

# PHTERIKRA BMYTARRA EK BRITANNIA

Historical Bestiary of Britannia

The Book of Valor



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# HDMJ

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# NMAKRAM YMMKMR

Welcome seeker,

The Realm of Sosaria, later named Britannia, has through time been populated by a variety of creatures, both natural and unnatural. The latter group had been on the increase since the coming of the Mondain. Through the efforts of a posterity minded few, a collection of names and descriptions of the more common beasts was compiled and may be perused herein. Over time the landscape of creatures has changed. Within these pages you will find a detailed account of beasts and critters from all ages. Some might appear frequently throughout time, while others only thrived in a certain age.

Ofcourse, who knows what wondrous creatures might remain in Britannia as we know it today, hidden from the ravages of time?

This bestiary will name a limited number of the more common farm and wildlife, which was and is still so rich that naming all would fill numerous tomes.

### *A special note on horses:*

Horses were common throughout Britannia from the earliest times, but after the Great Cataclysm at the beginning of the Third Age of Armageddon the horses died out throughout the land.

Some prophesy the return of the horses, but more doubt that we will ever see horses grassing on the pastures of Britannia again.

For each realm known within the universe of Ultima, a listing of creatures is given. The choice lies with the gamemaster which creatures to incorporate into the world. The pages within serve as a guide, not as a restricting set of rules. Feel free to make alterations to your own world as you see fit.

After all, it's your party.

# AKALABETH

Akalabeth

## Balrog

Leather-skinned daemon lords, the Balron are perhaps the most fearsome of the evil minions of Mondain. These winged scions of Hell have proved to be the nemesis of many Akalabethian knights.

## Carrion Crawler

These loathsome worms inhabit the deeper reaches of most dungeons, where they feed on the corpses of any luckless creatures they encounter. The numerous legs on their segmented bodies are equipped with small barbs that allow them to move quickly on walls and ceilings, as well as along corridors. Carrion Creepers should be avoided at all costs.

## Daemon

Fierce, bat-winged horrors. Daemons were unknown in Akalabeth hitherto the advent of Mondain. Drinkers of human souls, Daemons are said to relish the screams of tortured humans above all else.

## Giant Rat

The underground passages of the Realm are prowled by oversized rodents, the result of Mondain's necromancy and an abundance of food in the form of victims of the Evil One's minions. The Sosarian Giant Rat is a vicious predator and should not be taken lightly.

## Gremlin

Mischievous kin of the trolls and lizardmen, Gremlins are underground creatures of voracious appetite. A favorite diversion is to stealthily approach unwary travelers and pilfer their food rations. Many an adventurer hath been consigned to death by starvation below the surface of Akalabeth as a result of the antics of these creatures.

## Mimic

One of the most treacherous and evil creatures in all of Akalabeth, the Mimic can assume any shape, although they seem to prefer assuming the likeness of treasure chests. Upon spotting one, the careless traveler greedily rushes towards the chest. When the traveler gets close enough, the Mimic attacks.

## Orc

Small, pig-visaged humanoids, the Orcs were the vanguard of Mondain's first advance. Tribal by nature, they are sub-human at best, just a slight cut above true bestiality. They abhor all things human and cultured and will lay waste to anything fashioned by human hands. 'Tis said that they relish the taste of human flesh.

**Size:** medium

**Circle:** 2

**Attack dice:** depends on weapon type

**Skeleton**

The progeny of Necromancers and undead lichs, Skeletons are the animated corpses of dead warriors from which the flesh hath withered and fallen away. They fight tirelessly in an effort to carry out the bidding of their dark masters.

**Thief**

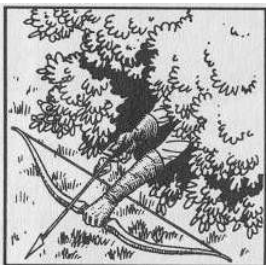
Long before the coming of Mondain, the common cutpurse was a plague to travelers in Akalabeth. Lurking in alleyways, poised behind trees, and skulking in dungeon corridors, these villains are always ready to relieve innocent citizens of their valuables and their lives. 'Tis a service to your fellow Akalabethian to exterminate a Thief whenever possible.

**Viper**

Since before the dawn of civilization, the race of serpents hath roamed the land. From the most harmless garden snake to the giant constrictors, these legless creatures have always inspired fear in the human race. In the case of the Viper, this fear is well-founded. These viscous reptiles strike fiercely and frequently at all who stray too closely. Their venom-laden fangs being a swift yet painful death.

↑PM KIRHT AXM  
EP DARR+M44

**The First Age of Darkness**



**Archer, Hidden**

So lacking in courage are the minions of the vile Mondain that his Archers only ply their trade from hiding places high in the treetops of the forests of Sosaria. Their aim, nonetheless, is accurate and many a traveler has died without ever knowing whence came the deadly rain of barbed shafts.



**Balron**

Huge leather-skinned daemon lords, the Balron are perhaps the most fearsome of the evil minions of Mondain. Armed with vicious barbed whips and the ability to cast devastating fire balls at their victims, these winged scions of Hell have proved to be the nemesis of the flower of Sosarian knighthood.



**Bat, Giant**

Although the Sosarian Giant Bat is but a dumb brute, this Large cousin of the more common vampire bat found in other lands is indeed a menace to those unfortunate enough to disturb its subterranean slumber. The Giant Bat lives on a diet of animal blood and is not adverse to feasting on adventurers.



### Bear

The Hill Bear towers over the tallest human and is armed with saber-like claws capable of rending even the stoutest plate armour in a single blow. The species was first sighted on the slopes of Mt. Drash, but hath since spread throughout the land. These creatures are extremely ill-tempered and will attack without provocation.



### Carrion Creeper

These loathsome worms inhabit the deeper reaches of most dungeons, where they feed on the corpses of any luckless creatures they encounter. The numerous legs on their segmented bodies are equipped with small barbs that allow them to move quickly on walls and ceilings, as well as along corridors. Carrion Creepers should be avoided at all costs.



### Cyclops

A race of belligerent, one-eyed giants, the Cyclops dwelt in Sosaria long before humans ever landed on these shores. Driven underground many years ago, the Cyclops long to return to the surface and drive humans into the sea. Beware, for they will attack any adventurers on sight.



### Daemon

Fierce, bat-winged horrors armed with cruel talons and barbed tridents, Daemons were unknown in Sosaria hitherto the advent of Mondain. Drinkers of human souls, Daemons are said to relish the screams of tortured humans above all else.



### Dark Knight

Such is the corrupting influence of the foul Mondain that even the most virtuous of Sosarian chivalry are subject to fall under his sway. The land is now befouled with Dark Knights - predatory warriors who seek to waylay innocent travelers and to rob them of their hard earned goods.



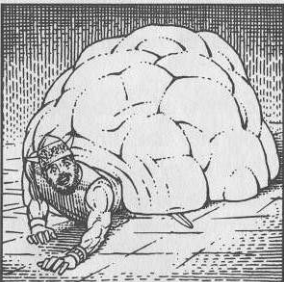
### Dragon Turtle

These fire-breathing, aquatic dragons inhabit the seas around Sosaria and are considered an even greater menace to mariners than the winds of a typhoon. They are protected by a shell tougher than enchanted plate armour, and thus are extraordinarily difficult to defeat in combat.



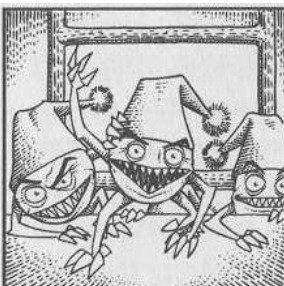
### Ettin

Travelers in the forests of our land have oft been fooled into thinking they have drawn near to a group of fellow explorers when they encounter an Ettin, for these two-headed monstrosities have been known to carry on heated discussions with themselves. An Ettin invariably abandons its dialogue when it hath the chance to attack an adventurer.



### Gelatinous Cube

Called 'dungeon-sweeper' by some, the Gelatinous Cube is a subterranean dweller that roams corridors in search of food. Their bodies are composed of a clear, corrosive, jelly-like substance which renders them difficult to see, but they may sometimes be detected by the remnants of armour or debris contained within them. They are omnivores, digesting anything they find after absorbing it into their massive bodies. Contact with a Gelatinous Cube hath ruined the armour of many a hardy warrior.



### Gremlins

Mischievous kin of the trolls and lizardmen, Gremlins are underground creatures of voracious appetite. A favorite diversion is to stealthily approach unwary travelers and pilfer their food rations. Many an adventurer hath been consigned to death by starvation below the surface of Sosaria as a result of the antics of these creatures.



### Hood

When the corrupt influence of the unspeakable Mondain spread throughout the Realm, even some of our stalwart peasants fell under the sway of the evil wizard. These warped individuals now roam the countryside attacking travelers. While unskilled in the use of arms, they nonetheless pose quite a nuisance to adventurers.

### Invisible Seeker

Among the most dangerous of the denizens of the catacombs below our land is the Invisible Seeker. None have ever seen one of these horrific slayers for they are -- as their name implies - unseeable. Their presence is usually first detected when open wounds suddenly begin appearing on the body of a victim. They are, however, susceptible to harm from most weapons.



### Knight

Like their forest dwelling counterparts the Dark Knights, the predatory Knights of Sosaria are warriors who have forsaken the ways of Chivalry for the paths of Evil. They are fierce opponents and must be treated with care if one is to avoid an untimely demise.



### Lich

The Lich is an evil spellcaster who, through the necromantic arts, hath entered a state of living death in order to prolong an unholy reign on earth. Woe to the explorer who stumbles upon the lair of a lich, for the undead mage will guard its domain fiercely and attack without hesitation.



### Lizard Man

When Mondain first came to our land he performed unspeakable experiments with his servitors and the fierce reptiles that inhabit some of the streams and rivers in the south of our land. The result was the Lizard Man, a being both reptilian and human in a single body, armed with cruel teeth and a disposition to match its appearance.



### Mimic

Beware the treacherous Mimic, for it hath been the doom of many a dungeon explorer. Disguised as a tempting treasure chest, the Mimic patiently awaits the overly-curious adventurer. When the victim makes as if to examine the chest, the Mimic attacks with a ferocity unmatched.



### Mind Whipper

Truly hideous, the Mind Whipper is a being with the body of a human, a face that resembled nothing so much as the underside of a squid, and an unquenchable thirst for the mental energies of its victim. The few who have survived encounters with Mind Whippers have emerged as babbling lunatics, their minds flayed from their souls by the relentless onslaught of these terrible creatures.



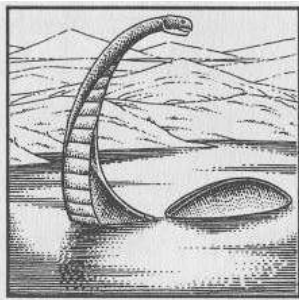
### Minotaur

As mentioned before, the evil Mondain experimented ceaselessly with the crossbreeding of man and beast in an effort to create the ultimate soldier. As if the creation of the dread Lizard Man was not enough, the vile wizard also mated the famed Baratarian fighting bull with some of his followers, resulting in the Minotaur -- a horror that walks on two legs like a man, but which has the head and the cruel horns of a bull.

### Necromancer

The Necromancer is a mage whose specialty is the practice of the arcane arts that pertain to the dead. Practitioners of such a morbid specialty were naturally drawn to the foul Mondain as jackals are to the carrion of the plains.





### Ness Creature

The seas surrounding Sosaria are home to a number of beasts, among which numbers the dread Ness Creature. For many years these reptilian behemoths were thought to be naught but the workings of the overwrought imaginations of mariners. The sinking of the frigate Pembroke in plain view of a small armada hath disproven this belief.



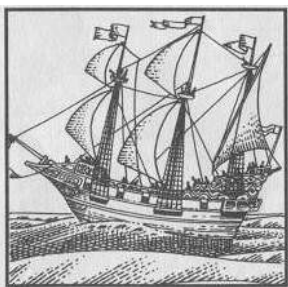
### Orc

Small, pig-visaged humanoids, the Orcs were the vanguard of Mondain's first advance. Tribal by nature, they are sub-human at best, just a slight cut above true bestiality. They abhor all things human and cultured and will lay waste to anything fashioned by human hands. 'Tis said that they relish the taste of human flesh.

**Size:** medium

**Circle:** 2

**Attack dice:** depends on weapon type



### Pirates

The pirates that infest the coastal waters of Sosaria are the scourge of the honest mariner. They ply the waterways seeking unarmed merchant ships to plunder, and often press the younger crew members into service as marauders. Once engaged, a pirate vessel and its crew will battle to the end, seeking no quarter and offering none.



### Ranger

Alas! Even the noble Ranger, preserver of the woodlands and keeper of the forests, hath fallen under the sway of dark Mondain! These matchless trailblazers once watched over the preserves of the Sosarian nobility, but as Mondain's treachery took hold, many of them forsook their old ways and became predators themselves. He who is pursued by a Ranger must turn and make a stand, for once on a trail a Ranger will never give it up.



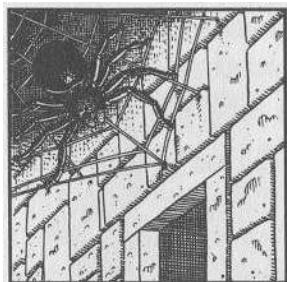
### Rat, Giant

The underground passages of the Realm are prowled by oversized rodents, the result of Mondain's necromancy and an abundance of food in the form of victims of the Evil One's minions. The Sosarian Giant Rat is a vicious predator and should not be taken lightly.



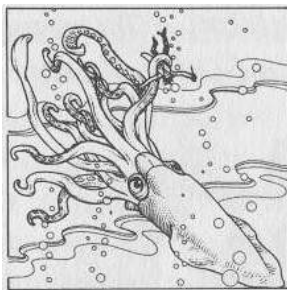
### Skeleton

The progeny of Necromancers and undead liches, Skeletons are the animated corpses of dead warriors from which the flesh hath withered and fallen away. They fight tirelessly in an effort to carry out the bidding of their dark masters.



### Spider, Giant

Few moments hold more terror for the intrepid explorer than when a Giant Spider, venom dripping from its fangs, is encountered in the corridor of a subterranean labyrinth. These creatures are dazzling in their agility and tireless in their search for prey. Fight well, or face a paralyzing sting and the fate of becoming a living hatchery for their young.



