Bestiary

Creature Talents

If a creature does not meet the requirements for a Talent they can still possess it. Simply increase the DP cost of the Talent (per Rank if it is a Ranked Talents) by 1 for every three Attribute Ranks the creature is short. Therefore, if a Talents costs 2 DP per Rank and has an Attribute requirement of 15, a creature with the specific Attribute at 12, for instance, would be able to purchase the Talent at a cost of 3 DP per Rank. Note that this added cost is cumulative for every requirement the creature fails to meet.

The cumulative added cost applies to all increases in the base cost of a Talent. For instance, if a creature has the **Mild Poison** Talent the GM could decide to increase the Luck Challenge by two (spending 2 DP) and the Fortitude DC modifier by two (spending 1 DP). Each DP spent purchases one aspect – in this case one DP is spent raising the DC total and two others are spent increasing the total of the Luck Challenge.

Unlike human Talents, there is no limit to the base cost of creature Talents.

Alternate Form [5, R]
Fatigue: 1
Health: --
POW: 1
Actions: 1
Requirements: Affinity 14, **Alter Size** Talent

When purchased at Rank a creature with this Talent gain the ability to change form to one other type of creature. The Talent does not allow the creature to assume the form of a specific individual, nor does it grant the creature any special abilities or qualities the other type might have. In other words, a creature with the alternate form of a darkling would not gain the ability to drain or see plasm but would gain all of the physical characteristics of a demon of that variety. Note that an alternate shape assumed is that of a base DP cost creature.

Each additional Rank of this Talent gives the creature the ability to assume the form of one other type of creature. This Talent can be purchased without the **Alter Size** Talent but the base cost of the Talent is increased to 7. Each transformation is considered a use of the Talent, so if an ogre were to shift form it would be one use to do so and a second use to shift back to their natural form. Otherwise the transformation lasts until another use is activated.

A creature in their alternate form is unaffected by spells such as *disrupt plasm*. The *forceful reformation* (see page   ) will cause the creature to return to its original form. This effect does not count as a use of the Talent.

Contagion, Mild [3, R]
Fatigue: --
Health: --
POW: --
Actions: --
Requirements: --

Creatures with the **Contagion** Talent are carriers of communicable disease. Characters run the risk of becoming exposed to the disease when they come into contact with the creature. Such contact usually requires either an exposure to the creature's bodily fluids (such as through the handling of a dead body or the creature's bite) or being in close proximity to the diseased creature.

Every time a character runs the risk of exposure they must make a Luck Challenge 2 to avoid possible infection. The Luck Challenge can be increased by 1 for every additional DP added to the base cost. Every time a character is exposed to the disease they must make a Fortitude DC as follows:
- Base equal to the Talent Rank.
- Modified by the difference in the Luck Challenge.
- Modified by two for every additional DP spent on the base cost.

The minor form of this Talent does not carry the risk of the character becoming a carrier regardless of the success of the Fortitude Challenge. If the character fails the Fortitude DC they suffer the effects of the disease – the mild version of this Talent has an incubation period of anywhere from two days to a week, after which point the character (if not cured) suffers any ill-effects from the disease. Generally, no symptoms are apparent until after the incubation period.

Treating a disease of the mild variety requires one of the following:
- Being treated by someone with the *Healing* skill allows the character to make an additional Fortitude DC for every day of treatment. The healer's skill Rank is added to the character's total.
- Being subjected to some form of healing spell or Talent. The base DC for the *Magical Healing* Challenge is equal to this Talent's Rank + 3. A modifier of +3 can be applied for every 1 DP increase in the Talent's base cost.
- By increasing the base DC of this Talent by 2 the disease becomes magical in nature – it can only be treated through the use of magic. In addition, the base DC is increased to the Talent Rank +5.
- In any case, an infected character will naturally fight off the disease in a number of days equal to 2 + the Talent Rank. When this occurs the effects end. Magical diseases do not end naturally.

