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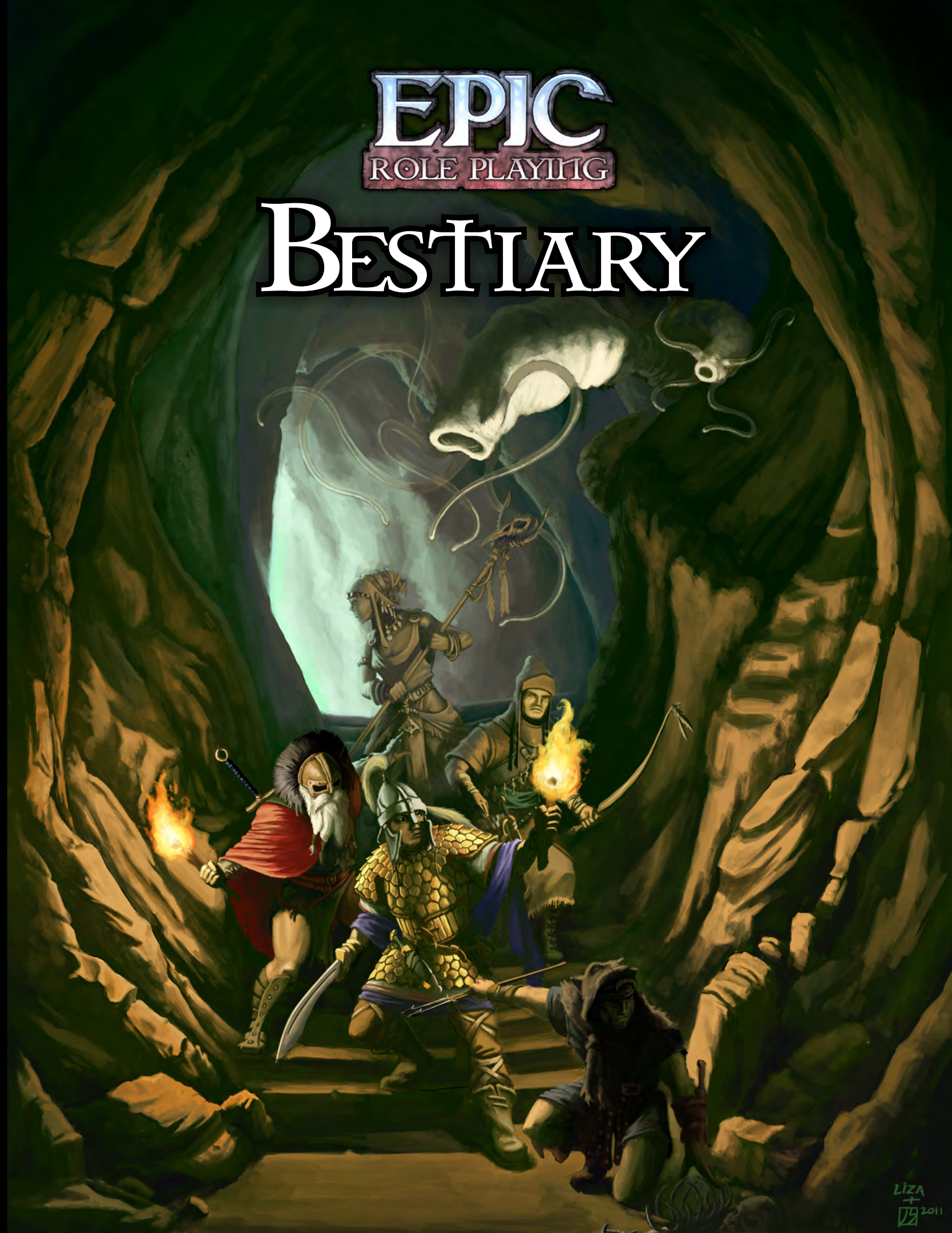
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# BESTIARY

## MARK III EDITION



Dark Matter Studios, LLC

Bozeman

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# CHAPTER 1

## INTRODUCTION



Placing the head of Bull, his mastiff, Dervon the houndmaster called behind him softly. “Kelleon, bring up my boar spear. The spade-tail is very close.” The young boy did not answer him; not daring to take his eyes from the clearing in front of him, Dervon backed up the trail from the dragon scat his mastiff had just uncovered, to where his ward knelt next to the weapons. Reaching back, his hand encountered not the dry, solid shaft of the boar spear, but something warm and wet. Dervon turned, his stare falling onto the empty eyes of his sister’s son, and the bled-out hole where the boy’s neck had been. The hit-and-run tactics of the therodons had taken one; now only two remained. “Bull, foes.” The houndmaster’s command and the smell of blood brought the mastiff to quivering attention as Dervon grabbed the fallen spear. Insubstantial shapes moved through the fog and mushroom-laden trees. As dusk fell, man and dog prepared to fight for their lives.



## The Bestiary

Bestiaries are compendiums of monsters and animals, both real and mythical, which detail their physical descriptions, abilities and powers. This bestiary details monsters and animals found in Eslin, the campaign world designed for Epic Role Playing. It presents creatures in a modern biologic context with life history and other zoological information. Take these intricate details as a Guide and breathe life and behavior into them to give your players the hair-raising and triumphant experiences their characters deserve.

## Using Beasts in the Game

There is nothing that belittles the ferocity of a beast more than its overuse. Thus, creatures should be used like fine wine - sparingly. Consider the following when using monsters:

1. The deadliness correlation denotes how powerful the beast is. Use this as an approximate guideline for determining if a beast is too powerful for a party and also how commonly encountered it might be.
2. Habitat must be considered carefully. Situations become silly when a great dragon is encountered in a large city, unless a Monty Haul or Monty Python flavor is sought after.
3. Do not let the players know before hand the powers of a beast unless they have encountered one before (or roll well using the science skill). If enterprising players have gotten hold of a Bestiary and always react to creatures by identifying them and then exploiting the beasts' weaknesses or avoiding their strengths, alter the descriptions to be unrecognizable by the players. What might look like a giant sheep with wings can still act with all of the abilities and power of an ashenbacked dragon.

## How to Read the Bestiary

**Deadliness:** This denotes the approximate difficulty of the beast, which is correlated to the rank of the characters' core skills. These categories follow the difficulty scale: easy, moderate, hard, formidable, impossible.

**Realm:** The dominant area in Eslin in which the creature lives.

**Habitat:** The natural area in which the creature lives.

**Prevalence:** The abundance of the creature within a given habitat. This ranges from common to unique.

**Diet:** Beasts may be herbivorous (vegetable eaters), omnivores (consumers of plants, animals and fungi), carnivores (meat eaters), insectivores (consumers of insects), piscivores

(fish eaters), geonivores (consumers of rock), quintivores (consumers of Essence), and photosynthetic (deriving sustenance from the sun).

**Activity:** Creatures may be diurnal (active by day), nocturnal (active by night), or crepuscular (active at dusk and dawn).

## Classification

The following classification methodology is based on life from our planet. It deviates only when necessary (for simplicity) from the classification system used by present-day biologists. Most importantly, it stresses the relatedness of all life through common descent. It may be read as creating nested groups within groups. This means that all protists are eukaryotes, all fish are animals, etc. This manner of categorizing life is called phylogenetic systematics.

### Animals

This classification includes all naturally occurring creatures made of many cells that move to obtain food from other organisms. These organisms underwent and still undergo biologic evolution through many stages, which relates them all together as a natural group. While some giants and humanoids should be technically classified as animals (e.g., humans), the wide array of separate origins and similar body shape merits humanoids their own group.

### Constructs

All of the creatures listed under this category are constructed from elemental parts by humans (or a hominoid race). That is, they are not chimeric unions of different species.

### Erebusi

These creatures inhabit the lower realms known as Erebus. Erebus is a vast subterranean realm deep within the earth that it is accessible from every portion of the surface world through small twisting craggy tunnels called Averní. Life proceeded independently here for millions of years of geographic isolation, resulting in life forms very different from those on the surface world.

Also known as demons, Erebusi are the dominant sentient form of life within Erebus. They have a unique language, culture and social traditions, as well as biological hierarchy. They are connected with all manner of evils that occur under the cloak of the night, including deaths, body-snatching, fetal harvesting, night-induced insanity, and the like. Demon lords are the ruling race of demons. Their hierarchy is biological in nature, much like that of insects, such as ants or bees. Fiends are a lesser class of demons, all of which are used as slave races for other demons and thus do not constitute the "true" demon class. Fiends also make up the flora and fauna of Erebus.



## Extradimensional

These creatures normally live outside the normal physical reality of this universe. There exist many such creatures, though the ones capable of crossing into this universe are usually of considerable power. They are generally very bizarre and highly arcane in nature. Other details of their biology are a mystery.

## Humanoids

“Humanoid” is a general term that includes all sentient beings that exhibit features resembling humankind. Many, in actuality, have no relation to the human species at all, and some are even thought to be from other worlds. The most noteworthy of these are the giants.

Giants, originally known by the Buruk as the Oraloth, were the slaves of the Buruk millennia ago when the Buruk originally invaded Eslin via a magical conduit. They eventually were able to throw off the chains of their masters and escape, fleeing into the remotest areas throughout the world. The Buruk, who had trained their slave warriors well, had little success in gathering up their former serfs and eventually left them to their banished homes.

## Monstrosities

This group includes many various types of monsters that are not necessarily an evolutionary group. That is, they do not share a common ancestry. Monsters are a group in which many strange and mysterious creatures have been placed due to a lack of knowledge. These creatures could have been created from pure arcane energy, come from other planets, or even be extra-dimensional in nature.

