm must also succeed on a difficulty 4 Might defense task or sustain an additional effect from the following table, lasting until the target can make a recovery roll.

- | | |
|---|---|
| 1 | Head: The difficulty of all Intellect defense tasks is increased by one step. |
| 2 | Leg: The difficulty of all Speed defense tasks is increased by one step. |
| 3 | Gut: The difficulty of all Might defense tasks is increased by one step. |
| 4 | Eye: The difficulty of all tasks related to perception is increased by one step. |
| 5 | Arm: One arm goes limp. |
| 6 | Leg: One leg goes limp. |

In sunlight or other bright light, the difficulty of Speed defense tasks against glowing roach attacks is decreased by one step.

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GOLDEN BULL

6 (18)

Health: 27
Damage Inflicted: 15 points
Armor: 4

Movement: Short

Modifications: Level 9 for goring attacks; level 7 for breaking through barriers.

Combat: Golden bulls attack by goring foes, inflicting 15 points of damage on a successful attack. If a bull charges a short distance, it can attack as part of the same action and inflict an additional 2 points of damage.

A bull is filled with fire; attacking one in melee inflicts 5 points of damage on the attacker.

Finally, a bull can breathe forth divine flames, dealing 12 points of ambient damage to all creatures within immediate range.

Golden bulls can smash through stone walls or knock down an entire house. An angry bull can smite a rocky cliff and cause a rockslide or an avalanche.

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GOLEM

6 (18)

Health: 30
Damage Inflicted: 8 points
Armor: 5

Movement: Short

Modifications: Intellect defense as level 2; Speed defense as level 4 due to slowness.

Combat: Golems inflict 2 additional points of damage (total of 6 points) when using large two-handed weapons. Golems cannot be stunned or dazed. They are immune to most poisons and disease, and 2 of their 5 points of Armor protect against ambient damage (environmental damage, heat, cold, falling, and so on).

A golem's stomp attack creates a shock wave that causes all creatures in range to take 3 points of damage, fall down, or be pushed out of immediate range.

The armor of a golem that freezes like a statue increases to 10 (and Armor against ambient damage increases to 5), but it can take no actions, including purely mental actions. Unless something damages the golem through its Armor, it remains frozen indefinitely. If a golem is completely destroyed, the rubble of its form may reassemble within three days.

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GORGON

5 (15)

Health: 27
Damage Inflicted: 5 points
Movement: Short

Combat: A gorgon has a long-range bow attack. In close combat it lashes out with the serpents on its head. This inflicts 2 points of damage from the bite, and the target must make a Might defense roll to resist 4 points of Speed damage from poison (ignores Armor).

Anyone within short range of a gorgon who meets its gaze and fails a Might defense roll descends one step on the damage track. When a character within short range attacks the gorgon, they must avert their gaze (which increases the difficulty of the attack by two steps) or make a Might defense roll to avoid this effect.

Some gorgons carry cyphers and perhaps an artifact that they can use in combat.

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GOBLIN

1 (3)

Health: 3
Damage Inflicted: 2 points
Movement: Short

Modifications: Tasks related to perception, stealth, and setting traps as level 5.

Combat: Goblins attack from the shadows with ambushes and hit-and-run tactics. When they have surprise, goblins attack as level 4 creatures and deal 2 additional points of damage, and they attempt to draw larger prey into level 5 traps they've previously set. They often flee in the face of real danger.

GREEN ONE

4 (12)

Health: 22
Damage Inflicted: 4 points

Movement: Short

Modifications: Perception and attacks as level 5.

Combat: In melee, a green one can attack with both a spear and its tusks as a single action. Many green ones are also armed with rifles that deal 8 points of damage to one target within long range. After each shot, preparing for the next is a minute-long process. (Particularly important green ones might have special rifles that can fire every other round, using radium pellets that deal 10 points of damage, with a range of a mile or more.)

Sometimes a war party of green ones ride multilegged, vicious mounts. A green one riding a mount defends as a level 6 creature and can move a long distance each round. Their mounts are level 3 creatures with 9 health and 1 point of Armor.

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GREEN POD

5 (15)

Health: 25 **Movement:** None
Damage Inflicted: 5 points
Combat: A green pod can selectively detonate its pods once per turn, spraying clinging green fluid within immediate range. The fluid can have one of the following effects, chosen by the pod, but never the same effect twice in two rounds.
Flesh Reacting: Anyone who fails a Speed defense roll takes 5 points of damage from the fluid. If this kills the target, its flesh is explosively converted in a gruesome chain reaction, and the target explodes one round later.
Paralyzing: Anyone who fails a Might defense roll is paralyzed by the fluid. Each round, the paralyzed victim can attempt another Might defense roll to shrug off the effect.
Toxic: Those within immediate range take 1 point of damage from the caustic, clinging substance. (After, victims must succeed on a Might defense roll or take damage each round).

213

GREY

4 (12)

Health: 12 **Modifications:** All tasks related to knowledge as level 6; Speed defense as level 5 due to size and quickness.
Damage Inflicted: 6 points
Armor: 1
Movement: Short
Combat: A grey carries a powerful ray emitter that can attack targets within long range. Against dangerous opponents, a grey can use an action to activate a personal shield that encapsulates it in a bubble of force. The shield gives it +3 to Armor, but while the shield is active, the grey can't fire its ray emitter.
Greys are scientists but cautious ones. Leaving a trail of corpses as evidence of their existence isn't their preferred mode of operation. For this reason, one grey in every group has a memory eraser. When it activates the device, each target other than a grey within short range must succeed on an Intellect defense roll or become stunned for one minute, taking no action (unless attacked, which snaps the victim out of the condition). When the effect wears off naturally, the target has no recollection of encountering little grey creatures.