Sample effects of a disease transmitted by the **Mild Contagion** are as follows:
- The character suffers a loss to one or more Attributes totaling no more than 2.
- The character suffers a reduction to their total amount of Fatigue, Health and/or POW of no more than 4. This is not damage – a character with a normal maximum of 8 Health might have this total reduced to 4 until the disease is cured.
- The character's base Move score is reduced by up to 4. In addition, any personal movement

faster than a normal walk requires the expenditure of 1 Fatigue per action.
- The character takes three times as long to naturally regain Fatigue, or twice as long to naturally regain POW.

Contagion, Moderate [5, R]
Fatigue: --
Health: --
POW: --
Actions: --
Requirements: --

This Talent is a more virulent form of **Mild Contagion**. It follows the same guidelines as the less potent Talent except for the following:

The base Luck Challenge to avoid is exposure is 3. Each additional DP increase in the base cost increases this Challenge by 1. A target runs the risk of contracting the disease whenever the infected creature successfully hits or touches the target (regardless of damage inflicted). The Fortitude DC is the same except that the base is determined by the Talent Rank +2.

If the target fails their Luck Challenge they become a carrier of the disease, regardless of their Fortitude result. The target becomes contagious for a number of days equal to the Luck Challenge difference.

An infected target begins to show signs of the disease roughly a day after infection. The infected character may be treated as follows:
- Being treated by someone with the *Healing* skill allows them to make an additional Fortitude DC for every day of treatment. The healer's skill Rank is added to the Challenge result.
- The base DC for any attempts at *Magical Healing* is equal to the Talent Rank +5. It can be modified as per the **Mild Contagion**.
- The disease can be made magical as per **Mild Contagion**, except that the base DC is increased to Talent Rank +7.
- A character infected by a disease of this potency will naturally fight off the disease in a number of days equal to 4 + the Talent Rank. Magical diseases do not heal naturally.

Faeweaving [5, R]
Fatigue: --
Health: --
POW: see below
Actions: see below
Requirements: Faery or Faerykin, Affinity 16

This Talent is similar in some ways to **Wild Magic** and **Spellweaving**. It functions as follows:
- The creature is capable of casting spells as per **Wild Magic**. They do not actually know any spells but instead manipulate magic spontaneously.
- They may cast spells of a POW cost equal to or lower than their Talent Rank.

- Each spell cast only requires the appropriate number of POW; there is no initiation cost. Therefore, a Rank 3 spell would cost 3 POW to cast.
- Casting times are determined by the weight of the spell – there is no need to spend an action initiating the Talent.
- Each spell cast requires a successful *Spellcræft* Challenge.

Immortality [10, NR]
Fatigue: --
Health: --
POW: --
Actions: --
Requirements: --

Creatures with the **Immortality** Talent are living beings in the sense that they have a Life score. However, they do not die as a result of natural causes such as old age, disease, natural poisons, etc. Such creatures can be killed through physical violence, magical diseases or poisons, etc. The most common creatures with this Talent are Faeries.

Immortality, limited [5, NR]
Fatigue: --
Health: --
POW: --
Actions: --
Requirements: --

Creatures with the **Limited Immortality** Talent can be killed by natural causes and will eventually die of old age. However, their life spans are measured at minimum in centuries if not millennia. Assume that purchasing this Talent at the base cost confers a normal life span of 500 years. Increase the DP cost of this Talent for every 500 years added to this total. Dragons, for instance, have the **Limited Immortality** Talents.

Impregnable [10, NR]
Fatigue: --
Health: --
POW: --
Actions: --
Requirements: --

Creatures with the **Impregnable** Talent take no damage from non-magical weapons or attacks. Damage is still suffered from energy type attacks, so a creature hit with a flaming torch would take no damage from the physical blow but would most likely take damage from the fire.

