

# Monsters

"After all, what are monsters but the literalizations of what we're afraid of?"

- Charles L. Grant

## Monsters

In *Fantasy Imperium*, creatures out of legends and myths are real. The haunted forest, the goblins living under a hillside, and the evil spirits and demons prowling about the countryside are real.

The villain of the story may be in league with monsters, or his actions may cause them to appear.

New monsters may be created at the whim of the *Storyteller*, who may take inspiration from various literature, movies and myths.

### Definition of Terms

The monster list contains several types of monsters that can be used in a story. Each creature is given different characteristics that help to define it's abilities. These are the terms used:

*Size:* **Tiny**, **Small**, **Medium**, **Large**, or **Huge**.

*Hits:* The total amount of damage to kill the monster.

*Armor:* Natural armor that is subtracted from the amount of damage before determining the *level of severity* of the wound. This armor does not effect trauma damage (total hits taken), but will effect the severity level of the wound.

*Movement:* How far the monster can move each round.

*Attacks:* The number and types of attacks the creature uses, the chance of success, and the damage inflicted. The damage is listed by it's size or type.

**Tiny**, **Small**, **Large**, **Huge**, **Electricity**, **Fire**, or spirit damage.

*Note that the type of damage will affect the dice rolled. 4d6S is equal to 2d6 normal damage, and 4d6L is equal to 8d6 normal damage. 5d6T is equal to 1d6 normal damage, and 1d6H damage is equal to 5d6 normal damage.*

*Magick Resistance:* The Magick resistance rolls against each type of magick.

*Special:* Any special characteristic of the monster is listed here.

*Description:* The description of the monster is listed here.

## The Size Charts

The size of a monster will effect how to modify the *Injury Table* when the monster is struck in combat.

The *Injury Table* is the same, except that the *Severity of the injury* occurs with different amounts of damage.

Weapon damage from the monster & blood loss received by the monster when struck is also modified.

### Size

#### Tiny

*Less than 12" tall.*

#### Hits Severity

1-2	Minor
3-5	Light
6-8	Serious
9-11	Critical
12+	Terminal

x ¼ damage x ¼ blood loss

#### Small

*Half the size of a human.*

#### Hits Severity

1-3	Minor
4-7	Light
8-11	Serious
12-15	Critical
16+	Terminal

x ½ damage x ½ blood loss

#### Medium

*Human sized.*

#### Hits Severity

1-4	Minor
5-9	Light
10-14	Serious
15-19	Critical
20+	Terminal

Normal damage & blood loss.

#### Large

*Elephants, Giants.*

#### Hits Severity

1-12	Minor
13-24	Light
25-36	Serious
37-49	Critical
50+	Terminal

x2 damage x2 blood loss

#### Huge

*Dragons, Balrogs.*

#### Hits Severity

1-24	Minor
25-49	Light
50-74	Serious
75-99	Critical
100+	Terminal

x 5 damage x5 blood loss

## *The Angels*

### *Angel*

*Size:* Medium  
*Hits:* Immune to harm.  
*Armor:* None.  
*Movement:* Instant teleportation.  
*Attacks:*  
*Holy Sword:* **85%**  
 6d6 injury (x3 for holy weapon)  
*Magick Resistance:*  
**C: 100% N: 100% E: 100% B: 100%**

### *Special:*

*Divine Fear:* Everyone viewing will cower in fear.

*Command* one being.

*Exorcise* Demons.

### *Description:*

Angels are messengers from God. They are sometimes called the Sons of Twilight or the Sons of Life.

Angels watch over the individual souls of mortals, sometimes protecting them against demons or other kinds of harm.

They are responsible for taking the prayers of mankind to Heaven. The soul of a mortal speaks to an Angel who takes the message to the Cherubim who in turn take it to God.

Angels are invisible, but will sometimes take on the form of mortals. They have beautiful appearances and will usually do the task they came to do and then disappear. Angels sometimes appear in an awe inspiring form. Angels will often be visible only to those involved in their message and the sound of the message will only be heard by those it is intended for.

God sends Angels for various purposes, such as the announcement of great events, the protections of nations or of individuals and also to fight in wars.

Avenging Angels have gone out to slaughter thousands and sometimes even entire cities such as Sodom.

Angels typically scatter and destroy the armies fighting against God's people. An Angel was seen smiting the Army of the Assyrians (185,000 strong) in the book of II Kings and

Angels have been seen fighting in the Holy Lands alongside the Crusaders.

The essence of Angels consists of the fire of God. They are sustained by this Holy Fire which can destroy men. The sound of their voices cannot be endured by mortals. They inspire awe and fear in men.

The Angels that rolled the stone away from Christ's tomb caused the Roman guards to flee in

terror. Angels are endowed with supernatural strength. The stone covering Christ's tomb weighed 4 tons.

### *Guardian Angel*

*Size:* Medium  
*Hits:* Immune to harm  
*Armor:* None  
*Movement:* Instant teleportation  
*Attacks:*  
*Holy Sword:* **85%**  
 6d6 injury (x3 for holy weapon)  
*Magick Resistance:*  
**C: 100% N: 100% E: 100% B: 100%**

### *Special:*

*Divine Fear:* Everyone viewing will cower in fear.

*Command* one being.

*Exorcise* Demons.

### *Description:*

These angels stand between the physical world and the formative world Yetsirah, the land of dreams. Guardian Angels watch over people. Each person will have their own Guardian Angel. Guardian Angels will sometimes help mortals, but often humans aren't interested in their aid.

If a person prays to his Guardian Angel, the chance of Divine Intervention is increased by +25%. The penalties to the roll from the degree of aid sought are still applied. *See Spiritual Warfare.*

### *Watcher "Those Who Sleep Not"*

*Size:* Medium  
*Hits:* Immune to harm  
*Armor:* None  
*Movement:* Instant travel  
*Attacks:*  
*Holy Sword:* **75%**  
 6d6 injury (x3 for holy weapon)  
*Magick Resistance:*  
**C: 100% N: 100% E: 100% B: 100%**

### *Special:*

*Divine Fear:* Everyone viewing will cower in fear.

*Command* one being.

*Exorcise* Demons.

### *Description:*

The Watchers are invisible Angels that watch over mankind. Legends say that the Rebellion and the Fall of the Angels occurred after the Watchers were tempted to have relations with the daughters of mankind.

