



O.L.D.

FANTASY HEROIC ROLE-PLAYING GAME

BOOK III: MONSTERS

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INTRODUCTION

This chapter contains a selection of monsters and enemies for use in your game. You can find a much wider selection in various additional supplements and sourcebooks.

READING A CREATURE ENTRY

Each creature comes with its own entry. The entry contains a number of values which are read as follows.

NAME: each entry has its own name.

BIOLOGICAL INFO: the creature's SIZE, TYPE, and SENTIENCE level are indicated below its name.

SIZE: this indicates a size category (tiny, small, medium, large, enormous, gigantic).

SENTIENCE: sentience levels include nonsentient, semi-sentient, sentient, and super-sentient creatures. Sentience is defined as the ability to communicate and reason.

Sentient creatures have LOG attributes of 2 or more.

Semi-sentient creatures generally refers to animals with a LOG attribute of 1.

Supersentient creatures, usually with LOG attributes of 20 or more, have godlike levels of genius.

INT attributes are not affected by sentience.

TYPE: this classification (such as animal, fey, or demon) or its sub-classification (such as indicates what biological type of creature it is. If a sub-classification is noted, the main classification is not needed – the notation simply refers to *reptile*, not *animal (reptile)*.

LEVEL/XP: this is the number of experience points gained by a party which defeats this creature. The XP are divided between all surviving participants.

ATTRIBUTES: the creature's STRENGTH, AGILITY, ENDURANCE, INTUITION, LOGIC, WILLPOWER, CHARISMA (and, if appropriate, MAGIC) attributes are listed. Also noted are the associated die rolls for each attribute. Monsters and NPCs do not have a LUCK attribute.

DERIVED STATISTICS: the following derived combat statistics are noted. These are generally derived in the same way that player-character derived statistics are. Skills (below) can further alter these statistics and are always pre-calculated in the final stat block.

INITIATIVE: derived from INT.

HEALTH: derived from END and WIL as normal (nonsentient and semi-sentient creatures use END twice instead of WIL).

SPEED: uses the same table as for PCs. Additionally *CLIMB* is half SPEED (round up) and *JUMP* is two values (across/up) equal to 2 x AGI and 1 x STR respectively, and halved if the creature is size small or smaller.

PERCEPTION: derived from INT. Note that many creatures may have skills in scent, hearing, etc. which add to this value.

CARRY: this indicates how much the creature can carry (as one load increment).

Typically, a creature's equipment should weigh less than one increment.

DEFENSE: derived from the best two of the three physical attributes.

RESISTANCES: this includes resistances (in the form of SOAK to particular damage types) or immunities

VULNERABILITIES: vulnerabilities are noted in the form of additional d6s added to damage received for a particular damage type.

MENTAL DEFENSE: derived from the best two of the three mental attributes.

NATURAL DAMAGE: derived from STR or AGI.

ATTACKS: each attack is listed with its calculated attack roll (all modifiers already included) and damage type and amount. Also listed is range, if appropriate, and additional effects.

EXPLOITS: some creatures use universal exploits; many also use creature exploits (described later).

SKILLS: skills are listed. All skills are already integrated into the above values where appropriate.

EQUIPMENT: this entry lists the typical cash carried and other equipment. Any equipment values which alter the above statistics (e.g. weapon quality) are already integrated into those values.

DESCRIPTION: this is a basic physical description of the creature, plus notes on ecology, behavior, and more.

CREATING A CREATURE

The easiest way to create a new creature is to take one of the base creatures in this book and apply a tradition to it. Each creature type here includes the basic creature – that is, a basic goblin, or a basic ogre. Quickly applying a tradition to it is a matter of moments.

There are basic versions of all the core races (Human, Grand Elf, Sylvan Elf, Mountain Dwarf, Ogre, Orc, Smallfolk) in this book, as well as a selection of monstrous races and critters.

For example, to create a goblin archer, you would simply take the basic goblin and apply the archer tradition to it. The archer tradition grants STR +1, AGI +1, LUC +1, GC +1, and a choice of four skills. For the archer we choose the *bows* skill. Additionally, the goblin gains the archer's first exploit, which gives it an eye for distance and allows it to double a bow's range increment by taking a -1d6 damage penalty.

Creatures and NPCs do not have access to the LUCK attribute, so you should ignore LUCK bonuses. GC bonuses can be applied, however: give the creature an additional 10gp per point. You may also wish to give the base creature some extra equipment. A goblin archer might have a shortbow and leather armor, for example.

The goblin archer, therefore, looks like this:

GOBLIN ARCHER

Small sentient reptile; level 3 (256 XP)

STR 3 (2d6) **AGI** 7 (3d6) **END** 3 (2d6)
INT 6 (3d6) **LOG** 2 (1d6) **WIL** 2 (1d6) **CHA** 2 (1d6)

INITIATIVE 3d6
PERCEPTION 3d6 (hearing 4d6)
SPEED 6 (25'); **CLIMB** 4 (20'); **JUMP** 7'2'
CARRY 60 lb

HEALTH 10
DEFENSE 12 (SOAK 5; leather armor)
MENTAL DEFENSE 8
RESISTANCES none
VULNERABILITIES none

NATURAL DAMAGE 1d6
SHORTBOW 4d6 (2d6 piercing damage; range 12)
EXPLOITS: *death from on high, roll with it, pack attack*
SKILLS *running, climbing, stealth, hearing, bows*
EQUIPMENT 30gc, shortbow, leather armor

Eye for distance. The goblin archer can double the range increment of a bow by taking a -1d6 penalty to damage.