This group also consists of creatures composed from the mixture of various other beasts. Some forms are freak unions between different species that spawn new types of animals. Most of these animals are created by arcane or human dabbling into the genetics of life through powerful alchemy.

## Plants and Fungi

Plants are only distantly related to fungi. In fact fungi share more characteristics in common with animals than with plants. However, for reasons of utility they are classified together in Epic due to their stationary lifestyle and lack of developed nervous/sensory systems.

## Vis Mortua (Undead)

Also known as undead, they may be created through arcane means, paranormal natural phenomena or even extreme emotional states. Undead often exist for an express purpose and do not live to enjoy life, reproduce, eat, or any other of the normal qualities of existence. There are few commonalities in size, shape and ethos shared between undead, but there are some underlying traits that all share: they do not eat, breathe

(they are immune to poisonous gas, suffocation), radiate heat, or feel pain (they are not affected by fear or ILs). Most undead are immune to normal physical attack using wooden or iron weapons. Weapons of quality are required to harm them, although attacks using the life infused body-magic called shen will also cause them damage.

## Vital Attributes of Beasts

All beasts in Epic have vital attributes (VAs) just as the main characters do. These statistics can describe, for example, the potentially huge damage available to a very large creature and expose its poor evasion qualities as well. Beasts are rated on the same standard scale as humans.

Note, however, that weight limit, movement, and several other attributes (including, at times, life points) are not calculated in a manner similar to that of the characters. There are three primary reasons for this: first, physical shape and construction is often different from that of humans. Second, the physical nature of gigantic, otherworldly or undead creatures will give rise to life points beyond the apparent limits of their physical forms. Finally, many creatures have skills even if they are instinctual. This includes a cat's ability to attack prey, learned through play-practicing, or the pure ferocity of a succuba. These inherent factors may raise combat modifiers or other characteristics far above those that would be granted by high VAs.

## Variations and Scaling of Beasts

Diversity is one of the most fundamental truths in biology. In spirit of this fact, the creatures in the bestiary are but the most common varieties. The Guide is encouraged to alter the stats of creatures to increase or decrease their difficulty. This also keeps creatures from becoming stale and predictable. In general, it is advised to only alter stats by a few points up or down. Remember that descriptions and behaviors can also be changed to create subspecies.

## How to Role-Play a Beast

Role playing a beast is difficult, especially in the middle of running a complex combat. It is very important, however, and may greatly affect the players' decisions. If a party encounters a powerful ghostly lord and the guide really makes the encounter feel eerie and frightful, they may reconsider their idea of a head-on assault (and you may just spook some of the players). These are the encounters players remember as the most enjoyable, not the 900th beast encountered in a straightforward hack-and-slash campaign.

Also, consider motivations for beasts such as predation, protection of young, competition for mates, etc. How will creatures react to the party, will they leave a nest, are the beasts roosting, will they stalk the party, or befriend them?



Also attempt to role-play at the beast's intelligence level or cultural background. Try and capture the slow, contemplation of an astor markhor or the sharp piercing movements of a spade-tailed dragon. Employ their tactics and ecological strategies, using every sense, such as smell or sound, to activate the players' imaginations. This will create a truly unique creature that vibrantly comes to life for your group.

## Treasure

Some beasts have treasure hoards, though many do not. Treasure caching is usually limited to beasts who are intelligent and who may hide or even trap their loot. Other beasts that prey on humans often carry their quarry back to a lair where odds and ends may accumulate. If the creatures do have treasure and they are intelligent, some items, especially imbued items (relics), will probably be employed by the creature against trespassers.

To create a cache or hoard of treasure refer to the treasury in the Rules Manual or refer to your campaign source material. Keep in mind the difficulty of the beasts and the power level of the players and campaign. The greater the beast, the tastier should be the rewards (if any). As mentioned in the Rules Manual, the best way to keep treasure fascinating and exciting is to keep it scarce.

## Combat with Beasts

Most of the beasts described in the tome engage in combat to protect a nest or young, hunt for food or to protect themselves. Of course, there are some creatures that are intelligent and these are motivated to fight by greed, political power, racial hatred, passion, and other factors in addition to the more primitive ones listed above. Some creatures, like automatons and vis mortua, have even more obscure motivations for entering combat. Intelligent humanoid creatures will craft armor and weapons and will employ strategy and tactics in combat. Unintelligent creatures do not use crafted items and armament. However, intelligent creatures may outfit domesticated ones with armor, spikes, or enhancements, like metallic claws.

## Beasts with 0 Life Points

Creatures with 0 LP are so small and fragile that it takes little effort to kill them. Such creatures die after suffering a total of 1 point of damage.

## Combat Statistics

**Footwork:** This statistic works the same as footwork does for main characters. The footwork value determines how many squares the creature can move every turn. Like main charac-



*Nigella De'croft and her two benchman guards face two spade-tail dragons. The soldiers can both attack the first (closest) dragon because the longsword has a range of two and the spear has a range of three. The first dragon has a range of two with its talons and bite and can only attack the sword-wielding benchman (much to Nigella's relief).*

ters, beasts can give up an action to add to their movement during combat. Instead of increasing movement by +5 per action like humanoids, each beast adds their move value.

**Move:** This is the rate in yards that a creature can move terrestrially/swim/fly.

**Protection Level:** The beast's skin provides this statistic by way of its toughness, unless supplemented by armor.

**Evasion:** Most creatures can only defend against an attack by evasion. Intelligent creatures that employ weaponry may also employ shield blocks and parries. Such defensive modes are described for each creature individually.

**Range:** Range is the distance an attack reaches in yards from the body of the creature. Humanoids with long weapons often sustain a large advantage through their ability to attack and remain a safe distance from an opponent. For a creature attacking with an appendage, the range of the attack may be great (such as with a long tentacle) and even though the main body may be far away, the appendage could be attacked; at least until it is withdrawn.



**Number of Actions:** This statistic is the number of actions the creature can perform per turn. Typically, creatures will use one action to attack and one to defend. Most creatures adapt quickly to the fighting style and tactics of their opponents. If surrounded and with many actions available, the creature may reserve defense actions.

**Order:** This statistic is identical with the modifier used by main characters. It modifies the order roll.

**Attack:** This statistic is identical with the modifier used by main characters. It modifies the attack roll.

**Damage:** This statistic is identical with the modifier used by main characters. Creatures typically attack by biting or slashing with claws. Some have special modes of attack, such as the breath of a dragon. Any form of attack that does not use the physical body of the creature does not gain the DMG bonus derived from MGT.

## Large Beasts and Critical Attacks

Beasts that far outweigh humanoids (for example, dragons or giants; beasts with a BLD over 12) and some vis mortua are immune to the injuries and effects of the critical hit table. Because of their huge size and unyielding spirit, blows that would outright slay a humanoid-sized opponent cannot fell such titans. Called shots, high 0-0 rolls, crits from stealth, and the like all gain appropriate damage bonuses determined on the critical attack table, but do not cause injuries or critical effects. Unfortunately for adventurers of all stripes, these large creatures and vis mortua can still cause critical injuries from their attacks. The critical attack table may be found in the Rules Manual in Chapter 5: Rules of Play.

## A Final Word

Monsters can be combat-filler for a game session running a little short or the goal of a chapters-long quest. From both of these extremes to anything in between, remember that all of these creatures are simply characters encased in scales or rendered in gaseous form.

Add emotional content and character traits to your beasts as if they were non-playing characters. How much more powerful and interesting is an encounter for your group if the giant they are fighting is arrogant, cowardly, or even simply has an interesting scar or a club foot? Detail and creativity will enrich your characters' experiences and yours as well, leaving you all salivating to explore what's in that next smelly cave just down the passage.



# CHAPTER 2

## THE COLLECTANEA BESTIA



And with the nominal fauna and flora common to the Eastern Provinces described, I will now detail the rarer creatures; those that dwell in shadow and myth. Some of the more conservative scholars who study sulfur and myrrh have been quite skeptical about the existence of what I call Bestia Obscura. However, I have many independent reputable reports of the creatures detailed hereafter. For example, Prodius the Younger, sailor of the Southern seas, has provided me with foreign specimens for many years and is of sound mind. He encountered twenty-four of the creatures I describe in this section. In fact, Prodius' body was recently discovered in the bowels of a heretofore undescribed gargantua, increasing his contribution to twenty-five.

~ Suetonius, High Preceptor of Mereth



**Abrigull**

**Class:** Monstrosities **Deadliness:** Easy  
**Prevalence:** Uncommon **Activity:** Variable  
**Habitat:** Caves (Ursyos-Elkinon, Rullaea)  
**Diet:** Carnivorous  
**LP:** 3 **# of Act:** 2 **Evasion:** +3  
**PL:** 0 **Range:** 1 **Order:** +1  
**QP:** 0 **Footwork:** 1 **Attack:** +2  
**WL:** 10 **Move:** 5, 2, 0 **Damage:** -10, PL ineffective  
**Body VAs:** AGL: 4, BTY: -6, BLD: -5, MGT: 3, VIT: 2  
**Mind VAs:** ESS: 0, ITU: -2, RSN: -9, PRS: 0, WLL: -2

The abrigull is a vicious little underground dweller that is the scourge of any lemui colony. They are roughly humanoid in shape, but they stand less than a yard tall. Their faces are entirely eyeless and their skin is thin and white, with black veins visible across their naked bodies. Their claws are sharp and incredibly strong, allowing them to dig through hard ground with relative ease, despite their size. Their mouths are extremely large for their heads and filled with clear, razor-sharp teeth.