64

GAMMA WORM

6 (18)

Health: 18 **Modifications:** Stealth tasks as level 8 when psychic field active; Speed defense as level 5 due to size; ability to see through tricks as level 4.
Damage Inflicted: 6 points
Armor: 4
Movement: Short when slithering or burrowing
Combat: A gamma worm can unfold two bladed arms from its body.
Once each hour, the worm can unleash a hail of spikes against up to three targets within short range. Foes struck by the spikes take damage and must succeed on a Might defense roll or fall unconscious for a few rounds from radiation sickness. Each day, the victim must succeed on a Might defense task or take damage and fall unconscious again. Three concurrent failures means the victim does not wake up.
If a worm only moves an immediate distance, it can generate a psychic field that grants it invisibility.
Worms are immune to radiation. Cold attacks ignore their Armor.

138

GRIFFON

4 (12)

Health: 12 **Modifications:** Perception as level 6; Speed defense as level 5; attacks as level 5 when diving at ground-based prey.
Damage Inflicted: 6 points
Movement: Short; long while flying
Combat: Griffons soar through the skies, their keen eyes watching the ground below for suitable prey.
When a griffon spots something it can eat, it dives from above and attacks with its claws. A victim hit by this attack must make another Speed defense roll to twist away; on a failure, the griffon grabs her and flies an additional short distance as it climbs back into the air. On its next turn, the griffon drops its prey to dash her against the rocks. It might repeat this tactic several times until the prey stops moving.
On the ground, griffons are no less fierce. They can attack with their claws and beak as one action. A griffon fights to the death only if protecting a nest. Otherwise, it flees if it takes significant damage.

163

GUARD

2 (6)

Health: 8 **Movement:** Short
Damage Inflicted: 3 points **Modifications:** Perception as level 3.
Armor: 1 or 2
Combat: Guards are not often wily, but they understand strength in numbers. If two or more guards attack the same target with at least one melee attack in the same round, the difficulty of the target's Speed defense roll against those attacks is increased by one step.

337

XENOPARASITE

6 (18)

Health: 28 **Movement:** Short; long when flying
Damage Inflicted: 6 points **Modifications:** All stealth actions as level 8.
Armor: 2
Combat: A xenoparasite bites and stings one victim as a single action. The bite inflicts 6 points of damage, and the sting inflicts 3 points of damage and injects eggs if the victim fails a Might defense roll. Once every other round, it can fly at least a short distance and then make a flying attack with its mandibles, dealing 12 points of damage; the difficulty to defending against this attack is increased by one step.
Killing the injected eggs requires medical skill and a level 7 Intellect-based roll. The eggs hatch twenty or more hours later, killing the host and releasing 1d6 juveniles (level 2, attacks as if level 4 against its host species).
Xenoparasites can survive crushing pressure and the vacuum of space.

331

HACKER

3 (9)

Health: 12 **Modifications:** Tasks relating to programming, repairing, and knowledge of computers. computers as level 7.
Damage Inflicted: 4 points
Movement: Short
Combat: Hackers use whatever weapons are on hand, but if they have time to prepare, they can set up computer-moderated cameras for surveillance, doors with auto-locks, semi-autonomous drones, and other networked devices to delay and even trap foes.

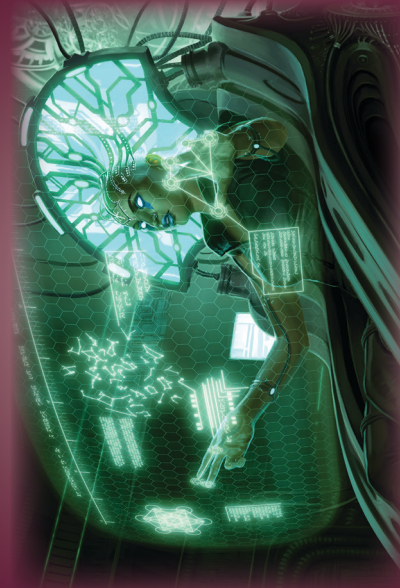
154

HYDRA

7 (21)

Health: 24 **Movement:** Short while walking or swimming
Damage Inflicted: 7 points **Modifications:** Perception as level 8 due to its many heads; Speed defense as level 5 due to size
Armor: 1
Combat: A hydra has venomous breath. Each round a creature is within immediate range, it must succeed on a Might defense task or take 1 point of Speed damage (ignores Armor).
All five of a hydra's heads can simultaneously bite. A bitten target must succeed on a Might defense task or take an additional 2 points of Speed damage (ignores Armor). If three or more heads coordinate their attack, they make one attack as a single level 9 creature dealing 9 points of damage.
Whenever the hydra takes 4 or more points of damage from a single attack, it heals that damage on its next turn and grows two additional fully functional heads. Fire, electricity, and other extreme energy attacks do not trigger this healing and head growth.

140



JABBERWOCK

7 (21)

Health: 32
Damage Inflicted: 7 points
Armor: 4, 15 against fire

Movement: Short; long when flying
Modifications: Speed defense as level 5 due to size.

Combat: As an action, the jabberwock can bite three different targets with its heads or make two claw attacks to either deal damage or catch a target. On later rounds, a caught target can be automatically bitten by one head (the other two heads attack other targets). A human-sized caught target can attempt a Might-based or Speed-based roll to escape the claw.

Once every other round, the jabberwock can breathe heat (or cold), inflicting damage on up to ten targets within short range of each other and within long range of the jabberwock. Even on a successful Speed defense roll, targets still take 1 point of fire (or cold) damage.

275

LYTHRONAX

8 (24)

Health: 55
Damage Inflicted: 12 points
Armor: 1
Movement: Long

Modifications: Initiative as level 9 due to hunting instincts; all tasks involving critical thinking as level 7 due to intelligence.