### Squid, Giant

Sosarian mariners swap legends of the Kraken, or Giant Squid, in every pub in every port of the Realm. These monstrous, creatures have been known to rise from the ocean depths, seize a vessel in their long tentacles, and drag the hapless vessel and its crew to a watery grave in the space of but a half-dozen heartbeats.



### Tangler

Looking for all the world as naught but a vine-covered tree stump, the Tangler lurks in subterranean corridors, waiting to ensnare explorers of the underground. Once a Tangler hath ensnared an adventurer in its tentacles, it will hold the victim fast until starvation ends the struggle. The monstrosity then feasts on the corpse.



### Thief

Long before the coming of Mondain, the common cutpurse was a plague to travelers in Sosaria. Lurking in alleyways, poised behind trees, and skulking in dungeon corridors, these villains are always ready to relieve innocent citizens of their valuables and their lives. 'Tis a service to your fellow Sosarian to exterminate a Thief whenever possible.



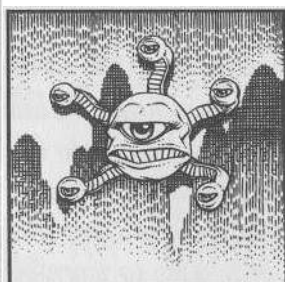
### Trent

Native to the woodlands of Sosaria, the evil Trent seems like an ordinary oak tree until one approaches near enough to be ensnared in the grasp of its pliant branches. Once it hath crushed the life from the victim, the Trent then devours it, leaving no trace of it's prey to warn other travelers.



### Viper

Since before the dawn of civilization, the race of serpents hath roamed the land. From the most harmless garden snake to the giant constrictors, these legless creatures have always inspired fear in the human race. In the case of the Viper, this fear is well-founded. These viscous reptiles strike fiercely and frequently at all who stray too closely. Their venom-laden fangs being a swift yet painful death.



### Wandering Eyes

Many a dungeon seeker hath been startled to enter a darkened chamber and be greeted by a number of eyes staring out of the murky blackness. Stare not long, for the Wandering Eyes weave a hypnotic spell that entrances even the most strong-willed and leaves one helpless before the magical onslaught that inevitably follows mesmerization.



### Warlock

Rogue practitioners of the magical arts, Warlocks are the evil servants of Mondain. The Foul One hath trained them in the casting of bolts of mystic energy and sent them forth to wreak havoc among the populace. Slay them if ye can, for the arcane arts should never be used for wicked purpose.



### Wraith

Summoned from the nethermost regions of Hell by Mondain's perverse enchantments, Wraiths are the restless souls of dead clerics. Once on the material plane, they drift about seeking potential converts to the discipline of Evil. Since one must first die in order to be converted, 'tis strongly advised that their enticements be resisted.



### Zorn

Little is known of the mysterious Zorn. 'Tis a creature that not only defies logic, but that seems to defy the very Laws of nature. It can burrow through anything and is completely omnivorous. In battle it seems to generate far more force than one would estimate possible from a creature of its size. When slain, the zorn quickly evaporates, thus none have ever been studied closely.



# ↑P M 4M K E + D D R X M E P D A R R A + M 4 4

## The Second Age of Darkness - Revenge of the Enchantress

### Orc

More pest than peril, the not-bright orc is the prolific product of a foolish experimental genetic mating of human and boar.

**Size:** medium

**Circle:** 2

**Attack dice:** depends on weapon type

### Thief

An ordinary human pickpocket, the thief would rather snitch than fight. Always check your inventory after being confronted by a thief.

### Fighter

Humanoid and strong, fighters carry something you need during your quest.

### Cleric

Men of the cloth carry their crosses and proselytize, but are not always good or wise.

### Wizard

With magical staff in hand, wizards enjoy throwing magic missiles that do tremendous damage.

### Daemon

It looks like it's shrugging, this creature of minor hells, but its pleasure is to stop you in your tracks by magic. The right magical item can thwart the powerful daemon - sometimes.

### Devil

With trident in hand, the devil can quickly spell your demise, although defense is possible if you have the correct item in your inventory.

### Balron

Easily recognizable with its great leathery wings, the wretchedly evil Balron ensures the success of its Herculean strength by using a sleep spell to render

its victims helpless. Some have hypothesized that the spell is not real but that the fetid, putrid breath of the creature is so horrible that humans cannot resist the urge to escape it immediately by falling asleep.

### Sea Monster

If it weren't so big, it might be a swan - until it comes after your frigate.

↑PM ↑PIRDI EXM  
EK DARRA+M44

### The Third Age of Darkness - Exodus

#### Trolls

**Size:** giant

**Circle:** 4

**Attack dice:** 4D8, successful parry halves the damage, armour blocks up to half damage

#### Orcs

**Size:** medium

**Circle:** 2

**Attack dice:** depends on weapon type

These three creatures of evil are the result of long ago mutations wrought by magic. As they were created by magic, so can a wizard's spell dispel them from this plane.

#### Ghouls

**Size:** medium

**Circle:** 2

**Attack dice:** 2D8

All Undead creatures are an abomination before the light of Truth. A Cleric with thy Party can Turn these Undead creatures.

**Player Types** - Any of the regular Player types may have fallen under the spell of Darkness and now serve their evil Masters.

**Thieves - Cutpurses - Brigands** - These are the worst of the human trash that pollute the countryside. Thieves can steal any weapon or armour that thou hadst, except for those with which thou art equipped. The Brigands man the Pirate Ships and fiercely control the oceans.

**Giants - Golems - Titans** - These creatures have no special attributes, but their huge size makes them very formidable opponents. Watch out for the of their War Hammers.

**Pinchers - Bradles - Snatches** - Any bite from these creatures is poisonous. If a character is bitten, only a Prayer or a Healer, can cure the poison that is running in thy character's vein. Every step the character takes, lowers the character's hit level by one. If thou art far from a Healer, thou dost travel with a walking dead man.

**Gargoyles - Manes - Daemons** - Be very careful dealing with these minor daemonic legions. They can hurl powerful magic attacks across the arena at thee, inflicting great damage.

**Griffins - Wyverns - Dragons** - These creatures can hurl mystical Fireballs at thy Party from afar. They are the only creatures that can wreck havoc upon thee when not in Conflict Mode. Any Party luckless enough to venture within three squares of one of these creatures will be subject to an awesome attack. The Great Dragons can destroy a Party before the Party ever engages in combat with the Dragon!

**Devils - Orcus - Balrons** - It thou attempts to overcome these mighty warriors of the Dark, then thou hadst best be protected by all means possible. Anything less will mean thy instant destruction. These archfoes are so filled with evil, that they can hurl poisoned magic bolts from across the arena. The slightest hit may poison thy character and sap their vitality.

#### MONSTERS: SEA

**Pirate Ships** - Be extremely cautious when one of these ships is sighted if thou art on land. A Pirate Ship can fire it's cannons at thee three squares away. If the shot hits, all members of thy Party take damage. Most beginning Parties cannot sustain more than a few shots before the Party is wiped out. If the Pirate Ship stays offshore, shelling thee, nothing can be done to get him. If, however, he touches the coast, thou couldst attack him.

**Sea Serpents** - Small cousins of the Great Earth Snake, these creatures can destroy an entire ship. In conflict mode, they can hurl magic across water, making it hard to fight them.

**Man-O-Wars** - These are the most feared of all the denizens of the oceans. Their long giant tentacles are poisonous, and they hurl magic. Because of their nature, Man-O-Wars can take vast punishment without dying. A Party attacked by such as these has a very slim chance for survival.



# ↑PM KIRHT AXM EK M+IXPTM+AM+↑

## The First Age of Enlightenment - Quest of the Avatar

**BAT:** A non-evil subterranean dweller found in the deepest caverns, the principal diet of the Bat is animal blood. They are quite large and may attack any who disturb their rest.

**CYCLOPS:** These evil giants can hurl half-ton boulders down from the heights. Even a grazing hit will do considerable damage to a member of thy party. The Serpent's Spine is said to be the best hunting range for them.

**DRAGON:** The Dragon is an evil, flying serpent which can cross water and blast ships with huge fireballs. Not many ships can withstand a couple of passes by an attacking Dragon.

**ETTIN:** These evil two-headed aberrations of nature can cast huge boulders down upon thy party, causing immense damage. It is best to try to kill them with long-range weapons and spells. A large of clan of Ettins is said to live along the Serpent's Spine.

**GAZER:** These hypnotic creatures snare their prey by putting them to sleep. The deep forests are the favorite habitat of these evil, floating eyes.

**GHOST:** The restless spirits of those trapped between planes, Ghosts can pass through walls, so use extreme caution when they are though to be nearby. Evil Ghosts are often found in ruins, battlefields, and crypts.

**GREMLIN:** These hungry denizens of the underworld love to sneak up to unwary travelers and steal all their food. Do not let an evil Gremlin get next to thee!

**HEADLESS:** Another evil being best suited to terror and destruction, the Headless is indeed a creature of nightmares. Many a traveler has fled in abject horror at the sign of these headless torsos bearing down upon them.

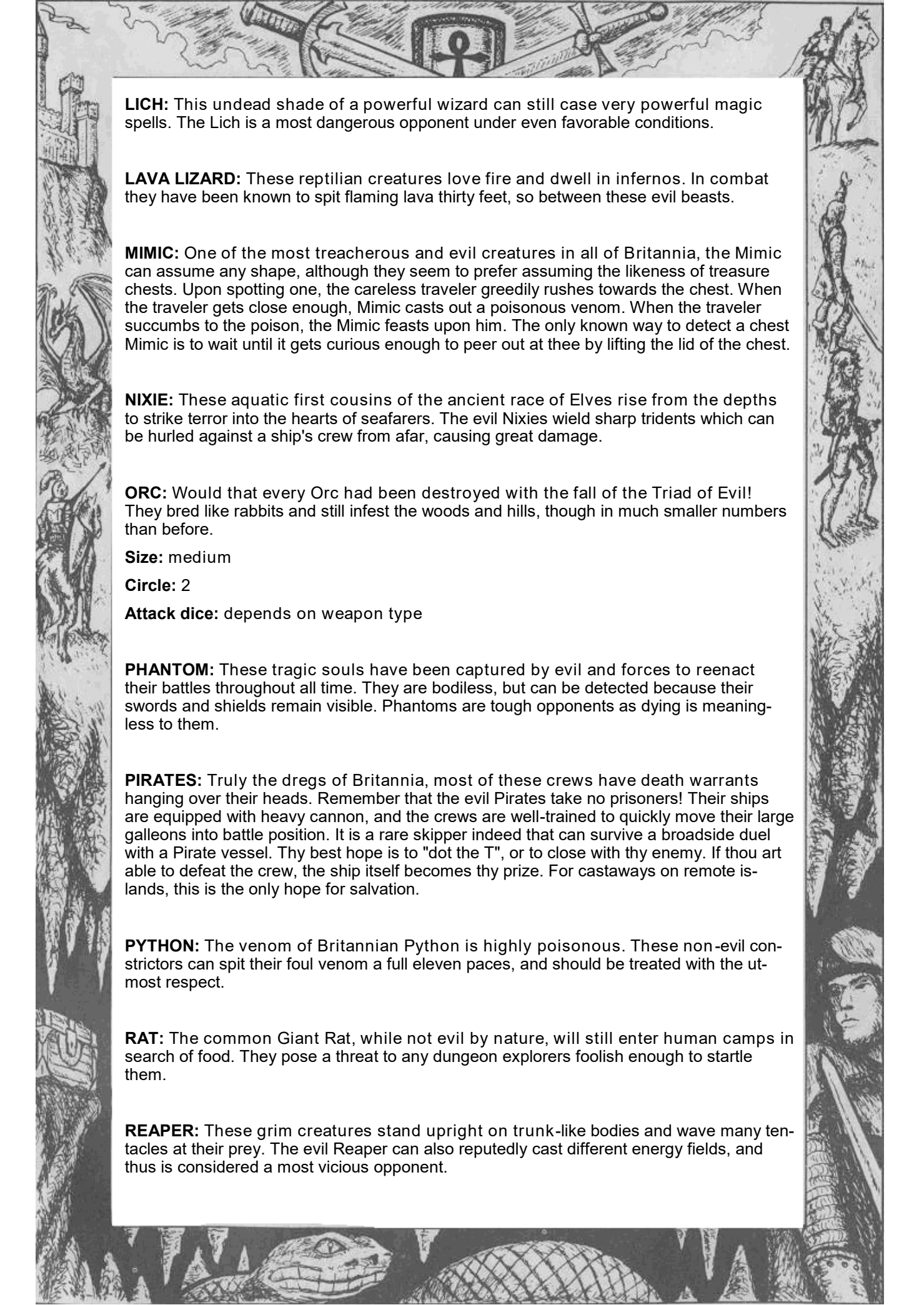
**Size:** medium

**Circle:** 1

**Attack dice:** 1D8

**HYDRA:** Beware the evil breath of the multi-headed Hydra! The massive fireballs can fry most members of thy party.

**INSECTS:** If thou dost stay clear of these non-evil vermin, they will not bother thee. Marsh and dungeons are their favorite locals. Insects can fly, so they can chase thee over water.



**LICH:** This undead shade of a powerful wizard can still cast very powerful magic spells. The Lich is a most dangerous opponent under even favorable conditions.

**LAVA LIZARD:** These reptilian creatures love fire and dwell in infernos. In combat they have been known to spit flaming lava thirty feet, so between these evil beasts.

**MIMIC:** One of the most treacherous and evil creatures in all of Britannia, the Mimic can assume any shape, although they seem to prefer assuming the likeness of treasure chests. Upon spotting one, the careless traveler greedily rushes towards the chest. When the traveler gets close enough, Mimic casts out a poisonous venom. When the traveler succumbs to the poison, the Mimic feasts upon him. The only known way to detect a chest Mimic is to wait until it gets curious enough to peer out at thee by lifting the lid of the chest.

**NIXIE:** These aquatic first cousins of the ancient race of Elves rise from the depths to strike terror into the hearts of seafarers. The evil Nixies wield sharp tridents which can be hurled against a ship's crew from afar, causing great damage.

**ORC:** Would that every Orc had been destroyed with the fall of the Triad of Evil! They bred like rabbits and still infest the woods and hills, though in much smaller numbers than before.

**Size:** medium

**Circle:** 2

**Attack dice:** depends on weapon type

**PHANTOM:** These tragic souls have been captured by evil and forced to reenact their battles throughout all time. They are bodiless, but can be detected because their swords and shields remain visible. Phantoms are tough opponents as dying is meaningless to them.