They are common to most realms, though they are rarely seen out of an underground or cave setting. On rare occasions, large contingents of abrigull have actually wiped out entire lemui colonies and taken up residence there. They are hermaphrodites, and after three years will give birth to one or two young, killing the parent in the process. The young then feed off the carcass of the mother. Abridull grow quickly, reaching full mass in only three weeks. They scavenge quite frequently and are vermin eaters, though any meat source, live or dead, suits their needs.

Though blind, Abridull have a type of ultra-high pitched sonar that they use to sense their surroundings. This noise is completely out of the range of hearing of all player races except the lemui, the natural enemy of the abrigull. Lemui receive a -5 penalty to all actions when they are within five meters or less of any Abridull. Abridull always hunt in groups of 5-10 called prides, and usually gang up on one prey all at once to overwhelm it. Abridull are always hungry, and always attack any living creature with whom they come in contact.

The evolution of the abrigull has provided its claws with an astonishing amount of sharpness and strength, rendering all PL as effectively 0. The constant hunger of the abrigull makes them particularly vicious fighters, and will attack in groups until completely eliminated. They usually feed on small cave-dwelling animals like bats or rats, but will not hesitate, while in a pride, to attack something or someone quite larger than themselves.

**Afanc**

**Class:** Animals **Deadliness:** Hard  
**Prevalence:** Uncommon **Activity:** Crepuscular

**Habitat:** Aquatic, swamp (Bonjua, Rullaea)

**Diet:** Carnivorous

**LP:** 32 **# of Act:** 6 **Evasion:** -5  
**PL:** 0 **Range:** 4 **Order:** +2  
**QP:** 0 **Footwork:** 2 **Attack:** +6  
**WL:** 25 **Move:** 2, 2, 0 **Damage:** -5, see below  
**Body VAs:** AGL: 6, BTY: -6, BLD: 13, MGT: 12, VIT: 10  
**Mind VAs:** ESS: 3, ITU: 6, RSN: -2, PRS: 0, WLL: 0

Afanc have a large tube-shaped body of smelly oozing pale skin with ten small stumpy appendages on the bottom. They have five tentacles radiating outward from the top of their body that terminate in large pads, each with a leech-like mouth and five round, cold eyes.

They live in stagnant waters ever searching for prey. Afanc are top predators who live on lake bottoms, eating fish and at times surfacing to capture larger prey. They are parthenogenetic, that is, all Afanc are female and are able to lay eggs without mating. They lay a batch of eggs at the end of their lives, which can span up to 60 years.

They are motivated only by hunger and will violently react if provoked. It appears that they have a dramatic reaction to pain, though they will only retreat to the murky depths if greatly injured.

Each tentacle will attempt to attach to prey, at which point radial teeth and a rasping tongue begin to blend up flesh that is sucked into its throat. This attack is extremely painful, though it leaves a relatively small entrance wound, but once attached, the rasping tongue will continue to cause 1d10 LP of damage per turn until it is destroyed or dislodged by a MGT or BLD roll besting the original attack.

**Agnathans**

**Class:** Animals **Deadliness:** Moderate  
**Prevalence:** Uncommon **Activity:** Variable  
**Habitat:** Aquatic (Espirea, Rullaea, Rimenor)  
**Diet:** Detritivorous  
**LP:** 0 **# of Act:** 2 **Evasion:** -5  
**PL:** 0 **Range:** 0 **Order:** +2  
**QP:** 0 **Footwork:** 0 **Attack:** -1  
**WL:** 1 **Move:** 0, 8, 0 **Damage:** Max 1 LP dmg  
**Body VAs:** AGL: -7, BTY: -8, BLD: -10, MGT: -10, VIT: 0  
**Mind VAs:** ESS: -6, ITU: -10, RSN: -16, PRS: -18, WLL: -10

Hagfish, lamprey, conodonts, and ostracoderms are varieties of agnathans (jawless fish). These putrid fish lack jaws and exude a slick layer of mucus and live stuck to the rank bottoms of stagnant waters or by attaching themselves to large aquatic and marine animals. The giant variety has paralyzing slime and has been known to attack even humans.



Table 2.1: Agnathans

Specie	Notes
Conodont	Small, with bulbous eyes and a mesh a circular shredding teeth
Hagfish	Lives primarily on detritus
Lamprey	Parasitic, lives on fish drink their blood
Ostracoderm	Armored [PL: 5] with broad flat heads. They are scavengers
Giant Agnathan	They can bore through virtually any unimbued armor at a rate of 3 PL points/turn. [BLD: 14, MGT: 10, WL: 24, LP: 15, Dmg: +6]

These hideous animals gather in large, writhing, slime-covered masses to mate by ejecting sperm and eggs into the open water. All agnathans can prey on animals, boring through their skin with their rasping tongues, but the hagfish lives primarily on detritus.

Agnathans are motivated by purely animalistic urges. They are concerned only with eating and will try and escape if harmed past 50% of their total life points.

Agnathans only enter combat for feeding and defense. They attack by clamping their jawless mouth over the target and then latching on with their hooked teeth. Once attached they rasp with their tongue (1 LP of damage, no PL), pulling off bits of meat, which they swallow).

## Agonwael

**Class:** Erebusi **Deadliness:** Moderate  
**Prevalence:** Common **Activity:** Variable  
**Habitat:** Erebus (any) (Erebus)  
**Diet:** Carnivorous  
**LP:** 8 **# of Act:** 2 **Evasion:** +4  
**PL:** 0 **Range:** 1 **Order:** +6  
**QP:** 0 **Footwork:** 0 **Attack:** +10  
**WL:** 16 **Move:** 4, 0, 0 **Damage:** 0  
**Body VAs:** AGL: 12, BTY: -6, BLD: 5, MGT: 1, VIT: 2  
**Mind VAs:** ESS: 12, ITU: 6, RSN: -4, PRS: 7, WLL: -2

Agonwael are decaying humans which comprise the terra firma of Erebus. The vary in states of decay from nearly complete to skeletal remains.

Covered by a foot thick layer of humus, agonwael use their arms to grasp at passing prey, snaking them out to attempt to snag and draw human victims in. Their numbers, as they decay, are replenished by the Naen, who bring in living humans to seed the ground of Erebus. They do not reproduce and serve as the decomposers of this hideous world.

Eroded, theirs minds are barely functional. Their only drive is to drag other humans into their masses.

They will grab any human walking above them and pull them under, using what strength their decaying bodies afford them (MGT/BLD vs. the attack roll to escape). They can pull a rate of two feet per turn.

## Akuma

**Class:** Vis Mortua **Deadliness:** Hard  
**Prevalence:** Rare **Activity:** Nocturnal  
**Habitat:** Urban, Ruins (Any)  
**Diet:** Carnivorous  
**LP:** 21 **# of Act:** 2 **Evasion:** -4  
**PL:** 1 **Range:** 2 **Order:** +2  
**QP:** 0 **Footwork:** 4 **Attack:** +2  
**WL:** 24 **Move:** 10, 1, 10 **Damage:** +7  
**Body VAs:** AGL: 6, BTY: 5, BLD: 12, MGT: 12, VIT: 10  
**Mind VAs:** ESS: 7, ITU: -4, RSN: -9, PRS: -3, WLL: -2

Steeds of the undead, these jet black horses have eyes like burning coals, and a smoking mane and hooves. They float on top of the ground and some sport gigantic bat wings from their shoulders.

Because of their arcane origin, they do not fit into any natural ecology. They are kept as steeds by intelligent and powerful vis mortua.

Unpredictable and vicious, they will attack any living thing that comes across their path unless they are restrained. Under the yoke of their masters, they are obedient and deadly mounts.

They attack by stomping with their front hooves or by bucking and kicking with their rear. They do not spook easily in combat and will attack until destroyed.

## Alizerin

**Class:** Monstrosities **Deadliness:** Formidable  
**Prevalence:** Rare **Activity:** Variable  
**Habitat:** Caves (Ursyos-Elkinon, Farshan, Emerald Sea)  
**Diet:** Carnivorous  
**LP:** 30 **# of Act:** 3 **Evasion:** +5  
**PL:** 1 **Range:** 2 **Order:** +1  
**QP:** 0 **Footwork:** 1 **Attack:** +5  
**WL:** 25 **Move:** 10, 0, 0 **Damage:** See below  
**Body VAs:** AGL: 6, BTY: -8, BLD: 14, MGT: 10, VIT: 10  
**Mind VAs:** ESS: 5, ITU: 4, RSN: -6, PRS: 0, WLL: 8

Alizerin are large conglomerations of eyeballs of varying size and shape that have been harvested from prey and joined to its body. Old alizerin are therefore very large indeed.



This ocular mass moves about on two skinny legs with wide floppy feet that have two broad toes each. The creature has no arms.

The Alizerin are deadly predators, inhabiting remote caves in forested regions. Few forest creatures can face one and live. They are solitary in nature, forcing offspring from their domiciles immediately after the young grow their legs. They are the cousins of the smaller ellizerin. The creature spawns by breaking off masses of itself when it has become too large and unwieldy (only very old alizerin reproduce). These masses then grow their own sets of legs.

Alizerin fiercely attack their prey and intruders in their dens, but will attempt to escape if faced with a foe beyond their considerable means.