Plasm Drain [5, R]
Fatigue: 1
Health: --
POW: --
Actions: 1
Requirements: Affinity 13

In order to use this Talent the creature must have physical contact with the target to be drained. The creature makes an ARM Challenge against the target's DRM. If the ARM

succeeds the creature drains a number of POW equal to the Rank of this Talent. The drained POW is absorbed by the creature for their personal use, although this Talent does not enable a creature to drain more POW than their normal total; any excess POW bleeds back into the environment.

Variant 1. In order the drain the POW the creature must actually inflict damage to the target. This does not require the creature to spend a point of Fatigue but they must still make the ARM Challenge.

Poison, Deadly [8, R]
Fatigue: --
Health: --
POW: --
Actions: --
Requirements: --

Creatures with this Talent generate an extremely virulent natural poison. Other than the effects this Talent functions exactly as the **Mild Poison** Talent. Some sample effects are as follows:
- Target suffers 6/8/10/12 points of Health damage. Each additional Talent Rank adds 1 Health across the board.
- Target loses 6/8/10/12 points of Fatigue. Each additional Talent Rank adds 1 Fatigue across the board.
- Target is unable to spend any POW for a number of minutes equal to the Challenge difference times the Talent Rank. This effect must wear off naturally or can be treated by a spell that neutralizes or removes poison.
- Target suffers a loss to one or more Primary Attribute scores totaling 3 + the Talent Rank. This loss remains until the target is treated by the *Healing* skill or similar spell.
- Target is paralyzed for a number of minutes equal to the Challenge difference times the Talent Rank.

By increasing the base cost of this Talent by one even when a target makes a successful Fortitude Challenge they still suffer the effects of a moderate poison.

Poison, Mild [3,R]
Fatigue: --
Health: --
POW: --
Actions: --
Requirements: --

A creature with the **Mild Poison** Talent naturally generates some form of mild, non-magical poison that is delivered through a bite or other touch attack. The target of a successful hit must make a Luck Challenge 3 to avoid delivery of the poison. The Luck Challenge can be increased by 1 for every additional DP spent on the base cost of the Talent. If the target fails the Luck Challenge the poison has been delivered and they must make a Fortitude DC as follows:
- Base DC determined by the Talent Rank.
- Modified by the difference in the Luck Challenge.

- Modified by two for every one DP the base cost of the Talent is increased.

A target affected by the poison suffers one of the following (or similar) results (note that increasing the Rank either increases the damage or duration of an effect):
- Target suffers 1/2/3/4 points of damage. Each Rank past 1 adds one to the damage across the board (at Rank 4 the damage would be 4/5/6/7).
- Target loses 1/2/3/4 points of Fatigue. Each Rank past 1 adds 1 to the Fatigue loss across the board.
- Target suffers a reduction of 1 in one Primary Attribute for a number of rounds equal to the Challenge difference. This loss remains until the target is treated with the *Healing* skill or a similar spell.
- The target becomes dizzy, suffering a -2 penalty to all Challenges (excepting DRM) for a number of minutes equal to the Talent Rank.

Under normal conditions a monster with this Talent does not "run out" of poison. Decreasing the base cost of this Talent by 1 DP limits the number of poison uses the creature has per day to 3 – note that every time a Luck Challenge is made one "dose" of the poison has been used regardless of whether the target is "hit" by the poison or not. The following modifiers can also be added to the base cost of the Talent:
- Magical Poison (+2 DP). The poison is magical in nature (it cannot be treated by normal means).
- Multiple delivery (+2 DP). The base Talent assumes that the poison is delivered through one primary attack (such as a bite, sting, etc.). For every additional 2 DP spent on the base cost the poison is delivered by an additional attack.
- Range (+2 DP). For every two DP spent the poison gains a range of 5'. This assumes the creature is capable of delivering it in some natural manner (such as by spitting).

Poison, Moderate [5, R]
Fatigue: --
Health: --
POW: --
Actions: --
Requirements: --

A creature with this Talent naturally generates a non-magical poison. Follow all the guidelines presented in the **Mild Poison** Talent except for the following effects:
- Target suffers 3/4/5/6 Health from the poison. Each additional Rank adds 1 to the damage across the board.
- Target suffers a loss of 4/5/6/7 Fatigue. Each additional Rank increases the loss by 1 per Rank across the board.
- Target is unable to spend any POW for a number of rounds equal to the Challenge difference.