There are two kinds of Watchers. The first kind are those Watchers that are still part of God's

Kingdom. These Watchers are tasked with recording everything that transpires on Earth.

The second class of Watchers are those who have fallen into sin and now reside on Earth or are bound in deep pits underground. These Dark Angels serve the Prince of Darkness and are tasked with the destruction of mankind.

The Dark Watchers do not use holy weapons and have no special powers, except invisibility and instant travel.

Often, a mage will summon a Watcher to guard his body while he practices various forms of magick, such as *Astral Travel*. Hopefully, he will summon a good Watcher to guard his body, but sometimes a Dark Watcher will appear....

## Fallen Angels

### Demons

*Size:* Large

*Hits:* 500

*Armor:* None

*Movement:* Instant travel

*Attacks:*

*Evil Sword:* 85%

6d6L injury (x3 for unholy weapon)

+3d6L trauma (pain)

*Whip of Fire:* 75%

3d6L injury

+3d6L (fire)

*Magick Resistance:*

C: 75% N: 75% E: 75% B: 100%

*Special:*

*Spiritual Attack:* 75%

6d6L spirit damage

*Dream Warfare:* May attack a sleeping person.

*Fear:* Morale check or cower in fear.

*Immortal:* If "slain" will return to hell.

*Possession:* May possess one unbeliever and exert his influence over him. Chance to resist is equal to the person's *piety* score.

*Influence:* May attempt to influence a person after destroying their spirit. Chance to resist is equal to the person's *piety* score -50%.

*Black Magick:* May cast spells up to 25 power each day.

*Description:*

Demons are the Fallen Angels that rebelled against God's rule. They seek not only to slay all of mankind, but first to corrupt their souls. They also are involved in the creation of great evil rulers of mankind in order to spread evil and destroy as many people as possible.

## Dragons

### Dragon

*Size:* Huge

*Hits:* 2500

*Armor:* 25

*Movement:* Ground: 18" /r

Flying: 24" /r

*Attacks:*

*Fire Breath:* 65%

2d6H to everything within 100 yards.

*Claws:* 85%

2d6H

*Bite:* 75%

3d6H

*Tail:* 65%

3d6H to all in tail's path.

*Magick Resistance:*

C: 60% N: 80% E: 25% B: 100%

*Special:* ST +10 damage

*Spiritual Attack:* 50%

2d6 spirit damage to all within 500 feet

(1x /day).

*Fear:* Morale check or run away.

*Dragon's Gaze:* When looking at Dragon's eyes, a person falls under the enchantment of the dragon.

This works like a *Suggestion* spell.

*Description:*

Dragons are huge serpentine creatures. They can be of any color and some have chameleon powers, being able to blend into their background. Not all dragons breath fire. Greedy and intelligent. These beasts will often attack towns in search of maidens to eat and treasure to collect.

Dragons are very egotistical and enjoy boasting about themselves. They enjoy hearing stories of themselves even more.

The Church has declared them to be enemies of God, and knights are often seen in search of a dragon to slay.

It is rumored that eating the heart of a dragon will give the magick powers of allowing a person to understand the languages of animals, while eating a dragon tongue will ensure that a person will win any argument.

Another tale is that invulnerability to weapons can be obtained by rubbing the blood of a dragon on one's skin.

Dragons can breath fire, and while this will be in a cone shaped area, if the dragon turns his head he can cover a larger area in an arc. Dragons are also immune to fire.

When a dragon attacks, it is not considered an unarmed attack (an attack cannot be used as a defensive action).

Dragons usually guard something important, such as a town, a dark forest, a treasure hoard, maidens, or mystical secrets.

## *Faerie Folk*

### *Bogie / Hobgoblin*

*Size:* Tiny  
*Hits:* 25  
*Armor:* None  
*Movement:* Foot: 6" /r  
Flying: 12" /r  
*Attacks:* None

#### *Magick Resistance:*

C: 50% N: 65% E: 75% B: 100%

#### *Special:*

*Hard to hit:* -25% to hit & +25% to dodge.

*Invisibility.*

*Abduction:* Victims carried away and given to ghosts.

#### *Description:*

These are dark spirits that like to play pranks on humans. Although their pranks are usually harmless, sometimes these can be dangerous.

One of their favorite pranks is to wait behind someone, creating a sense that someone is there. They also like to steal blankets from sleepers on nights when it is cold.

They are usually found in attics, cupboards, hollow trees or cellars.

They especially like places where people keep things they don't want to throw away.

It isn't known if they are clumsy or if they are simply having fun as they make all sorts of creaking and thumping noises in the darkness.

Sometimes an evil spirit or ghost will enlist a Bogie to abduct a human.

In this case, the person will be whisked away, flying through the air to wherever the ghost is located. The victims are rarely seen from again.

### *Dullahan*

*Size:* Medium  
*Hits:* 100  
*Armor:* None  
*Movement:* Horse Gallop: 24" /r  
*Attacks:* None

#### *Magick Resistance:*

C: 90% N: 75% E: 75% B: 100%

#### *Special:*

*Fear:* Morale check or run away.

*Death:* Those named by him will die.

*Blindness:* All seeing it pass will be blinded in one eye.

#### *Description:*

This faerie appears as a headless horseman riding a galloping horse.

Wherever the Dullahan stops, a person will die.

If a Dullahan stops and then speaks the name of a nearby person, that person will die.

If a person covers his ears so that he cannot hear his name spoken by the Dullahan, he will not die.

The Dullahan will carry its glowing head in its hand, using it as a lantern.

Those who see the faerie pass by in the night will be blinded in one eye.

The Dullahan fears gold and any item of gold will drive it away.

### *Korrigans*

*Size:* Medium  
*Hits:* 100  
*Armor:* None  
*Movement:* Foot: 8" /r  
*Attacks:* None

#### *Magick Resistance:*

C: 25% N: 25% E: 25% B: 25%

#### *Special:*

*Cursed:* Transform into ugly hag in the day.

*Transformation:* Into any object or animal.

*Teleportation.*

*Cure Diseases:* Charm will cure illnesses.

*Prediction:* Can predict one future event.

#### *Description:*

Korrigans are female faeries that are under a curse. They live as beautiful blonde women during the night, but they become repulsive ugly hags during the day.

If a mortal man loves the beautiful woman and the ugly old hag equally, then the curse is lifted.

Korrigans can transform themselves into any object or animal, they can teleport themselves, and predict the future.