You can also make more advanced versions of creatures by applying additional tradition grades to it. Either apply three or five tradition grades to the creature. If you apply three, it gains the title *expert*, and if you apply five it gains the title *elite*. In other words, you could have goblin archers, expert goblin archers, and elite goblin archers, with 1, 3, and 5 grades in the archer tradition respectively.

Expert creatures should have high quality equipment as a minimum. Elite creatures should have superior quality equipment.

ELITE GOBLIN ARCHER

Small sentient reptile; level 7 (900 XP)

STR 7 (2d6) **AGI** 11 (4d6) **END** 3 (2d6)
INT 6 (3d6) **LOG** 2 (1d6) **WIL** 2 (1d6) **CHA** 2 (1d6)

INITIATIVE 3d6
PERCEPTION 3d6 (hearing 4d6)
SPEED 9 (45'); **CLIMB** 5 (25'); **JUMP** 11'/4'
CARRY 100 lb

HEALTH 10
DEFENSE 20 (SOAK 9; superior leather armor)
MENTAL DEFENSE 8
RESISTANCES none
VULNERABILITIES none

NATURAL DAMAGE 2d6
SUPERIOR SHORTBOW 8d6 (5d6 piercing damage; range 18; counts as *mastercraft*)
EXPLOITS: *death from on high, roll with it, pack attack*
SKILLS *running, climbing, stealth, hearing, bows, perception, survival*
EQUIPMENT 30gc, mastercraft shortbow, superior leather armor

Eye for distance. The goblin archer can double the range increment of a bow by taking a -1d6 penalty to damage.

Maintenance. The goblin archer knows how to maintain its equipment. It's superior bow becomes mastercraft, as long as it spends an hour maintaining it every day.

Aim. When aiming, the goblin archer's bonus to hit increases to +2d6.

Rapid fire. Once per turn the goblin archer can fire two shots instead of one.

Plant arrows. As long as it does not move, the goblin archer can plant arrows in the ground and loose two shots every action.

CREATING A BASE CREATURE

If there isn't a basic creature to which you can apply a tradition, you may need to create your own base creature.

What follows is a set of guidelines. It's important to note, however, that base creatures are more art than science: the following guidelines should not be interpreted as strict rules. They are merely there to help you, but the final result is entirely up to you. Some aspects are derived statistics from other values, while others are arbitrary assignments.

Before creating your base creature, ensure you have a concept in mind. Ideally, you should write your creature description before starting on the statistics. This will then guide the rest of the process.

1. Assign an initial SIZE, TYPE, and SENTIENCE.
2. Allocate attributes to create the appropriate "feel" of your monster. These are entirely up to you, although the table below may help guide you.
3. Assign skills. In general, one skill (or rank) per point of LOG for a sentient creature, or per point of INT for a semi-sentient creature is appropriate. Sentient creatures learn skills, while semi-sentient creatures gain skills based on instinct and cunning.
4. Calculate derived statistics in the same way you would a player character. These are repeated below for convenience. Note that there is an additional size modifier stage, because monsters vary in size much more than most PCs do.
5. Give the creature any other abilities or qualities you feel are appropriate. These are described after the end of the stat block and before the description.
6. If the creature is able to use equipment, assign basic weapons and armor. Remember that this is a basic creature without a tradition, so it might not be militarily equipped.
7. If the creature has a MAGIC attribute, you can assign it spell-paths. It can have a number of them up to the value of its LOG attribute.
8. Determine the creature's final XP value using the method described earlier in this chapter.
9. Give the creature universal exploits. A creature can be assigned any exploit for which it qualifies (including character exploits). As a general guideline, give a sentient creature one exploit per level, and a semi-sentient creature one exploit for every two levels.

SIZE, TYPE, SENTIENCE

Assign a SIZE, a TYPE, and a SENTIENCE level. The size can help guide you in the next step when assigning attribute scores, although this should only be viewed as a typical guidelines. Exceptions can, and should, exist!

Suggested starting physical attributes by size

Size	STR	AGI	END	DEFENSE	SOAK	SPEED
Tiny	2	20	3	+4	-	4
Small	3	10	4	+2	-	4
Medium	4	4	4	-	-	5
Large	10	3	10	-2	5	5
Enormous	20	2	20	-4	10	6
Gigantic	30	2	30	-6	20	6
Colossal	50	2	50	-8	30	8

A creature's TYPE is a keyword which identifies how it interacts with certain rules, especially spells. Additionally, some will have an effect on movement or resistances.

- *Insects* have a CLIMB speed equal to their regular SPEED. They also often have a chitinous shell which gives them an extra 5 SOAK.
- *Aquatics* have a SWIM speed equal to their regular SPEED. They are immune to drowning.
- *Avians* have a FLY speed equal to their regular SPEED.
- *Reptiles* are cold-blooded and are vulnerable (1d6) to cold damage.
- *Mechanical* creatures are immune to mental attacks and vulnerable (1d6) to electricity damage.
- *Fey* creatures can sense magic within 10' of them.
- *Demons* have a whole suite of qualities; see their entry in this book for more.