Combat: Lythronaxes are all bite and no bark. Everything they do is focused on ripping, tearing, chewing, and consuming.

141

MAD SCIENTIST

4 (12)

Health: 15
Damage Inflicted: 7 points
Movement: Short

Modifications: Defends as level 6 due to a scientific gadget (or cypher) of the mad scientist's creation; knowledge of advanced science and engineering techniques as level 7.

Combat: Mad scientists in their labs usually have minions (security personnel, robotic defenders, reanimated bodies, and so on) or can call for this sort of help to arrive soon. Mad scientists can use a handheld device to attempt to take command of an enemy's technological device—be it armor, a weapon, a cypher, a robot, and so on—within short range for up to one minute.

Mad scientists usually have an energy or high-velocity weapon that inflicts 7 points of damage at long range. They often carry cyphers that allow them to increase Armor, confuse the senses of other creatures for a few rounds, or reduce the difficulty of all tasks they perform by two steps for up to an hour.

155

MARAUDER

4 (12)

Health: 18
Damage Inflicted: 6 points
Armor: 1

Movement: Short
Modifications: Tasks related to initiative, intimidation, and Intellect defense as level 7.

Combat: Marauders are armed with weapons taken from past victims.

They never stop—the first time a marauder would normally be killed, savagery revives them with 12 health.

156

MECHANICAL SOLDIER

4 (12)

Health: 15
Damage Inflicted: 4 points
Armor: 3

Movement: Short
Modifications: Perception as level 5; leaps, runs, and balances as level 3.

Combat: Mechanical soldiers attack in groups using well-organized tactics. Although they can speak, they transmit information to one another silently and instantly within a 100-mile (161 km) range via wireless radio transmissions.

302

MI-GO

5 (15)

Health: 19
Damage Inflicted: 5 points
Armor: 1

Movement: Short; long when flying
Modifications: All knowledge tasks as level 6.

Combat: Mi-go defend themselves with pincers and claws but are more likely to use technological devices as weapons. A mi-go has one of the following abilities from a device:

Electricity Blaster: Long range, inflicts 6 points of damage.

Poison Cloud Sprayer: Fills out to short range, inflicts 4 points of Intellect damage if the victim fails a Might defense roll (the mi-go is immune).

Hologram Projector: Creates an adjacent image of itself, increasing the difficulty of attacks aimed at the mi-go by two steps.

Sonic Shield: Provides +2 Armor.

Mi-go have access to other devices as well, including translators, cylinders that can preserve a human's brain, sophisticated tools, collars that control the actions of their wearers, and weird vehicles. Mi-go suffer no damage from cold and do not need to breathe.

303

MIST STAR

6 (18)

Health: 27
Damage Inflicted: 6 points
Armor: 2

Movement: Short when swimming or walking on land
Modifications: Speed defense as level 5 due to size.

Combat: A mist star batters foes with its arms and can attack up to two foes in immediate range as a single action. If a mist star feels especially threatened, it extends its stingers.

Foes damaged by a stinger-tipped arm must also succeed on a Might defense roll or take an additional 3 points of Speed damage (ignores Armor). Worse, the poison continues to inflict 1 point of Speed damage per round until the victim succeeds at a Might defense roll.

214

NIGHTMARE, NIGHT HORROR

6 (18)

Health: 23
Damage Inflicted: 6 points

Movement: Short; flies a long distance each round
Modifications: Intellect defense as level 9; disguise tasks as level 7.

Combat: Night horrors use a weapon appropriate to their apparent likeness. Taking a new likeness is something a horror can do as part of another action, up to once per round. A night horror can attack all creatures within short range with a psychic display so horrible that targets must make an Intellect defense roll. Those who fail take 6 points of Intellect damage (ignores Armor) and become terrified, freezing in place. Each round a victim fails an Intellect task to break free of the fear, they suffer an additional 6 points of Intellect damage (ignores Armor).

167



NIGHTMARE, NODLING

3 (9)

Health: 9
Damage Inflicted: 3 Intellect points
Movement: Short
Modifications: Speed defense as level 4 due to size and frenzied quickness; Intellect defense as level 6.

Combat: Nodlings bite, pinch, squeeze, and hug, inflicting 3 points of Intellect damage that ignore Armor. Five nodlings attacking together can make a single attack against one character as a level 5 creature. A swarm's successful attack deals 5 points of Intellect damage that ignore Armor.

167

OCCULTIST

5 (15)

Health: 15
Damage Inflicted: 5 points
Movement: Short
Modifications: Knowledge of occult topics and rituals as level 8; ability to detect lies and tricks as level 2.

Combat: An occultist has a charm or device for summoning a level 5 spirit or demon that will do their bidding for ten minutes. Some also have (or instead have) a spell, item, or device that inflicts 5 points of damage on normal creatures within long range and 10 points of damage on a demon or spirit (or, instead of dealing extra damage, the effect confines the demon or spirit in some way).

337

OGRE

4 (12)

Health: 20
Damage Inflicted: 8 points
Armor: 1
Movement: Short
Modifications: Feats of raw strength as level 6; Intellect defense and seeing through deception as level 3; Speed defense as level 3 due to size.

Combat: Ogres usually use clubs or large, two-handed weapons with great power. Since they are accustomed to fighting smaller creatures, they are adept at using their size and strength to their advantage. If an ogre strikes a foe smaller than itself, either the victim is knocked back up to 5 feet (2 m), or it is dazed and the difficulty of its next action is increased by one step.

Ogres can also swing their huge weapons in wide arcs, attacking all foes within close range. The difficulty of defending against this attack is decreased by one step, and the attack inflicts 5 points of damage. Ogres rarely flee from a fight, and only a foe of overwhelming power can force them to surrender.