Korrigans can make a charm that will cure a disease, but the charm will only work for one person.

Although they don't dance at all, they still love music and will often stop to listen to a good song.

Every spring the Korrigans have a festival at night with delicious food and enchanted wine, but this will vanish at the approach of a mortal.

Korrigans often live near springs.

## *Neck / Nix / Nökke*

*Size:* Medium  
*Hits:* 100  
*Armor:* None  
*Movement:* Swim: 8" /r  
Foot: 8" /r  
Horse Form: 18" /r (on land)

*Attacks:*  
*Unarmed Combat:* **65%**

Grab and pull underwater.

*With lower body of a Horse:*

*Hooves:* **75%**

5d6L Damage.

*Magick Resistance:*

C: 60% N: 75% E: 50% B: 75%

*Special:*

*Transformation:* Into humans or underwater centaurs.

*Breath Water:* They can also give this power to humans.

*Afraid of Iron Nails or Knives.*

*Description:*

This is a river spirit that sometimes appears along the banks of a river as a beautiful woman or as a man with a green hat. The males also have green teeth. They are called Nixes in Scandinavia.

Sometimes Nixes are seen dancing upon the surface of the water just before the death of a human by drowning.

More often, Necks are seen singing with a golden harp or combing their long blonde hair. Their songs are beautiful and if a human wants to learn them, the Neck will first require a gift of a black goat.

They are not unfriendly toward humans, and sometimes the females will travel into villages to purchase food. The only indication of their watery origin will be the wet hems of their clothes.

The Danish version of these faeries are called the Nökke and it is said that they will only harm those who deserve it, such as women who treat lovers harshly.

Necks have been known to either invite or abduct women to work as servants in their underwater realms.

In Spain, they are called *Lake Demons* and they kidnap children to work as servants for seven years, after which they are allowed to return home.

Necks are sometimes seen as old men wringing out the water from their long beards.

Necks are also known to take the form of a human with the lower body of a horse. They will keep their lower bodies underwater until the last moment when they will jump out of the water and attack.

More often, they will use their beauty to lure people into the water.

Iron daggers or nails will protect people from Necks and sailors will often place these in the bottom of their boats.

## *Wichtlein (Little Wight)*

*Size:* Small

*Hits:* 60

*Armor:* None

*Movement:* Foot: 6" /r

*Attacks:*

*Enchanted Pick:* **65%**

I: 0 F: 0 Br%: 0% D: 4d6S

+10% to hit and +2d6 magick damage.

*Magick Resistance:*

C: 60% N: 75% E: 80% B: 90%

*Special:*

*Foretell Death:* With three knocks.

*Description:*

Extremely ugly, these creatures live underneath houses. They often fall in love with mortal women, and if their affection is denied, they will wreak havoc, breaking things, and causing other kinds of mischief.

Sometimes the first indication that a Wichtlein is living under a person's house is from a knocking sound on the floor.

If three knocks are heard, this will foretell the death of someone that lives in the house.

They also live under tree stumps, mounds of earth and under gardens.

They are terrified by water and will hide when it rains. The display of a ship's anchor will drive them away. Holy water will kill them.

They are also found living in mines, and they often pester miners by throwing dirt or small rocks.

They will foretell the death of a miner by knocking three times.

They use enchanted picks in combat. These weapons will inflict an extra 2d6 damage.

Since they inflict 4d6S damage (2d6 normal), they will inflict a total of 4d6 damage to normal sized targets.

## Giants

### Nephilim (The Fallen Ones)

*Size:* Huge  
*Hits:* 2500  
*Armor:* None  
*Movement:* 24" /r  
*Attacks:*

*Various Weapons:* **85%**

I: -3 F: 3 Br%: 10% D: 6d6H

#### *Magick Resistance:*

C: 80% N: 90% E: 75% B: 90%

*Special:* ST +10 damage

*Transformation:* Into humans.

*Thrown Boulders:* Range: 1000 yards. 6d6H damage.

#### *Description:*

The Nephilim are the offspring of the *Dark Watchers* (Fallen Angels) and human women. The Nephilim slaughtered and enslaved thousands of humans, and forcibly took beautiful women. They set themselves up as gods and forced humans to worship them. The Nephilim were cruel and brutal rulers, treating humans with contempt. They spread evil and corruption throughout the entire world.

There were originally 200 of the Dark Watchers that fell out of heaven. Their leader was the Fallen Angel Semyaz. His children, Sahn (Ohyah) and Nariman (Hahyah) were two of the most powerful of the Nephilim.

Eventually, one of the Nephilim named, Hobabish robbed another Nephilim of his wife, and a fierce civil war erupted, causing great destruction.

The Dark Watchers and their children the Nephilim eventually fought a war against an Angelic host led by the Archangel Raphael.

The Dark Watchers were finally bound in everlasting chains in a dark prison under the earth while the Nephilim were virtually annihilated in the great flood.

While most of the Nephilim were stripped of their form to become evil spirits, some escaped.

They will often transform themselves into humans to conceal themselves.

### Giant

*Size:* Large  
*Hits:* 300  
*Armor:* Various  
*Movement:* 16" /r  
*Attacks:*

*Various Weapons:* **75%**

I: -3 F: 3 Br%: 20% D: 5d6L

#### *Magick Resistance:*

C: 25% N: 35% E: 50% B: 65%

*Special:* ST +10 damage

*Thrown Boulders:* Range: 300 yards. 5d6L damage.

#### *Description:*

Giants are the surviving descendents of the Nephilim (Fallen Angels). They live in caves, mountains and deserted forests in the wilderness.

They are common foes of valiant heroes and knights.

### Ogre

*Size:* Large  
*Hits:* 200  
*Armor:* Various  
*Movement:* 12" /r  
*Attacks:*

*Various Weapons:* **70%**

I: -3 F: 3 Br%: 25% D: 4d6L

#### *Magick Resistance:*

C: 10% N: 15% E: 5% B: 25%

*Special:* ST +7 damage

*Transformation:* Into animals or objects.

*Thrown Boulders:* Range: 200 yards. 4d6L damage.

#### *Description:*

Ogres are a race of large monsters that devour human flesh. Although they are larger than a man, Ogres are not quite as large as a giant.

They are cowardly and cruel, but not very intelligent.

They prefer to abduct beautiful maidens and children.

Ogres can transform themselves into objects or animals.

They live in caves or wilderness areas, sometimes guarding vast treasures. Some of them live in hidden castles.