**PIRATES:** Truly the dregs of Britannia, most of these crews have death warrants hanging over their heads. Remember that the evil Pirates take no prisoners! Their ships are equipped with heavy cannon, and the crews are well-trained to quickly move their large galleons into battle position. It is a rare skipper indeed that can survive a broadside duel with a Pirate vessel. Thy best hope is to "dot the T", or to close with thy enemy. If thou art able to defeat the crew, the ship itself becomes thy prize. For castaways on remote islands, this is the only hope for salvation.

**PYTHON:** The venom of Britannian Python is highly poisonous. These non-evil constrictors can spit their foul venom a full eleven paces, and should be treated with the utmost respect.

**RAT:** The common Giant Rat, while not evil by nature, will still enter human camps in search of food. They pose a threat to any dungeon explorers foolish enough to startle them.

**REAPER:** These grim creatures stand upright on trunk-like bodies and wave many tentacles at their prey. The evil Reaper can also reputedly cast different energy fields, and thus is considered a most vicious opponent.



**ROGUE:** The Rogues that are to be found throughout the land are often escaped prisoners who now make their livelihood as highwaymen by attacking travelers. If they get next to thee, they may pick thy pockets.

**SEAHORSE:** These magical creatures appear quite fair and are not evil, but if offended they make devastating enemies. They are possessed of powerful magical abilities which can wreak havoc among thy party.

**SERPENT:** The Sea Serpent is an aquatic relative of the Dragon. The fireball cast by the Serpent can sink a ship long before it has a chance to close with the beast. The best defense against a Sea Serpent is to engage it in close combat as quickly as possible. It is thy only chance, albeit as slim one, to survive the encounter.

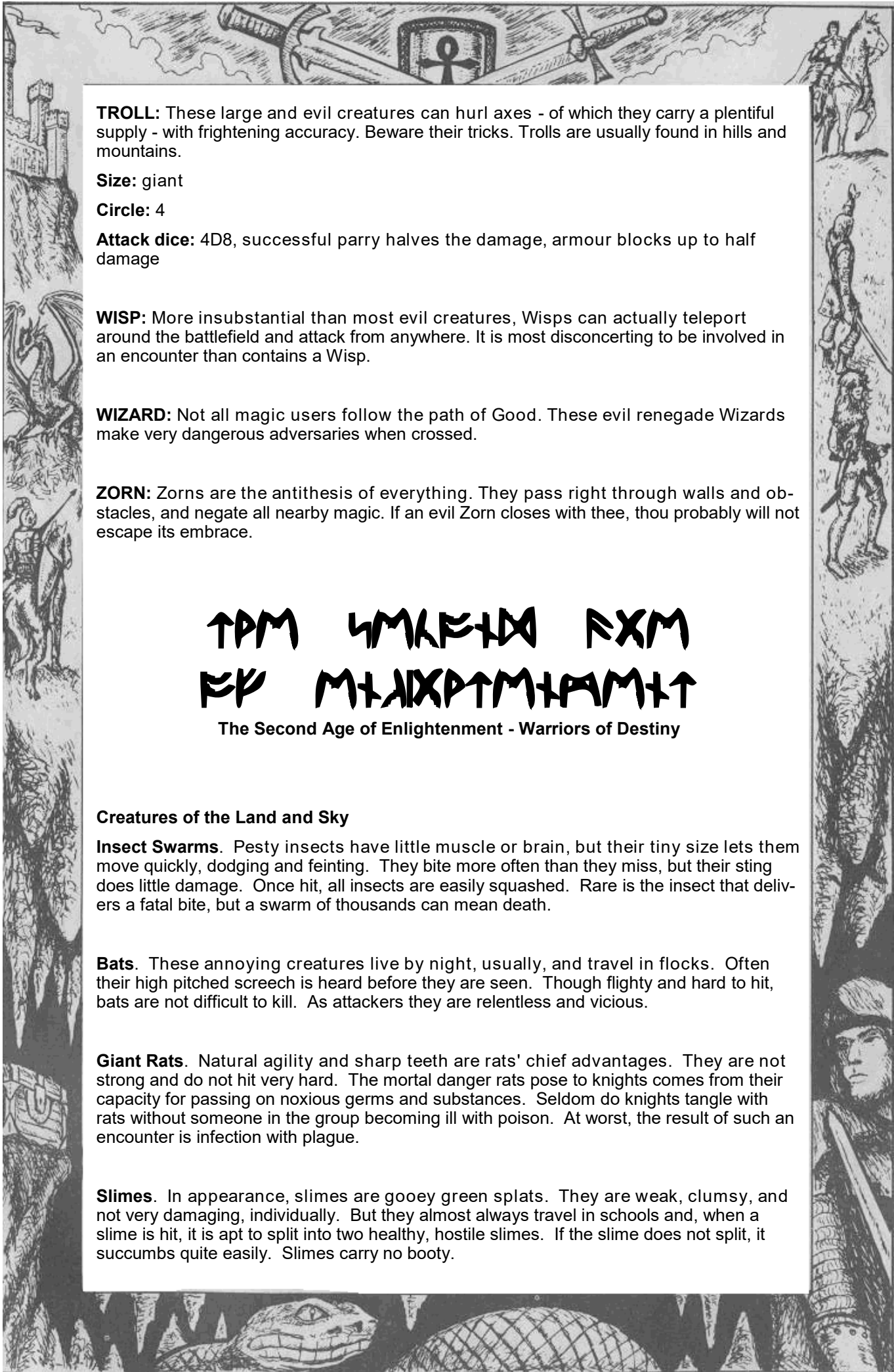
**SKELETON:** Animated bones, the Skeletons are the undead incarnations of a variety of creatures. These tools of evil strike fear into ordinary travelers. With the proper enchantment, however, they can be Dispelled.

**SLIME:** Dungeon walls fairly ooze with slime. Most slime just sits there, this evil variety comes after thee!



**SPIDER:** Beware of inadvertently wrecking a spider's web and this non-evil creature will probably leave thee in peace. If thou suffer the misfortune of crossing one, take care to avoid the venomous spittle.

**SQUID:** When the tentacles of the Giant Squid close around a man or a ship, the very power of lightning is released upon the prey. 'Tis best to try to destroy the evil Squid with cannon fire before it can engage thee at close quarters.



**TROLL:** These large and evil creatures can hurl axes - of which they carry a plentiful supply - with frightening accuracy. Beware their tricks. Trolls are usually found in hills and mountains.

**Size:** giant

**Circle:** 4

**Attack dice:** 4D8, successful parry halves the damage, armour blocks up to half damage

**WISP:** More insubstantial than most evil creatures, Wisps can actually teleport around the battlefield and attack from anywhere. It is most disconcerting to be involved in an encounter than contains a Wisp.

**WIZARD:** Not all magic users follow the path of Good. These evil renegade Wizards make very dangerous adversaries when crossed.

**ZORN:** Zorns are the antithesis of everything. They pass right through walls and obstacles, and negate all nearby magic. If an evil Zorn closes with thee, thou probably will not escape its embrace.

↑PM 4MKETD RXM  
EP M+IXPTM+PMT↑

The Second Age of Enlightenment - Warriors of Destiny

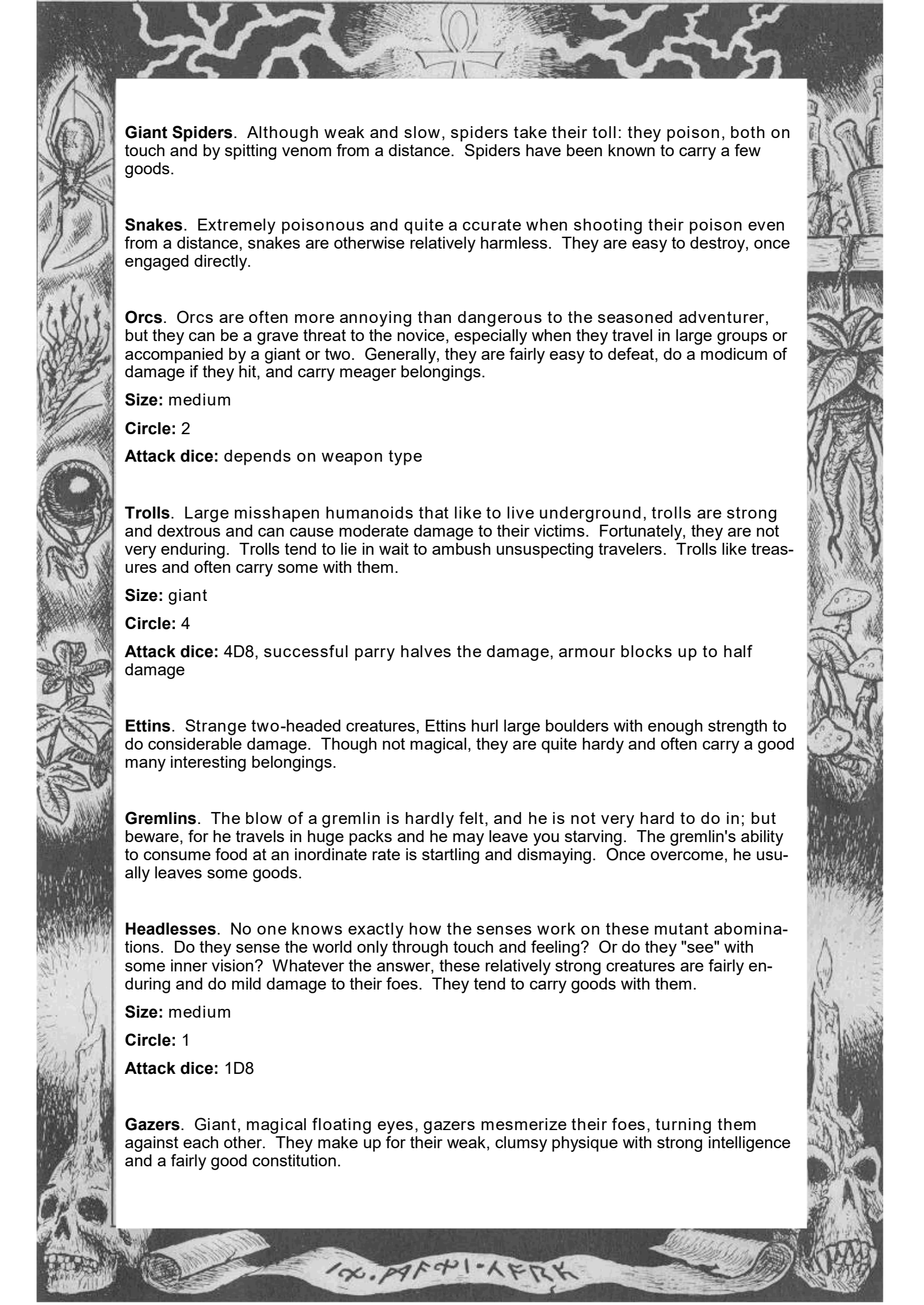
### Creatures of the Land and Sky

**Insect Swarms.** Pesty insects have little muscle or brain, but their tiny size lets them move quickly, dodging and feinting. They bite more often than they miss, but their sting does little damage. Once hit, all insects are easily squashed. Rare is the insect that delivers a fatal bite, but a swarm of thousands can mean death.

**Bats.** These annoying creatures live by night, usually, and travel in flocks. Often their high pitched screech is heard before they are seen. Though flighty and hard to hit, bats are not difficult to kill. As attackers they are relentless and vicious.

**Giant Rats.** Natural agility and sharp teeth are rats' chief advantages. They are not strong and do not hit very hard. The mortal danger rats pose to knights comes from their capacity for passing on noxious germs and substances. Seldom do knights tangle with rats without someone in the group becoming ill with poison. At worst, the result of such an encounter is infection with plague.

**Slimes.** In appearance, slimes are gooey green splats. They are weak, clumsy, and not very damaging, individually. But they almost always travel in schools and, when a slime is hit, it is apt to split into two healthy, hostile slimes. If the slime does not split, it succumbs quite easily. Slimes carry no booty.



**Giant Spiders.** Although weak and slow, spiders take their toll: they poison, both on touch and by spitting venom from a distance. Spiders have been known to carry a few goods.

**Snakes.** Extremely poisonous and quite accurate when shooting their poison even from a distance, snakes are otherwise relatively harmless. They are easy to destroy, once engaged directly.

**Orcs.** Orcs are often more annoying than dangerous to the seasoned adventurer, but they can be a grave threat to the novice, especially when they travel in large groups or accompanied by a giant or two. Generally, they are fairly easy to defeat, do a modicum of damage if they hit, and carry meager belongings.

**Size:** medium

**Circle:** 2

**Attack dice:** depends on weapon type

**Trolls.** Large misshapen humanoids that like to live underground, trolls are strong and dextrous and can cause moderate damage to their victims. Fortunately, they are not very enduring. Trolls tend to lie in wait to ambush unsuspecting travelers. Trolls like treasures and often carry some with them.

**Size:** giant

**Circle:** 4

**Attack dice:** 4D8, successful parry halves the damage, armour blocks up to half damage

**Ettins.** Strange two-headed creatures, Ettins hurl large boulders with enough strength to do considerable damage. Though not magical, they are quite hardy and often carry a good many interesting belongings.

**Gremlins.** The blow of a gremlin is hardly felt, and he is not very hard to do in; but beware, for he travels in huge packs and he may leave you starving. The gremlin's ability to consume food at an inordinate rate is startling and dismaying. Once overcome, he usually leaves some goods.