102

ORC

3 (9)

Health: 9
Damage Inflicted: 4 points
Armor: 2
Movement: Short
Modifications: Speed defense as level 4 when carrying a shield; pleasant interactions as level 1.

Combat: Most orcs have bows able to target foes within long range. Some carry a shield and wield a medium axe, sword, or mace that inflicts 4 points of damage. Other orcs (usually those that are larger than their fellows) dispense with shields and wield heavy two-handed mauls and hammers that inflict 6 points of damage.

Orcs live short, brutish lives. The few that survive for years do so because of some special advantage; they're sneakier, stronger, tougher, or meaner than average. These have the following modifications, respectively: stealth tasks as level 5; deal 2 additional points of damage with melee weapons; +10 health; tasks related to trickery and deceit as level 5.

103

PTERODACTYL

5 (15)

Health: 30
Damage Inflicted: 5 points
Movement: Long when flying
Modifications: Speed defense as level 4 due to size.

Combat: A pterodactyl attacks with its bite or with battering wings if it's on the ground. If the creature bites a target, in addition to the damage dealt, the target must make a Might defense roll to avoid being snatched up and held in the pterodactyl's long mouth. To break free, a victim must succeed on a Might-based task. The difficulty of all other actions while held in the creature's mouth is increased by two steps. A victim held by a pterodactyl automatically takes 2 points of damage per round.

A pterodactyl can make a diving attack if it begins the attack while in the air within long range of the target: it moves up to a long distance, bites a human-sized foe at the nadir of its dive, then moves an additional short distance back into the air, whether or not it managed to snatch prey.

110

REANIMATED

6 (18)

Health: 70
Damage Inflicted: 7 points
Movement: Short; long when jumping
Modifications: Speed defense as level 4; interaction tasks as level 2; strength and toughness tasks as level 8.

Combat: A reanimated attacks foes with its hands. If a foe inflicts 7 or more points of damage with a single melee attack, the reanimated lashes out in reactive rage, immediately making an attack against that foe in the same round.

If it begins combat within long range of foes but beyond short range, as an action it can make an amazing leap attack that inflicts 4 points of damage on all targets within immediate range of its landing spot.

Some reanimated fear fire. The difficulty of its attacks and defenses against a foe using fire are modified by two steps to its detriment.

Electromagnetic energy heals a reanimated, returning a number of points of health equal to what a normal creature would have lost.

147

DIMENSIONAL EXPLORER

4 (12)

Health: 18
Damage Inflicted: 4 points
Armor: 2
Movement: Short

Combat: Dimensional explorers can be deadly in combat, but most would rather talk or flee than fight. They use ranged weapons when possible and attempt to flee if seriously threatened. Dimensional explorers have one or two cyphers they can use in combat and may possess one or more of the following abilities.

Fleet: The explorer can move a short distance and take an action in the same round.

Mighty: The explorer inflicts 2 additional points of damage with attacks.

Exception: The explorer makes a long-range attack that deals 4 points of damage and stuns a target not native to the current dimension for one round.

Lying Twist: The explorer can convince an intelligent creature that fails an Intellect defense roll of something wildly and obviously untrue for one round.

305

REPLICANT

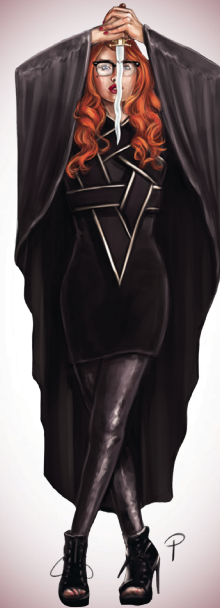
5 (15)

Health: 18
Damage Inflicted: 6 points
Movement: Short
Modifications: Tasks related to pleasant social interaction, understanding human social norms, and deception as level 2.

Combat: Replicants blend in and prefer not to enter combat. Since destruction is not usually their principal goal, they avoid confrontation. If, however, something threatens their mission, they defend themselves to the best of their ability. Replicants might use weaponry but are adept in using their limbs to batter foes into submission.

A replicant poses the greatest danger when its physical form begins to fail through violence or natural degradation (many seem to have a natural "life" span of just a few years). When reduced to 0 points of health, the replicant explodes, inflicting 10 points of damage to everything in long range.

311



ROBOT MIMIC

4 (12)

Health: 16
Damage Inflicted: 6 points
Armor: 2
Movement: Short
Modifications: Disguise and one knowledge task as level 6.

Combat: A punch from a robot mimic can break bones. In addition, most robot mimics generate a red-hot plasma sphere once every other round and throw it at a target within long range. The target and all other creatures within immediate range of the target must succeed on a Speed defense task or take 6 points of damage.

A robot mimic repairs itself if it spends an action to regain 10 points of health. A robot mimic at 0 health can't repair itself, but unless the creature is completely dismembered, the robot mimic may spontaneously animate 1d10 hours later with 4 points of health.

148

GHOST

4 (12)

Health: 12
Damage Inflicted: 5 points
Movement: Short
Modifications: Stealth as level 7; tasks related to frightening others as level 6.

Combat: A ghost's touch inflicts freezing damage.

A ghost doesn't take damage from mundane physical sources. It takes half damage from spells and energy attacks, and full damage from psychic attacks and weapons designed to affect spirits.

Some ghosts can kill victims with fear, affecting all creatures within short range. Those who fail an Intellect defense roll take 4 points of Intellect damage (ignores Armor) and freeze in place from fear. Frozen targets must attempt an Intellect-based task each round to overcome the effect; failure means they move one step down the damage track. Those killed by fear have expressions of horror and hair that has turned white.