Alizerin attack by mesmerizing their foes: an action that occurs whenever someone views its eyeballed body. Victims receive a -5 on a arcana(resistance) roll, which if failed, results in the observer being effectively paralyzed for five turns. Once prey is paralyzed, Alizerin quickly close and secrete an acidic slime (2d10 LP of damage per turn). It can be washed off with wine or other alcohol, but water only increases the damage (3d10LP of damage per turn). As the slime dissolves the flesh, the Alizerin sucks the resulting liquid into its body and, upon the victim's death, adds the eyeballs to its outer layer.

## Amoeba

**Class:** Monstrosities **Deadliness:** Easy  
**Prevalence:** Common **Activity:** Variable  
**Habitat:** Aquatic, Swamp (Rullaea, Espirea, Bonjua)  
**Diet:** Omnivorous  
**LP:** 9 **# of Act:** 5 **Evasion:** -3  
**PL:** 0 **Range:** 2 **Order:** 0  
**QP:** 0 **Footwork:** 0 **Attack:** 0  
**WL:** 16 **Move:** 2, 2, 0 **Damage:** -5, envelop (see below)  
**Body VAs:** AGL: 1, BTY: -4, BLD: 7, MGT: 3, VIT: 2  
**Mind VAs:** ESS: 0, ITU: -20, RSN: -20, PRS: -20, WLL: -20

Polymorphic in shape, these terrible creatures can bring down much more highly developed prey, their favorite being various mammalian species. Giant amoebas are held together by a thick membrane which is so clear that it reveals its entire inner structure. Floating in the middle of the beast is its giant nucleus.

Living in wet dank places, they often haunt sewers, caves and swamps throughout temperate or warmer climates. Both a scavenger and a predator, they will attack any possible source of food. A giant amoeba's appetite knows no bounds; it will continue to hunt anything that it can detect, regardless of how much it had consumed before. It reproduces by fission.

They are highly aggressive and act according to basic survival urges.

They will move tirelessly towards their intended prey using a direct attack with their pseudopods. They will partially envelop their opponent using their pseudopods as much as five times in a turn. On a critical hit they envelop their prey whole. Once swallowed, attacks from the victim and amoeba are automatically successful.

## Amoeba, Belching

**Class:** Monstrosities **Deadliness:** Easy  
**Prevalence:** Uncommon **Activity:** Variable  
**Habitat:** Aquatic, Swamp (Espirea, Rullaea, Selgonaw)  
**Diet:** Detritivorous  
**LP:** 6 **# of Act:** 3 **Evasion:** 0  
**PL:** 0 **Range:** 3 **Order:** 0  
**QP:** 0 **Footwork:** 0 **Attack:** 0  
**WL:** 11 **Move:** 2, 3, 0 **Damage:** -5, paralyze envelop (see below)  
**Body VAs:** AGL: 1, BTY: -2, BLD: 1, MGT: 0, VIT: 2  
**Mind VAs:** ESS: -2, ITU: -20, RSN: -20, PRS: -20, WLL: -20

This creature resembles the giant amoeba, though is a bit smaller in size. They can create vacuoles of noxious gas that are resealed around the bodies of its prey. Due to their gassy nature, their bodies have many tiny gas bubbles scattered throughout.

Living in wet dank places, they often haunt sewers, caves and swamps throughout temperate or warmer climates. Both a scavenger and a predator, belching amoeba will attack any possible source of food. Their appetite knows no bounds as they are continuously growing. They reproduce by fission.

They are highly aggressive and act according to basic survival urges.

They will move tirelessly towards their intended prey, using direct attack with their pseudopods. Before melee they will belch vacuoles at every target in front of them. Belching releases a vacuole of noxious mist that causes paralysis (1d5 turns) (evasion is possible). They will then partially envelop their opponent and attack using their pseudopods as many as three times in a turn. On a critical hit they envelop their prey whole. Once enveloped, attacks from both the victim and the amoeba are automatically successful.

## Amphibians

**Class:** Animals **Deadliness:** Easy  
**Prevalence:** Uncommon **Activity:** Diurnal  
**Habitat:** Variable (Bonjua, Espirea, Selgonaw)  
**Diet:** Carnivorous  
**LP:** 0 **# of Act:** 2 **Evasion:** +1  
**PL:** 0 **Range:** 1 **Order:** 0  
**QP:** 0 **Footwork:** 0 **Attack:** -2  
**WL:** 0 **Move:** 2, 2, 0 **Damage:** Nil  
**Body VAs:** AGL: 0, BTY: -5, BLD: -13, MGT: -12, VIT: 0



**Mind VAs:** ESS: -6, ITU: -9, RSN: -15, PRS: -9, WLL: -8

Amphibians are generally small animals that have smooth tender skin and live semi-aquatic lives. They are not a tremendously diverse group of animals and tend to have large bulging eyes and gills and or lungs. All amphibians undergo metamorphosis in which their body changes dramatically from juvenile to adult form.

These creatures never leave the water's edge for long. They spend all their lives around the same source of fresh water, but may be heard singing their mating songs up to a mile away. Generally, they mate once a year and produce 5-15 eggs. Amphibians typically live for only a few years, but some groups live up to 12 years. They may hibernate through the winter months, which helps reduce the effects of aging.

Amphibians are motivated purely by animalistic urges. They are concerned only with eating and will try to escape if harmed past 50% of their total life points.

Amphibians do not engage in combat and will typically escape rather than fight. The giant versions will enter combat to protect themselves or for feeding.

## Anomalocaris

**Class:** Animals **Deadliness:** Moderate  
**Prevalence:** Rare **Activity:** Variable  
**Habitat:** Caves (Ursyos-Elkinon, Selgonaw, Farshan)  
**Diet:** Carnivorous

**LP:** 20 **# of Act:** 3 **Evasion:** -5  
**PL:** 6 **Range:** 2 **Order:** 0  
**QP:** 0 **Footwork:** 2 **Attack:** +1  
**WL:** 23 **Move:** 5, 6, 5 **Damage:** +11, armor crushing  
**Body VAs:** AGL: 1, BTY: -6, BLD: 12, MGT: 11, VIT: 9  
**Mind VAs:** ESS: 2, ITU: -2, RSN: -13, PRS: -10, WLL: -11

These nine feet long creatures float through the air and constantly hum softly. They have a long segmented body with a pulsating array of flaps along their sides that propels them forward. They have two eyes and a central mouth that contains crushing plates. Surrounding the mouth are two long appendages used for feeding.

Anomalocaris are roving hunters with lairs in deep caverns and ruins. They are solitary creatures who may venture into the upper world to feed at night. They lay eggs at the base of large stalagmites that hatch every six years.

Anomalocaris are motivated by purely animalistic urges and tend to follow prey from above for many minutes before they attack. They are concerned only with eating and will typically fight until death.

Anomalocaris attack by picking up prey with their curved appendages and bringing them to their mouth. The crushing plates can punch out large chunks of flesh, regardless of the armor worn to protect the victim.

## Arbource

**Class:** Vis Mortua **Deadliness:** Easy  
**Prevalence:** Rare **Activity:** Variable  
**Habitat:** Urban, Ruins (Any)  
**Diet:** Nil  
**LP:** 5 **# of Act:** 2 **Evasion:** 0  
**PL:** 0 **Range:** 1 **Order:** 0  
**QP:** 0 **Footwork:** 0 **Attack:** 0  
**WL:** 13 **Move:** 5, 1, 0 **Damage:** Weapon type, +2  
**Body VAs:** AGL: 1, BTY: -7, BLD: 1, MGT: 3, VIT: -2  
**Mind VAs:** ESS: 2, ITU: 0, RSN: 1, PRS: 2, WLL: 5

An arbource is a vile, undead being created when a human dies by murder. Their skin is a putrid pale green color and their eyes are faded over with a pale-white film. A sulfuric odor permeates the air around them.

After their post-life animation they will hunt relentlessly until their murderer or murderers pay for their crimes with their lives. Anyone who stands between such a creature and its goal stands a chance of provoking the arbource's anger. Should they accomplish their goal and vanquish those who have wronged them, they will fade into non-being.

They are the embodiments of vengeance; the only emotion left to drive their souls is a burning hate. The intelligence and reasoning abilities of their former selves are in many ways intact, and an arbource will often use them to great effect to achieve its goals.

Table 2.2: Amphibians

Specie	Notes
Frog	Often used as a familiar
Newt	Often used as a familiar
Toad	Often used as a familiar
Salamander	Often used as a familiar
Giant Amphibian	They attack with their jaws (1d10 LP of damage). On attack rolls over 15, they swallow their prey whole. [BLD: 10, MGT: 1, WL: 14, LP: 5, Dmg: +4]







An ashuandien is much the shape of a tall deer with a great, horned rack of sharp points. Their backs and sides are covered with thin spines a foot long.

The ashuandien live alone for most of their lives, gathering together only to breed once per year. Their young are cared for fiercely until adulthood, at which time they set out on their own. They live for up to 80 years.

The ashuandien will attack anything its size or smaller. They are aggressive to a fault, and have little or no fear of anything except the most deadly of predators.

The ashuandien is one of the quickest creatures in Eslin, and uses its speed to its advantage in fighting as well as flight. They will charge their foe and skewer them with their horns, and also attack with their hooves. Their quills are quite poisonous, inflicting their victims with a nerve damage that is blinding and debilitating (quills cause 1 LP of damage, individual goes blind for 1d10 turns and is paralyzed for 1d5 turns).