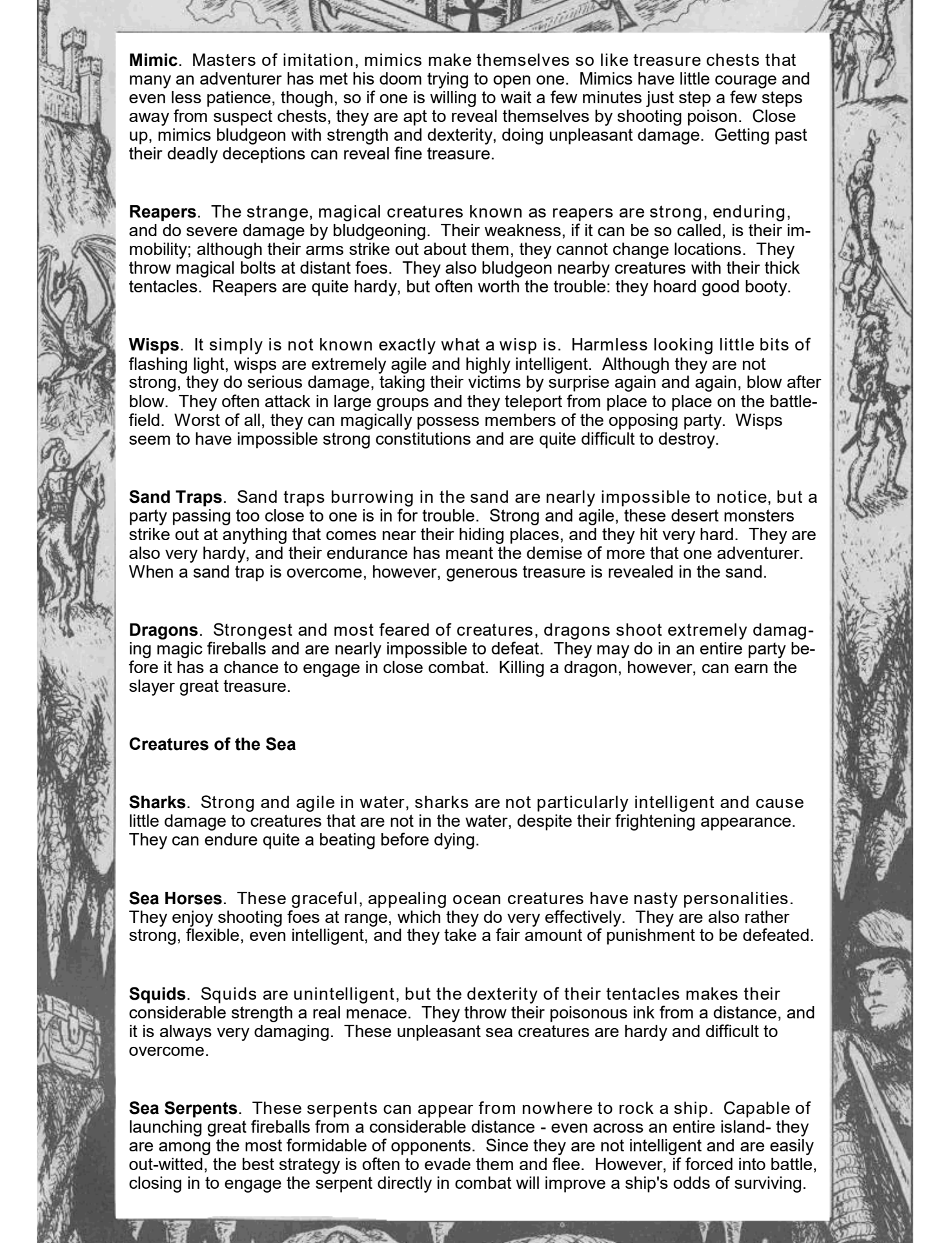
**Headlesses.** No one knows exactly how the senses work on these mutant abominations. Do they sense the world only through touch and feeling? Or do they "see" with some inner vision? Whatever the answer, these relatively strong creatures are fairly enduring and do mild damage to their foes. They tend to carry goods with them.

**Size:** medium

**Circle:** 1

**Attack dice:** 1D8

**Gazers.** Giant, magical floating eyes, gazers mesmerize their foes, turning them against each other. They make up for their weak, clumsy physique with strong intelligence and a fairly good constitution.



**Mimic.** Masters of imitation, mimics make themselves so like treasure chests that many an adventurer has met his doom trying to open one. Mimics have little courage and even less patience, though, so if one is willing to wait a few minutes just step a few steps away from suspect chests, they are apt to reveal themselves by shooting poison. Close up, mimics bludgeon with strength and dexterity, doing unpleasant damage. Getting past their deadly deceptions can reveal fine treasure.

**Reapers.** The strange, magical creatures known as reapers are strong, enduring, and do severe damage by bludgeoning. Their weakness, if it can be so called, is their immobility; although their arms strike out about them, they cannot change locations. They throw magical bolts at distant foes. They also bludgeon nearby creatures with their thick tentacles. Reapers are quite hardy, but often worth the trouble: they hoard good booty.

**Wisps.** It simply is not known exactly what a wisp is. Harmless looking little bits of flashing light, wisps are extremely agile and highly intelligent. Although they are not strong, they do serious damage, taking their victims by surprise again and again, blow after blow. They often attack in large groups and they teleport from place to place on the battlefield. Worst of all, they can magically possess members of the opposing party. Wisps seem to have impossible strong constitutions and are quite difficult to destroy.

**Sand Traps.** Sand traps burrowing in the sand are nearly impossible to notice, but a party passing too close to one is in for trouble. Strong and agile, these desert monsters strike out at anything that comes near their hiding places, and they hit very hard. They are also very hardy, and their endurance has meant the demise of more than one adventurer. When a sand trap is overcome, however, generous treasure is revealed in the sand.

**Dragons.** Strongest and most feared of creatures, dragons shoot extremely damaging magic fireballs and are nearly impossible to defeat. They may do in an entire party before it has a chance to engage in close combat. Killing a dragon, however, can earn the slayer great treasure.

### Creatures of the Sea

**Sharks.** Strong and agile in water, sharks are not particularly intelligent and cause little damage to creatures that are not in the water, despite their frightening appearance. They can endure quite a beating before dying.

**Sea Horses.** These graceful, appealing ocean creatures have nasty personalities. They enjoy shooting foes at range, which they do very effectively. They are also rather strong, flexible, even intelligent, and they take a fair amount of punishment to be defeated.

**Squids.** Squids are unintelligent, but the dexterity of their tentacles makes their considerable strength a real menace. They throw their poisonous ink from a distance, and it is always very damaging. These unpleasant sea creatures are hardy and difficult to overcome.

**Sea Serpents.** These serpents can appear from nowhere to rock a ship. Capable of launching great fireballs from a considerable distance - even across an entire island - they are among the most formidable of opponents. Since they are not intelligent and are easily out-witted, the best strategy is often to evade them and flee. However, if forced into battle, closing in to engage the serpent directly in combat will improve a ship's odds of surviving.

## From Beyond the Grave

**Ghosts.** Spirits of the uneasy dead, these bodiless creatures compensate for their lack of strength with excellent dexterity and the ability to disappear at will. Although ghosts do not inflict much damage with a blow, defeating them will require cunning.

**Skeletons.** Perhaps the most common of undead creatures, skeletons lack strength and brains, but they are dextrous and can take a surprising amount of punishment. They often carry some goods.

**Daemons.** Very strong, agile, and smart, daemons have repertoires of magic that include summoning other daemons and possessing their opponents. They are extremely hardy and difficult to kill even if incapacitated. Daemons fly and can easily manage to cross rivers or shallow waters, although they are seldom encountered in mid ocean.

When daemons possess another creature, they disappear into that soul, leaving neither trace nor treasure.

↑PM ↑PRD RXM  
 EP M+AXPTM+AM+T

### The Third Age of Enlightenment - The False Prophet



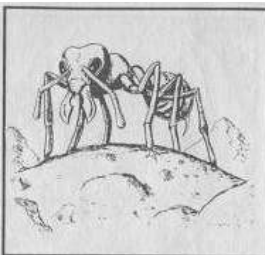
#### **Acid Slug**

Though seldom encountered except in the darkest corners of the dampest caves, this featureless creature will secrete its corrosive juices on anything you possess that is metal, thus dissolving it. Painful but superficial skin burns may result from contact with the acid while it eats away at your armour. Conventional weapons have little effect on the monster, whereas a flame will send it fleeing.



#### **Alligator**

Care must be taken whilst wading in the murky swamps which are the home of this aggressive man-eater. Possessing great physical strength, this fearsome lizard can inflict heavy damage with a single blow from its mighty tail.



#### **Ant, giant**

The shifting desert sands conceal these warrior insects all too effectively. Beware their powerful mandibles, capable of crushing a man in an instant.



### **Bat, giant**

Equipped with keen hearing and night vision, these large, winged rodents are swift and efficient in their nocturnal attacks. Though difficult to hit, their fur-covered bodies are extremely vulnerable to damage.



### **Bird**

Generally posing no serious problem to the traveler, these swift, delicate creatures can peck annoyingly about the head if they are disturbed or threatened.



### **Cat**

Among the most common of domesticated beasts, the cat is often prowling about alleys and storefront, looking for bits of food or hapless mice.



### **Corpser**

Found only in deep, labyrinthine caverns, these hellish, tentacled ghouls drag their screaming victims into subterranean dens. What fearful end awaits the poor captive none can say. Only a burning flame has been known to have any effects on these creatures of the dark.



### **Cow**

A fine source of meat and dairy products, the complacent cow is a common sight on most farms.



### **Cyclops**

This hulking, one-eyed titan fears no one. Possessed of remarkable strength, it wields a mighty oaken club when it isn't hurling large boulders at its foes. The earth trembles as this giant lumbers about its domain, or so say those who claim to have survived an encounter with a cyclops.



### **Daemon**

This most wicked and formidable of foes is not to be underestimated. Overwhelming strength, skill and intelligence make daemons nearly unbeatable. Possessing magical powers rivaling the most powerful of mages, the daemon can summon hordes of his brothers to assist him in killing or possessing his victims. Being already undead, the daemon has little fear of death. You are forewarned!



### **Deer**

These graceful athletes of the forest can be spotted dashing through the shadows on sunlit afternoons. Deer are a good source of food, but be aware that the antlers they sport can do significant damage.



### **Dog**

Though related to the vicious wolf, the common dog poses far less of a threat than his wild counterpart. As much at home in the field hunting rabbits as at the dinner table of its master, the dog should be respected, but not feared.



### **Dragon**

How many myths have been built around this winged, fire breathing holdover from Britannia's distant past? Even the strongest warrior has been known to wilt under the intense magical flames and noxious fumes that pour from the enraged beast's nostrils. Though mortal, dragons are extremely difficult to kill. It is therefore, a wonder that some bold souls have actually managed to steal eggs from a dragon's nest to satisfy the culinary delights of wealthy town dwellers!



### **Drake**

Smaller than their cousins, the dragons, but no less ferocious in battle, drakes are usually found in the company of their more formidable relatives. In a battle against a dragon, one must be ever mindful of the deadly drakes.

**Size:** large

**Circle:** 5

**Attack dice:** depends on spell effect



### **Gargoyles**

Frequently confused with daemons, the gargoyles are a little understood race of beings. Only fragments of information have made their way back from expeditions to the underworld habitat of these creatures. We do know that there are two classes of gargoyles - a dominant, winged variety and smaller, wingless drones. The larger gargoyle is a daunting opponent, possessing very high intelligence and impressive magical powers. But the smaller drones are not to be ignored, for their attack is deadly, despite their apparent lack of magical ability. Scholars at the Lycaenum are feverishly analyzing information regarding these perplexing creatures.



### **Gazer**

How this monstrosity evolved is anybody's guess, for gazers are among the most unusual creatures found in the realm. They are usually spotted hovering above the ground in dungeons, searching for creatures they can mesmerize with their multiple eyes. One experienced adventurer claims that gazers emit a strange buzzing sound as they move about. Remain alert when you suspect the presence of a gazer, as it is constantly on the alert for prey.



### **Ghost**

Ghosts are generally found in cemeteries and other places of the dead, though their movements are all but unlimited. These ethereal spirits pass easily through solid walls and other obstacles, making them difficult to chase and difficult to elude. Though they do not possess great strength, their mobility and ability to use magic make them a force to be reckoned with.



### **Gremlin**

Unimpressive in battle, gremlins usually roam in packs and will attempt to overcome you through sheer force of numbers. Given the chance, these persistent creatures will take whatever food you are carrying in your pack, distributing it amongst themselves in a frenzy of feeding.



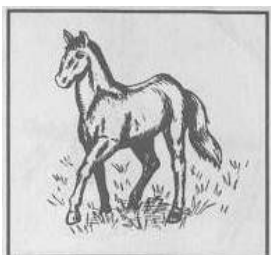
### **Headless**

The product of a wizard's failed experiments, these wretched creatures somehow manage to sense the location of their quarry and strike with unnatural accuracy. Do not fall prey to pity, for a headless would as soon strangle you with his bare hands as accept your mercy.

**Size:** medium

**Circle:** 1

**Attack dice:** 1D8



### **Horse**

Being both strong and swift, these companions of the trail are invaluable when time is of the essence and one's strength is at end. The traveler should obtain a steed early in his adventuring. Occasionally, you may spy a majestic wild stallion roaming the broad plains, but catching and taming it is another thing.



### **Hydra**

The putrid quagmire of the swamp is the spawning ground of this botanical nightmare. Survivors of the Great Battle on the Bloody Plains tell of driving the enemy into the adjacent swamplands where the carnivorous hydras completed their mission of destruction. While fearsome, hydras also bring good luck, of a sort - when one finds a hydra, the valued nightshade mushroom can usually be found close by.





### ***Insects***

These pesky, flying nuisances can be quite bothersome if stirred up by the careless explorer. A single buzzing swamp fly can be annoying; a biting swarm can leave the traveler depleted and exhausted.



### ***Mimic***

Disguised as abandoned treasure chests, these masters of illusion wait patiently for passing adventurers whose greed exceeds their wisdom. If you take a moment to observe questionable chests from a safe distance, the mimic may reveal its true nature by spitting venom in your direction.



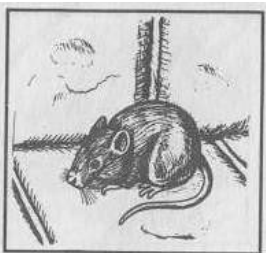
### ***Mongbat***

Resembling a monkey as much as a bat, these winged anomalies are swift and powerful in their attacks. Though seldom encountered except in the deepest dungeons, encountering one in the dim subterranean light can unnerve even the stoutest among you.

**Size:** small

**Circle:** 1

**Attack dice:** 1D8



### ***Mouse***

This timid rodent seldom ventures from its lair except under cover of night, and then only in search of crumbs of food. Cheesemakers are especially wary of the nocturnal activities of these otherwise benign creatures.



### ***Rabbit***

Though quite shy and non-threatening, these long-eared creatures are the bane of farmers, whose crops attract them in hordes.



### ***Rat, giant***

These voracious, overgrown rodents have evolved over the centuries in the dank, inhospitable sewers that honeycomb the levels below some castles. Having grown immune to most poisons, they are difficult to exterminate. Even a single bite from one of these giants can cause disease or plague.