A ghost can move through solid objects of up to level 7 at will. It can pick up and manipulate objects if it focuses on them.

293

SATYR

5 (15)

Health: 18
Damage Inflicted: 6 points
Armor: 1
Movement: Short
Modifications: Tasks related to persuasion and deception as level 7; resists mental attacks as level 7.

Combat: Satyrs usually carry spears that they can use in melee or throw up to short range. Satyrs can create magical effects by playing on their pipes as an action, which can either bolster allies or harm enemies.

Feral Overture: An ally within short range is infused with magic, and the difficulty of one attack it makes on its next turn is reduced one step. If it hits, it inflicts +3 damage.

Dance of the Leaping Stag: Foes within short range who fail an Intellect defense task lose their next turn dancing and leaping. Attacks made against affected targets are one step less difficult.

Tune of the Clouded Mind: A foe within short range who fails an Intellect defense task spends its next turn attacking one of its allies.

149

SECRET AGENT

5 (15)

Health: 15
Damage Inflicted: 5 points
Movement: Short
Modifications: Tasks related to disguise and deception as level 6.

Combat: A secret agent always has a covert, unexpected backup weapon that they can use to make a surprise attack, such as a ring or glove with a hidden poisoned needle (dealing 5 points of Speed damage that ignore Armor), a fake tooth filled with poison gas to blow in a victim's face (inducing sleep for ten minutes), or a ring with a miniature gun.

338

SHADOW ELF

4 (12)

Health: 15
Damage Inflicted: 5 points
Armor: 1
Movement: Short
Modifications: Stealth and perception as level 6; Speed defense as level 6 due to shadowy nature.

Combat: Shadow elves attack with weapons made of steel-hard shadow. They can see in dim light and darkness as if it were daylight. Some shadow elves can cast spells as an action.

d6 Spells

- 1 Enchant weapon to inflict 3 additional points of damage (8 total)
- 2 Enchant weapon to inflict 1 additional point of Speed damage (poison, ignores Armor), plus 2 points of Speed damage each additional round until victim succeeds on a Might defense roll
- 3 Fly a long range each round for ten minutes
- 4 Gain +2 to Armor (total of 3 Armor) for ten minutes
- 5 Target within long range is blinded for ten minutes on a failed Might defense roll
- 6 Three adjacent targets within long range are held motionless in a shadow web for one minute on a failed Speed defense roll

In full daylight, a shadow elf loses its modifications and is likely to retreat.

313

SHOGGOTH

7 (21)

Health: 35
Damage Inflicted: 10 points
Armor: 10 against cold, electricity, and fire
Movement: Long
Modifications: Speed defense as level 6 due to size.

Combat: Shoggoths sprout tendrils and mouths, and they spread their wide, amorphous forms, allowing them to attack all foes within immediate range. Those struck by the shoggoth's attack are grabbed and engulfed by the thing's fluid, gelatinous body and suffer damage each round until they pull themselves free (and they can take no other physical action while they are caught). Further, for each round of entrapment, one object in the victim's possession is destroyed by the foul juices of the amorphous horror.

Shoggoths regenerate 5 points of health each round.

289

SILVERBACK

5 (15)

Health: 15
Damage Inflicted: 5 points
Movement: Short
Modifications: Perception, intimidation, and leadership tasks as level 7; positive interaction tasks as level 4.

Combat: Attacks using modified body parts, much as a dinosaur would. The attacks are carried out in unison with at least two members of their pack.

150

SIRRUSH

5 (15)

Health: 28
Damage Inflicted: 5 points
Armor: 1
Movement: Short
Modifications: Deceives as level 6; Speed defense as level 4 due to size.

Combat: A sirrush can physically attack with its claws and bite.

A sirrush can raise its crest (an action) to make selected targets within short range feel awe, fear, or friendship (its choice) until it furls its crest again (an action). Affected creatures must make an Intellect roll to attack it; failure means the creature can't attack, and defending against its next attack becomes two steps more difficult. Once raised, the crest's power is a passive effect.

A sirrush can make a psychic attack against a single character within long range, causing 4 points of Intellect damage (ignores Armor) and stunning them for one round.

If the sirrush has an artifact, it likely uses the item in combat.

290



SKELETON**2 (6)**

Health: 6
Damage Inflicted: 3 points (claw) or 5 points (ranged weapon)
Armor: 1

Movement: Short
Modifications: Ranged attacks as level 5; Speed defense against most ranged attacks as level 5; resist trickery as level 1.

Combat: Skeletons attack with a bony claw or a ranged weapon. If a skeleton can see any portion of its target, the target loses any benefits of cover it might have otherwise enjoyed. When in formation, a group of four or more skeletons with ranged weapons can focus their attacks on one target and make one attack roll as a single level 7 creature, dealing 7 points of damage.

Skeletons can see in the dark.

Reanimators: Some skeletons regenerate to full health in a magic flash two rounds after being destroyed, unless the linchpin of the animating curse is separated from the skeleton after it falls. Such an item might take the form of a lead spike through the skull, an ebony amulet, a dull sword through the ribs, a crown, and so on.

314

173

SLAVER**3 (9)**

Health: 9
Damage Inflicted: 5 points
Armor: 1

Movement: Short
Modifications: Speed defense as level 4 due to shield; whip attacks as level 5.

Combat: Slavers prefer to work in groups and employ blunt items like maces and clubs, but they especially like whips. Rather than killing foes, slavers render them unconscious. Victims are bound, collected, and sold. If faced with a real threat, they retreat, unless ordered otherwise by a slave master.

173

ZHEV**5 (15)**

Health: 20
Damage Inflicted: 6 points
Armor: 4

Movement: Long
Modifications: Attacks as level 6; perception and knowledge of local law as level 7.

