This is not a complete game in itself. The Planescape Campaign Setting Boxed Set and at least one of the Storyteller system rulebooks are required to use this work.

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INTRODUCTION

This document contains information that Game Masters may wish to use when running Planescape campaigns using my “conversion notes” for the Mage: the Ascension rules. As a “GM Section”, it is by necessity incomplete; there are so many planar beasties, so many special situations, and so many different ways of handling things that one person cannot come up with enough material to deal with them all. With this document, you don’t have to. It was not just intended to give the Planescape GM enough “monsters” and “rules” to run a campaign; the real purpose of this document is to give you a few of my own ideas how things can be done, so that everyone out there can find a way to run Planescape campaigns that they are happy with.
MAGIC IN THE PLANES

The magic rules for using Mage: the Ascension Planescape refer to making adjustments to magical effects based on the current plane of the characters, the Spheres used, and their beliefs. These adjustments are intended to express the different magical nature of each plane. However, in the main rules document, there are no guidelines for deciding which spells are altered, diminished, or enhanced on a particular plane. This was not an oversight - this information was deliberately kept separate from material that the players might read, and can be found below. The Game Master can reveal this information to players in any way that he wishes; keep it a secret; or make any desired changes to it without confusing players by conflicting with the “rules”.

Below, altered, diminished, and enhanced spells are described plane by plane. There’s no need to memorise all of this information; just keep to hand details about the planes that the player characters are likely to visit during a game session, and refer to them as needed.

Game Masters should apply these guidelines on a case-by-case basis. Sometimes a player will come up with a spell that strictly speaking, is diminished or even negated on his current plane. However, if the spell matches the character or conditions of the plane, or if the spell is inspired by a powerful Belief of the character, then the GM might decide to apply the standard difficulty.

Transitive Planes

The Transitive Planes connect the Outer and Inner planes to the Prime Material. They have unique affects on the spells cast there.

Astral

**Altered:** Prime 1 is useless, as everything radiates magic on this plane.

**Diminished:** Cosmology spells used to summon creatures from other planes.

**Enhanced:** Entropy spells.

**Negated:** All Correspondence spells; magic that accesses the Ethereal and Inner Planes.

Ethereal

**Enhanced:** Mind illusion spells last without concentration; a botch causes illusions to assume independent life.

**Negated:** Magic that accesses the Astral or Outer Planes (many Cosmology spells).

Inner Planes

The Inner Planes have no connection to the Astral or the Outer planes, and so spells that involve aspects of those planes always fail.

Elemental: Air

**Diminished:** Matter spells involving elements other than Air.

**Enhanced:** Matter spells involving Air.

Elemental: Earth

**Diminished:** Matter spells involving elements other than Earth.

**Enhanced:** Matter spells involving Earth.
Elemental: Fire

**Diminished:** Matter spells involving elements other than Fire.

**Enhanced:** Matter spells involving Fire

**Negated:** Matter spells involving Water.

Elemental: Water

**Altered:** Forces spells involving electricity make electrical globes.

**Enhanced:** Matter spells involving Water.

**Negated:** Matter spells involving Fire.

The paraelemental planes are a mix of two elemental planes, and so spells are affected according to aspects of both parent planes.

**Paraelemental: Ice**

**Diminished:** Forces spells involving cold or heat; Matter spells involving Fire.

**Negated:** Spells that access the Astral or Outer Planes.

**Paraelemental: Smoke**

No unusual modifications.

The quasi-elemental planes are a mix of an elemental plane and a positive or negative plane.

**Quasi Elemental: Lightning**

**Enhanced:** Forces spells involving electricity.

**Negated:** Light-based invisibility spells.

**Quasi Elemental: Mineral**

**Diminished:** Matter spells involving elements other than Earth

**Enhanced:** Matter spells involving Earth.

The positive and negative planes are planes of ultimate life and death and so they strongly affect spells related to those concepts.

**Quasi Elemental: Radiance**

**Diminished:** Forces spells involving darkness.

**Enhanced:** Forces spells involving light.

**Quasi Elemental: Steam**

**Diminished:** Matter spells involving Fire.

**Negated:** Spells that access the Astral or Outer Planes.

**Positive Energy**

**Diminished:** Spells that inflict damage.

**Enhanced:** Healing spells.

**Negated:** Spells that access the Astral or Outer Planes; solid objects created magically explode in a burst of light.

**Negative Energy**

**Diminished:** Spells that inflict damage.

**Enhanced:** Healing spells.

**Negated:** Spells that access the Astral or Outer Planes; objects created magically crumble to nothingness in 1 round.
The quasi-elemental planes are a mix of an elemental plane and a positive or negative plane, and so spells are affected according to aspects of both parent planes.

<table>
<thead>
<tr>
<th>Quasi Elemental: Ash</th>
<th>Quasi Elemental: Salt</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Altered:</strong> Matter spells involving fire have a maximum duration of one round.</td>
<td><strong>Diminished:</strong> Matter spells involving water or ice have a maximum duration of 2 rounds.</td>
</tr>
<tr>
<td><strong>Enhanced:</strong> Forces spells involving cold.</td>
<td><strong>Negated:</strong> Spells that access the Astral or Outer Planes.</td>
</tr>
<tr>
<td><strong>Negated:</strong> Forces spells involving heat.</td>
<td></td>
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</tbody>
</table>

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<thead>
<tr>
<th>Quasi Elemental: Dust</th>
<th>Quasi Elemental: Vacuum</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Altered:</strong> Matter/Prime spells that create solid objects have a maximum duration of 5 rounds, unless Forces 3 is also used.</td>
<td><strong>Negated:</strong> Matter spells involving Air and Fire.</td>
</tr>
<tr>
<td><strong>Negated:</strong> Spells that access the Astral or Outer Planes.</td>
<td></td>
</tr>
</tbody>
</table>

**Outer Planes**

Cosmology spells used to summon individuals or creatures to the caster can only draw from adjacent planes.

Matter/Cosmology spells used to summon elementals do not call upon the same beings as those summoned on the Prime Material or Inner Planes. Instead, they create a “pseudo elemental” from the current plane.

Pseudo elementals adopt the alignment of the plane where they are created, and refuse to do anything that would contradict that alignment.

Lastly, Life spells, whether harmful or beneficial, have absolutely no effect upon petitioners.

**The Abyss**

- **Altered:** Life spells often corrupt the recipient; mind-reading and sensory spells allow for a magical retaliation, at the GM’s discretion.
- **Enhanced:** Entropy, Mind illusions

**Acheron**

- **Diminished:** Entropy spells.
- **Enhanced:** Matter spells involving iron and stone.

**Arborea**

- No unusual effects.

**Arcadia**

- **Enhanced:** Spells that benefit large groups of people.
- **Negated:** Natives are immune to illusions.

**Baator**

- **Diminished:** Entropy spells.
- **Enhanced:** Mind spells.
The Beastlands

*Diminished:* Mind spells affecting animals.
*Enhanced:* Life spells of healing.
*Negated:* Forces spells involving weather.

---

**Bytopia**

No unusual effects.

---

**Carceri**

*Diminished:* Spells cast for the benefit of others.
*Enhanced:* Spells that inflict harm or take advantage of others.

---

**Elysium**

*Diminished:* Spells that inflict harm or take advantage of others.
*Enhanced:* Spells cast for others’ benefit.

---

**Gehenna**

*Diminished:* Mind spells of influence and domination.
*Enhanced:* All Forces spells.

---

**The Gray Waste**

*Enhanced:* Harmful and necromantic life spells.
*Negated:* Spells involving emotions or colours.

---

**Limbo**

*Altered:* Each 1 rolled cancels out two successes when checking for a botch. Botched spells that would normally have been cast successfully have wild, chaotic effects.

---

**Mechanus**

*Negated:* Illusion spells create little more than wispy outlines that fool no one; Entropy spells.

---

**Mount Celestia**

*Diminished:* Entropy spells.
*Enhanced:* Spells that benefit large groups of people.

---

**The Outlands**

*Altered:* There are five “rings” to the Outlands. In the fifth ring, all magic works well. Travelling towards the Spire, certain types of magic are negated at each ring:

- **4th Ring:** Level 5 spheres are negated.
- **3rd Ring:** Level 4 spheres are negated.
- **2nd Ring:** Level 3 spheres are negated.
- **1st Ring:** Level 2 spheres are negated.
- **The Spire:** All spheres are negated.

---

**Pandemonium**

*Altered:* Matter spells involving Air gain an automatic success, but cannot be controlled by the caster.
*Enhanced:* Entropy spells.

---

**Ysgard**

*Altered:* Sensory magic requires rune casting for success.
*Diminished:* Harmful and Necromantic life spells.
*Enhanced:* Entropy spells.
Planewalker Conversion

Monsters and Beasts

Note: The Companion Background

One of the Background Traits available to player characters is Companion, which allows PCs to possess a companion creature of some kind, with whom the planewalker shares a special bond.

With the GM’s permission, players who select this Background Trait may create these companions from the Abilities and special powers on page XX of this supplement; this is appropriate if the player has an idea for an unusual planar creature, especially if it fits the planewalker’s concept. On the other hand, sometimes players don’t want to bother with this additional complexity, or simply want a “normal” animal as their PC’s special friend. In this case, the player can easily choose an appropriate animal companion from the list below:

- Crow (untrained), Frog, Owl (untrained), Raven (untrained).
- Bison, Boar (wild), Cat (domestic), Crow (trained), Hawk (untrained), Larva, Raven (trained), Rat, Zebra.
- Alligator, Ape, Bear, Cheetah, Chimp, Cougar, Crocodile, Hawk (trained), Dolphin, Gorilla, Horse, Hyena, Jackal, Leopard, Lynx, Owl (trained), Panther, Spider (large), Stag, Wolf, Wildcat.
- Cobra, Dog (large), Hippopotamus, Lion, Mephit, Python, Rhinoceros, Tiger.
- Elephant, Imp, Nightmare, Quasit.