## Trolls

### Bridge Troll

*Size:* Large  
*Hits:* 150  
*Armor:* None  
*Movement:* 12" /r  
*Attacks:*

*Claws:* **75%**

3d6L Damage.

#### *Magick Resistance:*

C: 20% N: 30% E: 20% B: 25%

*Special:* ST +5 damage

*Chameleon:* 75% Stealth.

#### *Description:*

These evil creatures live near bridges of all kinds. They can flex their body to fit inside small cracks and can even flow under door cracks. With their chameleon powers, they are difficult to detect (75% Stealth).

## *Horrors*

### *Amoeba*

*Size:* Medium to Huge  
*Hits:* 250 – 500 – 1000  
*Armor:* None  
*Movement:* Slither: 2” /r  
*Attacks:*

*Pseudopod (acid):* **65%**  
 5d6 – 5d6L – 5d6H

#### *Magick Resistance:*

C: 10% N: 15% E: 80% B: 90%

#### *Special:*

*Acid:* Victim suffers acid damage.

*Envelopment:* Victims suffer x3 damage each round.

#### *Description:*

Giant Amoebas were created by alchemical experiments.

They are very rare. Amoebas are usually about 10’ wide, but they can reach huge sizes of 100’ or more.

Although Amoebas move very slowly, they attack with a large pseudopod, which can reach up to 10’ for medium creatures, 15’ for large monsters, and 25’ in huge specimens.

Their pseudopods inflict acid damage, and they can eat through any organic substance.

Large or huge specimens will inflict more damage. Those engulfed by an Amoeba will suffer x3 damage.

Although they can be burned, another way to destroy one of these creatures is to strike at it’s center (–25% to hit), and inflict a terminal wound. This may not be possible if the person is far removed from the center of the creature.

### *Creeping Horror*

*Size:* Medium  
*Hits:* 150  
*Armor:* None  
*Movement:* Creep: 1” /r  
*Attacks:*

*Envelopment:* **50%**  
 4d6 acid

#### *Magick Resistance:*

C: 10% N: 10% E: 25% B: 10%

#### *Special:*

*Mental Paralysis:* Victims will become docile for 1-6 rounds.

*Mind Control:* Similar to a *Suggestion* spell.

*Amnesia:* Forget being under mental control.

#### *Description:*

This malevolent entity exists inside an amorphous blob of slime. It has the power of mind control, and it will use this to lull it’s victims into a passive state so that it can envelope and eat them.

While enveloping a person, the Creeping Horror must succeed in an attack roll before it can begin to eat it’s victim.

Afterwards they do not need to make subsequent rolls to inflict damage.

A victim can be pulled out of this creature by his friends, but every round the Creeping Horror can mentally paralyze one additional person.

The mind control will work as soon as the creature is within a line of sight of a person. If the victim fails a saving throw against extrasensory magick, then they will become passive and docile for 1-6 rounds.

The Creeping Horror can also make a hypnotic suggestion to it’s victim which they will carry out without question.

If a person loses sight of the Creeping Horror, they will suffer the effects of amnesia, forgetting what happened while they were under it’s mental control.

## *Evil Spirits*

### *Evil Spirits*

*Evil Spirits* are the wretched souls of those who have lost their soul before they died. They seek to destroy a person's *spirit* and then seek to *drain* a person's life.

There are three varieties of the Evil Spirits: *Corporeal, Non-Corporeal, and Animated*.

*Corporeal Spirits* such as ghouls have a physical body and their attacks can be parried as normal. If they attack without a weapon (unarmed combat), then an attack can be made instead of a defensive action and if it succeeds, the spirit's attack will fail (see Unarmed Combat).

*Non-Corporeal Spirits* such as wraiths do not possess a physical body. When these beings attack, they cannot be parried. However, their attacks can be dodged if they are visible. Special weapons are usually needed to harm these spirits.

*Animated Spirits* such as skeletons are created by *necromancers*, who bind them to their will. Killing the necromancer will release the animated spirit. Destroying their physical form will also release them.

The *power level* of the evil spirit is listed to the right of their name and is also summarized below.

Evil spirits are listed by their power level, from the lowest to the highest.

<i>Corporeal</i>	
Ghoul	3
Barrow Wight	5
Mummy	10
Vampire	25
<i>Non-Corporeal</i>	
Haunting, Ectoplasmic Mist, Orb, Streaks, Vortex	1
Apparition, Ghost Lights, Haunted Objects	2
Dark Apparition, Phantom, Shadow	3
Spirit, Following Spirit	4
Ghost, Night Hag	5
Poltergeist, Doppelgänger	8
Wraith	10
Spectre	25
Spectral Army	50
<i>Animated</i>	
Skeleton	1
Zombie	2
Screaming Skull	5
Voodoo Zombie	10
Liche	25

### *A Spirit's Focus*

*Non-Corporeal Evil Spirits* have a *focus*, which is a physical object of personal significance to the dead spirit.

If the spirit's focus is physically destroyed, then the spirit will no longer be able to harm the living. What the focus is varies and is determined by the *Storyteller*. The focus may be the spirit's corpse itself.

An example of a focus could be a necklace, a house or the even the bones of the spirit's corpse.

### *Holy Water*

*Holy Water* will harm both Evil Spirits and Demons at the rate of 6d6 damage, and will drive them away.

## *Corporeal Spirits*

<i>Ghoul</i>	<b>3</b>
<i>Size:</i>	Medium
<i>Hits:</i>	1-100 +100
<i>Armor:</i>	None
<i>Movement:</i>	8" /r
<i>Attacks:</i>	
<i>Claws:</i>	<b>75%</b>
5d6 damage (slash).	
<i>Magick Resistance:</i>	
C: 10% N: 15% E: 25% B: 5%	
<i>Special:</i>	
<i>Spiritual Attack:</i>	
4d6 spiritual damage. Life drain: Endurance.	
<i>Transformation:</i> Into a hyena or other animal.	
<i>Description:</i>	
Ghouls are the lost souls that had succumbed to greed while still alive and are cursed to roam the world feeding on the flesh of the dead.	
Ghouls are from Arabian folklore. They roam the desert and other wastelands at night in search of corpses to devour.	
They can be found in cemeteries digging up corpses to feed on.	
Ghouls can transform themselves into an animal, usually a hyena. They often attempt to lure travelers into the desert to murder and devour them. They are fond of the flesh of children.	
Ghouls use their sharp claws to attack the living, and they will also inflict spiritual damage if their claws hit.	