### **Reaper**

A remnant of an ancient enchanted forest swallowed up long ago in a cataclysmic upheaval, the reaper at first appears as a solitary tree trunk rooted in the dungeon rock. Closer examination reveals a grim intelligence which lashes out with long, gnarled branches and magical bolts of destruction. But, the resourceful adventurer can turn the threat of the reaper into the evening's campfire. Ofttimes uncovering hidden treasure in the process.



### **Rotworms**

Born of the decaying detritus which carpets the swamplands, these loathsome invertebrates are more nuisance than threat - a pass of your torch across their path will usually keep them at bay.



### **Scorpion, giant**

Is there anyone who has not flinched at the sight of an angered scorpion, its stinger poised to inject its victim with deadly venom? You are advised to keep moving when confronted by one of these armoured nightmares, lest you perish where you stand.



### **Sea Serpent**

Like its land-based cousin, the dragon, a sea serpent will attack the seagoing traveler with magical fireballs and violent physical swipes of its long tail. The wise sailor avoids this nasty beast.



### **Sheep**

Among the most docile of the beasts of the field, flocks of these highly beneficial creatures serve the common good by providing wool to the garment - and rug - makers and fine mutton to the pubs.



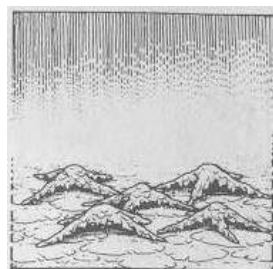
### **Silver Serpent**

Since the days of ancient Sosaria, the silver serpent has been a part of our lives. Its form has been found etched on tomb walls, and ancient monuments have been found which were crafted in its image. Yet, a recent scouting brigade claims to have seen a dead silver serpent of incredible size near a gargoyle encampment. The scouts observed for a time and, upon their return, reported the gargoyles milked the slain creature of its venom and even ingested the fluid thus derived before entering battle. This ritual act seemed to give the gargoyles a short term increase in aggression and strength, though causing their death in the end. Whether the drinking of venom actually increased the gargoyle's strength is currently the subject of some debate at the Lycaenum.



### ***Skeleton***

The expressionless, hollowed eyes of the skeleton belie the malice that animates the otherwise lifeless latticework of bone and sinew. Conjured up by malcontented mages bent on mischief, these creatures - the restless remains of fallen warriors - are both fearless and tireless in battle.



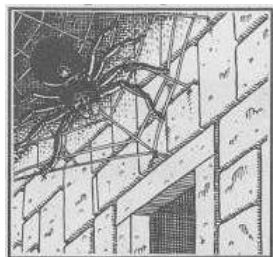
### ***Slime***

This shimmering, amorphous mass seems more an oddity than a threat when first encountered. Constantly dividing and recombining, it seeks to surround the traveler who happens upon its swamp or dungeon lair. Though susceptible to damage from ordinary weapons, the experienced adventurer is always ready to use fire against the ooze's subtle maneuvers.



### ***Snake***

Emerging from their rocky lairs at the first morning light, these reptiles spend their days basking in the sun, warming their cold-blooded bodies so they can strike swiftly at their unsuspecting prey. They can even spit poisonous venom from several yards away with accuracy that is both horrifying and deadly.



### ***Spider, giant***

Though they spin their lethal webs deep inside dark lairs, spiders of this gargantuan variety often venture forth in search of prey. They are capable of inflicting painful bites or spitting their toxic sputum from great distance. But they are not invincible, and can be killed with a few well-placed blows.



### ***Squid, giant***

The dreaded scourge of all mariners, this horror of the high seas is legendary for its ability to destroy a large sailing vessel with its dexterous tentacles and crushing beak. It being exceedingly strong and durable, one should avoid confrontations with this nemesis of the deep.



### ***Tangle Vine***

Though this plant resembles a common hedge of briars and thistles, wary adventurers take care to avoid tangle vines. The sharp thorns that adorn this creeping foliage radiate from a well-protected central pod. As if swiftly growing limbs weren't threat enough, the flower pod gives off a sleep-inducing fragrance whenever it is threatened.



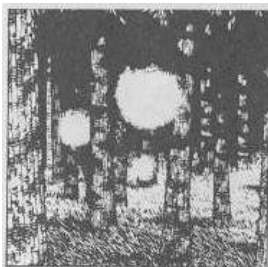
**Troll**

The brutish troll takes perverted pleasure in hiding beneath bridges so it can terrorize the unsuspecting traveler. Fortunately, trolls are relatively weak and they can lack endurance, so they pose only a moderate threat when encountered.

**Size:** giant

**Circle:** 4

**Attack dice:** 4D8, successful parry halves the damage, armour blocks up to half damage



**Wisp**

Often mistaken for a harmless, forest firefly, the nocturnal wisp can both mystify and antagonize the adventurer. Though only causing minor harm in any single attack, its uncanny ability to dance about the field of battle, striking at will, can lead to serious cumulative injury.



**Wolf**

Both revered and feared, this canine lord stalks the high plains and forest alike on its quest for survival. Never, ever, put this wary beast in a threatening situation! Its bite is far worse than its mournful howl.

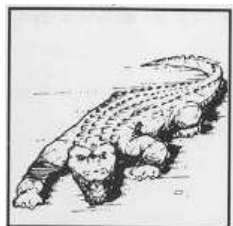
# KIRHT PRAK FK TDM KIRHT RXM FK RPRXMDDEE

## First Half of The First Age of Armageddon - The Black Gate & Forge of Virtue



**Acid Slug**

This very unpleasant creature tends to inhabit dark places underground. Its skin exudes secretions of acid that can burn flesh and are especially damaging to metal. The best weapon to use against this monster is fire.



**Alligator**

This vicious man-eating creature lives in swampy terrain and can inflict heavy damage with its bite and tail.



### Bat (Giant)

This large winged rodent attacks by night, aided by its night vision and acute hearing. Its body is very light and fragile.



### Bee (Giant)

This energetic flying insect will instantly attack anything that it perceives as a threat to its hive. It attacks with a sleep-inducing poisonous sting.



### Bird

This type of creature is not openly hostile to human beings, but will probably attack if provoked or frightened.



### Cat

A domestic animal commonly found in city alleyways, this creature performs an invaluable service in continuously thinning the rat population.



### Centipede (Giant)

This large, multi-legged insect frequents cool, dark places. Its poison is considered to be among the most deadly of any creature. It can be destroyed by fire.



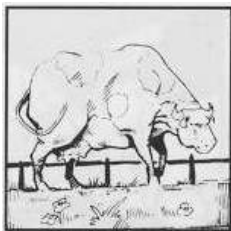
### Chicken

This bird can be found on many farms. It is the source of both eggs and delicious meat often served in inns. It poses no threat to humans, as it will generally run away if attacked.



### Corpser

This creature is a type of ghoul that ensnares its victims with its tentacles in order to drag them off to its lair and presumably kill them in a manner that has never been discovered. Its only known weakness is fire.



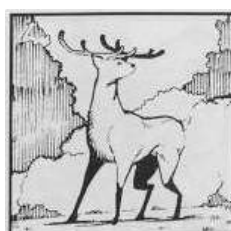
### Cow

This harmless farm animal is the source of beef and dairy products.



### Cyclops

One of a race of incredibly strong one-eyed giants, when it is not hurling large boulders at its enemies, its favorite weapon is a large wooden club.



### Deer

This swift but timid forest creature has sharp antlers to defend itself. It is the source of venison.



### Dog

A domesticated cousin of the wolf, this animal guards homes from intruders, tracks game during hunts, and is a playmate for children and a pet for adults.



### Dragon

Dragons are a mysterious ancient race of highly evolved reptiles that possess magical abilities and a high degree of intelligence. They have large wings and are capable of rapid flight. A dragon is formidable in combat and is all the more lethal due to its noxious flaming breath. Its lair is usually a cave or dungeon where it guards its eggs and treasure.



### Drake

This creature is a dragon that has not yet fully grown to adulthood, a process that takes several hundred years. Like its mature relatives, this creature can also breathe fire and fly. It is commonly found in the lair of a dragon.

**Size:** large

**Circle:** 5

**Attack dice:** depends on spell effect



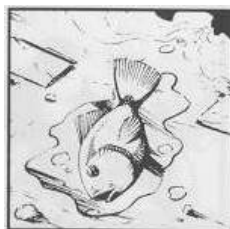
### Emp

This extremely peaceful creature lives in the forest. It shuns violence to such a degree that it is doubtful it will want to have anything to do with any humans it comes into contact with. Some emps possess a remarkable degree of intelligence and magical ability. Emps are so named because of their empathic abilities. So sensitive are they to the pain and discomfort of other living things that they subsist on a diet of such foods as milk and honey.



### Fairy

These flirtatious and mischievous tiny flying creatures are rarely hostile.



### Fish

This generally harmless water-breathing creature can be found in abundance in the seas, rivers and lakes of Britannia. It greatly contributes to the local food supply.



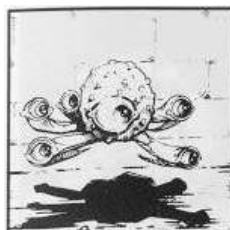
### Fox

This small, wily mammal is related to the wolf, but is not as powerful or aggressive.



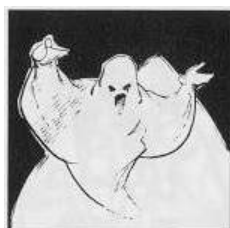
### Gargoyle

This red-skinned creature originally comes from the subterranean domain of the gargoyles. There are two classes of gargoyles - the larger winged gargoyles that possess keen intellect and magical ability, and the smaller worker drones that possess little thinking ability but are embodied with great strength.



### Gazer

This strange creature is found mostly in dungeons. It hovers about, looking for victims to mesmerize with its multiple eyes. Upon being killed, the body of a gazer will break up into a tiny swarming colony of insects.



### Ghosts

This magical spirit of the dead has the power to move through solid walls and has been known to use magic. It can appear anywhere, but tends to frequent graveyards or places significant to the life of the deceased.



### Gremlin

This tiny creature travels in a pack and attacks in a large group. Its primary threat is that it likes to steal food.



### Harpy

This half human/half bird creature nests in mountainous caves. It attacks from the air with the sharp talons on its feet.

**Size:** medium

**Circle:** 2

**Attack dice:** 2D10



### Headless

This ensorcelled creature appears to be a living ambulatory, beheaded human being. It is unknown exactly how it compensates for its apparent lack of sensory organs, but it manages to do so quite well. Its favorite method of attack is strangulation.

**Size:** medium

**Circle:** 1

**Attack dice:** 1D8



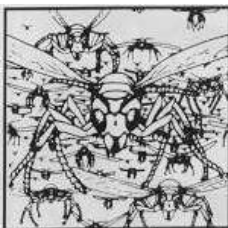
### Horse

This strong, swift animal can be found in the wild or domesticated in the stables. Horses are most commonly used for rapid transportation from town to town or through the wilderness.



### Hydra

This creature is a type of dragon that possesses three heads. Like the dragon, a hydra also can fly and breathe fire.



### Insects

This is an insect swarm capable of causing an intolerable number of bites and stings, as well as severely spooking horses and destroying crops.



### Kraken

This mysterious peril of the sea is not well understood. There have been numerous reports of sailors being snatched from the decks of ships by huge suckered tentacles and dragged down to the bottom of the ocean, never to be seen again. No one has yet reported an actual sighting of the full body of this creature.



### Liche

This is an extremely rare type of undead creature that is both dangerous and very difficult to destroy.





### Mongbat

This bizarre and frightening creature is a cross between a bat and a monkey. Its attacks are fast and powerful, but it usually only inhabits the deepest dungeons.

**Size:** small

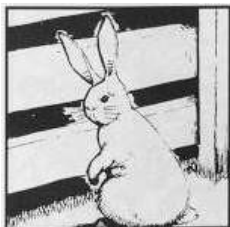
**Circle:** 1

**Attack dice:** 1D8



### Mouse

This harmless rodent lives on whatever little scraps of food it can find, although it is especially fond of cheese. It occupies the space just beneath the cat on the food chain.



### Rabbit

This fast, long-eared animal lives primarily on the carrots grown by local farmers.



### Rat (Giant)

This filthy, overgrown rodent is a severe hazard to the health of human beings. Immune to poison and too large to be trapped, this creature has a voracious appetite for garbage and carrion. When it roams in packs it loses its natural fear of human beings. The bite of a giant rat can cause a variety of potentially fatal diseases.



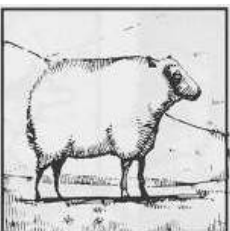
### Reaper

The reaper is actually a malevolent tree spirit that has the power to reach out and grab passers-by in its long, powerful branches. The reaper also possesses the magical power to unleash destructive bolts of lightning. As it is a creature made of dry deadwood, it is quite vulnerable to fire.



### Sea Serpent

This creature is a sea-going dragon. It is capable of spitting out fireballs, much the same as dragons breathe fire. A sea serpent can severely damage a ship with a single lash of its powerful tail.



### Sheep

These non-threatening beasts are raised by shepherds, who take them out to graze in great numbers. Sheep produce both wool and mutton.



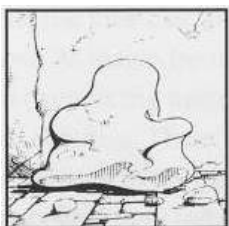
### Silver Serpent

This creature, seen in the symbols of ancient Sosaria, once more holds the fascination of Britannia. The venom of the silver serpent is reported to have a strange and lasting effect on people. No doubt this shall be the subject of further study.



### Skeleton

This is the undead reanimation of a fighter who was slain on the field of battle. Skeletons tend to cluster in hordes and are often following the commands of a sorcerer. In fact, they may continue to do so well after the sorcerer himself is dead!



### Slime

This grotesque gelatinous mass lives in the depths of a dungeon or in the murkiest corners of a swamp. It reproduces by dividing itself and grows through the absorption of other slimes. Slimes attack by hurling foul blobs of slime at their intended victims. Fire is known to be a very effective weapon against them.



### Snake

This creature spends the night coiled among the cool rocks and comes out into the sun during the day. This warms its blood, enabling it to strike more quickly. The creature is venomous and can even spit venom from several yards away.



### Spider (Giant)

While this creature may be encountered anywhere in the wilderness, its lair is its giant web, which will almost always be hidden in a cool and dark place. A giant spider is capable of spraying its poisonous spittle from a considerable distance. Its bite is also tremendously painful.