Animals

Alligator / Crocodile

Attributes: Strength 3, Dexterity 2, Stamina 4, Perception 2, Intelligence 1, Wits 1
Willpower: 5
Health Levels: OK, OK, OK, -1, -1, -3, -5, Incapacitated
Attack: Bite (6 dice); Tail (4 dice)
Abilities: Alertness 3, Brawl 3, Intimidation 4, Stealth 3, Survival 4
Walk / Run / Swim: 5/26/10

Ape/Gorilla

Attributes: Strength 6, Dexterity 3, Stamina 4, Perception 2, Intelligence 1, Wits 1
Willpower: 3
Health Levels: OK, OK, -1, -1, -1, -3, -5, Incapacitated
Attack: Bite or rend (7 dice)
Abilities: Alertness 2, Athletics 2, Brawl 3, Intimidation 3, Stealth 2, Survival 4
Walk / Run / Climb: 7/20/10
Bear

Attributes: Strength 5, Dexterity 2, Stamina 5, Perception 2, Intelligence 1, Wits 1
Willpower: 4
Health Levels: OK, OK, OK, -1, -1, -1, -3, -5, Incapacitated
Attack: Claw (7 dice); Bite (5 dice)
Abilities: Alertness 3, Brawl 3, Intimidation 2, Stealth 1, Survival 4
Walk / Run: 5 / 20

Beetle (Giant Boring)

Attributes: Strength 6, Dexterity 1, Stamina 4, Perception 1, Intelligence 0, Wits 1
Willpower: 3
Health Levels: OK, OK, OK, -1, -1, -2, -2, -5, Dead
Attack: Mandibles (7 dice)
Abilities: Brawl 1, Survival 4
Move: Crawl: 6
Special Abilities: Armour (2 dice)

Bison

Attributes: Strength 6, Dexterity 1, Stamina 6, Perception 2, Intelligence 1, Wits 1
Willpower: 2
Health Levels: OK, OK, OK, -1, -1, -1, -3, -5, Incapacitated
Attack: Gore (7 dice); trample (8 dice)
Abilities: Alertness 2, Brawl 2, Intimidation 4, Survival 4
Walk / Run: 10/22
Special Abilities: No Attack roll needed to trample - roll Dexterity + Dodge, difficulty 6, to avoid. Stampedes raise difficulties by +2 or more.

Boar, Wild

Attributes: Strength 4, Dexterity 2, Stamina 4, Perception 2, Intelligence 1, Wits 1
Willpower: 3
Health Levels: OK, OK, -1, -1, -2, -4, Incapacitated
Attack: Bite (4 dice); Gore (5 dice)
Abilities: Alertness 2, Athletics 2, Brawl 2, Intimidation 2, Survival 4
Walk / Run: 7 / 20
### Cat, Domestic

**Attributes:** Strength 1, Dexterity 3, Stamina 3, Perception 2, Intelligence 1, Wits 1

**Willpower:** 3

**Health Levels:** OK, -1, -2, -5, Incapacitated

**Attack:** Claw or Bite (1 die)

**Abilities:** Alertness 3, Athletics 2, Brawl 2, Climbing 3, Dodge 3, Intimidation 2, Stealth 4, Survival 4

**Walk / Run:** 5/20

**Special Abilities:** Can Rake for 2 dice damage when cornered

### Cheetah

**Attributes:** Strength 3, Dexterity 5, Stamina 3, Perception 2, Intelligence 1, Wits 1

**Willpower:** 3

**Health Levels:** OK, OK, -1, -1, -3, -5, Incapacitated

**Attack:** Claw (4 dice); Bite (5 dice)

**Abilities:** Alertness 3, Brawl 3, Climbing 3, Dodge 2, Intimidation 2, Stealth 2, Survival 4

**Walk / Run:** 10/50

### Chimp

**Attributes:** Strength 4, Dexterity 4, Stamina 3, Perception 2, Intelligence 1, Wits 1

**Willpower:** 3

**Health Levels:** OK, -1, -1, -2, -2, -5, Incapacitated

**Attack:** Claw (4 dice); Bite (5 dice)

**Abilities:** Alertness 2, Athletics 2, Brawl 2, Climbing 5, Dodge 3, Stealth 1, Survival 4

**Walk / Run / Climb:** 5 / 10 / 10

### Cobra

**Attributes:** Strength 2, Dexterity 2, Stamina 2, Perception 2, Intelligence 1, Wits 1

**Willpower:** 6

**Health Levels:** OK, OK, -1, -1, -5, Incapacitated

**Attack:** Bite (3 dice); Venom (6 dice; no soak against venom if bite inflicts damage)

**Abilities:** Alertness 2, Brawl 2, Climbing 2, Intimidation 4, Stealth 3, Survival 4

**Walk / Run:** 2/10

**Special Abilities:** Can spit venom 7 metres with Dexterity + Brawl roll, difficulty 8
**Cougar/Leopard/Panther**

**Attributes:** Strength 4, Dexterity 4, Stamina 4, Perception 2, Intelligence 1, Wits 1

**Willpower:** 3

**Health Levels:** OK, OK, OK, -1, -1, -3, -5, Incapacitated

**Attack:** Claw (6 dice); Bite (5 dice)

**Abilities:** Alertness 3, Athletics 2, Brawl 3, Climbing 4, Intimidation 3, Stealth 3, Survival 4

**Walk / Run:** 10 / 30

---

**Cow/Bull**

**Attributes:** Strength 3/5, Dexterity 2, Stamina 3/5, Perception 2, Intelligence 1, Wits 1

**Willpower:** 2

**Health Levels:** OK, OK, -1, -1, -3, -3, Incapacitated

**Attack:** Bite (3 dice); bulls may Gore (6 dice)

**Abilities:** Alertness 2. Bulls have Brawl 2, Intimidation 3, Survival 4

**Walk / Run:** 10/25

---

**Crow/Hawk/Owl/Raven (trained/untrained)**

**Attributes:** Strength 2, Dexterity 3, Stamina 2, Perception 2, Intelligence 1, Wits 1

**Willpower:** 3

**Health Levels:** OK, -1, -1, -2, -5, Dead

**Attack:** Claw (2 dice)

**Abilities:** Alertness 3, Athletics 2, Brawl 1, Dodge 2, Intimidation 2, Survival 4. Trained birds also have Brawl 3, Empathy 4, Intimidation 4

**Walk / Run / Fly:** 1/2/20

**Special Abilities:** In desperation, may make an additional Peck **Attack** (1 die)

---

**Dog, large**

**Attributes:** Strength 3, Dexterity 3, Stamina 3, Perception 2, Intelligence 1, Wits 1

**Willpower:** 5

**Health Levels:** OK, -1, -1, -2, -2, -5, Incapacitated

**Attack:** Bite (5 dice); Claw (4 dice)

**Abilities:** Alertness 3, Athletics 2, Brawl 3, Empathy 2, Intimidation 2, Stealth 2, Survival 4

**Walk / Run:** 7/25
**Dolphin**

Attributes: Strength 4, Dexterity 3, Stamina 4, Perception 2, Intelligence 1, Wits 1  
Willpower: 4  
Health Levels: OK, OK, -1, -1, -3, -5, Incapacitated  
Attack: Bite (3 dice); Ram (5 dice)  
Abilities: Alertness 2, Athletics 3, Brawl 2, Dodge 2, Empathy 3, Survival 4  
Swim: 30

**Elephant**

Attributes: Strength 12, Dexterity 2, Stamina 4, Perception 2, Intelligence 1, Wits 1  
Willpower: 5  
Health Levels: OK, OK, OK, OK, OK, -1, -1, -1, -1, -3, -3, -5, Incapacitated  
Attack: Trunk (8 dice); Bite (3 dice); Gore (13 dice, difficulty 8)  
Abilities: Alertness 3, Brawl 3, Empathy 3, Intimidation 5, Stealth 1, Survival 4  
Walk / Run: 15/30  
Special Abilities: May trample (18 dice damage) - no Attack roll needed - roll Dexterity + Dodge, difficulty 6, to avoid

**Frog, normal/poisonous**

Attributes: Strength 1, Dexterity 2, Stamina 1, Perception 2, Intelligence 1, Wits 1  
Willpower: 2  
Health Levels: OK, -1, Squished  
Attack: None.  
Abilities: Alertness 2, Athletics 1, Dodge 3, Stealth 3, Survival 4  
Walk / Run / Swim: 1/1/2  
Special Abilities: Poisonous frogs have poison that can paralyse a person who fails a Stamina roll, difficulty 7. The victim must either eat the frog or suffer a wound treated with the frog's poison to be affected
Giants and Giant Animals

The following modifications are applied to the human, or to any animal statistic to create a giant or a giant animal.