## Asin

**Class:** Erebusi **Deadliness:** Easy  
**Prevalence:** Uncommon **Activity:** Variable  
**Habitat:** Erebus (any)  
**Diet:** Carnivorous  
**LP:** 3 **# of Act:** 2 **Evasion:** +4  
**PL:** 0 **Range:** 1 **Order:** +2  
**QP:** 0 **Footwork:** 2 **Attack:** +4  
**WL:** 7 **Move:** 4, 1, 0 **Damage:** -5, insanity (see below)  
**Body VAs:** AGL: 6, BTY: -10, BLD: -5, MGT: -2, VIT: 2  
**Mind VAs:** ESS: 5, ITU: 0, RSN: 0, PRS: -3, WLL: 0

These things are the product of what happens when bad little girls and boys are lured to Erebus. They are dirty creatures who constantly cry blood and have yellow broken teeth. Asin giggle often, a noise that drives mortals insane and heralds certain doom. They are baby harvesters who bring the young to Erebus, where they are raised as slaves for the demons.

Asin are created by strange demonic powers that twist lost little children into a horrible form. They cannot reproduce, do not grow or age and never die due to natural causes. Asin are obedient servants to the demons who rule Erebus. Asin usually travel in packs of 3 to 5, which they chillingly refer to as a "family." They know only hatred, and have nothing left of their former life present in their minds.

They are berserk in combat, biting with their yellow teeth, and crying out with hideous laughter. This giggling is so heinous that mortals who encounter it must make a WLL or arcana(resistance) check vs. moderate (10). Those who fail

will go temporarily insane (actions determined by the GM). The Asin can not do anything else while giggling, and exhibit this horrible talent at least once every few combat turns.

## Astillia

**Class:** Animals **Deadliness:** Formidable  
**Prevalence:** Rare **Activity:** Nocturnal  
**Habitat:** Grasslands (Espirea, Rullaea, Emerald Sea)  
**Diet:** Carnivorous  
**LP:** 9 **# of Act:** 3 **Evasion:** +5  
**PL:** 10 **Range:** 2 **Order:** +7  
**QP:** 0 **Footwork:** 7 **Attack:** +5  
**WL:** 16 **Move:** 7, 0, 15 **Damage:** +10 (claws/bite)  
 Ensare and poison  
**Body VAs:** AGL: 13, BTY: -4, BLD: 5, MGT: 10, VIT: 4  
**Mind VAs:** ESS: 0, ITU: 2, RSN: -17, PRS: -7, WLL: -13

The Astillia is an insect-like creature related to the knifefinger, though it is much deadlier. Upon its four front legs grow fatally sharp saber-like bones almost two feet long. Its exoskeleton is a dark brown to black color with yellow stripes moving horizontally along its abdomen. Its wings are approximately 10 feet in span and clear. The Astillia can be heard from up to two miles away if it is flying.

Astillia hunt each other as fervently as they hunt other species; as such they are their own worst enemy. They are solitary hunters, meeting others of their kind only in battle or mating. One is indistinguishable from another. The female is larger than the male, and males are destroyed soon after mating. Their sense of smell is more developed than virtually any other natural species on the planet, and their taste for blood is tremendous. They eat three times their weight per day, mostly composed of any animal within the reach of their claws.

The claws of the Astillia strike with remarkable effect. If the creature gets three of its forelegs into a victim, it will ensnare its prey (BLD/MGT or melee arms vs. the latest attack roll of the creature). Each turn it has a creature ensnared, the Astillia will bite. Its bite also inflicts a poison that causes paralysis for 1d10 turns. It prefers to attack one target, but will attack large groups if that what is required to take its prey. If an astillia has snared a meal and is suffering serious damage, it may retreat to its lair to feed, then return for more food. Otherwise, astillia will attack until killed, as they have no natural enemies save themselves.

## Astor Markhor

**Class:** Animals **Deadliness:** Impossible  
**Prevalence:** Very rare **Activity:** Diurnal  
**Habitat:** Mountain (Any)  
**Diet:** Herbivorous  
**LP:** 8 **# of Act:** 2 **Evasion:** -2  
**PL:** 0 **Range:** 1 **Order:** 0



**QP:** 34 **Footwork:** 0 **Attack:** +5  
**WL:** 14 **Move:** 5, 0, 0 **Damage:** 0  
**Body VAs:** AGL: 1, BTY: 3, BLD: 5, MGT: 1, VIT: 2  
**Mind VAs:** ESS: 17, ITU: 8, RSN: 11, PRS: 10, WLL: 13

In most respects, the astor markhor are much like a large goat in appearance. They grow to a shoulder height of four feet tall and have broadly-spiraling horns that extend some five feet from their heads. Males have long thick red-orange beards and all have soft silky coats of yellow-brown, black and gray.

Possessors of great knowledge and wisdom, they are kindred spirits to the odobenus. These rare sage-like beasts are favorite meals of the wind giants, and will provide much knowledge to those who save them from the giants' fires. They otherwise fit the same ecology niche as wild goats.

They are passive and kind. Markhors are very learned and wise and often answer conundrums which humans pose to them for enlightenment.

They may employ the use of mind magic (all Mentalism disciplines at Level 8), though they will avoid conflict at any cost. They typically plan on making the attacker lose interest and leave, using their magic to make them forget the existence of the Astor Markhor entirely.

### Automaton, Alchemical

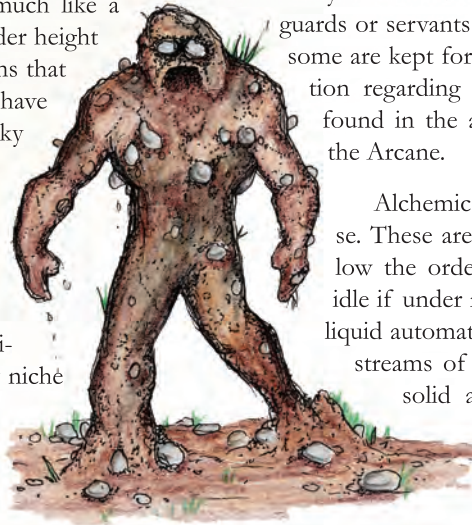
**Class:** Constructs **Deadliness:** Moderate  
**Prevalence:** Uncommon **Activity:** Variable  
**Habitat:** Urban (Any)  
**Diet:** Nil  
**LP:** 8 **# of Act:** 2 **Evasion:** +2  
**PL:** 0 **Range:** 2 **Order:** +2  
**QP:** 0 **Footwork:** 2 **Attack:** -1  
**WL:** 10 **Move:** 5, 0, 0 **Damage:** 0  
**Body VAs:** AGL: 6, BTY: 3, BLD: 3, MGT: 1, VIT: 6  
**Mind VAs:** ESS: 10, ITU: -10, RSN: -20, PRS: -5, WLL: -10

These constructs are made by alchemists in a laborious process of laboratory experimentation. They are constructed out of a variety of substances as per the variants described in the Book of the Arcane. Gaseous automata are constructed out of air, but are occasionally changed into another gas, such as helium, neon, or oxygen, by enterprising alchemists. Likewise, liquid automata are usually water, but can be changed to other liquids, such as acid or oil. Gas and liquid automata so transformed by be used for an enormous variety of tasks. Although gaseous and liquid automata cannot lift or manipulate heavy objects, they are able pick up and move small objects (5 lbs or less) by creating high pressure zones within their

bodies. Metal automata are constructed from gold, aluminum, iron, and so on. Solid automata may be constructed from dirt, loam, sand, stone (these have a PL of 10), wood, etc.

Due to of their arcane origin, alchemical automata do not fit into any natural ecology, but are created and kept as guards or servants to powerful alchemists, although some are kept for more experimentation. Information regarding creation of automatons can be found in the alchemy section of the Book of the Arcane.

Alchemical automata have no behavior per se. These are mindless creations and only follow the orders of their creators and will lay idle if under no such commands. Gaseous and liquid automata attack by ejecting high pressure streams of gas and fluid, respectively while solid and metal automata attack with crushing grips and pummels. All such modes of attack (unless noted otherwise in table 2.3) have an impact of -5.



### Automaton, Clockomaton

**Class:** Constructs **Deadliness:** Moderate  
**Prevalence:** Very rare **Activity:** Variable  
**Habitat:** Ruins (Rimenor, Rullaea)  
**Diet:** Nil  
**LP:** 12 **# of Act:** 2 **Evasion:** -3  
**PL:** 10 **Range:** 2 **Order:** 0  
**QP:** 0 **Footwork:** 0 **Attack:** 0  
**WL:** 18 **Move:** 5, 0, 0 **Damage:** +2  
**Body VAs:** AGL: 0, BTY: 0, BLD: 7, MGT: 8, VIT: 9  
**Mind VAs:** ESS: 10, ITU: -10, RSN: -18, PRS: -5, WLL: -10

These man-made creations were constructed by the Rimenorans of long ago and are now very rare. Clockomatons are a blend of human and automaton. They have a core of living flesh with limbs and exterior elements of metal. They remain animated through the winding of a key that protrudes from their back, activating their clockwork innards to produce energy and motion.

Because of their arcane origin, they do not fit into any natural ecology. They usually remain inactive until triggered to animate by movement around them. They are prized as collectors items by alchemists.

Clockomatons are given an instruction set that is encoded into their clockwork mechanisms when they are constructed. These instructions consist of environmental triggers that activate them to react in certain ways. They cannot deviate from this behavior pattern.