- Target suffers a loss to one or more Primary Attribute scores totaling 1 + the Talent Rank (a Rank 4 poison could reduce one Attribute by 5, one by 2 and a second by 3, etc.). This loss remains until the target is treated by the *Healing* skill or similar spell.
- Target gains a non-life threatening Wound (i.e. no chance of ongoing damage).
- Target is paralyzed for a number of rounds equal to the Challenge difference times the Talent Rank.

With moderate poisons, increasing the base Rank cost by 1 results in a target that still makes a successful Fortitude Challenge suffering the effects of a minor poison.

The base DC of the Fortitude Challenge is equal to the Talent Rank + 2. Any additional Challenges made (such as a *Healing* Challenge to remove an effect) are done at a base DC of 5, modified by the Talent Rank.

Regeneration [8, R]
Fatigue: --
Health: --
POW: --
Actions: --
Requirements: Affinity 15, Fortitude 15

Creatures with the **Regeneration** Talent automatically regain 1 Health (remember that Life heals first) per Rank every round they are injured. Such regeneration automatically stops Wounds from bleeding, and will remove a Wound in 10 rounds once the creature has regained their full Health total. This Talent allows creatures to re-grow lost limbs or organs over a period of one day. If a creature with this Talent is killed they do not regenerate. If the creature is reduced to 0 POW this Talent ceases to function until they regain at least one POW.

Regeneration, Limited [4, R]
Fatigue: --
Health: --
POW: --
Actions: --
Requirements: -- Affinity 14, Fortitude 14, see below

A creature with this Talent regenerates 1 Health per Rank per round provided they meet certain one or more prerequisites. Some requirement examples are as follows:
- Must have at least ½ their total POW in order to regenerate.
- Must be in contact with some substance in order to regenerate (i.e. salt water, the ground, etc.)
- Must be able to spend a point of energy (either Fatigue or POW) in order to regenerate a number of Health equal to their Talent Rank.

If more than one requirement is selected decrease the cost of this Talent by 1 DP per additional requirement. Otherwise, this Talent functions as **Regeneration**.

Fatigue:
Health:

POW:
Actions:
Requirements:

Fatigue:
Health:
POW:
Actions:
Requirements:

Ghoul	
CL: 0	Aff: 12
DP:	Agl: 15
Health: 8	Apt: 5
Life: 2	Fort: 14
Fatigue: 7	Int: 14
POW: 6	Str: 15
Size: 13	War: 13
A/B: 2 (10 DP)	Wil: 13
Move: 15	Morale: 6
Actions: 3	# App:
Instant Actions: 1	Env: Any
WT: 8	XP:
AR: 13	TR:
DR: 14	Treasure:
ARM: 13	
DRM: 14	
Skills:	
Talents: Limited Immortality (5 DP)	

Neither truly dead nor alive, ghouls come into existence when humans feed on other humans, or through an infected wound inflicted by a ghoul. This disease is known as "ghoul fever". Any time a human practices cannibalism there is a slight chance (about 1%) that they contract ghoul fever. A person so infected with the fever slowly turns into a ghoul as their brain atrophies; they become gruesome scavengers and carrion eaters. They also become carriers of the disease, capable of spreading it to tens or even hundreds of others through their saliva.

Ghouls appear as shrunken and desiccated humans. Their facial features are drawn and canine and both their teeth and claws grow to alarming lengths. They retain some vestige of their previous humanity and dress in rags scavenged from graves. Ghouls reek of death and decay; characters with the *Creature Lore* skill within 60' of a ghoul are able to make a 24 Challenge to identify the nearby presence of a ghoul.