## *Non-Corporeal Spirits*

<b>Ectoplasmic Mist</b>	<b>1</b>
<i>Size:</i>	Medium
<i>Hits:</i>	50
<i>Armor:</i>	None
<i>Movement:</i>	12" /r

*Attacks:*  
None

*Magick Resistance:*  
C: 20% N: 25% E: 10% B: 30%

*Special:*  
*Spiritual Attack:* **50%**  
3d6 spiritual damage. Life drain: Endurance.  
*Fear:* Make a morale check to avoid running away.

*Immune to Weapons:* Magick or special weapons are needed to harm this entity.

*Selective Manifestation:* Only viewable by one person.

*Description:*  
This is a rare form of ghost. It is also called *Ecto*. An Ectoplasmic Mist will appear as a white vapor and can vary in size from a few feet to several yards across.

Sometimes an image will be seen inside the mist, but more often, it will simply appear as a vague misty vapor.

This entity will inflict 4d6 spiritual damage to those it strikes and will drain a person's strength after their spirit dies.

It is immune to weapons. Ectoplasmic Mists can also attack a person in a dream.

They are not always hostile. Ectoplasmic Mists can often be found in cemeteries at night. They are usually accompanied by extreme cold. Orbs are often seen along with Ectoplasmic Mist.

<b>Orb</b>	<b>1</b>
<i>Size:</i>	Medium
<i>Hits:</i>	25
<i>Armor:</i>	None
<i>Movement:</i>	16" /r

*Attacks:*  
None

*Magick Resistance:*  
C: 15% N: 25% E: 10% B: 25%

*Special:*  
*Spiritual Attack:* **50%**  
2d6 spiritual damage. Life drain: Awareness.  
*Fear:* Make a morale check to avoid running away.

*Immune to Weapons:* Magick or special weapons are needed to harm this entity.

*Selective Manifestation:* Only viewable by one person.

*Manifestation:* May manifest as another type of spirit.

*Description:*

Orbs are transparent or solid looking balls of light or vapor that float in the air around haunted places. They are usually white, but can also be gold, blue, red, green, orange, yellow or purple.

Orbs sometimes appear when an apparition is attempting to manifest itself. Orbs often appear in groups or along with other types of spirits.

They are very fast, and can whisk away if desired.

They are immune to weapons, cause fear, and inflict 2d6 spiritual damage if they attack. They can appear to only one person if desired.

If a person speaks directly to an orb, it may manifest as another type of entity, ghost, or spirit.

Orbs tend to cause confusion. They will drain a person's awareness after their spirit dies.

<b>Dark Apparition</b>	<b>3</b>
<i>Size:</i>	Medium
<i>Hits:</i>	75
<i>Armor:</i>	None
<i>Movement:</i>	8" /r

*Attacks:*

None

*Magick Resistance:*  
C: 10% N: 10% E: 5% B: 15%

*Special:*  
*Spiritual Attack:* **65%**  
4d6 spiritual damage. Life drain: Endurance.  
*Fear:* Make a morale check to avoid running away.

*Immune to Weapons:* Magick or special weapons are needed to harm this entity.

*Selective Manifestation:* Only viewable by one person.

*Description:*

Dark Apparitions will appear as a patch of darkness in the shape of a person. They will emanate an aura of evil and will cause people to make a morale check to avoid fleeing in terror.

They are very difficult to see. A person must make a difficult awareness check (half awareness) to see them.

Dark Apparitions are often accompanied by haunting footsteps, cold areas, the feel of someone touching you, soft voices, etc.

<b>Phantom</b>	<b>3</b>
<i>Size:</i>	Medium
<i>Hits:</i>	75

*Armor:* None  
*Movement:* 8" /r  
*Attacks:*  
None

*Magick Resistance:*  
C: 10% N: 20% E: 20% B: 25%

*Special:*  
*Spiritual Attack:* 65%  
5d6 damage. Life Drain: Strength.  
*Fear:* Make a morale check to avoid running away.

*Immune to Weapons:* Magick or special weapons are needed to harm this entity.

*Selective Manifestation:* Only viewable by one person.

*Dream Warfare:* May attack a sleeping person.

*Telekinesis:* Able to move small objects.

*Extreme Cold:* Freezing temperatures in vicinity.

*Description:*

A phantom is an immaterial being that will haunt various locations, usually the site of their death. Phantoms will often reveal themselves to humans through the appearance of strange smells, sounds, extreme cold and the occasional displacement of objects.

When materializing, they will appear as a transparent luminous person, often wearing clothes from the time of their death.

Phantoms usually appear for a specific reason, such as to deliver information to the living, but sometimes they will appear just to scare people.

***Rabisu*** 3  
*Size:* Medium  
*Hits:* 200  
*Armor:* None  
*Movement:* 16" /r  
*Attacks:*  
None

*Magick Resistance:*  
C: 10% N: 20% E: 20% B: 25%

*Special:*  
*Spiritual Attack:* 65%  
4d6 damage. Life Drain: Endurance.  
*Fear:* Make a morale check to avoid running away.

*Immune to Weapons:* Magick or special weapons are needed to harm this entity.

*Invisibility:* Cannot be seen by the living.

*Description:*

When going through a doorway, and the hairs on your arms or legs stand on end, you have just been attacked by a rabisu. The ancient Mesopotamians feared these invisible spirits more than any other, and created countless artifacts to ward them away from a

home and protect those within. The Romans would put statuary near the entryways to a building to distract the rabisu so that visitors could enter a dwelling safely. The rabisu will normally attack only those entering or leaving a building, but their presence within a home will hurt all inside.

## *Animated Spirits*

***Skeleton*** 1  
*Size:* Medium  
*Hits:* 50  
*Armor:* Armor & Shields  
*Movement:* 8" /r  
*Attacks:*

*Various Weapons:* 65%  
I: -3 F: 3 Br%: 15% D: 3 - 6d6

*Magick Resistance:*

C: 5% N: 5% E: 20% B: 10%

*Special:*  
*Spiritual Attack:* 50%  
3d6 damage. Life Drain: Strength.  
*Fear:* Make a morale check to avoid running away.

*Bound to a Necromancer:* Will obey commands of the Necromancer that created it.

*Description:*

Skeletons are the bones of the dead that have been animated through the use of Necromancy.