Table 2.3: Automata, Alchemical and Metaphysical

Type	Notes
<b>Alchemical automata</b>	
Gaseous automaton	Fly: 20, range: 8
Liquid automaton	Swim: 15, range: 5
Metal automaton	BLD: 7, MGT: 8, WL: 22, LP: 13, PL: 20, Dmg: +14
Solid automaton	BLD: 7, MGT: 8, WL: 22, LP: 12, PL: 5, Dmg: +5
<b>Metaphysical automata</b>	
Cryonic automaton	Immune to cold based attacks
Gravimetric automaton	Immune to gravity based attacks
Magnetic automaton	Immune to electromagnetic based attacks
Quantum automaton	Immune to submaterial based attacks
Thermal automaton	Immune to heat based attacks

They can be harmed by normal weapons, though they do not feel pain. They usually have some type of weaponry, such as saws, darts, blades, etc. that is integrated into their body and can be employed if threatened. If its key can be unwound (aimed unarmed attack to their back), a clockomaton will lose all power and remain motionless until rewound.

### Automaton, Metaphysical

**Class:** Constructs **Deadliness:** Formidable  
**Prevalence:** Uncommon **Activity:** Variable  
**Habitat:** Urban (Any)  
**Diet:** Nil  
**LP:** 7 **# of Act:** 3 **Evasion:** +3  
**PL:** 0 **Range:** 10 **Order:** +2  
**QP:** 0 **Footwork:** 2 **Attack:** +2  
**WL:** 6 **Move:** 5, 0, 15 **Damage:** +4  
**Body VAs:** AGL: 6, BTY: 0, BLD: -3, MGT: -6, VIT: 9  
**Mind VAs:** ESS: 10, ITU: -10, RSN: -20, PRS: -5, WLL: -10

These creations, generally humanoid in shape, are made by metaphysicists in an arduous process of laboratory experimentation. They are constructed out of pure energy of varying types (thermal, gravity, magnetic, or quantum) as per the variants described in the Book of the Arcane. Thermal automata look like wavering patterns of thermal energy, cryonic automata appear as glittering blue energy that freezes water out of the air. Gravity automata warp light around them and look like strangely shaped lenses of pure energy while quantum automata are dark hazes that fizzle with virtual particles.

Because of their arcane origin, metaphysical automata do not fit into any natural ecology, but are created and kept as guards or servants to powerful metaphysicists, although some are kept for more experimentation. Information regarding creation of automata can be found in the metaphysics section of the Book of the Arcane.

Metaphysical automata have no behavior per se. These are mindless creations and only follow the orders of their creators. Since they are formed from pure energy, they can not

physically pick up or manipulate objects. Because of this incorporeality, they may only be harmed by arcane variants or by the use of weapons of quality or imbued items. Metaphysical automata attack by ejecting energy appropriate to their body type that causes.

### Awal Cain, The Scourge, The Lurkin

**Class:** Humanoids **Deadliness:** Easy  
**Prevalence:** Common **Activity:** Variable  
**Habitat:** Variable (Rimenor, Espirea)  
**Diet:** Carnivorous  
**LP:** 4 **# of Act:** 3 **Evasion:** +1  
**PL:** 6 **Range:** 1 **Order:** 2  
**QP:** 0 **Footwork:** 1 **Attack:** +2  
**WL:** 9 **Move:** 11, 2, 0 **Damage:** -5  
**Body VAs:** AGL: 0, BTY: -4, BLD: -3, MGT: 0, VIT: 0  
**Mind VAs:** ESS: 2, ITU: 2, RSN: -6, PRS: -3, WLL: 0

The awal cain are small in height, rarely ever exceeding the three foot mark. Dark, crimson scales cover their body. Mouths are filled with needle-sharp teeth, and their eyes are a bright yellow that can be seen in the dark. They walk on all fours, but their hands are capable of carrying and wielding crude weapons given to them by the Gawn.

Awal cain are completely subjugated by the Gawn, who use them as they see fit. Awal cain, scavengers by nature and extraordinarily skittish, will only attack if driven to it by the Gawn, or if they are starving. The Gawn also use the awal cain as their primary source of food. They are bred by the Gawn, who have raised their numbers into the tens of thousands for feeding purposes as well as for war.

The strength of the awal cain is in their numbers. They are of animal intelligence and will only attack if driven to by their masters. They are driven into madness by the smell of fresh blood, and herded into battle by Gawn warriors, whom they fear more than any other enemy.



Allowed to prowl the countryside, they will decimate the environment of animal life wherever they go. They attack en masse and overwhelm their opponent. Those who are the weakest fall, and are usually eaten by the strong. In battle, their numbers make them dangerous, as well as the teachings of the Gawn, who have trained them to fight with crude weapons such as clubs and rocks. They will bite at the first opportunity.

## Aysheaia

**Class:** Animals **Deadline:** Moderate  
**Prevalence:** Common **Activity:** Variable  
**Habitat:** Caves (Rullaea)  
**Diet:** Carnivorous  
**LP:** 7 **# of Act:** 2 **Evasion:** -1  
**PL:** 0 **Range:** 2 **Order:** +1  
**QP:** 0 **Footwork:** 1 **Attack:** +1  
**WL:** 16 **Move:** 3, 4, 0 **Damage:** -4 and hold  
**Body VAs:** AGL: 4, BTY: -2, BLD: 5, MGT: 6, VIT: 6  
**Mind VAs:** ESS: 0, ITU: -4, RSN: -12, PRS: -10, WLL: -10

This creature has a long, soft, segmented body with stubby legs that protrude from each segment. The last pair of legs, directly under the mouth, which is surrounded by many small tentacle-like appendages, is turned forward to hold prey.

Aysheaia roam caves in small groups of three to five hunting mainly for bats and wiwaxia. They are hermaphroditic and lay eggs in a communal nest. Aysheaia live up to two years.

Aysheaia are motivated purely animalistic urges. They are concerned only with eating and will try and will flee if injured past the second injury level.

These beasts will attack and hold their prey (attack roll vs. MGT/BLD to break free). Held prey cannot defend against further attacks or move until escaping the clutches of the Aysheaia.

## Baku

**Class:** Animals **Deadline:** Easy  
**Prevalence:** Common **Activity:** Variable  
**Habitat:** Forest (Bonjua, Rullaea)  
**Diet:** Herbivorous  
**LP:** 4 **# of Act:** 2 **Evasion:** +1  
**PL:** 1 **Range:** 1 **Order:** 0  
**QP:** 10 **Footwork:** 0 **Attack:** -2  
**WL:** 8 **Move:** 4, 1, 0 **Damage:** -5  
**Body VAs:** AGL: 0, BTY: -2, BLD: -3, MGT: -2, VIT: 2  
**Mind VAs:** ESS: 5, ITU: -9, RSN: -9, PRS: -7, WLL: -6

This stout little creature very much resembles a tapir. They are light tan in color with a short proboscis and soft blue eyes. It is said that they roam the land feeding on bad dreams and evil magic and are thus a good omen.

The baku grow very large every ten years under the full moon and divide in two. They have no social interaction with fellow baku. They are favorite prey of jaguars, but are seldom captured. They consume bad dreams, curses, and evil magic for energy. They may be drawn to adventurers for a source of food. If the baku encounters an evil magic-user it can permanently drain their ability to perform magic of any kind.

Baku are curious and gentle. They will approach humans making soft hooting noises. They spend much of their time playing.

A baku will simply not fight. If cornered, it will use its natural abilities (gravimetric translocation, as per the metaphysics variant) to escape.

## Bapa Coo

**Class:** Monstrosities **Deadline:** Easy  
**Prevalence:** Rare **Activity:** Crepuscular  
**Habitat:** Variable (Any)  
**Diet:** Quintivorous  
**LP:** 4 **# of Act:** 3 **Evasion:** +6  
**PL:** 0 **Range:** 2 **Order:** +2  
**QP:** 12 **Footwork:** 2 **Attack:** +2  
**WL:** 5 **Move:** 0, 0, 2 **Damage:** QP drain (see below)  
**Body VAs:** AGL: 6, BTY: 12, BLD: -9, MGT: -2, VIT: 9  
**Mind VAs:** ESS: 13, ITU: -4, RSN: -9, PRS: 2, WLL: -2

The Bapa Coo is a nebulous creature which floats through the air, extending its filament-like limbs to reach out toward targets. It shimmers dimly with deep shades of lavender and crimson.

The bapa coo is both a scavenger and a predator. While it prefers to attack the injured and old, it will actively seek out healthy prey if they have QP. They are preyed upon only by frenta wolves and humans, who use their fluid essence for potions (to boost and bestow QP by 1d10 per dose. One bapa coo can have 1d5 doses within it).

Animal in nature, they are mildly aggressive and act out of needs for survival.

Relying on its magical nature for strategy, defense and capture of prey, the bapa coo can detect all forms of life within 20 yards and Essence VA levels above 7 within 100 yards. This beast is able to turn translucent, thus making it hard to detect in day or night (perception(detection) roll vs. hard (15) to spot). It attacks with its flowing tendrils (1d10 QP drainage, twice per turn. The amount taken heals the life points of the bapa coo by the identical amount.) Calculate PL penetration as if the QP drain were physical damage. If any part of that figure would penetrate PL, the full amount of the drain is lost from the target's quintessence pool.







+10 (gas)

**Body VAs:** AGL: 4, BTY: -6, BLD: 15, MGT: 15, VIT: 11**Mind VAs:** ESS: 5, ITU: -2, RSN: -9, PRS: 0, WLL: 1

The bhrujoa is a huge creature, lumbering through the plains on four fat, squat legs. Flaps of skin hang from its long-snouted face, revealing thick stumps of yellow teeth. A long tail drags behind it, a lump of bone on the end the size of a barrel. The skin of a bhrujoa is thick and dull yellow, sprouting no hair at all. Four tiny, red eyes are arrayed in a hemisphere around a crest at the top of its head.