Combat: The Zhev can use its metallic arms to attack three different foes as an action, but usually try the following special abilities first.

Stun Gas Canister: Can fire up to long range, explodes out to immediate range. Affected targets can take no actions for 1d6 rounds unless they make a Might defense roll to resist the gas.

Net Projector: Can fire at one target within short range. The struck target is immobilized until they break or wriggle free (a Might or Speed action).

Unlike many automatons, the Zhev retreat if faced with a more powerful foe (unless they have been commanded to stay and fight). They usually try to get reinforcements and then return to engage the enemy.

332

SPIRIT OF WRATH**2 (6)**

Health: 6
Damage Inflicted: 3 points
Armor: 1

Movement: Short while flying
Modifications: Stealth as level 5.

Combat: A spirit of wrath can become fully insubstantial. After it does so, the creature can't change state again until its next turn. While insubstantial, it can't affect or be affected by anything (except for attacks that specifically affect insubstantial creatures), and it can pass through solid matter without hindrance, but even simple magical wards can keep it at bay.

While partly insubstantial (its normal state), the spirit can affect and be affected by others normally. A spirit attacks with its touch, which rots flesh and drains life.

Five spirits of wrath can act as a swarm, focusing on one target to make one attack roll as a single level 4 creature dealing 5 points of damage.

292

316

ANIMATE STATUE**7 (21)**

Health: 33
Damage Inflicted: 9 points
Armor: 4

Movement: Short

Combat: An animate statue towers over most foes and can smash or stomp a target within short range. The statue's massive size and the material of its body means it can walk through nearly any obstacle, smashing through walls of solid rock, buildings, and trees. When walking, it pays no attention to what it steps on. A creature who is stepped on must dodge or be knocked down and take 9 points of damage.

Animate statues are strong and hard to hurt, but they are often top-heavy. If one falls or is knocked over, it takes a few rounds to rise and resume whatever it was doing.

STYGILOCH**4 (12)**

Health: 15
Damage Inflicted: 5 points
Armor: 1

Movement: Long
Modifications: Speed defense as level 5 due to quickness.

Combat: Stygimolochs typically move head first into battle, using their dome-shaped skulls and horns as battering rams and weapons. They do 5 points of damage with their horns and can knock even large creatures prone by bashing them in the hip, flank, or side.

145

146

SUPERSAURI**10 (30)**

Health: 70
Damage Inflicted: 12 points
Armor: 2

Movement: Long
Modifications: Speed defense as level 2 due to size.

Combat: They bite for 12 points of damage, but most prefer to use their upgraded weaponry. Supersauri have at least two upgrades, at least one of which is an attack form or weapon. Choose from the following list:

Active Protection: Shock responders inflict +1 damage to any creature that touches it.

Cybernetic Limb: The dinosaur can attack twice per round.

Physical Armor: +1 to Armor

Ranged Upgrade: The dino has a built-in laser or gun, which acts as a medium ranged weapon.

Self-Healing: Repairs 1 point of damage per round.



TECHNICIAN

2 (6)

Health: 6
Damage Inflicted: 3 points
Movement: Short
Modifications: Level 5 for all tasks related to their job.
Combat: Technicians are not typically armed, but if encountered within the area where they conduct their duties, a technician can find a tool that serves in melee or ranged combat or even as a ranged explosive weapon. Most technicians don't expect to take part in a fight, and they surrender or flee unless they believe their only viable option is to fight for their lives.

306

TESLASAURUS

5 (15)

Health: 20
Damage Inflicted: 5 points
Armor: 3
Movement: Short
Modifications: Speed defense as level 3 due to training; critical thinking and initiative as level 4 due to intelligence.
Combat: Anyone who touches a teslasaur or its electrical arcs takes 5 points of damage. Some teslasaurs are updated with cybernetic implants that allow their electricity to be harnessed and sent out to long range, doing 5 points of damage to everything they touch.

147

TETSU

6 (18)

Health: 32
Damage Inflicted: 6 points
Armor: 2
Movement: Long while flying or swimming; short while on the ground
Modifications: All tasks related to empathy and divining another creature's true nature (and detecting falsehoods) as level 7.
Combat: Tetsu can bite or claw opponents while in dragon form, or they can attack with appropriate weapons while in humanoid form. A tetsu can switch between its dragon form and human form as an action.
 In either form, a tetsu can call up a storm blast against a group of targets within half a mile (1 km) that are within immediate range of each other. Affected targets suffer damage and are blown up to a long distance away. A tetsu can use its storm blast once every other round.

216

THE MINOTAUR

7 (21)

Health: 33
Damage Inflicted: 10 points
Armor: 3
Movement: Short
Modifications: Level 9 for breaking through barriers.
Combat: The Minotaur gores foes on its horns. If the Minotaur charges a short distance, it can attack as part of the same action and inflict 5 additional points of damage.
 The Minotaur is simultaneously trapped by the labyrinth but also part of it. Whenever a character attacks the Minotaur, they must succeed on an Intellect defense task or be claimed by the labyrinth themselves until they can escape with a successful difficulty 7 Intellect task. Those claimed by the labyrinth seem to disappear, though the claimed find themselves wandering a dark maze. Once a character successfully escapes a labyrinth, they are no longer subject to being claimed by the labyrinth for several days.
 If killed, the Minotaur's body is claimed by the labyrinth. Thirty-three days later, the Minotaur is resuscitated.

144

THUG

3 (9)

Health: 9
Damage Inflicted: 4 points
Armor: 1
Movement: Short
Combat: Thugs prefer ambushes, making ranged attacks from hiding if possible. Sometimes they spoil the ambush to issue an ultimatum before attacking: give us your valuables, or you'll be sorry.