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<thead>
<tr>
<th>Attribute</th>
<th>Large</th>
<th>Huge</th>
<th>Gargantuan</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strength</td>
<td>+2</td>
<td>+3</td>
<td>+5</td>
</tr>
<tr>
<td>Stamina</td>
<td>+2</td>
<td>+4</td>
<td>+5</td>
</tr>
<tr>
<td>Health Levels</td>
<td>x2</td>
<td>x2</td>
<td>x3</td>
</tr>
<tr>
<td>OK</td>
<td>x3</td>
<td>x4</td>
<td>x4</td>
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<tr>
<td>-1</td>
<td>x3</td>
<td>x3</td>
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<tr>
<td>-2</td>
<td>x2</td>
<td>x3</td>
<td>x3</td>
</tr>
<tr>
<td>-5</td>
<td></td>
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</tbody>
</table>

**Hippopotamus**

Attributes: Strength 7, Dexterity 1, Stamina 8, Perception 2, Intelligence 1, Wits 1

Willpower: 5

Health Levels: OK, OK, OK, OK, -1, -1, -1, -1, -3, -3, -5, -5, Incapacitated

Attack: Bite (10 dice)

Abilities: Alertness 2, Brawl 3, Intimidation 3, Stealth 1, Survival 4

Walk / Run: 5/20

Special Abilities: May trample (9 dice damage); no Attack roll needed - Dexterity + Dodge roll, difficulty 5, to avoid

**Horse/Zebra**

Attributes: Strength 5/4, Dexterity 2, Stamina 4, Perception 2, Intelligence 1, Wits 1

Willpower: 3

Health Levels: OK, OK, OK, OK, -1, -1, -1, -2, -2, -5, Incapacitated

Attack: Trample or Kick (5/6 dice); Bite (6 dice)

Abilities: Alertness 2, Athletics 3, Brawl 1, Survival 4

Walk / Run: 10/35

**Hyena/Jackal**

Attributes: Strength 4, Dexterity 2, Stamina 3, Perception 2, Intelligence 1, Wits 1

Willpower: 3

Health Levels: OK, -1, -1, -3, -3, -5, Incapacitated

Attack: Bite (6 dice)

Abilities: Alertness 3, Athletics 2, Brawl 3, Intimidation 3, Stealth 3, Survival 4
Walk / Run: 7/28

**Lion**

Attributes: Strength 4, Dexterity 3, Stamina 3, Perception 2, Intelligence 1, Wits 1
Willpower: 5
Health Levels: OK, OK, -1, -1, -2, -2, -5, Incapacitated
Attack: Claw (5 dice); Bite (6 dice)
Abilities: Alertness 3, Athletics 2, Brawl 3, Dodge 2, Intimidation 5, Stealth 3, Survival 4
Walk / Run: 10 / 30

**Lynx/Wildcat**

Attributes: Strength 3, Dexterity 3, Stamina 3, Perception 2, Intelligence 1, Wits 1
Willpower: 3
Health Levels: OK, -1, -1, -5, Incapacitated
Attack: Claw (3 dice); Bite (4 dice)
Abilities: Alertness 2, Athletics 2, Brawl 2, Climbing 5, Dodge 3, Stealth 1, Survival 4
Walk / Run: 5 / 26

**Octopus/Squid**

Normal, one to three metres long.
Attributes: Strength 4, Dexterity 3, Stamina 6, Perception 2, Intelligence 1, Wits 1
Willpower: 5
Health Levels: OK, OK, -1, -1, -3, -5, Incapacitated
Attack: Squeeze (4 dice); Bite (5 dice, difficulty 8)
Abilities: Alertness 4, Brawl 3, Camouflage 3, Dodge 4, Intimidation 3, Stealth 3, Survival 4
Swim: 20
Special Abilities: Mass Grab - difficulty 7; each success after the first adds one die to Squeeze damage Dice Pools as the creature wraps one more tentacle around its prey

**Octopus/Squid**

Huge, ten to thirty metres long.
Attributes: Strength 10, Dexterity 3, Stamina 10, Perception 2, Intelligence 1, Wits 1
Willpower: 10
Health Levels: OK, OK, OK, Ok, Ok, -1, -1, -3, -3, -5, -5, Incapacitated
**Attack:** Squeeze (10 dice); Bite (11 dice, difficulty 7)

**Abilities:** Alertness 3, Brawl 3, camouflage 2, Dodge 2, Intimidation 10, Stealth 2, Survival 4

**Swim:** 25

**Special Abilities:** Mass Grab - difficulty 6; each success after the first adds one die to Squeeze damage Dice Pools as the creature wraps one more tentacle around its prey

---

**Python**

**Attributes:** Strength 2, Dexterity 3, Stamina 3, Perception 2, Intelligence 1, Wits 1

**Willpower:** 4

**Health Levels:** OK, -1, -1, -2, -2, -5, Incapacitated

**Attack:** Constrict (4 dice per turn); Bite (2 dice)

**Abilities:** Alertness 3, Brawl 3, Climbing 2, Dodge 3, Intimidation 2, Stealth 3, Survival 4

**Walk / Run:** 5 / 10

**Special Abilities:** Once victim is constricted, damage is automatic each turn unless freed with a Strength + Brawl roll, difficulty 8

---

**Rat**

**Attributes:** Strength 1, Dexterity 2, Stamina 2, Perception 2, Intelligence 1, Wits 1

**Willpower:** 4

**Health Levels:** OK, -1, -5, Crunched

**Attack:** Bite (1 die)

**Abilities:** Alertness 2, Brawl 1, Dodge 3, Stealth 3, Survival 4

**Walk / Run:** 5 / 10

---

**Rhinoceros**

**Attributes:** Strength 10, Dexterity 2, Stamina 8, Perception 2, Intelligence 1, Wits 1

**Willpower:** 3

**Health Levels:** OK, OK, OK, -1, -1, -1, -3, -5, Incapacitated

**Attack:** Gore (10 dice)

**Abilities:** Alertness 3, Brawl 3, Intimidation 2, Survival 4

**Walk / Run:** 10 / 20

**Special Abilities:** Trample (11 dice damage) no Attack roll required - Dexterity + Dodge roll, difficulty 7, to avoid
**Serpent**

Generic serpent – special abilities may vary.

**Attributes:** Strength 8, Dexterity 3, Stamina 6, Perception 2, Intelligence 1, Wits 3  
**Willpower:** 5  
**Health Levels:** OK, OK, OK, -1, -1, -2, -2, -5, -5, -5, -5, Incapacitated  
**Attack:** Bite (8 dice); Constrict (5 dice)  
**Abilities:** Alertness 3, Athletics 4, Brawl 4, Stealth 3 (in water or covering), Survival 3  
**Slither / Swim:** -  
**Special Abilities:** Armour, Gulp, Healing, Venom  

**Shark (tiger, blue)**

**Attributes:** Strength 4, Dexterity 3, Stamina 5, Perception 2, Intelligence 1, Wits 1  
**Willpower:** 3  
**Health Levels:** OK, OK, OK, -1, -1, -2, -3, -5, Incapacitated  
**Attack:** Bite (7 dice)  
**Abilities:** Alertness 3, Brawl 3, Dodge 3, Intimidation 3, Stealth 2, Survival 4  
**Swim:** 26  

**Shark**

Great White or Hammerhead  
**Attributes:** Strength 7, Dexterity 3, Stamina 7, Perception 2, Intelligence 1, Wits 1  
**Willpower:** 5  
**Health Levels:** OK, OK, OK, -1, -1, -1, -3, -5, Incapacitated  
**Attack:** Bite (9 dice)  
**Abilities:** Alertness 3, Brawl 2, Dodge 2, Intimidation 6, Stealth 2, Survival 4  
**Swim:** 28  

**Spider (large)**

**Attributes:** Strength 1, Dexterity 3, Stamina 1, Perception 2, Intelligence 1, Wits 1  
**Willpower:** 2  
**Health Levels:** OK, -1, Splat  
**Attack:** Bite (2 dice)  
**Abilities:** Alertness 1, Athletics 1, Brawl 1, Dodge 3, Stealth 3, Survival 4
Walk / Run: 2/5

**Special Abilities:** Venom - one die damage per turn for six turns if victim does not soak Bite. Damage from venom can also be soaked.

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**Stag**

**Attributes:** Strength 3, Dexterity 3, Stamina 3, Perception 2, Intelligence 1, Wits 1

**Willpower:** 3

**Health Levels:** OK, OK, -1, -1, -4, -4, Incapacitated

**Attack:** Gore (4 dice)

**Abilities:** Alertness 2, Brawl 2, Dodge 2, Empathy 2, Stealth 2, Survival 4

**Walk / Run:** 7 / 30

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**Tiger**

**Attributes:** Strength 5, Dexterity 4, Stamina 4, Perception 2, Intelligence 1, Wits 1

**Willpower:** 3

**Health Levels:** OK, OK, -1, -1, -2, -5, -5, Incapacitated

**Attack:** Claw (6 dice); Bite (7 dice)

**Abilities:** Alertness 3, Athletics 2, Brawl 3, Dodge 3, Intimidation 5, Stealth 3, Survival 4

**Walk / Run:** 10 / 35

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**Wolf**

**Attributes:** Strength 2, Dexterity 2, Stamina 3, Perception 2, Intelligence 1, Wits 1

**Willpower:** 3

**Health Levels:** OK, -1, -1, -3, -5, Incapacitated

**Attack:** Bite (4 dice); Claws (2 dice)

**Abilities:** Alertness 2, Athletics 1, Brawl 3, Dodge 1, Stealth 2, Survival 4

**Walk / Run:** 7 / 28

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**Planar Monsters**

**Aasimon - Agathinon**

**Attributes:** Strength 3, Dexterity 3, Stamina 3, Charisma 4, Manipulation 1, Appearance 4, Perception 3, Intelligence 4, Wits 2

**Willpower:** 8
Arete: 4
Health Levels: OK, -1, -1, -2, -5, Incapacitated
Attack: Mace (7 dice, aggravated) or natural weapons of assumed form
Abilities: Awareness 4, Dodge 3, Melee 2, Metaphysics 2, Religion2
Walk: 15

Special Abilities: Armour (3 dice), Immunity to non-aggravated weapons, poison, Positive and Negative Energy, Magic Resistance (2 dice), Planar Travel (Upper Planes)
Spheres: Cosmology 2, Life 4, Mind 2

**Aasimon - Deva (Astral)**

Attributes: Strength 3, Dexterity 5, Stamina 4, Charisma 6, Manipulation 2, Appearance 6, Perception 5, Intelligence 5, Wits 3
Willpower: 8
Arete: 6
Health Levels: OK, OK, -1, -1, -2, -2, -5, Incapacitated
Attack: Mace (8 dice, aggravated) - mace of disruption
Abilities: Alertness 5, Awareness 4, Dodge 4, Melee 3, Metaphysics 3, Religion 3
Walk/Fly: 24/48

Special Abilities: Armour (4 dice), Immunity to non-aggravated weapons, Negative Energy, and poison, Magic resistance (7 dice), Planar Travel (Upper, Lower, and Astral Planes)
Spheres: Cosmology 2, Life 3, Mind 2, Prime 2