More common in the western plains of the Windsteppe Realm, the Bhrujoa is a scourge of any ecosystem. They decimate anything living in the area, eating anything organic that falls in its path. They usually travel alone, with the females finding the males in times of fertility. They live for 30 to 50 years.

Bhrujoa are constantly in a foul mood, and will charge at a moment's notice. They are unaccustomed to confrontations that lead to them being injured, and will retreat should they be hurt significantly.

Those within a 50 foot radius of a bhrujoa will encounter a foul, pungent odor (WLL vs. hard (15) or suffer -1 to all actions). The bhrujoa itself is a fierce fighter, using its great maw to bite down on its prey or using its tail to bludgeon. It will also charge (knocking the individual down unless they make a BLD or MGT check against the attack roll). Finally, the beast can breathe a noxious gas from its mouth (once every 2 turns) that dissolves organic material, (3y radius cloud, no PL).

## Bibloja

**Class:** Animals **Deadliness:** Formidable**Prevalence:** Uncommon **Activity:** Nocturnal**Habitat:** Aquatic (Bonjua, Farshan)**Diet:** Carnivorous**LP:** 12 **# of Act:** 7 **Evasion:** +2**PL:** 0 **Range:** 3 **Order:** +4**QP:** 0 **Footwork:** 4 **Attack:** +6**WL:** 17 **Move:** 3, 5, 2 **Damage:** +2 & bind (tentacle)  
+7 & AC (beak)**Body VAs:** AGL: 10, BTY: -6, BLD: 11, MGT: 8, VIT: 4**Mind VAs:** ESS: 0, ITU: 0, RSN: -9, PRS: -5, WLL: -2

A deadly hunter, the bibloja, or amphibious octopus, climbs out of the water at night to feed upon land-dwelling animals. It looks much like an ordinary octopus, except that its body has more structural support and does not collapse while on land, and its mouth is shifted forward to be almost under its eyes, instead of under its hood. Like all octopi, it can change its color and skin texture at will to blend in with its environment. It spans ten feet in width and has a body that stands four feet tall.

Bibloja mate pair every other year to produce 10-20 eggs. They are among the top predators of the near shore environments and on coastal land. They live around 20 years.

A deadly hunter, this beast employs stealth (+10) to surprise prey. It will kill over and over as long as there is prey near. After killing its victims (or rendering them unconscious) a bibloja then takes its victims and drags them back to its half-submerged cave. In its lair it collects many objects which it finds beautiful, mostly items harvested from the corpses of victims.

It can attack with any of its tentacles and almost always employs binding attacks. Once bound it will drag prey into the range of its deadly beak (armor-crushing).

## Birds, Flightless

**Class:** Animals**Deadliness:** Moderate**Prevalence:** Uncommon**Activity:** Variable**Habitat:** Variable (Any)**Diet:** Omnivorous**LP:** 8 **# of Act:** 2 **Evasion:** 0**PL:** 3 **Range:** 2 **Order:** +2**QP:** 0 **Footwork:** 5 **Attack:** +2**WL:** 20 **Move:** 10, 0, 0 **Damage:** 0**Body VAs:** AGL: 6, BTY: 1, BLD: 3, MGT: 6, VIT: 6**Mind VAs:** ESS: -2, ITU: -6, RSN: -9, PRS: 0, WLL: -4

Weighing up to 200 lbs, these birds reach heights of six feet tall. This group of birds only including terrestrial running birds, not other flightless birds, such as penguins. They have small nonfunctional wings and reduced numbers of toes and are very fast runners.

Flightless birds make nests on the ground and live in flocks up to 100 individuals. Multiple females lay their eggs in a single nest, which is then tended by only one female. They prey on small animals and forage on shrubbery. Flightless birds take care of their young for several years out of their 20 year life span.

Flightless birds are very curious animals and are generally not afraid of humans. They have a reputation for being dumb animals, which is not necessarily unfounded. Once scared they may become aggressive or may flee in formation with their flock.

Flightless birds only enter combat for feeding, defense or if they become spooked. They have tremendous kicks with the hind legs.

## Birds, Raptors

**Class:** Animals**Deadliness:** Easy**Prevalence:** Common**Activity:** Variable**Habitat:** Variable (Any)



Table 24: Birds, Flightless

Specie	Notes
Cassowary	Small and aggressive with a brightly colored bony crest on its head [BLD: 1, MGT: 1, LP: 5]
Emu	Smaller than an ostrich and aggressive [BLD: 1, MGT: 1, LP: 5]
Moa	Large and sturdy with good tasting meat. [BLD: 5, MGT: 6, LP: 9]
Ostrich	Black and white plumage. Males use their wings to attract mates
Rhea	Smaller than an ostrich and aggressive [BLD: 1, MGT: 1, LP: 5]
Vouron	This a large flightless bird like a moa, but built for speed. Used for mounts
Giant Flightless Bird	They will attack with talons causing 3d10 LP of damage. [BLD: 13, MGT: 14, WL: 30, LP: 20, Dmg: +10]

Table 2.5: Birds, Raptors

Specie	Notes
Condor	Very large vulture
Eagle	Ex: bald, black, golden
Eagle, Giren	A large crested variety used symbolically by the Giren people of Ursyos-Elkinon
Falcon, Peregrine	Falcon typically used in falconry
Falcon, Gyrfalcon	Large arctic falcon of Rimenor and other cold regions. It is trainable
Hawk	Ex: cooper's hawk, goshawk, and harrier
Kestrel	Small and fast, often used as a familiar [BLD: -9, MGT: -6, WL: 2, LP: 1, Dmg: -10, Fly: 15]
Osprey	Piscivorous
Owl	Perfect night vision, often used as a familiar
Vulture	Feeds on carrion
Giant Raptor	They will attack with beaks and talons [BLD: 7, MGT: 12, WL: 22, LP: 12, Dmg: +8]

Table 2.6: Birds, Small

Specie	Notes
Albatross	Can fly for many hundreds of miles without rest
Chicken or Turkey	Domesticated and taste good
Duck	Prized for their rich flavored meat
Hornbill	Similar to a toucan, but with a large crest on the beak
Hummingbird	Can hover and feed on nectar
Ibis, crane or stork	Piscivorous long necked birds
Loon	Haunt lakes and have an almost magical sounding call [PRS: 6]
Parrot	Can mimic almost any sound
Peacock	Beautiful plumage on their tail [BTY: 9, PRS: 4]
Pelican	Sea birds that have a large pocket under their lower beak
Penguin	Excellent swimmers, but flightless [swim: 10, fly: 0]
Raven or crow	Highly intelligent, often used as a familiar [RSN: -4]
Shorebird	Ex: sandpipers, sea gulls
Songbird	Ex: warbler, lark, thrush, nightingale, bluebird, sparrow, starling, finch, jay, robin, swallow, chickadee, often used as a familiar
Swan	Beautiful birds, domesticated, but can be aggressive. [BTY: 5, PRS: 0]
Toucan	Large beak
Woodpecker	Known for rapping on trees to find insects
Bird, Giant	They will attack with beaks and talons causing 2d10 LP of damage. [BLD: 10, MGT: 6, WL: 18, LP: 10, Dmg: +4]

Diet: Carnivorous

LP: 2 # of Act: 2

PL: 1 Range: 1

QP: 0 Footwork: 3

WL: 6 Move: 1, 0, 10

Body VAs: AGL: 8, BTY: 8, BLD: -7, MGT: -2, VIT: 4

Mind VAs: ESS: -2, ITU: -6, RSN: -10, PRS: -5, WLL: -6

Evasion: +6

Order: +3

Attack: +2

Damage: -6

These birds are excellent predators and caring parents. They are typified by long curved talons, a sharply curved scimitar-shaped beak, excellent vision, and high intelligence. Due to their hunting and flying abilities, birds of prey are often used as symbols in human societies.

They mate-pair during the third year of their lives. Young are laid in large nests atop the highest and most secluded areas had. They are motivated by mating and feeding as their lifestyle leaves time for little else. Raptors are highly protective of their nests.



Birds of prey only enter combat for feeding and defense. If mated, they will use mate-pair tactics. They attack with their claws or beak.

## Birds, Small

**Class:** Animals  
**Prevalence:** Common  
**Habitat:** Variable (Any)  
**Diet:** Carnivorous  
**LP:** 0    **# of Act:** 2    **Evasion:** +7  
**PL:** 0    **Range:** 1    **Order:** +2  
**QP:** 0    **Footwork:** 3    **Attack:** +1  
**WL:** 1    **Move:** 1, 0, 10    **Damage:** Max 1 LP dmg  
**Body VAs:** AGL: 8, BTY: 5, BLD: -10, MGT: -10, VIT: 0  
**Mind VAs:** ESS: 2, ITU: -6, RSN: -11, PRS: -7, WLL: -6

This diverse category includes all small and medium sized birds. The range of coloration, plumage, and songs in small birds is remarkable. They differ from other animals in that they have many bones fused together throughout the body. They also have gizzards to grind food since they don't chew. Unlike mammals, birds have only one opening from which defecation occurs, called the cloaca.

Small birds play many ecological roles. They are master hunters of insects, pollinators for many plants and prey for cats, humans, and even some raptors. Birds typically build nests and males use their plumage, songs, and sometimes even dancing behavior to attract a female. Although many birds mate-pair, others do not and cheating among mate pairs occurs widely. Females only have one ovary and eggs are laid in nests and then usually cared for by both parents. Small birds typically live from 3 to 25 years.