Pek (demon)	
CL: 0	Aff: 12
DP: 80	Agl: 6
Health: 4	Apt: 3
Life: 1	Fort: 8
Fatigue: 4	Int: 10
POW: 6	Str: 6
Size: 5	War: 8
A/B: 1 (hide)	Wil: 8
Move: 6	Morale: 9
Actions: 2	# App:

Instant Actions: 0	**Env:** Any
WT: 4	**XP:** 16
AR: 8	**TR:** 2:1
DR: 10	**Treasure:** Incidental
ARM: 14	
DRM: 16	
Skills: *Claw* (War) 4, *Hide* (War) 8, *Move Silently* (Agl) 8, *Bite* (War) 8, *Tracking* (War) 10.	
Talents: Heatvision (perm.) 3 DP, **Drain Plasm** [1] 4 DP, **See Plasm** (perm.) 3 DP, **Poisoned Bite** [1] 3 DP.	

Pek are some of the weakest demons that have ever been encountered, but even they can be deadly in the right circumstances. Pek generally manifest as slimy, jet-black creatures bearing a slight resemblance to a large bat. Their wings, however, are mangled and incapable of bearing their weight. The whole appearance of the pek is one of a creature in pitiful condition.

Although not very intelligent they are cunning. The most common strategy for a pek is to lurk at the edges of a camp or outside a house for the inhabitants to fall asleep, at which point it will slowly make its way to the sleeping human furthest away from any others. Once close, the pek will make a *Bite* attack against the sleeping target. The pek's saliva contains a mild anesthetic that numbs the bite. A sleeping victim is allowed a Luck Challenge (6); if successful the bite awakens them. The pek's bite inflicts 1 Health of damage; if the target has a natural A/B of 1 or greater the pek is unable to hold the bite and is incapable of draining POW from the victim.

If attacked peks are not very strong fighters, but they will attempt to attack with their claws. Each claw attack inflicts 1/1/2/3 points of damage on a successful hit.

Once the bite is maintained the pek attempts to drain plasm from the target. The attempt requires an ARM Challenge against the target's DRM. The pek can make one Challenge every round (once the Challenge succeeds there is no need for a new Challenge). If the pek fails to win the Challenge after three or four rounds it will usually seek out the next closest sleeping victim.

The pek drains one POW from the victim for every ten minutes the bite is maintained (note that the bite only inflicts physical damage once). When first manifested, a pek requires 3 POW per day to survive. A pek that gorges (that is, consumes twice their required number of POW in a 24-hour period) grows in strength. Their daily requirement of POW increases by 1 (and the gorging requirement by 2). Every time a pek gorges the following scores increase by 1 (the increase is permanent): Health, Life, ARM, DRM, Size, and Warfare. Each gorge essentially increases the pek's DP total by 3.

Attacks with silvered weapons ignore A/B and inflict 1/2/4/6 points of damage directly to the pek's Life score. This damage is inflicted regardless of the weapon used and is not modified by the attacker's Strength score. A pek exposed to sunlight (or equivalent light) suffers the loss of 1 Health per round. They are immune to 0-Rank spells and magical effects.

Pek do not heal naturally. For every one POW they consume they heal one Health or Life until their maximum is reached. Pek are marginally more intelligent than darklings and, more importantly are able to sense approaching daylight. When daybreak approaches a pek will try to find a burrow or hole to hide in to wait out the day. Because of the nature of their feeding, most peks prefer to set up a den around an easy target; emerging only at night to feed on their unsuspecting victims.