**Aasimon - Deva (Monadic)**

Attributes: Strength 6, Dexterity 3, Stamina 5, Charisma 5, Manipulation 3, Appearance 6, Perception 4, Intelligence 5, Wits 3
Willpower: 8
Arete: 5
Health Levels: OK, OK, OK, -1, -1, -1, -2, -2, -2, -2, -5, Incapacitated
Attack: Rod of Smiting (12 dice, aggravated)
Abilities: Alertness 3, Awareness 4, Dodge 4, Melee 3, Metaphysics 2, Religion 2
Walk/Fly: 15/36

Special Abilities: Armour (4 dice), Immunity to non-aggravated weapons, Matter, Negative Energy, and poison, Magical Resistance (6 dice), Planar Travel (Upper and Elemental planes)
Spheres: Cosmology 2, Life 3, Matter 3, Mind 2, Prime 2
Aasimon - Deva (Movanic)

Attributes: Strength 4, Dexterity 7, Stamina 4, Charisma 5, Manipulation 2, Appearance 5, Perception 4, Intelligence 5, Wits 5

Willpower: 9

Arete: 4

Health Levels: OK, OK, -1, -1, -2, -2, -5, -5, Incapacitated

Attack: Flaming Two-Handed Sword (10 dice, aggravated)

Abilities: Alertness 5, Awareness 4, Dodge 3, Melee 2, Metaphysics 2, Religion4

Walk/Fly: 15/36

Special Abilities: Armour (3 dice), Immunity to non-aggravated damage, poison, Magical Resistance (4 dice), Planar Travel (Upper and Prime Material Planes), Regeneration

Spheres: Cosmology 2, Forces 4, Life 3, Prime 2

Aasimon - Planetar

Attributes: Strength 6, Dexterity 5, Stamina 5, Charisma 4, Manipulation 2, Appearance 4, Perception 5, Intelligence 5, Wits 5

Willpower: 10

Arete: 4

Health Levels: OK, OK, OK, -1, -1, -2, -2, -5, -5, Incapacitated

Attack: Vorpal Two-Handed Sword (14 dice, aggravated)

Abilities: Alertness 5, Awareness 5, Dodge 5, Intimidation 4, Melee 4, Metaphysics 3

Walk/Fly: 15/48

Special Abilities: Armour (5 dice), Immunity to non-aggravated damage, Mind control, poison, Magical Resistance (8 dice), Planar Travel (Any)

Spheres: Correspondence 3, Cosmology 4, Forces 4, Life 4, Mind 3, Prime 4

Baatezu - Abishai

Attributes: Strength 4, Dexterity 3, Stamina 4, Charisma 1, Manipulation 3, Appearance 0, Perception 2, Intelligence 2, Wits 3

Willpower: 5

Arete: 3

Health Levels: OK, -1, -2, -5, Incapacitated

Attack: Two claws (5 dice each) and tail (5 dice + poison)

Abilities: Alertness 2, Awareness 1, Brawl 1, Dodge 1, Enigmas 2, Subterfuge 3

Walk/Fly: 9/12
Special Abilities: Armour (2 dice), Gate, Immunity to non-aggravated weapons and poison, Venom

Spheres: Matter 2 (Fire-based spells only), Mind 3, Life 2

**Baatezu - Barbazu**

Attributes: Strength 4, Dexterity 2, Stamina 4, Charisma 0, Manipulation 2, Appearance 0, Perception 2, Intelligence 1, Wits 2

Willpower: 6

Arete: 3

Health Levels: OK, OK, -1, -1, -2, -2, -5, Incapacitated

Attack: Two claws (2 die each) and wirelike beard (6 dice); or glaive (9 dice, aggravated)

Abilities: Alertness 1, Brawl 2, Dodge 2, Intimidation 3, Melee 2, Subterfuge 2

Walk: 15

Special Abilities: Armour (2 dice), Berserker (+3), Gate (abishai, barbazu), Immunity to non-aggravated weapons and poison, Magical Resistance (3 dice)

Spheres: Matter 2 (Fire-based spells only), Mind 3

**Baatezu - Cornugon**

Attributes: Strength 6, Dexterity 4, Stamina 6, Charisma 2, Manipulation 4, Appearance 0, Perception 2, Intelligence 4, Wits 4

Willpower: 7

Arete: 6

Health Levels: OK, OK, OK, -1, -1, -1, -2, -2, -5, -5, Incapacitated

Attack: Tail (3 dice) and either whip (8 dice) or claws (6 dice each) and bite (7 dice)

Abilities: Alertness 2, awareness 2, Brawl 3, Dodge 4, Intimidation 5, Melee 3, Subterfuge 5

Walk/Fly: 9/18

Special Abilities: Aggravated Damage , Armour (4 dice), Fear, Gate (abishai, barbazu, or cornugons), Immunity to non-aggravated damage, fire, and poison

Spheres: Forces 4, Matter 4 (Fire-based spells only), Mind 3

**Baatezu - Erinyes**

Attributes: Strength 3, Dexterity 3, Stamina 4, Charisma 4, Manipulation 5, Appearance 4, Perception 3, Intelligence 3, Wits 2

Willpower: 6

Arete: 3
**Health Levels:** OK, -1, -1, -2, -2, -5, Incapacitated

**Attack:** Any 1 weapon

**Abilities:** Dodge 2, Enigmas 3, Melee 2, Occult 3

**Walk/Fly:** 12 / 21

**Special Abilities:** Charm, Ensnare (magical rope), Fear, Gate (spinagons or barbazu), Immunity to non-aggravated weapons, fire, and poison, Magic Resistance (3 dice)

**Spheres:** Life 3, Matter 2 (Fire spells only), Mind 3

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**Baatezu - Lemure**

**Attributes:** Strength 1, Dexterity 1, Stamina 2, Perception 0, Intelligence 1, Wits 1

**Willpower:** 2

**Health Levels:** OK, -1, -1, Incapacitated

**Attack:** Claw (2 dice)

**Abilities:** Brawl 1

**Move:** Shamble - 3

**Special Abilities:** Armour (1 dice), Immunity to Mind spells and poison, Regeneration

---

**Baatezu - Pit Fiend**

**Attributes:** Strength 6, Dexterity 3, Stamina 7, Charisma 5, Manipulation 5, Appearance 0, Perception 4, Intelligence 5, Wits 4

**Willpower:** 10

**Arete:** 7

**Health Levels:** OK, OK, OK, OK, -1, -1, -1, -2, -2, -2, -5, -5, -5, -5, -5, -5, -5, Incapacitated

**Attack:** Two wing buffets (4 dice each), two claws (6 dice each), bite (7 dice), and tail (5 dice)

**Abilities:** Alertness 3, Awareness 5, Brawl 4, Dodge 5, Intimidation 5, Melee 3, Metaphysics 4, Occult 6, Subterfuge 6

**Walk/Fly:** 15/24

**Special Abilities:** Armour (5 dice), Ensnare (tail), Fear, Immunity to non-aggravated weapons, fire, and poison, Infect (bite), Magic Resistance (5 dice), Regenerate, Venom (bite)

**Spheres:** Life 3, Matter 4, Mind 3, Prime 2

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**Bebilith**

**Attributes:** Strength 6, Dexterity 4, Stamina 4, Perception 4, Intelligence 3, Wits 5

**Willpower:** 8

**Health Levels:** OK, OK, OK, -1, -1, -2, -2, -5, -5, Incapacitated
**Planewalker Conversion**

**Attack:** Two forelegs (9 dice each), bite (12 dice)

**Abilities:** Brawl 4, Dodge 5, Occult 2, Stealth 3

**Walk/Web:** 9/18

**Special Abilities:** Aggravated Damage, Armour (5 dice), Ensnare (20 cubic feet of webs), Planar Travel (Abyss, the Astral Plane), Venom (bite)

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**Bodak**

**Attributes:** Strength 3, Dexterity 2, Stamina 3, Perception 5, Intelligence 1, Wits 2

**Willpower:** 6

**Health Levels:** OK, -1, -1, -2, -2, -5, Incapacitated

**Attack:** Normal weapon or none

**Abilities:** Dodge 1, Intimidation 3, Melee 3, Occult 2

**Walk:** 6

**Special Abilities:** Gaze Weapon (Death), Immunity to non-aggravated damage, electricity, fire, and poison, Infravision, Vulnerable to cold iron and sunlight (1 wound level per turn)

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**Dabus**

**Attributes:** Strength 3, Dexterity 3, Stamina 3, Charisma 1, Manipulation 2, Appearance 1, Perception 3, Intelligence 3, Wits 3

**Willpower:** 6

**Health Levels:** OK, -1, -1, -2, -5, Incapacitated

**Attack:** By weapon

**Abilities:** Alertness 2, Brawl 1, Crafts 4, Dodge 1, Enigmas 4, Expression 2, Melee 2.

**Move:** “Glide” - 12

**Special Abilities:** Immunity to magic that affects walking or flight.

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**Gehreleth - Farastu**

**Attributes:** Strength 6, Dexterity 3, Stamina 5, Perception 2, Intelligence 2, Wits 2

**Willpower:** 8

**Health Levels:** OK, OK, OK, -1, -1, -1, -2, -2, -5, -5, Incapacitated

**Attack:** Two claws (7 dice each) and bite (9 dice)

**Abilities:** Brawl 3, Dodge 3, Occult 1, Religion 2 (Apomps)

**Walk/Fly:** 15/30

**Special Abilities:** Aggravated Damage, Armour (3 dice), Berserker (+2), Ensnare (black tarry secretions), Fear, Gate (farastu), Immunity to non-aggravated weapons, acid, Mind spells, and
poison, Infravision, Invisibility