A creature's SENTIENCE is chosen from one of the following options:

- *Non-sentient*. This includes many mechanoids. Non-sentient does not necessarily mean non-intelligent. Non-sentient creatures are immune to mental attacks.
- *Semi-sentient*. These are dogs, wolves, bears, and other animal-level intelligent creatures. They usually have LOG attributes of 1 and reasonably high INT attributes.

- *Sentient*: This includes most living sentient creatures with LOG attributes of 2 or more.
- *Super-sentient*. Generally with LOG and INT attributes of 20 or more, these creatures are supra-geniuses far beyond even the greatest of humans. Super-sentient creatures automatically have the power of truesight, which enables them to see through illusions, invisibility, disguises, and to clearly see a creature's virtue. They can also see in the dark, and through obscuring effects like smoke, although not through cover. Additionally, super-sentient creatures can automatically speak and understand any language.

DERIVED STATISTICS

Derived statistics are calculated in the same way as for player characters. That information is repeated here briefly for convenience. See the character creation rules for a more detailed description.

ATTRIBUTE DICE POOLS: Attribute dice pools are similar to PC pools. NPCs and monsters do not have LUC attributes.

CARRYING CAPACITY: total of STR and END x 10 in pounds.

INITIATIVE: Based on INT. The *reactions* and *tactics* skills can increase the initiative score.

PERCEPTION: Based on INT. Skills like *hearing* and *scent* can increase this. Semi-sentient creatures gain a +4 PERCEPTION bonus.

HEALTH: Add together END and WIL and double the total for sentient creatures, or four times END for semi or non-sentient creatures.

SPEED: As for characters for most creatures. Flying creatures may be assigned more arbitrary speeds. Four-legged creatures should gain a +2 SPEED bonus.

DEFENSE: Add together the two best physical attributes. Apply a size modifier (above) if necessary.

MENTAL DEFENSE: Add together the two best mental attributes. *Concentration* and *meditation* can increase this score.

NATURAL DAMAGE: 1d6 per 5 STR or part thereof for powerful creatures, or 1d6 per 5 AGI for agile creatures. Use whichever attribute is higher of the two. This can also apply to other attacks, including breath weapons or poison (which use END).

Semi-sentient creatures often have two melee attack types, such as claws and bites. The weaker one typically allows two attacks and does the damage indicated above. The stronger one allows one attack and either does an extra dice of damage or has an attached effect (poison, grab, inflicts a condition, etc.).

MONSTER EXPLOITS

Creatures may take any character exploits for which they qualify. Additionally, there is a number of monster exploits available to them. Exploits are assigned after XP has been calculated. As a general guideline, give a sentient creature one exploit per level, and a semi-sentient creature one exploit for every two levels.

AURA [GENERAL, PERSISTENT]

Prerequisites: None

Some creatures have an aura, such as heat. Auras cause damage to creatures which start their turn in them. A medium or smaller creature has a 5' radius aura, large 10', enormous 20', gigantic 40', colossal 60'.

BREATH WEAPON [GENERAL]

Prerequisites: None

A breath weapon is a cone-shaped area-of effect attack which uses END to derive attack and damage values. A breath weapon uses two actions. The breath weapon causes a specific damage type; common damage types include fire, poison, electricity, wind. The cone size is based on the creature size as follows: a medium or smaller creature has a 5' cone, large 10', enormous 20', gigantic 40', and colossal 60'.

CRUSH [MELEE]

Prerequisites: Grab

An already grabbed creature can be crushed with a further attack. The crush might be in a creature's jaws, tentacles, or a hug. Crushing causes normal natural damage. If the crushing attack fails, the victim remains grabbed.

GRAB [MELEE, EXCHANGE]

Prerequisites: None

Pay: 2d6

Many creatures can grab their opponents, often with claws or teeth, or sometimes with a ranged attack like a lasso or spider's web. A grab is a bite or a claw attack with a -2d6 cost.

A creature struck by the grab attack is grabbed and remains so until escape. It cannot leave the attacking creature's square. An escape requires a STR or AGI attack against the grabbing creature and is an action which places the victim free from the grab in an adjacent square.

It costs a creature an attack each round to maintain the grab, but it does not need to make any further checks.

IMPALE [MELEE, EXCHANGE]**Prerequisites:** Charge**Pay:** 2d6

An impaling attack is performed with a horn or similar natural weapon. The creature moves its SPEED in a straight line, and makes an attack. If successful, the target takes damage as normal and is considered impaled. This is similar to a grab, except that it automatically does 2d6 damage every round until escape, and the attacker cannot use it to crush its victim.

PACK ATTACK [MELEE, PERSISTENT]**Prerequisites:** None

Creatures with the pack attack exploit work together well. Any allies adjacent to the victim count as flanking, gaining the +1d6 bonus to attack. When 4 or more attackers with the pack attack exploit are adjacent to the victim, the victim becomes overwhelmed, and is considered *tired*.

POISON**Prerequisites:** None

Poison is usually a secondary effect of a bite or sting. It is resolved as an additional attack (using END as the attack dice) after the initial attack successfully hits and causes additional poison damage based on the creature's END.

Additionally, the poison causes an effect such as paralysis, or nausea (see *conditions*); this is noted in the description. Poison damage is not soaked unless specifically noted.

POUNCE [MELEE, EXCHANGE]**Prerequisites:** AGI 8+, Charge**Pay:** 2d6

With a single leap, the attacker leaps upon its victim, bearing it to the ground and inflicting its regular natural damage. The target must be within the attacker's horizontal jump distance. This exploit is often combined with a grab.