The spirit inhabiting the bones will give life and movement to the skeleton, enabling it to use weapons, armor, etc.

Skeletons are known to animate themselves on occasion, usually in response to the living who may be intruding on their resting place.

Those encountering Skeletons must make a morale check or run away in fear.

Destroying the arm or leg of a Skeleton will inhibit it's movement, but the entire structure must be destroyed in order to defeat the Necromancer's magick.

Skeletons can make spiritual attacks, and they will drain strength from their victims.

## *Elementals*

*"In all things of nature there is something of the marvelous."  
– Aristotle (384 BC - 322 BC)*

Elementals are the spiritual manifestations of their corresponding element. These mystical creatures exist within the spirit realm of the elements. These creatures give the power to change and act to their element, but they lack any individuality, being dormant inside the element.

Many scholars believe there are only four types of elementals corresponding to the classical elements of earth, fire, air and water. These are called the *Cardinal Elementals*.

However, there are in fact many other kinds of Elementals such as Whirlpool Elementals, Lightning Elementals, Waterfall Elementals, Metal Elementals, Dust Devil Elementals, Garbage Elementals, Rust Elementals, etc.

Most natural Elementals are very short lived benign beings which perform a simple function and then return to their element.

Elementals exist everywhere, and can be seen by the movement of a field of grass, in drifting sheets of rain, in the shapes of clouds or inside curling smoke rising into the air.

Elementals are extremely sensitive to the psyches of humans and will be drawn to them. Every thought, desire, feeling and emotion creates an Elemental, bringing it into existence.

When an Elemental in nature is disturbed by the psyche of a human or if it is summoned by magick (*see Conjuraton*), it will take form and will become an individual being, able to interact with it's surroundings. These Elementals can become very powerful and sometimes dangerous.

Elementals are summoned by mages in order to increase their ability to perform some type of action. Elementals can also be brought forth by the thoughts, actions or emotions of those in the area.

Once created, an Elemental will exist either in an active state, or it will remain dormant, deprived of thought and power.

Dormant Elementals are activated by mages or the psyches of humans with strong desires or emotions.

### *Elemental Attachment & Influence.*

Elemental beings will sometimes attach themselves to the psyche of the person that brings them forth. Elementals will increase the person's characteristics or abilities, but will also begin to influence their actions, thoughts and desires.

*For example, if a character is exploring the ruins of a castle whose inhabitants were massacred, there is a chance if he becomes angry of summoning a dormant Fire Elemental which was brought into being by the emotions created during the massacre. The character may gain strength and power, but he may also become violent and vengeful, etc.*

The likelihood of attachment is a percentage rating listed for the Elemental. The *Storyteller* will determine how Elementals will influence characters in the story.

### *Destroying Elementals*

Elementals cannot be destroyed, only de-energized or driven away. De-energized Elementals have lost the power that gives them form, such as an emotion like *hatred*.

Putting out a fire where a Fire elemental is taking form will not de-energize it, but will only make it dormant. The Fire Elemental will return when another fire is lit.

Using the opposite thoughts, desires, emotions or actions that gave it form will de-energize an Elemental. However, the person that has an Elemental attached to their psyche will be unable to perform these actions, unless a self discipline check is made.

Positive actions, thoughts, or desires can also create an Elemental, and in this case, negative things will be needed to de-energize the Elemental.

### *Activating Dormant Elementals*

The *Storyteller* will determine just what is needed to activate a dormant Elemental, what it's benefits and hazards are, and what is needed to de-energize it. These are called the Elemental's *attachments, enhancements, & influences*.

*For example, a person wanders into a holy shrine dedicated to a saint. Inside the shrine there is a dormant Elemental of Generosity. The person visiting may "pick up" the Elemental if he acts out or is experiencing the thoughts, emotions or deeds that created the Elemental. The person will gain perhaps +25 religious doctrine, +25 presence and +25 spirit. However, he will also start to give away everything that he owns.*

### *De-Energizing Elementals*

When actions are taken to de-energize an Elemental, the *Storyteller* will determine just how effective it will be and will assign both a "to hit number" (percentage) and "attack dice" (1-12 d6). The player will roll to hit, and if successful will inflict the damage against the Elemental.

The attacks against an Elemental will inflict a wound just like a normal attack.

Use the *medium* size chart to determine the severity level of the wound.

**Minor & Light** wounds (1-9 hits) will simply inflict damage which are subtracted from it's hits.

**Serious** wounds (10 hits) will place the Elemental into a *dormant* state.

**Critical** (15 hits) wounds will *detach* the Elemental from the individual.

**Terminal** wounds (20+ hits) will instantly *de-energize* an Elemental.

*For example, the person who has become "infected" with an Elemental of Generosity in the previous example decides to start hoarding his wealth. After making a self discipline check, he begins to collect a sizeable sum.*

*The Storyteller decides that this would give him a 10% chance every day, cumulative (as his hoard grows) to inflict damage on the Elemental, but the player must also pass a self discipline check every day with a cumulative penalty of -10%. The Storyteller decides that every day the damage dice will increase by +2d6.*

*The third day, the player succeeds and then rolls 6d6 damage against the Elemental. If a 20 point wound is inflicted, the Elemental will be de-energized but the person must make a stun roll to avoid madness.*

### **Elementals & Madness**

Since Elementals are connected to the psyche of humans, if they are suddenly de-energized, it could lead to madness in the individual that it is connected to.

When an Elemental that is attached to the psyche of a person is de-energized, the person must make a stun roll, and if unsuccessful, they will acquire a random insanity, which is rolled on the *Mental Affliction table*.

Dismissal of an Elemental by a Conjuror will not cause any ill effects.

If a person de-energized the Elemental slowly (by not inflicting a terminal wound), there is no chance of madness occurring.

### **Air Elemental**

<i>Size:</i>	Variable
<i>Hits:</i>	100
<i>Armor:</i>	None
<i>Movement:</i>	30" /r
<i>Attacks:</i>	
<i>Punch:</i>	<b>65%</b>
5d6 damage plus knock back 1-100'.	
<i>Wind Gusts:</i>	<b>65%</b>
5d6 structural damage.	
<i>Magick Resistance:</i>	

C: 10% N: 30% E: 20% B: 10%

*Special:*

**Attachments: 25%**

Sunshine, spring, smoke, wind, gales, storms, ambition, frivolity, mental activity.