They are motivated by mating and feeding. Small birds are typically skittish and avoid remaining on the ground where they are vulnerable for long periods of time. The most notable behavior of birds is their melodious singing.

Small birds will attempt to escape if attacked. They can use their talons and beaks to cause 1 point of damage.

## Bishop-Fish

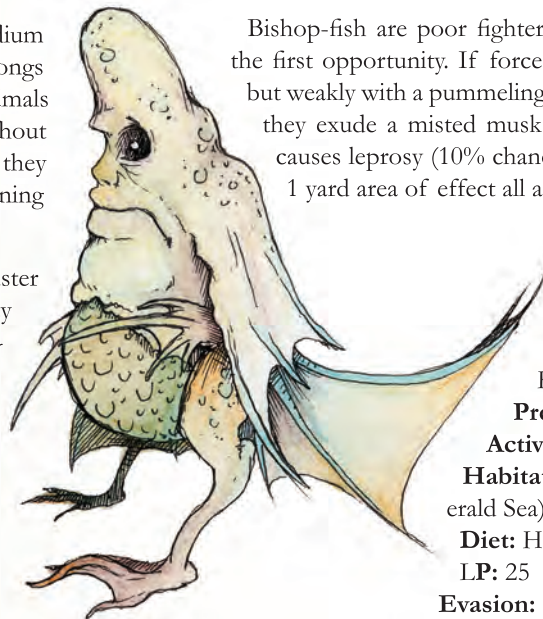
**Class:** Animals  
**Prevalence:** Very rare  
**Habitat:** Aquatic (Rullaea)  
**Diet:** Omnivorous  
**LP:** 6    **# of Act:** 3    **Evasion:** +3  
**PL:** 2    **Range:** 1    **Order:** +3  
**QP:** 0    **Footwork:** 3    **Attack:** +3  
**WL:** 12    **Move:** 0, 5, 0    **Damage:** -10 (see below)  
**Body VAs:** AGL: 8, BTY: -4, BLD: 1, MGT: 1, VIT: 2  
**Mind VAs:** ESS: 3, ITU: -4, RSN: 0, PRS: 0, WLL: -2

The bishop-fish is a strange example of evolution, having evolved to look like a body floating in the water. In fact, it looks like a man in vestments with leprosy. When rescued, this creature may live up to three weeks outside of water and take any and all hospitality it can get before sneaking off back to its watery home.

The bishop-fish is really nothing more than a free-loader. It eats detritus, but prefers human food and care. They meet communally in near-shore environments once every three years to mate. Their eggs are buried and not cared for. Bishop-fish live for 35 years.

They become very happy when taken care of and will hum, hoot and moan to express thanks or desire. They cannot speak any human languages.

Bishop-fish are poor fighters and will escape at the first opportunity. If forced to fight, they will, but weakly with a pummeling attack. Additionally, they exude a misted musk that, upon contact, causes leprosy (10% chance per turn exposed, 1 yard area of effect all around creature).



## Bistilatch

**Class:** Animals  
**Deadliness:** Hard

**Prevalence:** Common  
**Activity:** Diurnal  
**Habitat:** Grasslands (Emerald Sea)  
**Diet:** Herbivorous  
**LP:** 25    **# of Act:** 2  
**Evasion:** -5

**PL:** 4    **Range:** 4    **Order:** +2  
**QP:** 0    **Footwork:** 6    **Attack:** +4  
**WL:** 28    **Move:** 15, 5, 0    **Damage:** +12  
**Body VAs:** AGL: 6, BTY: 7, BLD: 14, MGT: 14, VIT: 9  
**Mind VAs:** ESS: 0, ITU: 2, RSN: -9, PRS: 10, WLL: -2

The bistilatch is a very tall four-legged herd animal with large green eyes. It is extremely lithe, with thin legs and neck, and a thick, long coat of either white or brick red fur. Its call is very melodious, and can be heard for many kilometers away.

Scores of creatures use the bistilatch for food, virtually any larger predator. Strays from the herd have even been known to have been bested by therodons at times. They travel in herds of up to 400 bistilatch, including children.

They have a strong migration instinct, and travel much of their lives looking for adequate breeding grounds. They are often seen traveling with Eladhil, seeking safety in numbers.



The bliddris is a passive creature, but if pressed or its young are in danger they will put up a fight, running and attacking with their massive hooves.

## Bliddris

**Class:** Monstrosities **Deadliness:** Moderate  
**Prevalence:** Rare **Activity:** Crepuscular  
**Habitat:** Variable (Farshan, Emerald Sea, Ursyos-Elkinon)  
**Diet:** Carnivorous  
**LP:** 4 **# of Act:** 2 **Evasion:** +3  
**PL:** 3 **Range:** 1 **Order:** +3  
**QP:** 0 **Footwork:** 3 **Attack:** +5  
**WL:** 8 **Move:** 8, 0, 10 **Damage:** See below  
**Body VAs:** AGL: 8, BTY: -8, BLD: 0, MGT: -4, VIT: -2  
**Mind VAs:** ESS: 13, ITU: 2, RSN: -9, PRS: 2, WLL: -4

Rare is the creature that can cause more revulsion than the bliddris. A featherless avian with thin membranes for “wings”, the bliddris appears more like a dead bird come to life than a living animal. Its skin is mottled purple, black, bone white and gray, and the head and feet are blood red. Where the beak should be, a small puckered mouth ringed with small, razor-sharp teeth resides. Its eyes are extremely large and black, and are constantly leaking a pasty white fluid. Worst of all, they exude a rank, pungent smell like rotting meat that can be experienced from over 100 yards away.

They reside in small groups of about ten to twenty, and exist primarily on mountain and other types of hilly terrain. They prefer high hilltops for their nesting grounds, due to their limited flying ability. They are quite adept in the air as gliders, but landing can often be a hazardous process for them. They are also fast ground runners, and will often chase down prey if flying attempts fail. Despite their relatively small size, bliddris often bag surprisingly large prey. They serve as a balance to weed out weaker predators on the higher end of the food chain. Most creatures will flee from the smell of a bliddris, though dragons seem to prefer their meat, and will seek it out over great distances.

They hunt in flocks of five to ten, and will often use group tactics to kill creatures much larger than themselves. A bliddris is hypersensitive to the smell of blood, and will often seek it out if it is nearby. Bliddris swarm to the smell of blood much like a shark, and feeding frenzies are not an uncommon sight among them.

The preferred attack method of the bliddris is a blast of unfocused mental energy (once a day, WLL or arcana(resistance) vs. moderate (10) on everyone within a ten-yard radius, which stuns for 1d5 turns, if successful) While the target is stunned, the bliddris will suck the blood from his body with startling

efficiency, (1d10LP of damage/ turn, no PL). If confronted with direct attack, the bliddris will always flee to return again with larger numbers.

## Bluudhag

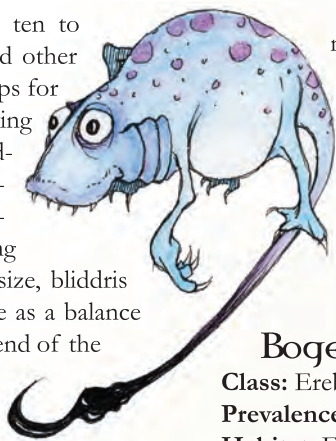
**Class:** Monstrosities **Deadliness:** Easy  
**Prevalence:** Uncommon **Activity:** Nocturnal  
**Habitat:** Variable (Selgonaw, Rimenor, Rullaea)  
**Diet:** Carnivorous  
**LP:** 2 **# of Act:** 2 **Evasion:** +4  
**PL:** 0 **Range:** 1 **Order:** +1  
**QP:** 0 **Footwork:** 1 **Attack:** +2  
**WL:** 5 **Move:** 3, 3, 0 **Damage:** -5, armor piercing  
 Poison (see below)  
**Body VAs:** AGL: 4, BTY: -10, BLD: -7, MGT: -4, VIT: 2  
**Mind VAs:** ESS: 0, ITU: -2, RSN: -10, PRS: -7, WLL: -6

Bluudhags are grayish-green quadrupedal fish-like amphibians who live in the gills of large mushrooms. They have a slimy prehensile tail tipped with a hook. They have large bulbous eyes and a round jawless mouth.

Bluudhags keep predators from eating their mushroom home, and in this way are symbionts with the fungus. They live in small aggregates of 5-10, mate twice a year, producing around 20 eggs. Bluudhags live up to three years.

They are quiet, but may be aggressive if their mushroom is approached too closely. They often croak high-pitched calls in the night.

They prefer living flesh but will eat decaying flesh if that is all that is available. In combat they will employ the stinger at the tip of their tail, (armor-piercing, plus 1d10 LP of damage, poison for the following two turns).



## Bogey

**Class:** Erebusi **Deadliness:** Easy  
**Prevalence:** Uncommon **Activity:** Variable  
**Habitat:** Erebus (any) (Erebus)  
**Diet:** Carnivorous  
**LP:** 6 **# of Act:** 2 **Evasion:** +3  
**PL:** 0 **Range:** 1 **Order:** +3  
**QP:** 0 **Footwork:** 3 **Attack:** +5  
**WL:** 12 **Move:** 5, 1, 0 **Damage:** -7 (claw/bite), -3 knife  
**Body VAs:** AGL: 8, BTY: -10, BLD: 1, MGT: 1, VIT: 2  
**Mind VAs:** ESS: 5, ITU: 0, RSN: -4, PRS: 0, WLL: -2

Slaves of demons, these creatures have smooth blue-black skin with numerous black moles. They have large lamp-like eyes, round ears and spindly arms and legs.