ROAR [GENERAL]**Prerequisites:** END 8+

Some creatures can unleash a roar so loud that its victims are stricken with fear. The roar uses two actions. A roar uses END as its attack, and attacks any creature within 5' (medium or smaller creatures), large 10', huge 15', enormous 20' and gigantic 60'. Victims successfully attacked are shaken for two turns.

TAIL SWIPE [MELEE]**Prerequisites:** Tail

Some large creatures have tail swipe attacks. These attacks affect all targets in a cone to the rear of the creature. The cone is half the size that a breath weapon would be

for a creature of that size (with a minimum of 1 square). See Breath Weapon for cone details. Damage is usually blunt damage unless the tail has edges or spikes, and is equal to the regular base damage with a two-die reduction.

TRAMPLE [MELEE, EXCHANGE]

Prerequisites: Size Enormous; STR 12+; Charge, Knockdown

Pay: 3d6

With a trample attack, a creature can move directly through a target's square, attacking the target as it goes. This is a single action, and the attacker moves its full SPEED in a straight line. The attacker must be two size categories larger than the target. If the attack misses, the attacker stops in its tracks. If it hit, the attacker continues moving, inflicts natural damage, and the target is knocked prone.

XP VALUE & LEVEL

The XP Value is a point value based on the creature's statistics. It's fairly simple to calculate – add up the creature's three best attributes, its highest skill rank, and an equipment bonus based on its best item (standard 0, high 1, superior 3, mastercraft 6, *artisan* 10, *unique* 15), and square the result.

This gives you its XP value. It's level (a rough indication of power) can be found on the table below.

The level of challenge a creature presents is roughly twice that of a creature two levels lower (so a level 4 creature is twice that of a level 2 creature, while a level 10 creature is twice that of a level 8).

An average human with attributes of 4 is worth 144 XP and is level 1.

When a creature is defeated by the PCs, they divide the creature's XP value amongst themselves. Everyone who participated gets an equal share; dead participants still count towards this division.

Level	XP
0	0-99
1	100-149
2	150-199
3	200-299
4	300-399
5	400-599
6	600-799
7	800-1,199
8	1,200-1,599
9	1,600-2,399
10	2,400-3,199
11	3,200-4,799
12	4,800-6,499
13	6,500-9,599
14	9,600-12,799
15	12,899-17,999

DESIGNING ENCOUNTERS

Combat encounters vary in difficulty. Sometimes encounters should be challenging and dangerous; other times it's fun to allow the heroes to show off and cleave their way through a pile of minions. It's not unreasonable to also include encounters from which the player characters' best option is to run away and live to fight another day – it'll make that eventual victory even sweeter.

To balance encounter difficulty, you will need to know the XP value of your player character party. Each player should have his or her own XP value (and level) noted on the character sheet, so it's an easy matter to add up the total.

Armed with that total, you can simply assign monsters using the XP as a point value system depending on how difficult you want the encounter to be. An equal encounter (where the total XP value of the monsters and the player characters is equal) is a challenging one with equal risk of defeat on both sides.

0%-50%	Easy; this is a speedbump, and allows the PCs to show off their heroism and competence
51%-90%	Routine; expect some damage but no deaths
91%-110%	Challenging; an equal risk of defeat on both sides
111%-150%	Difficult; the odds are stacked against the PCs
151%+	Run away!

In terms of levels, a starting player character will tend to be around 5th level, with an XP value of between 400 and 600.

Level can be used as an approximate guideline giving you an at-a-glance gauge of a creature or character's power level.

For example, a fellowship of four characters with a total XP value of 1700 would find a fight against an elite goblin archer plus 3 regular goblin archers to be a challenging encounter.

Of course, much of this is situational. Archers tactically positioned behind cover on higher ground are harder to defeat than archers standing in the small group in the open. Good tactics can overcome challenging or difficult encounters, while bad tactics can make routine encounters harder to overcome.

MONSTERS

Following is a list of included creatures in alphabetical order.

Creature	XP Value & Level
Goblin	Level 3 (256 XP)
Grand Elf	Level 3 (256 XP)
Human	Level 1 (144 XP)
Ogre	Level 5 (576 XP)
Sabaroath, Lord of the Dark Places	Level 10 (3,136 XP)