**Enhancements: 25%**

Reasoning, awareness, endurance, presence, success, health, advancement, chance of success in an endeavor, ESP, mental alertness, prosperity, creativity, fun.

**Influences: 25%**

Implanted thoughts, impatience, excessive ambition or frivolity, indecision.

**Immune to Weapons:** Magick or special weapons are needed to de-energize this entity.

**Invisibility:** Cannot be seen.

**Teleportation:** Vanish and reappear far away.

**Wind Control:** May cause violent storms.

**Elementalism:** May cast spells up to 25 power.

**Susceptibility:** Made dormant by lack of mental activity, stagnant weather, darkness.

**Description:**

Air Elementals are spirits of the air. They are usually invisible, but can also manifest themselves in human form. In this case, an Air Elemental will appear as a person, but there will always be a breeze about them.

Air Elementals can control winds, and are able to hurl people through the air (roll for falling damage with the distance being how far they were thrown).

They can also knock down buildings, inflicting 6d6 structural damage. Large stone structures such as castles are immune to structural damage from wind gusts.

When manifesting themselves in human form, an Air Elemental may attack others with a strong punch which will also knock back the person up to 100 feet.

Air Elementals can control the winds, being able to summon violent gales and storms.

Air Elementals may use Air Elementalism magick as often as desired, being able to use spells up to 25 power.

Air Elementals are made to go dormant through a lack of mental activity or stagnant weather. Darkness will also cause them to go dormant.

### **Fire Elemental**

<i>Size:</i>	Variable
<i>Hits:</i>	100
<i>Armor:</i>	None
<i>Movement:</i>	20" /r
<i>Attacks:</i>	
<i>Flaming Weapons:</i>	<b>65%</b>
5d6 damage + 5d6 fire damage.	
<i>Punch:</i>	<b>65%</b>

5d6 fire damage.

**Fires:** 65%

5d6 structural damage to wood buildings

**Magick Resistance:**

C: 10% N: 30% E: 20% B: 10%

**Special:**

**Attachments: 25%**

The sun, summer, warfare, fire, light, energy, passion, aggression, sex, weapons, confrontation, hunting, ambition..

**Enhancements: 25%**

Strength, dexterity, ego, presence, passion, action, energy, aggression, sex, combat skills, speed, buying and selling, power, vigour.

**Influences: 25%**

Hot temper, desire for conflict, anger, vengeance, aggression, pyromania, egomania, love of weapons, high sex drive, need to be the center of attention.

**Immune to Weapons:** Magick or special weapons are needed to de-energize this entity.

**Transformation:** Into fire.

**Ignite Fires:** May ignite fires.

**Elementalism:** May cast spells up to 25 power.

**Susceptibility:** Made dormant by putting out fires, an encounter with weakness, darkness, or by being ignored.

**Description:**

Fire Elementals are spirits of fire. They are commonly found near battlegrounds, or any kinds of fire. They are drawn towards power and confrontations of all kinds.

Fire Elementals may transform themselves into human shape and when doing so, they may appear either as a human or they may be wreathed in flames. If they are taking the form of humans, they will be at the center of attention, and will exhibit great charisma.

Fire Elementals enjoy fighting with weapons of all kinds, and can cause their weapons to inflict burning wounds. They can also deliver a flaming punch.

Fire Elementals are able to ignite fires and they can also use Fire Elementalism spells as often as desired with spells up to 25 power.

Fire Elementals can be made to go dormant by putting out fires, by an encounter with darkness or weakness, or by simply ignoring them since they need to be the center of attention.

## *Magick Beings*

**Golem**

**Size:** Large

**Hits:** 300

**Armor:** None

**Movement:** 12" /r

**Attacks:**

**Punch:** 65%

5d6L Damage.

**Magick Resistance:**

C: 60% N: 80% E: 90% B: 75%

**Special:** Strength +8

**Not too intelligent:** This may cause it to run amok.

**Command Words:** Used to animate it and to turn it off.

**Description:**

A Golem is a statue made out of mud or clay that is then animated by an Alchemist through arcane rituals.

The Golem is not very intelligent, but it has great strength. It will obey the commands of it's creator, but occasionally they have been known to get out of control.

Kabbalistic inscriptions and rituals are used to create Golems. Usually these inscriptions are carved into the statue or written upon a scroll hung about it's neck or sometimes inserted into the creature's mouth after being rolled up.

When the scroll with the inscriptions is removed, or upon the spoken mystical command word of it's creator, the Golem will return to it's previous condition as a statue.

If the creator of the Golem desires, upon speaking the command word or removing the inscriptions from the Golem, it can be made to return to it's original state, as a pile of dust or lump of mud.

## *Mythical Creatures*

### *Cyclops*

*Size:* Large  
*Hits:* 400  
*Armor:* None  
*Movement:* 18" /r  
*Attacks:*

*Various Weapons* **75%**

I: -2 F: 2 Br%: 20% D: 4d6L  
 +25% to hit and +6d6 magick damage.

*Magick Resistance:*

C: 15% N: 25% E: 15% B: 20%

*Special:* ST +10 damage

*Smiths:* May create magick weapons.

*Thrown Boulders:* Range: 250 yards. 4d6L damage.

*Description:*

Cyclops are giants with one large eye instead of two. The first Cyclops were named, Brontes the Thunderer, Steropes the Lightener, and Arges the Bright.

Cyclops were the first smiths and they were rumored to dwell underground where they forge the lightning bolts for Zeus. Volcanos are said to be created by their smith work.

Cyclops make enchanted weapons. The weapons they use in battle are too large for humans, but they can make weapons of normal size.

### *Dryad*

*Size:* Medium  
*Hits:* 100  
*Armor:* None  
*Movement:* Foot: 8" /r  
*Attacks:*

*None*

*Magick Resistance:*

C: 50% N: 75% E: 25% B: 85%

*Special:*

*Mysticism:* May use Mystic spells as desired, up to 25 power each day.

*Curse:* To those destroying her tree or killing the Dryad.

*Youth & Beauty:* Extremely beautiful and youthful.

*Description:*

Dryads are the nature spirits of trees. They are a type of wood Nymph.

Dryads preside over a grove of trees and she has one particular tree that she watches over. Although they will not want to leave the vicinity of their tree.

Dryads live close to their tree. Some of them live inside of their tree, and they are known as Hamadryads.