### Troll

This brutish creature is the bane of all travellers. Many tales relate how trolls hide beneath bridges in order to terrorize and prey upon all those who would cross it. The wise traveller would do well to exercise caution when crossing any bridge, especially those one may come across in the wilderness, far from the security of a city.

**Size:** giant

**Circle:** 4

**Attack dice:** 4D8, successful parry halves the damage,  
armour blocks up to half damage



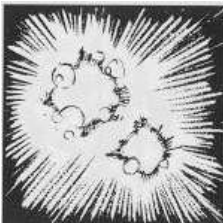
**Unicorn**

Fanciful stories of these creatures abound in rural areas. The unicorn appears as a splendid you white stallion with a single great horn rising from its head. Legends speak of how only those who are truly virtuous may approach a unicorn. Unicorn sightings are rare - so rare in fact that most serious scholars deny their existence.

**Size:** large

**Circle:** depends on circle of steed

**Attack dice:** depends on spell effect.



**Wisp**

These mysterious floating lights have been a puzzlement to many an adventurer. They seem capable of inflicting only slight physical damage, but they also see impervious from physical harm themselves. It has been said that these strange creatures are very knowledgeable and that they come from a world other than our own.



**Wolf**

This plains and forest hunter has long had the greatly undeserved reputation of a vicious predator. While wolfpacks do thin the weak and the sick from the herds of wild animals, and while farmers must occasionally be wary of their curiosity, there is little to support the notion that these animals are bloodthirsty man-eaters.

4MKETD PRAP EK TPM  
 KIRHT AXM EK  
 RRRXMDDEE+

Second Half of The First Age of Armageddon - Serpent's Isle & Silver Seed

**Acid Slug.** Much larger than its cousin, the common slug, the acid slug prefers habitats far below ground. The creature's slimy covering is quite acidic, burning easily through metal and flesh alike. If it is like its Sosarian counterpart, fire is the most potent way in which to combat one.

**Alligator.** This large, amphibious lizard is quick and dangerous, utilizing all of its extremities in battle.

**Bat, Giant.** As its name implies, this is an enlarged version of the common bat, a small flying mammal capable of sensing creatures in total darkness. Their nests are found most often in caves and other areas where little light is present.

**Bear.** This ursine creature stands well over a man when fully upright. Able to easily rend flesh with their teeth and claws, bears are quite fearsome opponents, especially when

their lairs are threatened.

**Bear, Polar.** Like its brother from warmer climes, this bear is a terrifying predator. The most notable difference between these and ordinary bears is the color of their fur, white as white can be. Polar bears usually inhabit the cooler regions of the land and hibernate longer than do other bears.

**Bird.** A variety of avian creatures inhabit the land, though an attractive silver-winged creature seems the most prevalent. Preferring fruits and vegetables, birds rarely attack people, though I have witnessed a few that were so inclined. One of the most colorful birds, the parrot, is even rumored to be able to converse in human language.

**Boar.** This wild creature displays a nasty temperament. Though boar's meat is quite

delectable, fear of being gored by a tusk leads many to seek less violent sustenance.

**Cat.** The stereotyped familiar of wizened mages (another myth I hope to dispel), cats populate the nooks and crannies of every area of civilization. Little more than a nuisance, they do seem to possess the cunning necessary to survive in big cities.

**Chicken.** Cowardly birds with little or no ability to fly, chickens are an excellent source for both meat and eggs. I have yet to see any that are not domesticated.

**Corpser.** A thorough description of this vile ghoul has never been compiled, for no one has ever survived a close encounter with one. However, once one has made its presence known, it can be identified easily by the tentacles it forces up through the ground to grasp its prey. As with the acid slug, fire is the only reported way to slay a corpser.

**Cow.** This large domestic mammal is our main supply of milk and beef.

**Cyclops.** Cyclops are giant, man-like creatures recognized by their lone eye centered in the forehead. Fond of large bludgeoning weapons, such as clubs and boulders, cyclops make deadly combatants.

**Daemon.** These evil, red-hued beasts hold even less love for mankind than we do for them. They call themselves "Gargoyles," but a change in name is not a change in disposition.

**Deer.** Another source of meat, deer inhabit the forests. Their antlers are more than adequate defense against most predatory beasts.

**Dog.** A versatile creature, the dog is many things to many people. Partner to the hunter, aid to the parent, companion to the child and defender to the family, the dog is indeed man's best and most reliable friend.

**Dragon.** Similar to the ferocious, flying lizards of old Sosarian fame, the dragons here differ primarily in appearance. Ice dragons have white-blue scales and spew flames

of blue death.

**Fish.** Fish are nothing more than food from the rivers. While some contend that larger members of the species oft times display a fair amount of intelligence, I have yet to know one serve better than on my plate.

**Fox.** Lesser relatives to both wolves and dogs, these cunning animals prefer smaller creatures to fill their diet.

**Frost Serpent.** A distant relative of the Sea Serpent of Sosaria, these serpents prefer the icy arctic waters of the North.

**Gazer.** Hovering orbs of flesh, gazers seem to spend all their time in search of prey. Their name comes from their multiple eyes, all but their central eye extending from tentacle-like arms. Having faced one in battle, I can report that a gazer's death results in an explosion of swarming insects.

**Ghost.** Manifestations of the remains of the deceased, ghosts are known for their ability to ignore most natural laws, floating about at whim. Presumably in deference to their origin, ghosts tend to gravitate toward locations relevant to the dead.

**Goblin.** The result of ancient magical experimentation (poorly conducted experimentation, I am sure) goblins only vaguely resemble the men from whom their forebears sprang. Although some attempt has been made to civilize them, surliness still dominates their nature.

**Gremlin.** It is difficult to identify individual traits of these bothersome creatures, for they always travel in bands. Quite cowardly, they are a greater threat to one's food supply than to oneself. I have heard of, but not seen, a few who use magic.

**Gwani.** These white-furred creatures appear to be a cross between men and apes. Despite their unusual form, the combination seems more natural than magical and I have seen no evidence they have any familiarity with magic. There is some element of civilization in their culture, however slight, for I have seen them entomb their dead in the icy lands that they inhabit. If such is possible, I hope to find a way to communicate with them soon.

**Harpy.** This abhorrent cross between human and bird is as vile in behavior as it is in appearance. Harpies favor an attack from the air, seeking to utilize their hawk-like talons.

**Size:** medium

**Circle:** 2

**Attack dice:** 2D10

**Headless.** As the name implies, these are creatures without heads. Barring that difference, albeit significant, these bipedal beasts resemble humans. I have not yet captured one for study, but the ease with which they act without apparent senses defies logic.

**Size:** medium

**Circle:** 1

**Attack dice:** 1D8

**Ice Corpser.** Even less is known about these vile beings than their slightly more common namesake. Again, only ice-like tentacles have ever been seen by humans who lived to retell the tale.

**Ice Elemental.** Composed entirely of ice, this bipedal creature attacks with swinging, stone-like arms.

**Size:** large

**Circle:** 6

**Attack dice:** depends on spell effect

**Ice Troll.** Much like true trolls, these are nothing more than brigands and killers. However, their cold nature makes them even more dangerous, for the nearer one comes to an ice troll, the lower the surrounding temperature drops. Sadly, I have witnessed a man quite literally freeze to death while combating one of these terrifying monsters.

**Size:** giant

**Circle:** 4

**Attack dice:** 4D8, successful parry halves the damage, armour blocks up to half damage. D4 automatic damage is suffered per turn while fighting an Ice Troll.

**Ice Worm.** Large, squirming creatures without appendages, it is from these beasts that we get our supply of a rare reagent, worm's heart.

**Insect.** This term refers to a great variety of tiny, six-legged creatures. Some fly, some bite, some travel in swarms, but all are a nuisance.

**Mongbat.** In appearance, a cross between a small boy and a bat, this nimble creature is capable of quick, aerial strikes. Fortunately, a mongbat's small size renders its attack little more than a painful nuisance.

**Size:** small


**Circle:** 1

**Attack dice:** 1D8

**Mouse.** One of the smallest rodents known, this scavenger is quite useful as a test subject in spell research.

**Mummy.** Apparently a form of undead, the mummy seems to be nothing more than a dead person wrapped entirely in rotting bandages. I know not whether there is a connection, but what history of this land I have chanced upon indicates that the original civilizations buried their dead in a similar manner, wrapping the corpses completely in strips of cloth.

**Penguin.** These are flightless, black and white aquatic fowl. Their slow movements would make them easy prey for humans, were penguin worth eating.



**Phoenix.** This unique, orange-plumed bird lives for a thousand years, then returns to its nest and dies. But if its body is then burned, the phoenix rises from the ashes and lives again for another thousand years.

**Rabbit.** Another scavenging rodent, the rabbit is quite fond of the carrots found on many farms.

**Rat, Giant.** Much larger and fiercer than its smaller brother, the giant rat is the king of carrion. When several are found together, what little fear they possess for humans vanishes entirely. Both here and back in Sosaria, we sought to eliminate the local population with poison, but whatever it is in their metabolism that causes them to feast on refuse has also granted them immunity to most toxins.

**Ratman.** These half-men, half-rats are the scourge of Moonshade. They infest the catacombs beneath that city, preventing access to the underground. There are far too many for us to overcome, but some day the time will arrive to purge the catacombs.

**Reaper.** The cruel spirit of a living plant, the reaper is a most devastating hunter. Although tethered by roots to one location, the reaper possesses tentacle-like branches strong enough to grasp even the stoutest of warriors. In addition, the creature's magical abilities permit it to fling awesome bolts of lightning. While its natural intangible form prevents harm to a reaper, its body is simply the wood of the dying tree it has inhabited. Killing its host tree renders a reaper powerless.

**Scorpion.** This giant arachnid is a most fearsome creature, as its large size gives it the power to hunt even humans as food. It is fond of gripping prey in its pincers and then using its tail to inflict a paralyzing sting.

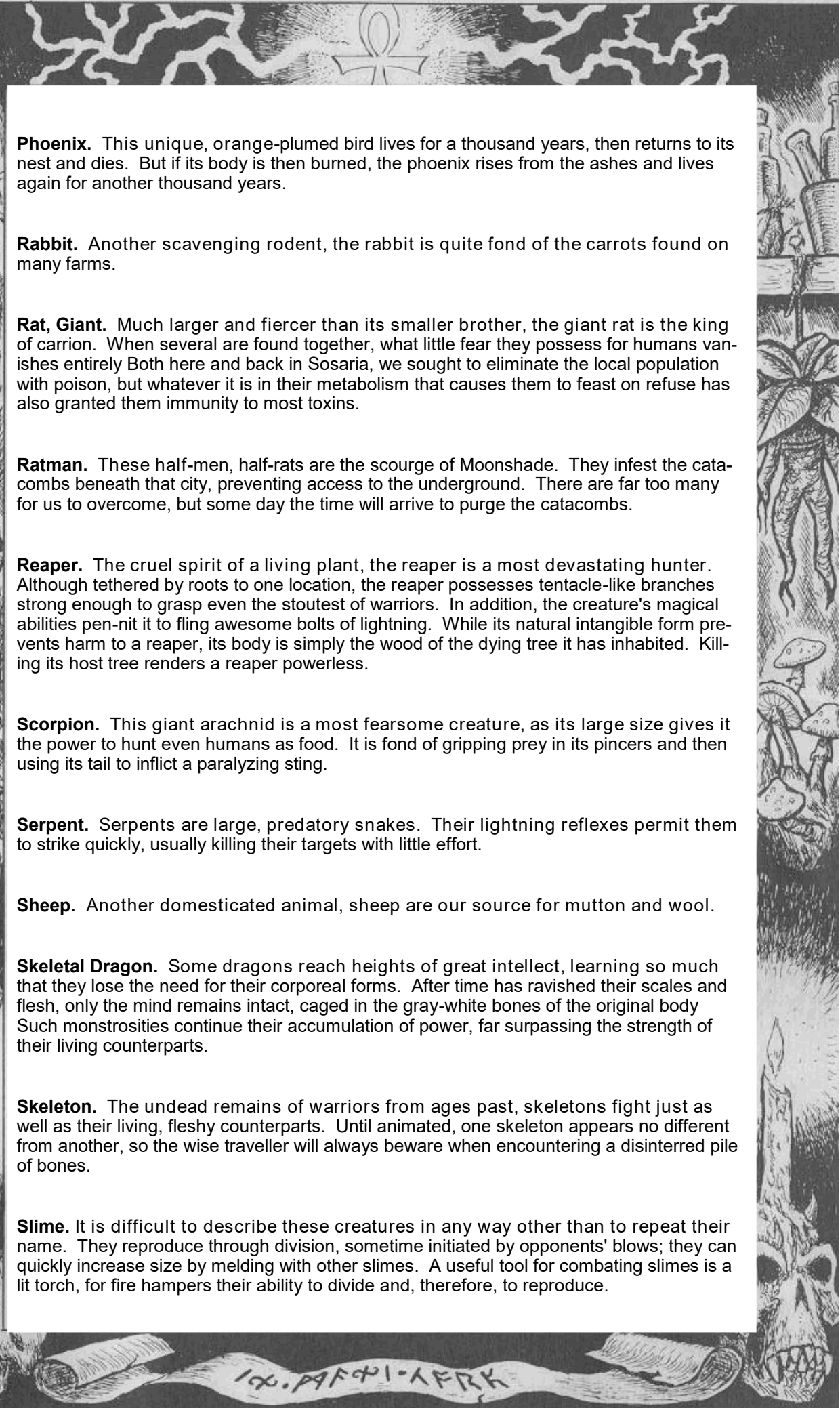
**Serpent.** Serpents are large, predatory snakes. Their lightning reflexes permit them to strike quickly, usually killing their targets with little effort.

**Sheep.** Another domesticated animal, sheep are our source for mutton and wool.

**Skeletal Dragon.** Some dragons reach heights of great intellect, learning so much that they lose the need for their corporeal forms. After time has ravished their scales and flesh, only the mind remains intact, caged in the gray-white bones of the original body. Such monstrosities continue their accumulation of power, far surpassing the strength of their living counterparts.

**Skeleton.** The undead remains of warriors from ages past, skeletons fight just as well as their living, fleshy counterparts. Until animated, one skeleton appears no different from another, so the wise traveller will always beware when encountering a disinterred pile of bones.

**Slime.** It is difficult to describe these creatures in any way other than to repeat their name. They reproduce through division, sometime initiated by opponents' blows; they can quickly increase size by melding with other slimes. A useful tool for combating slimes is a lit torch, for fire hampers their ability to divide and, therefore, to reproduce.