DEMONS

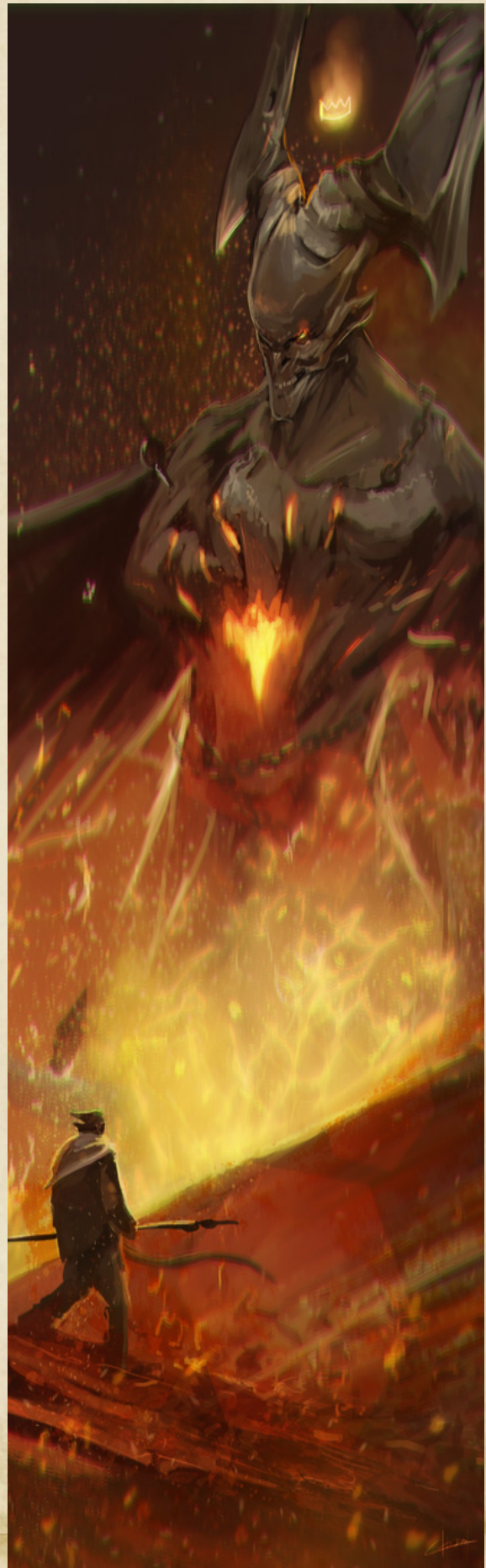
Demons and devils are the darkest and most evil of all entities. Their sheer maliciousness and diabolical nature defies description or understanding. These dark denizens of the lower planes are evil for evil's sake, seeking only to corrupt and destroy, so base and foul that their malevolence makes the worst of mortal villains appear almost saintly by comparison.

This section lists the qualities and abilities that all demons share. However, every demon has its own unique characteristics.

Many Names. These beings defy classification. While scholars will tend to list broad categories such as demons, devils, fiends, daemons, succubi, and more, in truth every single one of these dark and malignant beings is unique. There is no real way to group or categorize them. This rulebook simply refers to them as demons, although those in a given world may use a wide variety of names.

Evil. Demons are imbued with the *Evil* virtue. Demons are pure malice incarnate; evil for its own sake; dark and malevolent intelligence whose only goal is to corrupt and hurt others. Immortal, unchanging abominations, demons are not omniscient – but they are incredibly patient, clever, and manipulative to the point where their knowledge and centuries-long preparedness can seem all-knowing.

Ancient & Eternal. Demons are immortal, and have lived for hundreds and thousands of years. A mortal's life is but a moment to a demon; inconsequential and fleeting. With an eternity at their disposal, demons are patient and learned. Indeed, this ancient patience and intelligence has profound effects. A demon cannot be ambushed, for it will have foreseen and prepared for the encounter in centuries past, often long before their enemies are even born. Its



opponents may find themselves befalling “accidents” which have their root in actions taken by the demon long ago. A window might shatter at just the wrong moment, beheading an attacker; an imperfectly balanced stone gargoyle might finally topple from its perch to crush an enemy. Even when a demon cannot take any actions, preparations it made hundreds or thousands of years ago for this very moment culminate at just the right time to harm its enemies.

Any demon, even when unable to act, may make an attack using its INT attribute. This attack has no range limit, but must be against an opponent that the demon can see. The attack takes the form of an apparent accident, and does damage equal to the demon's natural damage.

Immortal. A demon cannot be killed. Destroying a demon simply banishes it from that realm for 99 years. It does not affect its activities in other realms.

Possession. All demons are able to possess mortals. A demon can be driven from a possessed mortal with an appropriate spell. Slaying the mortal does not harm the demon.

Possessing a mortal requires physical contact and a WIL attack vs. MENTAL DEFENSE. If successful, the demon gain control of the mortal's body; the mortal is fully aware of the horror of what has happened to him or her. Demons often take delight in hurting those who they have possessed, making them do harmful or self-destructive acts.

When possessed, a mortal uses its own physical attributes but the demon's mental attributes. It also uses its own DEFENSE but the demon's MENTAL DEFENSE.

A mortal can expel a demon with a successful attack using its WIL attribute vs. the demon's MENTAL DEFENSE. This requires two full actions.

Titles. Consumed by hatred, demons are also compelled by ego. There is not one demon, even the lowliest of the low, which does not possess a grand and imperious name. Sabaroth, Lord of the Dark Places, for example, is a relatively minor demon, although it would have its victims believe otherwise.

Worshippers. Demons commonly have mortal worshipers; usually those worshipers will have been deceived into believing that this particular demon is the greatest power in the world.

Diabolical Pacts. Demons often seek to create pacts or contracts with mortals. Selling one's soul to a demon is as easy as simply stating aloud, without duress, using the demon's exact name, that that is your intent. Such an act is irreversible. These agreements typically involve service of favours from the demon, but condemn the mortal's eternal soul to serve the demon upon death. Those who undertake such a pact immediately gain the *Evil* virtue.

Appearance. While naturally vile, ugly, and monstrous, as a whole demons can take on other appearances at-will using two actions – and often use this ability to deceive, tempt or control mortals. Indeed, some may maintain a disguise for years or centuries while pursuing a malevolent agenda. While most demons are incredibly intelligent and perceptive, not all are necessarily imbued with the charisma of pure evil.