**Gehreleth - kelubar**

**Attributes:** Strength 6, Dexterity 3, Stamina 6, Perception 3, Intelligence 3, Wits 2

**Willpower:** 8

**Health Levels:** OK, OK, OK, -1, -1, -1, -2, -2, -5, -5, Incapacitated

**Attack:** Two claws (8 dice each) and bite (10 dice)

**Abilities:** Brawl 4, Climbing 6, Dodge 3, Melee 3, Occult 2, Religion 3 (Apomps)

**Walk/Fly:** 12/24

**Special Abilities:** Aggravated Damage, Armour (3 dice), Fear, Gate (farastu or kelubar), Immunity to non-aggravated weapons, acid, cold, fire, and poison, Infravision, Invisibility, Magical Resistance (5 dice), Steal Willpower (1/day), Stench (slimy secretions)

**Gehreleth - Shator**

**Attributes:** Strength 7, Dexterity 3, Stamina 6, Manipulation 3, Perception 5, Intelligence 5, Wits 3

**Willpower:** 9

**Arete:** 5

**Health Levels:** OK, OK, OK, -1, -1, -1, -2, -2, -5, -5, Incapacitated

**Attack:** Two claws (9 dice each) and bite (12 dice)

**Abilities:** Alertness 2, Brawl 5, Dodge 4, Intimidation 5, Melee 4, Occult 2, Religion 4 (Apomps)

**Walk/Fly:** 9/18

**Special Abilities:** Aggravated Damage, Armour (5 dice), Fear, Gate (any Gehreleth), Immunity to all non-magical damage and Mind spells, Infravision, Invisibility

**Spheres:** Life 3 (harmful spells only), Mind 3, Prime 1

**Imp**

**Attributes:** Strength 1, Dexterity 5, Stamina 3, Charisma 1, Manipulation 3, Appearance 0, Perception 2, Intelligence 2, Wits 3

**Willpower:** 4

**Arete:** 1

**Health Levels:** OK, -1, -2, -5, Incapacitated

**Attack:** Tail (2 dice) or natural **Attack**s of assumed forms

**Abilities:** Dodge 2, Larceny 3, Occult 3, Religion 1, Stealth 2, Subterfuge 3
Walk/Fly: 6/18

**Special Abilities:** Armour (2 dice), Entrancement, Immunity to non-aggravated weapons, cold, electricity, and fire; vulnerable to silver weapons, Invisibility, Magical Resistance (3 dice), Shapeshifting, Telepathic Link - Allows communication with master; master’s Arete increases by 1; gains Magical Resistance dice and Regeneration; Range of one mile, Venom (tail stinger)

**Spheres:** Prime 1

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**Khaasta**

**Attributes:** Strength 4, Dexterity 2, Stamina 4, Charisma 1, Manipulation 2, Appearance 1, Perception 2, Intelligence 3, Wits 2

**Willpower:** 6

**Health Levels:** OK, OK, -1, -2, -2, -5, Dead

**Attack:** Bite (3 dice), Battle Axe (8 dice)

**Abilities:** Alertness 1, Athletics 2, Brawl 1, Intimidation 3, Melee 1, Riding 2, Survival 2, Languages 2

**Walk / Run:** 5 / 10

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**Khaasta Chieftain**

**Attributes:** Strength 5, Dexterity 2, Stamina 5, Charisma 2, Manipulation 3, Appearance 1, Perception 2, Intelligence 3, Wits 2

**Willpower:** 7

**Health Levels:** OK, OK, -1, -1, -2, -2, -5, Incapacitated

**Attack:** Bite (3 dice), Two-Handed Sword (Str + 5)

**Abilities:** Alertness 2, Athletics 2, Brawl 1, Intimidation 5, Melee 2, Riding 2, Survival 2, Languages 2

**Walk / Run:** 9 / 16

**Special Abilities:** Difficulty Reduction - Reduce Melee difficulty by 2 when mounted on a giant lizard, but cannot bite foes.

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**Larva**

**Attributes:** Strength 2, Dexterity 1, Stamina 1, Perception 1, Intelligence 0, Wits 1

**Willpower:** 1

**Health Levels:** OK, -1, -1, Destroyed

**Attack:** Bite (3 dice)

**Move:** Crawl - 3

**Special Abilities:** Armour (1 die), Infection
**Mephit**

**Attributes:** Strength 1, Dexterity 4, Stamina 1, Charisma 1, Manipulation 1, Appearance 1, Perception 2, Intelligence 2, Wits 1

**Willpower:** 5

**Health Levels:** OK, -1, -2, -5, Incapacitated

**Attack:** two claws (1 die each)

**Abilities:** Alertness 1, Brawl 1, Dodge 1, Languages 2, Metaphysics 1, Stealth 2

**Walk / Fly:** 12/24

**Special Abilities:**

- **Air** - Breath Weapon (grit and debris, 4 dice); Immunity to Air and Gas, slain by Vacuum; Regeneration.
- **Ash** - Breath Weapon (choking ash, 3 dice); Immunity to cold, fire, heat, poison, vacuum, S/P weapons.
- **Dust** - Breath Weapon (glassy dust, 3 rounds irritation); Immunity to Heat and Fire; Regeneration in dusty, waterless areas.
- **Earth** - Breath Weapon (spit rock, 4 dice); Growth (8 dice claw damage, 1 WP per round); Regenerate when half-buried in earth
- **Fire** - Breath Weapon (3 dice); Immunity to Fire; produce heat
- **Ice** - Breath Weapon (ice shards, 4 dice); Chill, Immunity to Cold
- **Lightning** - Immunity to metal weapons, electricity, fire, and heat; Healed by Lightning; Lightning Bolt (8 dice).
- **Magma** - Breath Weapon (blob of lava, 4 dice); Immune to fire and heat; Regeneration in lava; Shapeshifting (liquid form); Slowed (-2 dice pool) by water.
- **Mineral** - Breath Weapon (glitterdust, blinding); Immune to gas and vacuum; Pass through stone; Regeneration when in contact with stone.
- **Mist** - Breath Weapon (poisonous mist, 2 dice + blinding); Insubstantiality; Wall of Fog
- **Ooze** - Breath Weapon (stinking gas); Immunity to fire, water, and weapons type S/P; Regeneration when in stagnant water.
- **Radiant** - Befuddle (colour spray); Immunity to vision-based magic; Infravision, Regeneration.
- **Salt** - Breath Weapon (crystals, 2 dice, pain); Contaminate Water; Immunity to fire and heat, destroyed by water; Regeneration; Taunting.
- **Smoke** - Breath Weapon (sooty ball, 2 dice, blinding); Invisibility, Regeneration when in smoke.
- **Steam** - Breath Weapon (scalding water, 2 dice); Contaminate Water; Rainstorm (20’x20’, 8 dice).
- **Water** - Breath Weapon (acid, 4 dice); Immunity to fire and weapons type S/P; Regeneration when drinking.
Minion of Set

Attributes: Strength 4, Dexterity 3, Stamina 4, Charisma 2, Manipulation 2, Appearance 3, Perception 3, Intelligence 2, Wits 4

Willpower: 10

Health Levels: OK, OK, -1, -1, -2, -2, -5, Incapacitated

Attack: Khopesh (7 dice) or two pincers (5 dice each) and tail (2 dice)

Abilities: Alertness 3, Athletics 2, Brawl 2, Dodge 3, Intimidation 3, Languages 2, Literacy 2, Melee 3, Religion 3, Occult 2, Stealth 2, Survival 3

Walk / Run: 12 / 24

Special Abilities: Aggravated Damage, Shapeshift, Venom

Modron - Monodrone

Attributes: Strength 1, Dexterity 2, Stamina 1, Perception 3, Intelligence 0, Wits 1.

Willpower: 3

Health Levels: OK, -1, -1, -2, -5, Incap.

Attack: One weapon

Abilities: Archery 1, Melee 1.

Walk / Fly: 6 / 18

Special Abilities: Armour (1 die), Immunity to fear, Mind, and harmful Life spells., Never surprised, and precision of order allows GM to determine initiative order each round without rolling.

Modron - Duodrone

Attributes: Strength 4, Dexterity 1, Stamina 1, Perception 3, Intelligence 1, Wits 2.

Willpower: 4

Health Levels: OK, -1, -1, -2, -5, Incap.

Attack: Two weapons

Abilities: Archery 1, Dodge 1, leadership 1, Melee 1

Walk / Fly: 9 / 9

Special Abilities: Armour (1 die), Immunity to fear, Mind, and harmful Life spells., Never surprised, and precision of order allows GM to determine initiative order each round without rolling., Infravision (30 metres)

Modron - Tridrone

Attributes: Strength 3, Dexterity 2, Stamina 2, Perception 3, Intelligence 2, Wits 2.
Planewalker Conversion

Willpower: 4
Health Levels: OK, -1, -1, -2, -5, Incap.
Attack: Three weapons (e.g. javelins - 5 dice)
Abilities: Dodge 1, Languages 1, Leadership 1, Melee 1.
Walk: 12
Special Abilities: Armour (1 die), Immunity to fear, Mind, and harmful Life spells., Never surprised, and precision of order allows GM to determine initiative order each round without rolling.

Modron - Quadrone

Attributes: Strength 4, Dexterity 2, Stamina 2, Charisma 1, Manipulation 1, Appearance 0, Perception 5, Intelligence 3, Wits 2.

Willpower: 5
Health Levels: OK, -1, -1, -2, -5, Incap.
Attack: Four-armed modrons - four weapons or two bows;
        Winged modrons - two weapons or one bow
Abilities: Alertness 3, Archery 1, Dodge 1, Leadership 2, Melee 1.
Walk: - (winged modrons can Fly)
Special Abilities: Armour (2 dice), Immunity to fear, Mind, and harmful Life spells., Infravision (60 metres), Never surprised, and precision of order allows GM to determine initiative order each round without rolling.

Modron - Pentadrone

Attributes: Strength 5, Dexterity 3, Stamina 3, Charisma 1, Manipulation 1, Appearance 0, Perception 6, Intelligence 3, Wits 3.