**Snow Leopard.** Snow leopards are large, sleek felines native to colder climates. These man-eating beasts are equipped with sufficient claws and fangs to shred other creatures in a surprising flash of movement.

**Spider, Giant.** The giant spider prefers to spin its web in darkness, hoping the lack of light will assist in securing a victim. Not only is its bite poisonous, but it can spray the same poison considerable distances.

**Stone Harpy.** Harpy is a misnomer, for the name actually refers to any enchanted statue capable of human-like animation. In general, these stone constructions are used to guard valuables long-since secreted away in dark tombs.

**Swamp Tentacle.** Like the corpser, nothing has been observed of these beasts save their appendages, which seem designed to pull hapless victims into the murky depths of the monsters' home.

**Troll.** Trolls are nothing more than bandits: large, fearsome bandits, perhaps, but bandits nonetheless. They set upon their targets with heavy bludgeoning weapons, hoping to stun or kill the victim quickly and claim its possessions as booty. Like as not, a troll will select for its home a secluded bridge.

**Size:** giant

**Circle:** 4

**Attack dice:** 4D8, successful parry halves the damage, armour blocks up to half damage

**Wolf.** Larger than either dog or fox, wolves are among the most efficient hunters of the wild, travelling in fearsome packs across the plains. Their prey of choice is other animals, from the rodent to the sheep. However, in desperation, a few have been known to set upon humans, though only when with the pack.

↑PM 4MKF+D AXM FK  
RRRAXMDDIE+

The Second Age of Armageddon - Pagan

## DOMESTICATED CREATURES

### *Kith*

Although they are large, multicolored quadrupeds, kith bear a remarkable resemblance to the common insect. The major difference between the kith and what some consider to be their smaller cousins is size. At full maturity, a kith's head easily reaches the waist of a man. A few may grow even larger.

Being omnivorous by nature, kith tend to live on the various plant life found throughout the land, though they prefer denser flora. Domestic kith are de-venomed and de-fanged at birth, feral kith are far more dangerous, often rearing up on their abdomens to strike with poisoned fangs.



Kith excretions come in the form of silky strands, which are woven together to make fine clothing and linens. The finer weaves of kith silk make excellent canvases, for the paints adhere well to the fibrous material. In addition, the meat taken from the kith's abdomen and thorax is quite tasty, and many herdsmen raise kith solely for the sustenance they provide.

### **Torax**

Large, slow reptiles, toraxen are the staple of the herdsman's stock. They are usually brown in color, though some have dark brown or dark gray spots. Their heads are broad and flat, filled more with bone and muscle than brain. Half as tall as a man and usually docile, the torax is particularly strong for its size, often able to knock down trees in one angry charge. Setting its head down, the torax charges victims and then snaps with its bone-crushing jaws. Their tough hide is thickest around the legs and back, making them especially difficult to damage in these areas.

The tremendous strength of a torax makes it an excellent dray beast; able to carry great loads for a long amount of time. In addition, their thick skin makes excellent leather, which is usable as clothing, armor and even temporary shelters. Torax meat is a staple food, whether served fresh as chops or dried as jerky.

## **CREATURES OF THE WILDS**

### **Changeling**

Changelings are, indeed, a curious species. As they are shapeshifters, it is difficult to describe their true form. However, there is one shape that is apparently available to all changelings - or at least in all of those encountered thus far. In that form, they appear much like short, disfigured and disproportioned men. The changelings' movements seem jerky and erratic, yet the creatures seem to be in control of their actions.

In battle, the changeling assumes the shapes of its opponent or flora! In these forms, the changeling has the strengths and abilities of these other creatures, including any toxins they might be able to employ. In what must be assumed is its natural form, the changeling bounces about the area and then suddenly leaps at its opponent with its huge tooth-filled maw opened widely. No one has had the opportunity to learn exactly what it is that allows a changeling to shapeshift or what makes it act as it does, for it fights viciously to the death. Moreover, the creature disappears when it dies, making study impossible.

### **Troll**

Trolls are large, lumbering bipedal creatures, standing half again as tall as a man. Their skin color ranges from a pale green to an olive or tan, and they wear little in the way of clothing. Trolls move quite slowly, as if they must first decide where to place each foot before taking a step - though anyone who has watched a troll move through a small community, stepping on whatever is underfoot, knows better than to think a troll is careful. There are those who speculate that trolls are the offshoot of an ancient tribe of particularly evil and stupid Zealans, though none of the ancient tomes in Tenebrae support that theory.

Trolls fight poorly, being so slow and bulky. However, their solid strength means certain death for most who are careless enough to be struck. All trolls use clubs, usually pulled from dead vegetation, though even their powerful fists are enough to deliver a tremendous blow.

**Size:** giant

**Circle:** 4

**Attack dice:** 4D8, successful parry halves the damage, armour blocks up to half damage

**Seeker**

The seeker is nothing more than an abomination of nature. One large eye floats about connected to a huge, snapping mouth via a thick red membrane. It is hoped that this creature is the result of a magical concoction, but others claim that seekers are the living remains of the Destroyer, as foretold by the one who called himself the Guardian.

The seeker seems to be neither herbivore nor carnivore - no one has ever seen it eat. The creature simply hovers about until it sights a target and then launches into a furious assault of gnashing teeth. Yet no scholar has ever been able to explain the seeker's sole purpose of wanton destruction. It does not eat, and yet nothing eats it. Even in death the seeker mocks other life, exploding into a myriad of sharp bone and cartilage that can be fatal to those caught within the radius of its devastating blast.

## UNDEAD AND SUPERNATURAL CREATURES

### **Aerial Servant**

Many people who die before they finish important tasks become spirits bound to the welfare of others. Unlike ghosts, for whom the Titans have no use, aerial servants function as messengers and assistants to Stratos. Moreover, aerial servants do not possess the same dark gray appearance of their counterparts, the ghosts, seeming instead to be made up of simple currents of air.

Aerial servants do not attack others, whether they are living or otherwise. However, they are usually loyal to the Theurgists who summon them, obeying their commands to the best of their abilities. Some say that aerial servants can affect the objects they touch, temporarily changing the objects into air currents as well. This way, the aerial servant is able to transport otherwise solid objects through the smallest wall chinks and such.

### **Daemon**

Those consumed by flame, either in life or death, or are slain by another Daemon, become servants and warriors for the Lord of Flame and his followers. Daemons are bipedal creatures with mottled and scaly skin, sporting sharp claws and talons. Atop their heads are two horns, while coarse brown fur covers their legs.

These hideous beasts are terrible tools of destruction. With their powerful arms and sharp fangs and claws, they rend their victims with razor-like ability. According to the few witnesses who have seen a Daemon attack, the victims scream of the burning pain that comes from each strike, and legend maintains that Daemons can even hurl destructive balls of flame. As fire is their primary tool, Daemons seem immune to the effects of flame themselves, and their thick scales make them nearly impervious to the common blade.

### **Ghost**

Ghosts, also known as wraiths, are the disembodied spirits of those who died so tragically that even the Titans have no use for them. They appear as twisted shapes of gray floating above the ground. Tied to the general location of their demise, ghosts rarely travel far in search of victims. They consume life forces to give them strength. Ghosts have complete control over their visibility, often remaining invisible until prey is near enough to scare.

Feeding on the spirits of the living, wraiths attack with a draining touch that leaves the victim weak of body and will. Armor is useless against their attack, and weapons without some sort of enchantment cannot hurt them. Legend claims that some of the Necromantic magics may affect a ghost, but I doubt there is any evidence to support the supposition. Note that a ghost's non-corporeal nature permits it to access many areas sealed to ordinary folk.

### **Ghoul**

Ghouls are the animated corpses of the recently dead. Wearing nothing more than the clothing in which they were interred, ghouls - or zombies are extremely slow in both thought and action. Unlike skeleton warriors, the ghouls' function is far less oriented towards combat, and they begin their service as soon as they make their way to the Mountain King's domain.

However, when sacred areas such as the cemetery are disturbed, ghouls are there to confront the trespasser. Fortunately for the perpetrator, movement for ghouls is extremely difficult and painful, rendering them poor combatants. An ironic twist to the ghouls' nature is that they consume the flesh of their prey, thus making it impossible for the victims ever to reach Lithos and serve him.

**Size:** medium

**Circle:** 2

**Attack dice:** 2D8

### ***Minion of the Lurker***

The Tempests tell us that those whose bodies fall dead in the water, whether by drowning or other means, tragically face service not with Lithos, but with Hydros, the Lurker. Little is known about the vile minions, for they do not walk upon the land and no one has dared to enter the Lurker's domain to view them up close. The few glimpses that have been seen reveal a large, fish-like head filled with a row of sharp teeth. It is assumed that the transformation into this disgusting beast takes some time, though how much is unknown.

There is no record of anyone surviving a direct encounter in the water with a minion, though some of the fishing folk have managed to avoid the creatures by remaining in their boats. It is unknown whether minion victims are consumed or dragged deep below the waves to become minions themselves.

### **Skeleton Warrior**

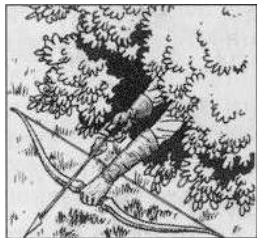
The remains of warriors from ages past, skeletons are the servants of Lithos and the Necromancers who follow him. Their body and spirits, passed to the Mountain King during interment, are held in waiting until needed. However, they still carry with them the accoutrements of their fighting days: axes, swords, shields, armor and so forth

Though dead, these animated skeletons are extremely agile and strong, often felling a man before he can even strike. They are brainless, yet seem to retain much of the fighting skill they possessed in life. Skeletons attack only with their ancient weapons, which are oft times filthy with disease-ridden decay. As they are already dead and serve only a single function, skeleton warriors attack relentlessly until destroyed.

# T P M T P I R D A X M E P

## R R P A X M D D E T

### The Third Age of Armageddon - Ascension & Our Present Time



#### Archer

**Description:** Armed with bow and arrow, these brigands stalk the road and countryside for a quick gold piece.

**Size:** medium

**Circle:** 1

**Attack dice:** depends on weapon type



#### Bandit

**Description:** Mostly accompanied by some archers and armed with blades and pikes these bandits hunt in groups for unwary travelers.

**Size:** medium

**Circle:** 1

**Attack dice:** depends on weapon type



#### Bat

**Description:** Living in dark caves, attics and dungeons, bats can be a hazard to your hairdo. Also, if you annoy them they might want to snap at you with their razor sharp teeth and claws.

**Size:** small

**Circle:** 1

**Attack dice:** claws 1D6, bite 1D8



#### Brute

**Description:** Big, bad and ugly. Related to trolls these dumb creatures like to guard things like bridges and ask for a toll, or they just sit on their gold stash and pick some human flesh from their teeth.

**Size:** large

**Circle:** 2

**Attack dice:** depends on weapon type



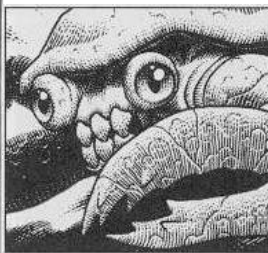
#### Creeper Plant

**Description:** These plants seem alive with an evil magic, grasping all who come close, injecting them with venom as soon as the victim is within reach of the centre of the plant.

**Size:** varies

**Circle:** 2

**Attack dice:** poison 2D6 per round until cured



#### Crustacean

**Description:** Mutated freaks of nature, these oversized crabs stalk the coastline of some of the islands in search of fish, or an unwary fisherman.

**Size:** medium

**Circle:** 3

**Attack dice:** 3D8



#### Demon

**Description:** Evil, magical and extremely deadly. Summoned by evil mages these creatures do their master's bidding, until they find someone who will set them free.

**Size:** giant

**Circle:** 8

**Attack dice:** depends on spell effect



#### Dragon

**Description:** Intelligent as they are, they are usually not dangerous. They however don't like adventurers raiding their nests and will use all the magic in their possession in order to stop them.

**Size:** giant

**Circle:** 8

**Attack dice:** depends on spell effect



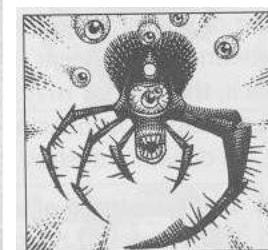
#### Gargoyle

**Description:** There are two types, winged and not winged. The winged are spellcasters, but not many are left. The walkers are mostly guards. Not many gargoyles have been seen walking the land in the past few years though.

**Size:** medium

**Circle:** 4

**Attack dice:** depends on weapon or spell effect



#### Gazer

**Description:** These multi-eyed creatures exist in the most secluded parts of the land and are feared for the spells they cast from their eyes. One spell for each eye, the more eyes they have, the deadlier.

**Size:** medium

**Circle:** depends on circle of gazer

**Attack dice:** depends on spell effect



### Ghost

**Description:** Undead remnants of a tormented soul. Being the size of their former body, these ghosts roam the place of their death until they are released from their torment. They won't hesitate to take others with them if they can.

**Size:** varies

**Circle:** 3

**Attack dice:** ghost touch 3D6 + 1D6 per round until leaving the ghost's presence.



### Goblin

**Description:** Smaller cousins to the orcs, goblins are thieves and pickpockets. Too weak mostly to fight alone, they only fight in large groups, otherwise they prefer to sneak and steal at which they are very good.

**Size:** small

**Circle:** 1

**Attack dice:** depends on weapon type



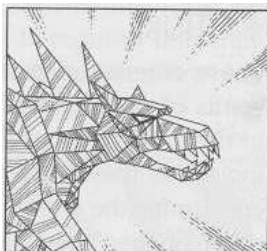
### Hellhound

**Description:** These creatures, spawned from the fires of The Abyss have a fearsome bite and breathe fire over short distances. They look a bit like dogs, which explains the name, they're about the size of a man.

**Size:** medium

**Circle:** 4

**Attack dice:** fire breath 3D8, bite 2D6



### Ice Hound

**Description:** Related and directly opposite of the hellhound, the Icehound breathes pinnacles of ice, and can summon a constraining ring of ice around a target with a howl, freezing the target in place. Their bark is worse than their bite...

**Size:** medium

**Circle:** 4

**Attack dice:** ice breath 3D8, bite 2D6



### Lich

**Description:** These undead mages were once mages who came to their deaths by some terrible tragedy. In their unlife they keep their magical prowess, abilities and their intelligence. However, they also gain a malignant yearning to hurt people.