Creatures of the Inferno. While not all fire-themed, all demons are completely immune to fire. The hottest of fires is nothing to them.

Spellcasters. Demons are highly magical, and have access to powerful spells of fire, compulsion, and illusion. These are listed in the demon's stat block.

True Sight. Demons can always see; they can see in the dark, through smoke, or through illusions and disguises. They can also always see invisible creatures, and can immediately see the virtue of a creature.

*"Here, I light the lamp of opening, to open the door between this world and that below.
Here, I light the lamp of awakening, to awaken the great demon Sabaroth from it's slumber.
Here, I light the lamp of summoning to summon the great demon Sabaroth to this place.
Here, I light the lamp of binding, to bind and protect.*

The door is open, awaken and attend us, great demon Sabaroth"

The lamps flickered and died, plunging the temple into darkness. There was silence. Then the rumbling started.

"Who awakenss me?"

An unearthly glow filled the room. Red, like blood.

"Who ssummonss me to this place?"

In the centre of the temple, stood a dark figure, twenty feet high. Dark, like a shadow, the only detail, fiery red eyes.

The High Priest stepped forward. "We have summoned you here, vile creature. You will do our bidding."

"Will I, now? And what makess you think I will do anything you assk."

"You are bound here until we give you leave."

"I see. And what iss it that you would have me do?"

"You need only destroy our enemies who stand at the gates, and we will allow you to return to your slumber"

The creature shrugged and waved a ghostly hand. "It iss done."

"Then you may sleep again, and never again defile this place with your presence."

"No."

"What?"

"I like it here. I think I'll sstay. I am sso very hungry and human ssouls are sso very ssweet."

"You... you can't. We have bound you. You must do our will."

"I musst do nothing. I am Ssabaroth, lord of the dark placess and I will do as I pleasee."

But... We lit the lamp of binding..."

The creature looked around. "I ssee no lampss. All I ssee are are foolish mortalss meddling with forcce they do not undersstand and ssouls waiting to be devoured."

"The spell..."

"The sspell did not bind me. It bound you. And now the illness that killed your father and your fatherss father will consume you ass well."

The high priest choked and blood dribbled from his mouth. He gasped for breath and clawed at this throat.

"It will do you no good. The illness has liquefied your lungss. You will be dead in but a moment."

The High Priest's eyes rolled up in his head and he fell to the floor, quite dead.

Sabaroth, Lord of the Dark Places, sighed in pleasure and then brought down the walls of the temple, the better to see the destruction wrought by his mighty army.

And that was the beginning of the end of the world.

SABAROTH, LORD OF THE DARK PLACES

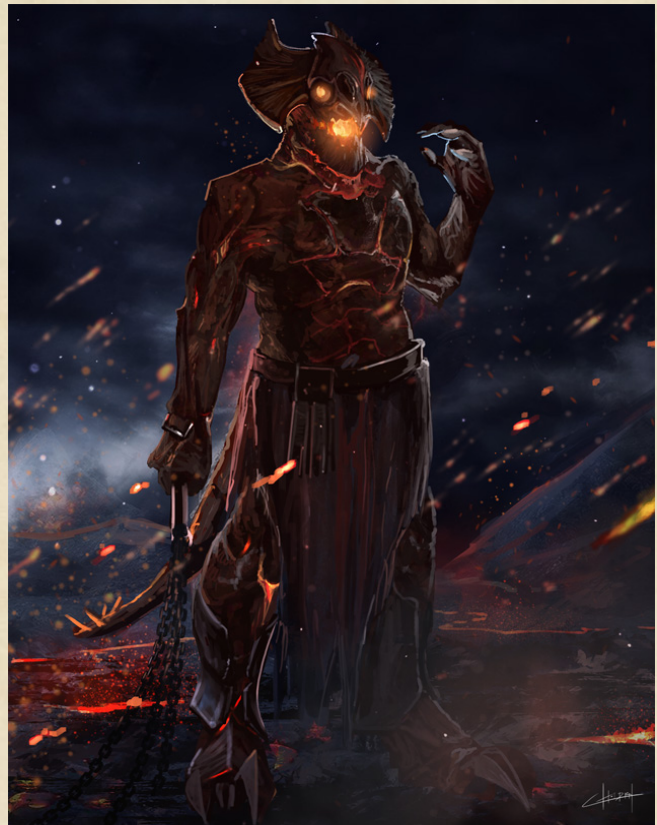
Enormous sentient evil demon; level 10 (3,136 XP)

STR 20 (5d6) **AGI** 6 (3d6) **END** 20 (5d6)
INT 12 (4d6) **LOG** 12 (4d6) **WIL** 12 (4d6) **CHA** 12 (4d6)
MAG 8 (4d6) *flame, shadow, deathly, compulsion, deception, iniquity, seer*

INITIATIVE 5d6
PERCEPTION 5d6
SPEED 14 (70'); **CLIMB** 7 (35'); **JUMP** 12'/12'
CARRY 400 lb

HEALTH 64
DEFENSE 36 (SOAK 10)
MENTAL DEFENSE 24
RESISTANCES immune to fire
VULNERABILITIES none

NATURAL DAMAGE 4d6
SUPERIOR OVERSIZED CHAIN 7d6 (6d6 blunt damage; reach 20'; *grab*)
EXPLOITS: *aura (fire, 15'), grab (chain), roar, tail swipe (10'), always prepared, crippling strike, deadly strike, knockdown, taunt, trip*
SKILLS *chain x2, perception, religion x2, history x2, law, intimidate x2, bluffing, tactics,*
EQUIPMENT superior oversized chain



Demonic traits. Sabaroth has all of the usual demonic traits and abilities.