Willpower: 5
Health Levels: OK, -1, -1, -2, -5, Incap.
Attack: Bludgeon x5 (6 dice each)
Abilities: Alertness 3, Brawl 2, Dodge 2, Leadership 3, Melee 1.
Walk: 18
Special Abilities: Armour (2 dice), Breath Weapon (5 rounds paralysis) , Immunity to non-aggravated weapons, fear, illusions, Mind, and harmful Life spells, Never surprised, and precision of order allows GM to determine initiative order each round without rolling. ,+2 soak dice vs. acid, cold and fire
Modron - Decaton

Attributes: Strength 5, Dexterity 3, Stamina 4, Charisma 1, Manipulation 1, Perception 6, Intelligence 4, Wits 4.

Willpower: 6

Arete: 3

Health Levels: OK, OK, -1, -1, -2, -2, -5, Incapacitated

Attack: Ten tentacles (4 dice each)

Abilities: Brawl 3, Dodge 2, Healing 4 (modrons), Leadership 4, Religion 2.

Walk / Fly: 15/3

Special Abilities: Armour (2 dice), Immunity to non-aggravated weapons, fear, illusions, Mind, and harmful Life spells, Never surprised, and precision of order allows GM to determine initiative order each round without rolling., Telepathy (66 km range)

Spheres: (Life 3, Prime 3, one other at 3)

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Modron - Nonaton

Attributes: Strength 5, Dexterity 3, Stamina 4, Charisma 1, Manipulation 1, Perception 6, Intelligence 4, Wits 4.

Willpower: 6

Arete: 4

Health Levels: OK, OK, -1, -1, -2, -2, -5, Incapacitated

Attack: Nine tentacles (5 dice each)

Abilities: Alertness 5, Brawl 3, Dodge 2, Leadership 4, Religion 3, Research 3

Walk: 18

Special Abilities: Armour (3 dice), Immunity to fear, Mind, and harmful Life spells., Magic Resistance (2 dice), Never surprised, and precision of order allows GM to determine initiative order each round without rolling., Telepathy (95 km range)

Spheres: (Life 3, Mind 3, Prime 4, Time 3)

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Modron - Octon

Attributes: Strength 6, Dexterity 4, Stamina 5, Charisma 2, Manipulation 2, Appearance 1, Perception 6, Intelligence 4, Wits 5

Willpower: 6

Arete: 4

Health Levels: OK, OK, OK, -1, -1, -2, -2, -5, Incapacitated
**Planewalker Conversion**

**Attack:** Eight tentacles (6 dice each)

**Abilities:** Academics 2, Brawl 3, Dodge 2, Leadership 5, Religion 3

**Walk / Fly:** 9/9

**Special Abilities:** Armour (3 dice), Immunity to fear, Mind, harmful Life and psionically-focused effects., Magical Resistance (3 dice), Never surprised, and precision of order allows GM to determine initiative order each round without rolling., Telepathy (km range),

**Spheres:** (Forces 3, Life 4, Mind 3, Prime 4, Time 3)

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**Nightmare**

**Attributes:** Strength 6, Dexterity 3, Stamina 6, Perception 3, Intelligence 3, Wits 3

**Willpower:** 7

**Health Levels:** OK, OK, -1, -1, -2, -2, -5, -5, Incapacitated

**Attack:** Burning hooves (8 dice each) and fangs (6 dice)

**Abilities:** Brawl 1, Dodge 4, Intimidation 5, Survival 3

**Walk / Fly:** 15 / 36

**Special Abilities:** Aggravated damage, Armour (4 dice), Breath Weapon (noxious vapours, blinding), Planar Travel (Astral, Ethereal, and Lower Planes)

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**Quasit**

**Attributes:** Strength 1, Dexterity 4, Stamina 3, Charisma 1, Manipulation 3, Appearance 0, Perception 2, Intelligence 1, Wits 2

**Willpower:** 4

**Arete:** 1

**Health Levels:** OK, -1, -2, -5, Incapacitated

**Attack:** Two claws (1 die each) and bite (3 dice)

**Abilities:** Brawl 1, Dodge 2, Occult 2, Religion 2, Subterfuge 2

**Walk:** 15

**Special Abilities:** Armour (2 dice), Fear, Immunity to non-aggravated weapons, cold, fire, and lightning; vulnerable to cold iron weapons, Invisibility, Magical Resistance (3 dice), Shapeshifting, Telepathic Link - Allows communication with master; master’s Arete increases by 1; gains Magical Resistance dice and Regeneration; Range of one mile., Venom (claws)

**Spheres:** Prime 1

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**Ratatosk**

**Attributes:** Strength 1, Dexterity 3, Stamina 1, Charisma 2, Manipulation 1, Appearance 2, Perception 3, Intelligence 1, Wits 2
**Planewalker Conversion**

**Willpower:** 3  
**Health Levels:** OK, -1, -5, Incapacitated  
**Attack:** Claws (2 dice)  
**Abilities:** Alertness 1, Athletics 2, Brawl 1, Dodge 2, Larceny 2, Stealth 3, Survival 4  
**Walk / Climb / Fly:** 9/12/15  
**Special Abilities:** Victims who are insulted must make a Willpower roll (difficulty 7) or Attack for three rounds with a difficulty of +3.

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**Shadow Fiend**

**Attributes:** Strength 3, Dexterity 4, Stamina 3, Charisma 0, Manipulation 2, Appearance 0, Perception 5, Intelligence 3, Wits 3  
**Willpower:** 8  
**Health Levels:** OK, -1, -1, -2, -2, -5, Incapacitated  
**Attack:** Two claws (5 dice each) and bite (6 dice)  
**Abilities:** Alertness 1, Art 4 (darkness sculpting), Brawl 3, Dodge 4, Occult 2  
**Walk:** 12  
**Special Abilities:** Aggravated Damage, Fear, Immunity to cold, electricity, and fire, Steal Willpower, Vulnerable to light - 2 dice penalty in dim light, 4 dice penalty in bright light, 2 dice damage per round of magical light.

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**Slaad - Blue**

**Attributes:** Strength 5, Dexterity 2, Stamina 4, Charisma 1, Manipulation 1, Appearance 0, Perception 2, Intelligence 1, Wits 2  
**Willpower:** 6  
**Health Levels:** OK, OK, -1, -1, -2, -2, -3, -5, Incapacitated  
**Attack:** Two claws (8 dice) and bite (8 dice)  
**Abilities:** Alertness 2, Brawl 2, Dodge 2, Intimidation 3, Survival 3  
**Walk:** 6  
**Special Abilities:** Aggravated Damage, Armour (2 dice), Gate (blue or green slaad), Infection (bite), Magical Resistance (4 dice), Telekinesis

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**Slaad - Death**

**Attributes:** Strength 5, Dexterity 3, Stamina 7, Charisma 3, Manipulation 2, Appearance 0, Perception 4, Intelligence 5, Wits 3  
**Willpower:** 9  
**Arete:** 5
Planewalker Conversion

Health Levels: OK, OK, OK, -1, -1, -1, -2, -2, -5, -5, Incapacitated

Attack: Two claws (9 dice each) and bite (12 dice)

Abilities: Alertness 3, Brawl 5, Dodge 4, Intimidation 5, Occult 5, Survival 4

Walk: 12

Special Abilities: Aggravated Damage, Armour (4 dice), Gate (any lesser slaad), Immunity to non-aggravated weapons, Shapeshifting (one humanoid form only)

Spheres: Cosmology 3, Forces 4, Mind 3, Prime 4.

---

**Slaad - Gray**

Attributes: Strength 4, Dexterity 3, Stamina 6, Charisma 1, Manipulation 2, Appearance 0, Perception 3, Intelligence 3, Wits 3

Willpower: 8

Arete: 4

Health Levels: OK, OK, OK, -1, -1, -1, -2, -2, -5, Incapacitated

Attack: Two claws (6 dice) and bite (8 dice); or one magical weapon

Abilities: Alertness 2, Brawl 3, Dodge 4, Intimidation 3, Melee 3, Occult 3, Survival 4

Walk: 12

Special Abilities: Aggravated Damage, Armour (4 dice), Gate (gray slaad), Immunity to non-aggravated weapons, Magical Resistance (6 dice), Shapeshift (one humanoid form only)

Spheres: Forces 4, Mind 3, Prime 2.

---

**Slaad - Green**

Attributes: Strength 3, Dexterity 3, Stamina 6, Charisma 1, Manipulation 1, Appearance 0, Perception 3, Intelligence 2, Wits 3

Willpower: 7

Arete: 3

Health Levels: OK, OK, -1, -1, -2, -3, -5, Incapacitated

Attack: Two claws (5 dice each) and bite (8 dice)

Abilities: Alertness 2, Brawl 3, Dodge 3, Intimidation 2, Melee 3, Occult 3, Survival 3

Walk: 9

Special Abilities: Aggravated Damage, Armour (3 dice), Gate (red, blue, green, or gray slaad)

Immunity to non-aggravated weapons, Magical Resistance (5 dice), Shapeshift (one humanoid form only)

Spheres: Forces 3, Mind 2, Prime 1
**Slaad - Red**

**Attributes:** Strength 4, Dexterity 2, Stamina 4, Charisma 1, Manipulation 1, Appearance 0, Perception 2, Intelligence 1, Wits 2

**Willpower:** 4

**Health Levels:** OK, OK, -1, -1, -2, -2, -3, -5, Incapacitated

**Attack:** two claws (5 dice each) and bite (8 dice)

**Abilities:** Alertness 1, Brawl 2, Dodge 2, Intimidation 3, Survival 3

**Walk:** 6

**Special Abilities:** Aggravated Damage, Armour (2 dice), Croak (Roll Willpower vs. difficulty of victim’s Stamina to stun for two rounds), Gate (red slaad), Infection (egg pellet, 3 month gestation), Magical Resistance (3 dice), Regeneration

---

**Tanar’ri - Alu-Fiend**

**Attributes:** Strength 2, Dexterity 2, Stamina 2, Charisma 3, Manipulation 2, Appearance 3, Perception 4, Intelligence 2 or 5, Wits 3