339

TRANSITIONAL VAMPIRE

3 (9)

Health: 12
Damage Inflicted: 4 points
Movement: Short
Modifications: Climb and stealth as level 4.
Combat: Transitional vampires can maintain a human existence during the day without any of a vampire's powers or weaknesses. However, they have a disdain for garlic and the sun. At night they take on all the characteristics of a vampire, and if confronted by any of the traditional vampiric weaknesses (a wooden stake, a cross, and so on), they flee unless their master is present.

324

TROLL

6 (18)

Health: 30
Damage Inflicted: 7 points
Armor: 1
Movement: Long
Modifications: Speed defense as level 5 due to size; Might defense as level 7; sees through deception as level 4.
Combat: The troll attacks with its claws. If it hits, it grabs a foe tightly then squeezes and bites until the victim is dead or it releases that victim to attack another creature. Each round that a held creature does not escape, it suffers 10 points of damage.
 Trolls regain 3 points of health per round unless their health is reduced to 0. If a troll takes 10 or more points of damage in one round, its next action is to divide into two level 4 trolls that are 3 feet (1 m) tall. Spawned trolls that survive and have access to food grow into full-power trolls within a few weeks.

174

TYRANNOSAURUS REX

7 (21)

Health: 50
Damage Inflicted: 10 points
Movement: Short
Modifications: Perception as level 5; Speed defense as level 5 due to size.
Combat: A tyrannosaurus bites. Victims take damage and must make a Might defense roll or be shaken for an additional 3 points of Speed damage (ignores Armor). The shaking recurs each subsequent round that the target fails a Might-based task to pull free. A tyrannosaurus can trample if it charges from just outside of short range, moving 50 feet (15 m) in a round, and anything that comes within immediate range is attacked. Even those who make a successful Speed defense roll take 2 points of damage. Creatures within short range who hear the tyrannosaurus roar must succeed on a difficulty 2 Intellect defense roll or stand frozen in fear for a round, after which they are immune for a day. Attacks against creatures frozen in fear are modified by two steps in the attacker's favor and deal 2 additional points of damage.

322



VAMPIRE

6 (18)

Health: 24
Damage Inflicted: 7 points
Movement: Long

Modifications: Climb, stealth, and perception as level 8; Speed defense as level 7 due to quickness.

Combat: They fight with their fists, but sometimes use weapons.

A vampire can change into a bat or a wolf, or shadow or mist (immune to harm but unable to affect the physical world).

Vampires can mesmerize victims in immediate distance, so they stand motionless for one round, or suggest actions to an already-affected victim. The victim can attempt an Intellect defense roll each round to resist.

Most physical attacks do not harm a vampire (no damage). Fire causes it pain. Holy water inflicts 4 points of damage. Exposure to sunlight or immersion in running water inflicts 10 points of damage per round (the vampire can use an action to regain all health lost to running water).

A wooden stake inflicts 25 points of damage, but the attack difficulty increases by two steps if the vampire is aware and able to move.

Garlic within immediate distance increases the difficulty of the vampire's tasks by one step; mirrors and religious icons increase them by two steps.

323

VAT REJECT

3 (9)

Health: 9
Damage Inflicted: 3 points
Movement: Short
Modifications: Speed defense as level 4 due to frenzied alacrity.

Combat: Vat rejects charge into battle with berserk speed, increasing the difficulty of defending against their first attack by one step. Some also have an additional ability.

d6 Ability

- 1 Deals +3 damage in melee (6 points total)
- 2 Has short-range acid spit attack that inflicts 2 points of damage, plus 2 points of damage each additional round until victim succeeds on a Might defense roll
- 3 Can fly a long distance as an action
- 4 Has 2 Armor
- 5 Has long-range destructive eye ray attack that inflicts 6 points of damage
- 6 Detonates in an immediate radius when it takes damage, inflicting 6 points of damage in a radioactive explosion (and 1 point even on a successful Speed defense roll)

326

WARDROID

6 (18)

Health: 30
Damage Inflicted: 8 points
Armor: 3
Movement: Short; some can fly a short distance each round
Modifications: Attacks as level 7.

Combat: As an action, a wardroid uses its laser blasters to attack up to three foes standing next to each other. A wardroid regains 1 point of health each round. Each wardroid has one additional ability as an action.

d6 Ability

- 1 *Poison Gas:* Inflicts 5 points of damage to organic beings in immediate range
- 2 *Grenade:* Inflicts 5 points of damage to everything in immediate radius, up to long range away
- 3 *Stun Beam:* Organic beings within long range cannot take actions for one round
- 4 *Disruption Field:* Technological devices and machine creatures in immediate range cannot function for one round
- 5 *Armor-Piercing Shell:* One target within long range suffers 6 points of damage that ignores physical armor
- 6 *Corrosive Spray:* Inflicts 5 points of damage to everything in immediate range

327

WENDIGO

5 (15)

Health: 20
Damage Inflicted: 5 points
Movement: Short
Modifications: All tasks related to intimidation and perception as level 7; Intellect defense as level 6 when hungry.

Combat: A wendigo reeks of decay and death. Any foe within a short distance of a wendigo must make a Might defense roll or become sickened (increasing the difficulty of all tasks by one step). The victim can use an action to make another Might defense roll to shake off the effects.

A wendigo attacks foes with its teeth or claws. A foe who takes damage must make a Might defense roll or suffer a bleeding wound as the wendigo tears free a gobblet of flesh. The bleeding wound inflicts 1 point of ambient damage each round until the target uses an action to stanch the wound.

328

WEREWOLF

4 (12)

Health: 24
Damage Inflicted: 5 points
Movement: Short; long when in wolf form
Modifications: Attacks as level 6 when half lupine; Speed defense as level 6 when full lupine; perception as level 7 when half or full lupine.