Dryads are very fond of oak trees, but they are found in all kinds of trees. Dryads are connected to the life cycle of the tree, and if the tree dies, they will also die.

Dryads have Divine protection watching over them. If anyone destroys her tree or kills her, they will suffer the effects of a random curse.

Dryads will often punish those who would injure their trees.

Dryads are often encountered with Satyrs.

## *Inhabitants of other Worlds*

### *Callers of the Night*

*Size:* Medium  
*Hits:* 100  
*Armor:* None  
*Movement:* Walk: 10" /r  
*Attacks:*

*Shadow Bow:* **65%**

3d6 spirit damage.

*Short Sword:* **65%**

I: -2 F: 2 Br%: 5% D: 3d6

*Magick Resistance:*

C: 75% N: 25% E: 25% B: 25%

*Special:*

*Concealment:* Stealth 90%.

*Shape Stealing:* Will steal the shape of mortals whose spirit is slays.

*Description:*

Lying in wait between the physical world and the astral world, the callers of the night seek to devour the spirit of those they attack, and then to assume their forms using psychic magick once their spirit has been slain. Before they steal someone's shape, they will appear as humanoid shadows.

They can enter the physical world through rituals designed to summon them, but they are extremely difficult to banish. Priests will usually be needed exorcise them. There is a 75% chance that any spell used to banish them will fail, including an attempt at dismissal from a conjurer after the being has been summoned.

Their shadow bows inflict spirit damage, and if a person's spirit score reaches zero, the caller of the night will steal their mortal shape, forcing the person to become a caller of the night themselves until their stolen physical form dies.

### *Solarians / Light Ghosts*

*Size:* Large  
*Hits:* 100-600  
*Armor:* None  
*Movement:* Humanoid: 12" /r

Ball of Light: 6" /r  
Column of Light: 3" /r

*Attacks:*

*Contact* **75%**  
3d6L electrical damage.

*Magick Resistance:*

C: 5% N: 20% E: 10% B: 10%

*Special:*

*Transformation:* Into column of light, ball of light, or humanoid.

*Insubstantial:* Cannot be harmed by normal weapons.

*Description:*

The Solarians are also known as Light Ghosts. It is not known where they came from or what they are doing here.

They will usually appear as a column of light. They can change into a ball of light or into a humanoid shaped being of light at will. The other forms are simply more mobile

The Solarians attack by touching an opponent. This will deliver 3d6L electrical damage.

### *Animals*

**Bat**

*Size:* Tiny  
*Hits:* 5  
*Armor:* None  
*Movement:* Fly: 6" /r  
Crawl: 1" /r

*Attacks:*

*Bite:* **65%**  
2d6T damage.

*Magick Resistance:*

C: 5% N: 10% E: 20% B: 20%

*Special:*

*Rabies:* 25% chance to contract disease (75% fatal).

*Histoplasmosis:* 25% to contract disease.

*Fear:* Make a morale check to avoid running away.

*Description:*

Bats are nocturnal creatures that fly using sonar.

If bitten by a bat, there is a 25% chance of contracting rabies, which will manifest within 10 days and will be 75% fatal within 2-12 days thereafter.

Bat dung is often laden with spores that can cause histoplasmosis, which manifests as flu like symptoms.

Bats also cause a morale check when encountered.

**Boar**

*Size:* Small  
*Hits:* 80  
*Armor:* 3  
*Movement:* Walk: 1" /r  
Leap: 2" /r  
Run: 8" /r

*Attacks:*

*Tusk:* **85%**  
8d6S damage.

*Magick Resistance:*

C: 5% N: 5% E: 10% B: 25%

*Special:*

*Speed:* +3 initiative.

*Description:*

Wild boars are the ancestors of the pig. These animals will sometimes charge people suddenly, turning the hunters into the hunted.

They use their tusks in a deadly fashion.

They run up to 30 mph, jump 4' vertical obstacles, and can turn around instantly.

They develop up to an inch of cartilaginous armor under their hides.

**Rattlesnake**

*Size:* Small  
*Hits:* 10  
*Armor:* 0  
*Movement:* Slither: 2" /r  
*Attacks:*

*Bite:* **65%**  
2d6S damage.

*Magick Resistance:*

C: 10% N: 15% E: 5% B: 10%

*Special:*

*Venom:* 90% of bites will inject poison. Make an endurance check at one quarter to avoid death within 4 hours.

If passing the endurance check, victim will be incapacitated for a day.

*Constriction:* Grapple strength 80% which can immobilize an arm, and kill tiny animals.

*Description*

Rattlesnakes and other venomous snakes generally avoid humans whenever possible.

Not all snakebites are deadly. There is 90% chance the snake will inject poison. The rest will be a "dry bite." Snakes have the ability to withhold their venom.

Venom will kill the victim within 4 hours, unless an endurance check is made at one quarter.

For instance, if a person has 80% endurance, they may avoid dying by rolling under 20% (one quarter of their endurance).

If the endurance check is successful, the victim will still be incapacitated for at least a day.

### ***Scorpion***

*Size:* Tiny  
*Hits:* 5  
*Armor:* 2  
*Movement:* Walk: 1" /r  
*Attacks:*

*Sting:* **40%**

1d6T damage.

*Magick Resistance:*

C: 10% N: 10% E: 5% B: 10%

*Special:*

*Venom:* Pain (-50% to actions). 10% chance of death.

*Description:*

Scorpion venom rarely kills humans. The venom will cause pain and discomfort (-50% to all actions) for a day.

However, if a person has an allergic reaction to the venom, it will kill them. There is a 10% chance of a person having an allergic reaction.

### ***Wolf***

*Size:* Medium  
*Hits:* 75  
*Armor:* 0  
*Movement:* Walk: 2" /r  
Leap: 4" /r  
Run: 12" /r

*Attacks:*

*Bite:* **75%**

3d6 damage.

*Magick Resistance:*

C: 10% N: 15% E: 10% B: 10%

*Special:*

*Wolf Pack:* Attack in groups.

*Rabies:* 10% chance of infection. 75% fatal.

*Enhanced Smell:* Tracking 80%.

*Description:*

Wolves travel in packs of up to 30. Wolves rarely attack people. However, rabid wolves will often attack humans.

There is a 10% chance that a wolf that attacks humans will have rabies.

If bitten by a wolf, there is a 10% chance of contracting rabies, which will manifest within 10 days and will be 75% fatal within 2-12 days thereafter.