**Willpower:** 6

**Health Levels:** OK, -1, -3, -5, Incapacitated

**Attack:** Any enchanted weapon

**Abilities:** Alertness 5 (Intuition), Awareness 3, Dodge 1, Occult 2, Subterfuge 2

**Walk/Fly:** 12/15

**Special Abilities:** Armour (1 die), Blink, Entrancement, Immunity to non-aggravated weapons, electricity, fire, and poison; vulnerable to silver, Magical Resistance (3 dice), Shapeshifting (humanoid forms only), Note: 1 in 10 Alu-Fiends have Intelligence 5 and Arete 1-5

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**Tanar’ri - babau**

**Attributes:** Strength 6, Dexterity 5, Stamina 4, Charisma 1, Manipulation 2, Appearance 0, Perception 3, Intelligence 5, Wits 3

**Willpower:** 8

**Arete:** 3

**Health Levels:** OK, OK, -1, -1, -2, -2, -5, Incapacitated

**Attack:** Two claws (7 dice each) and horn (9 dice); or one enchanted weapon

**Abilities:** Alertness 4, Brawl 2, Dodge 4, Intimidation 4, Languages 2, Larceny 2, Literacy 2, Melee 2, Stealth 5

**Walk:** 15

**Special Abilities:** Acidic jelly secretions (+2 soak vs. weapon types S/P, 4 dice damage on contact), Aggravated Damage, Fear, Gate (babau or cambions), Immunity to non-aggravated
Planewalker Conversion

**Weapons, electricity, fire, and poison, Magical Resistance (5 dice), Shapeshifting**

**Spheres:** Forces 3, Prime 1

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**Tanar’ri - Balor**

**Attributes:** Strength 7, Dexterity 4, Stamina 6, Charisma 5, Manipulation 3, Appearance 0, Perception 3, Intelligence 6, Wits 4

**Willpower:** 9

**Arete:** 8

**Health Levels:** OK, OK, OK, OK, -1, -1, -1, -2, -2, -2, -5, -5, -5, -5, -5, Incapacitated

**Attack:** Vorpal lightning sword (14 dice) and whip (8 dice); or fists (8 dice each)

**Abilities:** Awareness 4, Brawl 4, Dodge 5, Intimidation 5, Leadership 5, Melee 4, Occult 4

**Walk/Fly:** 15/36

**Special Abilities:** Aggravated damage, Armour (5 dice), Death Throes (100’ radius explosion, 20 dice damage), Ensnare (with whip), Fear, Gate (any tanar’ri), Immunity to non-aggravated weapons, electricity, fire, and poison; vulnerable to silver, Magical Resistance (7 dice)

**Spheres:** Forces 3, Mind 4, Prime 4

---

**Tanar’ri - Chasme**

**Attributes:** Strength 4, Dexterity 2, Stamina 4, Charisma 0, Manipulation 1, Appearance 0, Perception 5, Intelligence 2, Wits 3

**Willpower:** 8

**Arete:** 4

**Health Levels:** OK, OK, -1, -1, -2, -3, -5, Incapacitated

**Attack:** two claws (6 dice each) and piercing proboscis (5 dice)

**Abilities:** Alertness 3, Awareness 4, Brawl 2, Dodge 4, Occult 2

**Walk/Fly:** 6/24

**Special Abilities:** Aggravated Damage, Armour (4 dice), Fear, Gate (manes, cambions, or a chasme), Immunity to non-aggravated weapons, electricity, fire, and poison; vulnerable to silver, Magical Resistance (5 dice), Sleep (All who hear chasme’s buzzing voice must roll Willpower vs. difficulty 8 or fall asleep)

**Spheres:** Forces 3, Life 2, Prime 1

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**Tanar’ri - Visage**

**Attributes:** Strength 3, Dexterity 5, Stamina 4, Charisma 0, Manipulation 5, Appearance 0, Perception 3, Intelligence 3, Wits 3

**Willpower:** 7
**Arete:** 6

**Health Levels:** OK, OK, -1, -1, -2, -2, -5, Dead

**Attack:** Two claws (4 dice each)

**Abilities:** Alertness 2, Brawl 2, Dodge 3, Intimidation 4, Languages 3, Metaphysics 2, Occult 2, Religion 2, Stealth 5, Subterfuge 4

**Fly:** 15

**Special Abilities:** Absorb Soul, Aggravated Damage, Immunity to non-aggravated weapons, cold, electricity, Mind spells, and poison., Magic Resistance (2 dice)

**Spheres:** Life 3, Mind 4, Prime 1

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**Yugoloth - arcanaloth**

**Attributes:** Strength 3, Dexterity 5, Stamina 5, Charisma 2, Manipulation 4, Appearance 2, Perception 5, Intelligence 6, Wits 6.

**Willpower:** 8

**Arete:** 6

**Health Levels:** OK, OK, OK, -1, -1, -2, -5, Incapacitated

**Attack:** Two stinging claws (4 dice each) and one bite (5 dice)

**Abilities:** Academics 3, Alertness 4, Brawl 3, Diplomacy 4, Dodge 5, Languages 6, Literacy 6, Metaphysics 3, Occult 4, Subterfuge 4

**Walk / Fly:** 12/18

**Special Abilities:** Immunity to non-aggravated weapons, acid, fire, Mind spells, and poison; vulnerable to cold and silver weapons, Animate (corpses), Entrancement, Gate (mezzoloths, gerholoths, or an arcanaloth), Infect, Magic Resistance (6 dice), Planar Travel (any)

**Spheres:** (Twelve dots distributed between Correspondence, Entropy, Forces, Mind, and Prime)

---

**Yugoloth - Canoloth**

**Attributes:** Strength 7, Dexterity 3, Stamina 3, Perception 6, Intelligence 1, Wits 2

**Willpower:** 9

**Health Levels:** OK, -1, -2, -5, Incapacitated

**Attack:** Two claws (8 dice) and bite (9 dice)

**Abilities:** Alertness 5, Brawl 2, Survival 3, Tracking 5

**Walk:** 18

**Special Abilities:** Immunity to non-aggravated weapons, acid, fire, poison, and visual Attacks, Animate (corpses), Armour (5 dice), Ensnare - long, barbed tongue, Entrancement, Gate (canoloths or mezzoloths), Infect, Magical Resistance (2 dice), Planar Travel
**Yugoloth - dergholoth**

**Attributes**: Strength 6, Dexterity 4, Stamina 4, Perception 3, Intelligence 1, Wits 5.

**Willpower**: 7

**Health Levels**: OK, OK, -1, -1, -2, -2, -5, Incapacitated

**Attack**: Five claws (7 dice each) or weapons

**Abilities**: Alertness 5, Brawl 2, Dodge 3, Melee 2, Stealth 2.

**Walk**: 12

**Special Abilities**: Immunity to non-aggravated weapons, acid, fire, and poison; Vulnerable to cold and silver weapons, Armour (3 dice), Chattering (Affects all who hear it with Feeblemind), Entrancement, Fear, Gate (dergholoths), Infect, Magical Resistance (4 dice), Planar Travel, Sleep

**Yugoloth - Hydroloth**

**Attributes**: Strength 5, Dexterity 3, Stamina 5, Perception 3, Intelligence 2, Wits 3

**Willpower**: 7

**Arete**: 3

**Health Levels**: OK, OK, OK, -1, -1, -2, -2, -5, Incapacitated

**Attack**: two claws (7 dice each) and one bite (9 dice)

**Abilities**: Alertness 2, Brawl 3, Dodge 3, Metaphysics 1, Stealth 3, Survival 3

**Walk / Glide / Swim**: 6/12/24

**Special Abilities**: Immunity to non-aggravated weapons, acid, fire, poison, and Styx memory loss; Vulnerable to cold and silver weapons, Animate (corpses), Armour (2 dice), Blink, Breath Weapon - spit foul yellow fluid (sleep), Entrancement, Gate (hydroloth), Infect, Magic Resistance (4 dice), Planar Travel

**Spheres**: (Correspondence 3, Cosmology 3, Matter 2, Prime 2)

**Yugoloth - Marraenoloth**

**Attributes**: Strength 2, Dexterity 4, Stamina 5, Charisma 0, Manipulation 2, Appearance 0, Perception 3, Intelligence 4, Wits 3

**Willpower**: 8

**Health Levels**: OK, OK, -1, -1, -2, -2, -5, Incapacitated

**Attack**: Bite (3 dice)

**Abilities**: Boating 5, brawl 3, Dodge 3, Languages 6, Metaphysics 4, Subterfuge 3

**Walk**: 18

**Special Abilities**: Immunity to acid, fire, and poison; Vulnerable to cold and silver, Entrancement, Fear (red gaze, only when angered), Gate (hydroloths), Infect, Magic Resistance
Yugolothis - Mezzoloth

Attributes: Strength 6, Dexterity 3, Stamina 6, Perception 2, Intelligence 1, Wits 1
Willpower: 7
Arete: 2
Health Levels: OK, OK, OK, -1, -1, -1, -2, -2, -5, Incapacitated
Attack: Two claws (8 dice each) or 1 weapon
Abilities: Alertness 1, Brawl 3, Dodge 2, Survival 2
Walk: 15
Special Abilities: Immunity to non-aggravated weapons, acid, fire, invisibility, mental control, paralysis, and poison; Vulnerable to silver weapons, Animate (corpses), Entrancement, Gate (mezzoloths, hydroloths), Infect, Infravision (40 metres), Planar Travel
Spheres: (Prime 2)

Yugolothis - Nycaloth

Attributes: Strength 5, Dexterity 3, Stamina 6, Charisma 2, Manipulation 3, Appearance 3, Perception 2, Intelligence 4, Wits 3
Willpower: 8
Arete: 5
Health Levels: OK, OK, OK, -1, -1, -1, -2, -2, -2, -5, Incapacitated
Attack: Two claws (7 dice each) or a magical two-headed axe (13 dice)
Abilities: Alertness 3, Brawl 3, Dodge 5, Enigmas 2, Intimidation 4, Stealth 3, Subterfuge 3
Walk / Fly: 12/36
Special Abilities: Immunity to non-aggravated weapons, acid, fire, Mind, and poison; Vulnerable to cold and silver weapons, Animate (corpses), Armour (2 dice), Entrancement, Gate (mezzoloths, dergholoths, or a nycaloth), Infect, Magic Resistance (7 dice), Planar Travel
Spheres: (Cosmology 2, Mind 4, Prime 3)