Combat: In human form, a werewolf uses human weapons.

Transforming into half-lupine form or full lupine form takes 1d6 agonizing rounds. Most werewolves change at night in response to moon-related cues, but a rare handful can control their transformations.

Half Lupine: A half-lupine werewolf is part humanoid and part wolf. It attacks with its claws.

Full Lupine: A full lupine werewolf is a large and vicious-looking wolf. It bites foes and deals 2 additional points of damage (7 points total) but can also use its claws.

Half and Full Lupine: Half-lupine and full lupine werewolves have enhanced senses and regain 2 points of health per round. A werewolf that takes damage from a silver weapon or bullet stops regenerating for several minutes.

329

WHITE APE

6 (18)

Health: 33
Damage Inflicted: 6 points
Movement: Short; long when swinging from vines
Modifications: Speed defense as level 5 due to size; ability to see through tricks as level 3.

Combat: A white ape can make two attacks as one action. If both attacks hit the same target, the ape also tries to bite the target's throat out on the same action (which requires another Speed defense roll to avoid). If the ape succeeds, the victim takes damage and begins to bleed at a rate of 4 points of damage each round. The bleeding can be suppressed by spending an action wrapping the neck securely in bandages. The bleeding stops permanently after the victim regains 6 or more points to a stat Pool (with a recovery roll or other healing method) or if he is completely healed of all damage.

142

WINGED MONKEY

3 (9)

Health: 12
Damage Inflicted: 3 points
Movement: Short; long while flying
Modifications: Speed defense as level 4 due to quickness

Combat: A winged monkey usually attacks with its claws or bite, but some carry melee weapons that inflict 4 points of damage.

A winged monkey can also make a "flyby snatch" attack if it's between short and long range of the target. The monkey yanks the target off their feet and pulls them up to 50 feet (15 m) into the air. The monkey might drop the target at the end of its turn (inflicting up to 5 points of damage), fly higher on its next turn (inflicting up to 15 points of damage), or try to escape with its captive.

A target held in a monkey's grip can break free with a successful Might- or Speed-based roll.

301

MIGHTY WIZARD

8 (24)

Health: 40
Damage Inflicted: 8 points
Movement: Short
Modifications: All tasks related to knowledge of arcane lore as level 9.

Combat: When a wizard makes a long-range attack with their staff or strikes someone with it, arcane energy damages the target and, if desired, all creatures the wizard selects within short range of the target. When targets within immediate range of the wizard take damage, they are thrown out of immediate range.

A mighty wizard knows many spells, including spells that grant +5 to Armor for an hour, spells of teleportation, spells of finding, and so on. A wizard also likely carries several cyphers useful in combat.

339



ZOMBIE**3 (9)**

Health: 12 **Movement:** Immediate
Damage Inflicted: 3 points **Modifications:** Speed defense as level 2.
Combat: Zombies attack with bites or claws.

A group of five or more zombies can make a single attack against one target as one level 5 creature, inflicting 5 points of damage.

If an attack would reduce a zombie's health to 0, it is only destroyed if the attack roll was an even number; otherwise, it is reduced to 1 point of health.

The first time a zombie takes 5 or more points of damage from an electrical attack, it falls limp and unmoving for minutes or hours, then revives and loses this ability.

Some zombies are infectious. Their bites spread a level 8 disease that moves a victim down one step on the damage track each day on a failed Might defense roll. Victims killed by the disease later animate as zombies.

333

ZOMBIE HULK**5 (15)**

Health: 15 **Movement:** Short
Damage Inflicted: 8 points **Modifications:** Speed defense as level 3 due to size.

Combat: A zombie hulk attacks with massive fists or a bite. A victim must succeed on a Speed defense roll or have one of their limbs clamped in the hulk's mouth, where they automatically take damage each round, and the difficulty of escape attempts is increased by one step.

If an attack would reduce a zombie's health to 0, it is only destroyed if the attack roll was an even number; otherwise, it is reduced to 1 point of health.

A creature bitten by a hulk must succeed at a Might defense roll or become infected. An infected victim must roll each hour or move one step down the damage track. Dying means the victim rises as a zombie.

218

ZOMBIE SPRAYER**3 (9)**

Health: 9 **Movement:** Short
Damage Inflicted: 3 points

Combat: A zombie sprayer attacks with claws or a bite. About once every hour, it can use an action to create a cloud of infectious bile out to short range. Non-zombies in the cloud must succeed on a Might defense roll or suffer 3 points of damage and be blinded for one round. When a sprayer is killed, its stomach bursts, creating an immediate-range bile cloud.

If an attack would reduce a zombie's health to 0, it is only destroyed if the attack roll was an even number; otherwise, it is reduced to 1 point of health.

A creature bitten or sprayed by a sprayer must succeed at a level 4 Might defense roll or become infected. An infected victim must roll each hour or move one step down the damage track. Dying means the victim rises as a zombie.

217

ZOMBIE SPRINTER**3 (9)**

Health: 12 **Movement:** Long
Damage Inflicted: 3 points **Modifications:** Speed defense as level 4.

Combat: A zombie sprinter attacks with claws or a bite. If its attack deals damage, it can make an additional attack as part of that action and keeps making additional attacks until it misses or makes five attacks in that action. Once it makes three or more attacks in a single action, it is too tired to do it again for about a minute.

If an attack would reduce a zombie's health to 0, it is only destroyed if the attack roll was an even number; otherwise, it is reduced to 1 point of health.

A creature bitten by a sprinter must succeed at a Might defense roll or become infected. An infected victim must roll each hour or move one step down the damage track. Dying means the victim rises as a zombie.

217