**Size:** large

**Circle:** depends on circle of lich

**Attack dice:** depends on spell effect



### Mage

**Description:** Mages, either wild or traditional are a force to be reckoned with. The more they possess control of the magical ether, the stronger and more dangerous. Not all mages are evil, but those that are should be looked out for.

**Size:** medium

**Circle:** depends on circle of mage

**Attack dice:** depends on spell effect



### Mimic

**Description:** Mimics are creatures which like to mimic containers of all shapes and sizes, from pouches and the more regular chests to crates, houses and even towers and castles. The latter are only rumoured to exist, as no one has ever run into one (and lived).

**Size:** varies

**Circle:** 2,4,6 (depending on size)

**Attack dice:** GM discretion, varies depending on size



### Pirate

**Description:** Native mostly to the Great Sea and Buccaneer's Den these men and women search the seas for ships to plunder. They stay clear of the guarded cities, mostly.

**Size:** medium

**Circle:** 1

**Attack dice:** depends on weapon type



### Predatory Fish

**Description:** These small fish swim in schools through undeeep waters of the sea and at the mouths of rivers. Hungry for anything with meat on it they have the ability to gnaw up an entire human in mere minutes.

**Size:** small

**Circle:** 1

**Attack dice:** 1D6 per fish



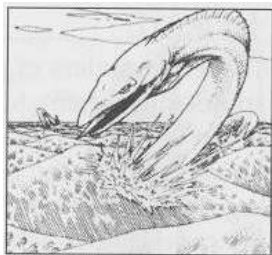
### Rat, Giant

**Description:** Big, ugly, bad smelling. These large rats are said to live in the sewers underneath the larger cities like Britain and Minoc. On some islands they even live above ground, eating (the garbage of) human society.

**Size:** medium

**Circle:** 2

**Attack dice:** 2D6



### Sea Serpent

**Description:** The terror of every seafaring man or woman. Sea serpents can grow to a size of up to 50 feet and have been rumoured to entangle entire ships and draw them to their depths. This is only hearsay as, you guessed it, no one ever came back to tell about an encounter.

**Size:** giant

**Circle:** 7

**Attack dice:** bite 7D10, entangling (ships) 7D20



### Skeleton

**Description:** Animated by dark magic the skeletons of perished warriors can even in death be worthy opponents. Even more so since after they are shattered, they have the tendency of re-assembling themselves. Taking some vital parts away is said to cure this ailment.

**Size:** varies

**Circle:** 2,4,6,8 (depends on size)

**Attack dice:** depends on weapon type



### Spectre

**Description:** Much like ghosts, only less likely to attack anyone blindly, spectres are the souls of people bound magically to this realm for a purpose. They will do what is needed to fulfil this purpose so their ties are severed. But an attack will not be taken lightly.

**Size:** varies

**Circle:** 5

**Attack dice:** depends on spell effect



### Spider, Giant

**Description:** These spiders should be watched out for. Spitting poison and weaving their huge webs through corridors in dark dungeons and sewers they are something to keep in mind. Their Spider Silk however is said to be a potent reagent.

**Size:** medium

**Circle:** 3

**Attack dice:** bite 2D6, poison bite (50% chance)

2D6 + 1D6 until cured.



### Thief

**Description:** Not much of a fighter, thieves usually prefer to take their enemies by surprise, sneak up on them and rob them blind before they are even seen.

**Size:** medium

**Circle:** 2

**Attack dice:** depends on weapon type





### Vulture

**Description:** This giant version of the regular vulture preys above Spinebreaker Mountain for the corpses of dead animals or flesh in general. Not easy to give up a prey, their beak and claws are fierce weapons.

**Size:** large

**Circle:** 3

**Attack dice:** bite 3D6, claws 3D8



### Wolf

**Description:** Nightly hunters of the forest, the wolves of the Buccaneer's Den and Yew forests are the largest in the realm. One pack in particular is said to be led by a white wolf of magical origin. The shepherds of New Magincia fear the packs of wolves which come through an unknown passage at times to steal their sheep.

**Size:** medium

**Circle:** 2

**Attack dice:** 2D6



### Zombie

**Description:** Undead, brainless corpses of the deceased. Necromantic magic fills the body of a (recently) deceased creature with a spirit from the netherworld. This spirit and it's new body will then carry out it's master's bidding until the body falls apart of rotting.

**Size:** varies

**Circle:** varies

**Attack dice:** GM discretion, varies depending on size

# ADDENDUM

## Addendum - Other Worlds

### Worlds of Ultima - Martian Dreams

#### Airsquid

No Earthly equivalent exists for this, perhaps the strangest and most surprising of Martian creatures. The carnivorous airsquid is a remarkable combination of hawk, squid, and jellyfish. It floats, seemingly harmless, through the sky, its body suspended below a distended bag filled with hydrogen gas. Blessed with keen eyesight, it can spot prey at great distances. When it finds a victim, the airsquid drops in vicious, gravity-aided attack. Sharp teeth, a tearing beak, and grasping tentacles make the airsquid a hideous and effective enemy. Not surprisingly, the first expedition reports no sightings underground. The airsquid seems willing to float anywhere prey is to be found. There is no place on the Martian surface free of these deadly creatures.

#### Ammonoid

This primitive, snail-like creature dwells exclusively in the dank, dark Martian underworld. Its spiky, thorned shell provides ample protection against attack. Its tentacles allow it to grasp prey, but the real danger posed by the ammonoids is the burning acid secreted from suckers on the lower tentacle surface.

#### Bushato

The plains areas are home to this bison- or buffalo-like herbivore. Herds of Bushato can generally be found near the wandering forests, feasting on the small plants found in and around the woods. Though normally sedate, these massive, hippopotamus-sized creatures are easily provoked. The charge of a Bushato, wood-like tusks clacking, is something to behold - from a distance. The best advice that can be given is to leave these creatures alone unless it is absolutely necessary to disturb them.

#### Busbrat

Here is a curious anomaly - one of the few plantimals to be found both above and below ground. How these rat-like scavengers survive without the light of the sun so necessary to other plants is a mystery. Perhaps it is akin to Earth saprophytes non-photosynthesizing plants that survive on decaying organic matter. Busbrats can be found everywhere, feeding on the remains of dead worms and the kills of surface-dwelling carnivorous. Small, quick and blessed with razor sharp teeth and claws, busbrats are surprisingly dangerous when provoked.

#### Canal Worm

No human has ever seen one of these creatures, but several circular tapestries found in the Martian cities depict what Lowell believes to have been huge, canal-dwelling worms. Several features are immediately apparent. They had huge maws full of row upon row of shark-like teeth. They must surely have been quite ferocious, attacking anything that moved on or near the canals. And they were large enough to swallow a man whole. Perhaps it is a blessing that the canals are empty and mankind need never fear these awesome beasts.

#### Cave Worm

Unlike its distant relative, the extinct canal worm, cave worms are quite real and quite deadly. These glowing, shelled cave dwellers can grow to lengths up to ten feet, but a spitting attack makes them a threat at far greater distances. Once prey comes within reach, a

cave worm uses grasping tentacles to squeeze the life from its victims. Like many Martian creatures, the cave worm secretes a burning acid through its skin. Victims are, in essence, rendered down to liquid which the mouthless worm absorbs through its skin.

### **Creeper**

This rootless, leafy vine is the above-ground equivalent of the cave worm. Its natural habitats are the mountainous regions of Mars, though it will travel as far as necessary to find food. It squirms about the surface and attacks by wrapping itself around its victims and suffocating them. The creeper tends to be shy, attacking only when requiring one of its infrequent feedings, but it can respond viciously to provocation.

### **Creeping Cactus**

Among the odder Martian creatures, this hybrid of cactus and sea urchin moves by inflating its rear pods and deterring the ones ahead, pushing it slowly across the surface. This is probably a variation on the night mechanism used by the air squid, but the creeping cactus is too heavy to get off the ground. Despite their weight, the strong Martian winds often send creeping cacti tumbling across the plains, like tumbleweed. Unlike tumbleweed, however, the creeping cactus has pointy spines that can inflict surprisingly serious damage.

### **Glow Worm**

Though similar in appearance to their cousins, the rockworms, glow worms are quite armored. Found only in the maze-like underground passages of Mars, these shy creatures shrink into their shells at the approach of any creature larger than a Busbrat. For reasons we can hardly guess, glow worms usually cluster at points where passageways curve or reach a dead end. Underground explorers quickly came to consider the creatures their friends for, as their name indicates, they glow quite fiercely. Whether this display is designed to scare away would-be attackers, to blind underground predators used to the dark, or to accomplish some other, unknown goal is a subject worthy of further study.

### **Hedgehog**

This belligerent, mid-sized carnivore fills the ecological niche of Earth wolves. Woody tusks, sharp fangs, and thorns that can be sent flying through the air make the lone hedgehog quite formidable. Unfortunately, they often travel in packs, making them even more of a threat. A group of hedgehogs can take down a bushalo with ease, and can even give a sextelleger a hard time. Be ever alert for hedgehogs - they range far and wide and can be found anywhere on the planet.

### **Jumping Bean**

The rabbit-like jumping bean looks almost comical as it traverses the Martian landscape with a peculiar hopping gait. Don't be deceived by its looks, however, or its herbivorous nature - beans are quite aggressive. In fact, they're just plain nasty, seemingly for the fun of it. (How else do you explain an herbivore that attacks without provocation?) A pack of jumping beans is quite dangerous, giving pause even to the carnivores of Mars.

### **Oxy-leech**

This slug-like under-round life form feeds on oxium. Unfortunately, these primitive creatures make no distinction between veins of oxium ore and traveling adventurers with oxium in their packs. The oxy-leech has a hideous, toothy mouth opening, but does very little physical damage, preferring to steal oxium and flee before victims can react. Generally found near cave entrances and in ravines, the oxy-leech is a disturbing creature, but more a nuisance than a genuine threat.

### Plantelope

The gazelle-like plantelope may remind explorers of its smaller cousin, the jumping bean. Normally docile, it tends to be shy, choosing to flee rather than fight in almost every case. The plains are its customary feeding grounds, though herds of plantelope have been seen leaping goat-like in the mountainous areas of Mars.

### Planther

Fast, agile, and deadly, the planther is at the top of the plantimal food chain. Though it rarely attacks the larger herbivores, a hungry specimen of the breed can chase down sextelleger (with some difficulty ...). Planthers tend to be loners, slicking to the mountainous regions they love, but they move into the plains areas and travel in small prides during pollination season.

### Pod Devil

Here is a creature with no Earthly equivalent. Three times during the Martian year, the mysterious pod devil blooms. Anywhere from five to 30 pods appear on each mature adult. Within each pod, a young devil begins to grow. If left alone, the pods drop to the ground and a fully grown pod devil emerges. If the "mother" plant is disturbed before the "babies" reach full size, a variable number of pods burst, releasing immature (and quite vicious) devils. The young are bipedal, frog-like whirlwinds of teeth and claws. They have been reported to attack from a distance by hurling small stones, an indication of relatively high intelligence. If one of the prematurely-released young dies, a new pod devil plant grows on the spot, thus assuring the continuation of the species.

### Proto-Martian

Though the sentient Martian race became extinct long before man set foot on the red planet, a primitive relative managed to survive. Though nowhere near as intelligent as their ancient cousins, the omnivorous proto-martians are clearly the top of the heap among the remaining plant creatures. (For the sake of comparison, think of proto-martians as somewhere between gorillas and human cavemen in intellect.) Alone among plantimals, the proto-martians travel in bands and use crude weapons (sticks, hurled rocks, and so on). They generally live near the bases of mountains, seeking the shelter of caves. They have also been spotted roaming the plains, living in crudely constructed shelters. Be warned that proto-martians are not intelligent enough to reason with. Consider them clever, dangerous animals.

### Rockworm

These gigantic tube worms live coiled up under the earth IT with only a hard, slime-covered tube visible at the surface. The tubes are made of a caustic material regurgitated by the worm. This same acidic ooze covers and lubricates the rockworm's body, allowing it to emerge with startling speed from its subterranean resting place. The slightest vibration on the surface draws the rockworm out. The speed of its attack, the caustic ooze, and a horrible thorny maw make each rockworm a threat. Making matters worse, rockworms tend to clump together in colonies and can be vicious when provoked. They are best left undisturbed whenever possible.

### Sand Trapper

These large, pod-like creatures would appear to be easily avoided they are completely immobile. Appearances can be deceiving, however. Like the Earth insect known as the ant lion (or, more popularly, the "doodlebug"), the sand trapper uses the lower portion of its abdomen as a shovel and digs itself a deep, conical pit in the loose sand of the plains. Any plantimal, worm, or human who gets too close loses its footing in the loose sand and falls to the bottom, where the creature waits to devour it. Even potential victims who don't fall within reach of the waiting creature have little chance of climbing out as the sand shifts beneath their feet. Escape is made even more difficult by the trapper's grasping, ropy ten-

tacles. All in all, the sand trapper is a devouring machine - little more than a huge mouth lined with Razor sharp teeth. A spitting attack can send a man tumbling down the slopes of its trap and into its waiting jaws. Don't be lulled into a sense of false security by its immobility. The sand Trapper is quite deadly.

### Sextelleger

Here is another Martian plantimal with no Earthly equivalent. No other creature encountered by Lowell and the others was considered more dangerous or more malevolent. Even the planther thinks twice before attacking o fully-grown sextelleger. The six-legged beast can only be described as a carnivorous rhinoceros. A lone sextelleger is a menace, but one seldom encounters a lone sextelleger - the creatures travel in herd,,,,, killing and devouring anything and everything in their paths.

### Trees

The pod-trees are not true plantimals like the other lifeforms of Mars, but they are, nonetheless, worthy of inclusion in a compendium of Martian creatures. Unlike Earth trees, Martian trees are capable of limited movement. For reasons not fully understood by human explorers, the trees clump together in forests and then wander together across the plains of Mars, usually in the vicinity of the canals. Explorers quickly determined that it was not worth their time and energy to map either the location of the forests or the paths through them. The next time they reached an area through which they had passed earlier, the paths had changed and, in some cases, the entire forest had moved!

### Worlds of Ultima - Savage Lands

Various species of dinosaurs.



# ARMORITH

## Credits

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I, Resurrection Dragon, first and foremost want to thank and compliment Quill Dragon on all his outstanding work for Ultima: Resurrection. Both in the rulebook aswell as in the many additional writings he has created in the past, including this bestiary.

In this revised edition, the following changes were made:

- Updated layout and graphics to match the revised edition of the rulebook.
- Addition of an index page.
- Update to the credits section.