Sabaroth, Lord of the Dark Places, is a relatively minor demon. 20 feet tall, dark, with red eyes of fire and a spiked tail, he delights in appearing in a form which has influenced mortal descriptions of demons for millenia.

Well studied in history and law, Sabaroth is a dangerous demon to summon. It takes an agile mind to outwit him, and he is an expert at twisting any agreement to his own ends. A moderately powerful user of magic, Sabaroth also uses the *paths of compulsion* and *deception* to manipulate any situation, or the *path of the flame* when an irritant must be snuffed out. However, his favourite weapon is his oversized chain, which he wields expertly.

Like most demons, Sabaroth has mortal cults and worshippers.

GOBLIN

Small sentient reptile; level 3 (256 XP)

STR 2 (1d6) **AGI** 6 (3d6) **END** 3 (2d6)
INT 6 (3d6) **LOG** 2 (1d6) **WIL** 2 (1d6) **CHA** 2 (1d6)

INITIATIVE 3d6
PERCEPTION 3d6 (hearing 4d6)
SPEED 6 (30'); **CLIMB** 4 (20'); **JUMP** 6'/1'
CARRY 50 lb

HEALTH 10
DEFENSE 11
MENTAL DEFENSE 8
RESISTANCES none
VULNERABILITIES none

NATURAL DAMAGE 1d6
SHORTSWORD 3d6 (2d6 cutting damage)
EXPLOITS: *death from on high, roll with it, pack attack*
SKILLS *running, climbing, stealth, hearing*
EQUIPMENT 20 Cr, shortsword



Goblins are small, ugly, vicious creatures driven primarily by greed and other base instincts. Cowardly and sneaky, goblins rarely seek fair fights, preferring to ambush their prey and outnumber them.

Goblins are 3-4 feet in height, and scrawny in build.

GRAND ELF

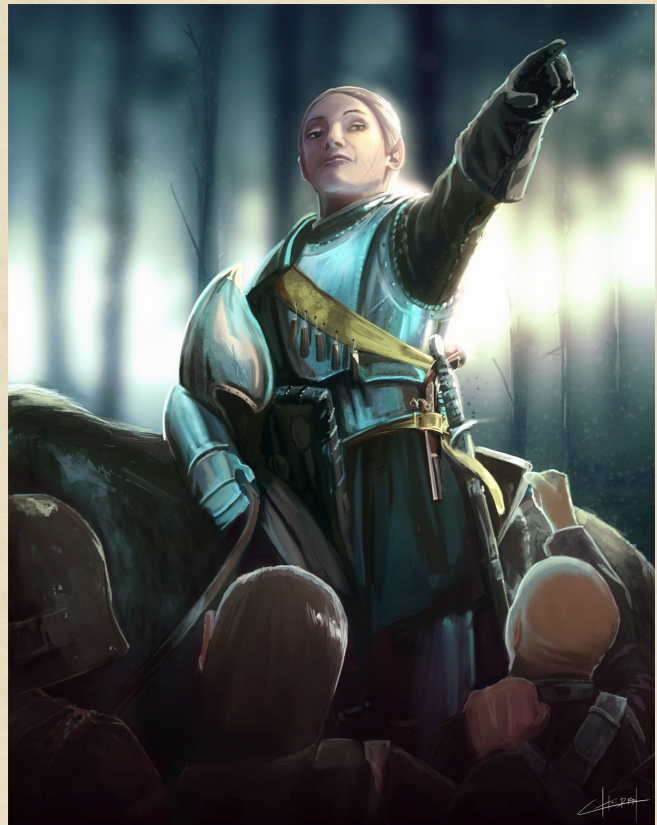
Medium sentient fey; level 3 (256 XP)

STR 4 (2d6) **AGI** 6 (3d6) **END** 4 (2d6)
INT 4 (2d6) **LOG** 6 (3d6) **WIL** 4 (2d6) **CHA** 4 (2d6)
MAG 2 (1d6) *body*; 6 MP

INITIATIVE 2d6
PERCEPTION 2d6
SPEED 5 (30'); **CLIMB** 3 (15'); **JUMP** 12'/4'
CARRY 80 lb

HEALTH 16
DEFENSE 10
MENTAL DEFENSE 10
RESISTANCES none
VULNERABILITIES none

NATURAL DAMAGE 1d6
RAPIER 4d6 (2d6 piercing damage)
EXPLOITS: *feint*
SKILLS *Rapier, alchemy, one musical skill*
EQUIPMENT 20gc, rapier



Sense magic. Grand Elves can sense magic within 10' of them. They can intuitively sense the presence of magic, but not the power level, type, direction, or exact location.

Grand Elves are an ancient race. Masters of gunpowder, there is nothing more awe-inspiring than the sight of ranks of Grand Elves lined up with their muskets in the driving rain, felling row after row of charging goblin hordes. Tall, pale, and serious, Grand Elves are strong believers in the good of the community being more important than that of the individual.

Grand Elves are slightly taller and slimmer than humans, with a grave, stoic bearing. Their ears are pointed, and their faces tend towards the angular. They are immortal, and do not age past middle-age, although can still be slain by accident, illness, or violence. Grand Elves do not need to sleep. They may choose to meditate, instead, while their non-elven companions are sleeping, but this is not necessary.