Ogre		
CL: 1	**Aff:** 14
DP: 145	**Agl:** 11
Health: 20 (+5 DP)	**Apt:** 12
Life: 6	**Fort:** 18
Fatigue: 13 (+2 DP)	**Int:** 12
POW: 7	**Str:** 20
Size: 24	**War:** 15
A/B: 3 (15 DP)	**Wil:** 10
Move: 16	**Morale:** 7
Actions: 3	**# App:** usually singly
Instant Actions: 0	**Env:** Hills/Mountains
WT: 9	**XP:** 40
AR: 15	**TR:** 1:2
DR: 23 (+Size modifiers)	**Treasure:**
ARM: 13	
DRM: 16 (+3 DP)	
Skills: *Claw* 5, *Bite* 4, *Hide* 4, *Listen* 2, *Move Silently* 3, *Tracking* 4, *Speak Dark Tongue* 7, *Grapple* 4.		
Talents: Alter Size , **Alternate Form 2** [10 DP], **Limited Spell** (2 DP), **Limited Regeneration** [1] 4 DP		

These large humanoids are solitary predators and killers. They are natural shapeshifters although they only have two alternate forms. In their natural form they appear to be brutish humans with vaguely piscine features (even though they most often appear in hilly or mountainous terrain). Their appearance belies an animal cunning and viciousness that is rarely matched. In their natural forms ogres stand about 9 feet tall and weight around 300 pounds, appearing almost gaunt for their height. Their mouths contain razor sharp teeth.

Combat: Their first alternate form is usually that of a small child or other helpless individual, which they use to lure unsuspecting travelers into close range. Once close enough, the ogre sizes up the potential victim(s) and if judged vulnerable enough the ogre uses its **Limited Spell** Talent to create a burst of smoke centered on an area within 10' of the creature. This Talent costs 1 POW to use and creates a cloud of thick smoke with a diameter equal to the ogre's Affinity score. It takes only 1 action to use and has no verbal requirements. The smoke clears in one round. The ogre uses the distraction to shift into its true form and, hopefully gaining surprise, make an attack against the nearest

target. The ogre begins by clawing at a target. Each claw inflicts 4/5/6/8 Health damage. If a target is hit by successive claw attacks the ore initiates a *Grapple*: once held the target is subject to the creature's fearsome bite, which inflicts 7/8/10/12 Health and ignores all non-magical A/B.

If facing multiple foes an ogre will attempt to kill or disable as many as possible with claw attacks, using their limited spell Talent to create another burst of smoke as a diversion before retreating, dragging away as many victims as possible.

An ogre's second form is automatically trigger as soon as the ogre is reduced to 0 Health but is not killed with the attack. The ogre cannot willingly assume this form. When this happens the ogre automatically vanishes in a burst of smoke (very similar to its spell ability). The cloud, however, does not disperse. It has a Move of 12 and cannot be damaged by physical attacks of any kind (even from magical weapons) unless otherwise stated; the cloud can only be damaged by raw plasm (such as that fired by a plasmbolt or similar spell). The ogre's limited regeneration Talent is triggered as soon as they assume this form. The ogre will automatically resume its natural form once it has been restored to at least ½ its normal Health total. Note that each transformation of this type counts as a use towards the cost of the Talent. If the ogre does not have the Fatigue or POW to pay for the transformation is will remain in smoke form until it regains the needed energy.

Ecology: Ogres are carnivorous through and through. Solitary by nature, an ogre will stake out a territory near a thoroughfare or crossroads to ensure a steady supply of food. They will eat any flesh but prefer human. Approximately once every three years male ogres will leave their lair in search of a female. Once mated, the male returns home as quickly as possible.

Ogres like to make their lairs in easily defendable caves, abandoned buildings, etc. They do not collect wealth per se, but they instinctively know the best way to keep their presence a secret (thus ensuring continued food) is to remove all trace of the victim's demise. Therefore, they will try and drag a victim, its gear, and any mounts or wagons back to their lair to hide.

CL:		**Aff:**	
DP:		**Agl:**	
Health:		**Apt:**	
Life:		**Fort:**	
Fatigue:		**Int:**	
POW:		**Str:**	
Size:		**War:**	
A/B:		**Wil:**	
Move:		**Morale:**	
Actions:		**# App:**	
Instant Actions:		**Env:**	
WT:		**XP:**	
AR:		**TR:**	
DR:		**Treasure:**	
ARM:			
DRM:			
Skills:			
Talents:			