Naturally magical, Grand Elves are commonly able to use the *Path of the Body*, healing themselves or their companions.

Music is important to Grand Elves. Most are able to play one or more musical instruments, and singing comes naturally to them. Their music is beautiful and ethereal.

HUMAN

Medium sentient mammal; level 1 (144 XP)

STR 4 (2d6) **AGI** 4 (2d6) **END** 4 (2d6)
INT 4 (2d6) **LOG** 4 (2d6) **WIL** 4 (2d6) **CHA** 4 (2d6)

INITIATIVE 2d6
PERCEPTION 2d6
SPEED 5 (30'); **CLIMB** 3 (15'); **JUMP** 8'/4'
CARRY 50 lb

HEALTH 16
DEFENSE 8
MENTAL DEFENSE 8
RESISTANCES none
VULNERABILITIES none

NATURAL DAMAGE 1d6
CLUB 2d6 (2d6 blunt damage)
EXPLOITS: *pack attack*
SKILLS 4 *x non-combat skills*
EQUIPMENT 20gc, club



Competitive. Humans are very ambitious and competitive. They gain a +1d6 bonus to opposed checks against non-humans (this does not include attack rolls in combat, however).

Butchers, bakers, and candlestick-makers, goes the rhyme. The majority of humans are ordinary people – farmers, shopkeepers, bartenders, carpenters – and are not trained to fight. However, a group of humans together can mob a more powerful enemy when necessary.

Often referred to simply as the “Race of Man”, Humans are an adaptive and expansionist race, with a tendency towards colonization and innovation – they are as varied as the many cities, plains, hills, and forests from which they hail.

Human lifespans are about 70 years in length. Most humans reach adulthood at about age 18, although some cultures vary.

Humans have four skills related to their profession or hobbies.

OGRE

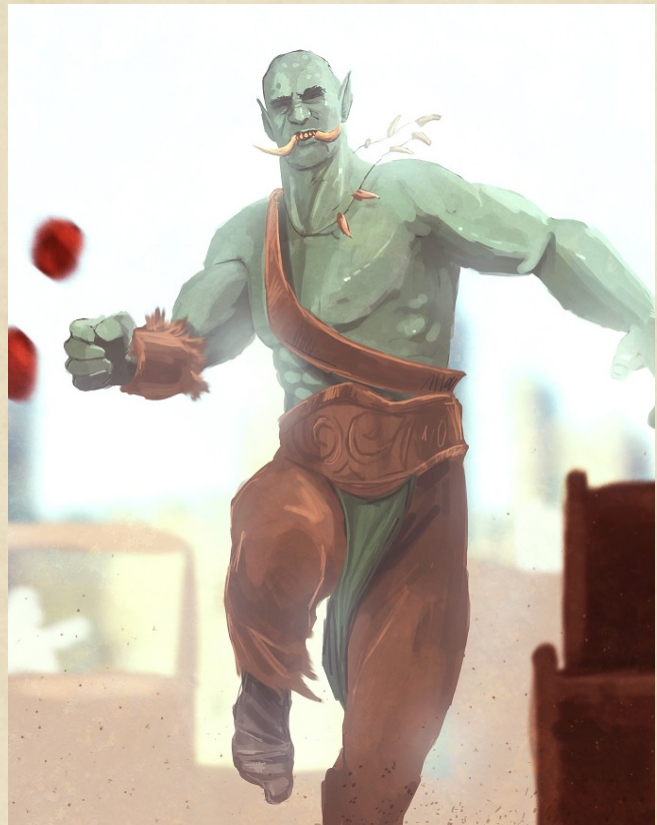
Large sentient mammal; level 5 (576 XP)

STR 10 (4d6) **AGI** 4 (2d6) **END** 10 (4d6)
INT 2 (1d6) **LOG** 2 (1d6) **WIL** 2 (1d6) **CHA** 2 (1d6)

INITIATIVE 1d6
PERCEPTION 1d6
SPEED 8 (40'); **CLIMB** 4 (20'); **JUMP** 8'/8'
CARRY 200 lb

HEALTH 24
DEFENSE 18 (SOAK 7)
MENTAL DEFENSE 4
RESISTANCES none
VULNERABILITIES none

NATURAL DAMAGE 2d6
OVERSIZED CLUB 5d6 (3d6 blunt damage)
EXPLOITS: *charge, knockback*
SKILLS *club, intimidate*
EQUIPMENT 20gc, oversized club



Darkvision. Ogres can see in the dark as though it were normal daylight. They gain an environmental die in darkness.

Bad scent. Ogres smell awful, however often they wash. They suffer a -1d6 die penalty to any attempts at stealth.

Acid blood. Ogres have acidic blood. In addition to gaining an additional 5 SOAK (acid), melee attackers which cause more than 10 damage in a single blow take 1d6 acid damage.

Ogres stand 7' tall. Towering masses of muscle, accompanied by green skin and bestial tusks, Ogres have a well-earned reputation for stupidity.

Ogres have greasy, lice-ridden black hair, and are often covered in warts and other blemishes. They smell terrible, and an indescribable odor reminiscent of a mixture of stale sweat and rotting food.

Ogres are technically goblinoids, distantly related to orcs and goblins, but some giant blood was added in the long past. They are brutish, prone to violence, and tend to act on instinct.