Yugolothis - Piscoloths

Attributes: Strength 5, Dexterity 2, Stamina 4, Charisma 1, Manipulation 2, Appearance 0, Perception 5, Intelligence 3, Wits 3
Willpower: 7
Arete: 2
Health Levels: OK, OK, -1, -1, -2, -2, -5, Incapacitated
**Yugoloth - Ultroloth**

**Attributes:** Strength 7, Dexterity 5, Stamina 6, Charisma 5, Manipulation 6, Appearance 0, Perception 4, Intelligence 6, Wits 4

**Willpower:** 8

**Arete:** 8

**Health Levels:** OK, OK, OK, -1, -1, -1, -2, -2, -2, -5 Incapacitated

**Attack:** Two punches (8 dice each) or a magical sword/pole arm (14 dice)

**Abilities:** Brawl 2, Culture 3, Dodge 5, Enigmas 5, Intimidation 6, Leadership 5, Melee 4, Occult 4, Subterfuge 6

**Walk / Swim / Fly:** 15/15/15

**Special Abilities:** Immunity to non-aggravated damage, acid, fire, and poison; Vulnerable to cold and silver weapons, Animate (corpses), Armour (6 dice), Enrancement, Gate (mezzoloths, automatically successful, or piscoloths), Infect, Magic Resistance (4 dice), Planar Travel, Sever limbs with 5+ successes on claw Attack

**Spheres:** (Cosmology 4, Forces 5, Matter 2, Mind 3, Prime 3)

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**Yugoloth - Yagnoloth**

**Attributes:** Strength 7, Dexterity 3, Stamina 8, Charisma 0, Manipulation 2, Appearance 0, Perception 3, Intelligence 4, Wits 3

**Willpower:** 7

**Health Levels:** OK, OK, OK, -1, -1, -1, -2, -2, -5, -5, Incapacitated

**Attack:** two punches (8 dice and 4 dice) or punch and sword (8 dice each)

**Abilities:** Brawl 3, Dodge 4, Intimidation 4, Leadership 2, Melee 3, Subterfuge 3

**Walk:** 8

**Special Abilities:** Immunity to non-aggravated weapons, acid, fire, and poison; Vulnerable to cold and silver weapons, Animate (corpses), Breath Weapon - acidic gas, Enrancement, Infect, Magic Resistance (4 dice), Planar Travel, Steal Willpower

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**Planewalker Conversion**

**Attack:** Two claws (8 dice each) or mouth tentacles (poison)

**Abilities:** Alertness 5, Brawl 3, Dodge 3, Intimidation 4, Leadership 3, Subterfuge 2

**Walk / Swim:** 6/18

**Special Abilities:** Immunity to non-aggravated weapons, acid, fire, and poison; Vulnerable to cold and silver weapons, Animate (corpses), Armour (6 dice), Enrancement, Gate (mezzoloths, automatically successful, or piscoloths), Infect, Magic Resistance (4 dice), Planar Travel, Sever limbs with 5+ successes on claw Attack

**Spheres:** (Cosmology 1, Mind 2, Prime 1)
### Prime Material Monsters

<table>
<thead>
<tr>
<th>Attributes:</th>
<th>Strength 0, Dexterity 3, Stamina 4, Charisma 1, Manipulation 2, Appearance 0, Perception 4, Intelligence 4, Wits 3</th>
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<tbody>
<tr>
<td>Willpower:</td>
<td>9</td>
</tr>
<tr>
<td>Arete:</td>
<td>8</td>
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<tr>
<td>Health Levels:</td>
<td>OK, OK, OK, -1, -1, -1, -2, -2, -5, Incapacitated</td>
</tr>
<tr>
<td>Attack:</td>
<td>Bite (4 dice)</td>
</tr>
<tr>
<td>Abilities:</td>
<td>Alertness 4, Brawl 3, Dodge 1, Enigmas 2, Intimidation 5, Languages 3, Literacy 3, Occult 2, Religion 1, Subterfuge 3, Stealth 2</td>
</tr>
<tr>
<td>Levitate:</td>
<td>3</td>
</tr>
<tr>
<td>Special Abilities:</td>
<td>Ten eyestalks each produce the following effects:</td>
</tr>
<tr>
<td></td>
<td>Charm Humanoids (Mind 3); Charm Monsters (Mind 3); Cause Sleep (Life 3); Telekinesis (Correspondence 3/Matter 2); Petrify (Life 3/Matter 3); Disintegrate (Life 3/Matter 3); Fear (Mind 2); Slow (Time 3); Wound (Life 3); Death Ray (Life 3).</td>
</tr>
<tr>
<td></td>
<td>The central eye produces 10 dice countermagic in a 90-degree arc, with 140 yard range.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Attributes:</th>
<th>Strength 3, Dexterity 2, Stamina 3, Charisma 3, Manipulation 2, Appearance 2, Perception 2, Intelligence 2, Wits 3</th>
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<tbody>
<tr>
<td>Willpower:</td>
<td>5</td>
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<tr>
<td>Health Levels:</td>
<td>OK, OK, -1, -1, -2, -5, Incapacitated</td>
</tr>
<tr>
<td>Attack:</td>
<td>Club (5 dice); Hooves (6 dice) - rear on 2 legs, opponent gains -1 difficulty for next Attack</td>
</tr>
<tr>
<td>Abilities:</td>
<td>Alertness 2, Animal Ken 3, Athletics 4, Brawl 3, Dodge 2, Melee 3, Survival 3</td>
</tr>
<tr>
<td>Walk / Run:</td>
<td>-</td>
</tr>
<tr>
<td>Special Abilities:</td>
<td>Difficulties for running and galloping are reduced by -2, Berserker (+2)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Attributes:</th>
<th>Strength 3, Dexterity 3, Stamina 4, Perception 3, Intelligence 2, Wits 3</th>
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</thead>
<tbody>
<tr>
<td>Willpower:</td>
<td>5</td>
</tr>
<tr>
<td>Health Levels:</td>
<td>OK, OK, OK, -1, -1, -2, -5, Incapacitated</td>
</tr>
<tr>
<td>Attack:</td>
<td>Bite (6 dice); Claw (5 dice); Tail (4 dice) - for opponents to the rear</td>
</tr>
<tr>
<td>Abilities:</td>
<td>Alertness 4, Athletics 3, Brawl 4, Survival 2</td>
</tr>
</tbody>
</table>
Walk / Run / Fly: -
Special Abilities: Breath Weapon, Berserker (+4)

**Dragon**

Attributes: Strength 8, Dexterity 4, Stamina 6, Charisma 3, Manipulation 5, Perception 4, Intelligence 6, Wits 4
Willpower: 10
Health Levels: OK, OK, OK, OK, OK, -1, -1, -1, -1, -2, -2, -2, -2, -5, -5, -5, Dead
Attack: Bite (6 dice); Claw (6 dice); Tail (3 dice)
Abilities: Academics 4, Alertness 5, Athletics 4, Brawl 6, Dodge 3, Enigmas 5, Intimidation 3, Occult 4, Subterfuge 5, Treasure-Lore 5
Walk / Run / Fly: -
Special Abilities: Armour (8 dice), Breath Weapon (fire), Befuddle, Enchantment, Fear, Gulp, Vulnerable Spot (varies with individual dragons)

**Kioh-Lung**

Attributes: Strength 5, Dexterity 8, Stamina 4, Charisma 6, Manipulation 3, Appearance 4, Perception 4, Intelligence 6, Wits 4
Willpower: 9
Health Levels: OK, OK, OK, -1, -1, -1, -2, -2, -5, -5, -5, Dead
Attack: Bite (7 dice); Claws (5 dice); Tail (4 dice)
Abilities: Academics 3, Alertness 4, Athletics 3, Brawl 5, Dodge 4, Enigmas 4, Etiquette 2, Intimidation 3, Leadership 4, Occult 6, Religion 5
Walk / Run / Fly / Swim: -
Special Abilities: Armour (5 dice), Enchantment, Etherealness, Gulp, Shapeshifting

**Rakshasa**

Attributes: Strength 5, Dexterity 4, Stamina 4, Charisma 4, Manipulation 4, Appearance 3, Perception 2, Intelligence 3, Wits 5
Willpower: 7
Health Levels: OK, OK, -1, -1, -2, -5, -5, Incapacitated
Attack: Claws (7 dice)
Abilities: Academics 2, Alertness 3, Brawl 4, Dodge 2, Subterfuge 4, Survival 3
Walk / Run: -
Special Abilities: Lightning Speed, Shapeshifting, Vulnerable to crossbow bolts enchanted with a Faith focus.
Wraith

**Attributes:** Strength 0, Dexterity 4, Stamina 3, Charisma 0, Manipulation 1, Appearance 0, Perception 3, Intelligence 3, Wits 3

**Willpower:** 8

**Health Levels:** OK, OK, -1, -1, -2, -2, -5

**Attack:** Chilling Touch (3 dice)

**Abilities:** Alertness 2, Brawl 2, Dodge 2

**Walk / Fly:** 12/24

**Special Abilities:** Immune to non-aggravated weapons, cold, Mind spells, and poison, Steal Willpower, Powerless in sunlight, suffers 4 dice aggravated damage from holy water.

Wyvern

**Attributes:** Strength 6, Dexterity 6, Stamina 4, Perception 3, Intelligence 1, Wits 5

**Willpower:** 7

**Health Levels:** OK, OK, OK, -1, -1, -1, -2, -2, -2, -5, -5, Incapacitated

**Attack:** Bite (5 dice); Claw (6 dice); Tail (4 dice) - opponents from the rear, or if aloft

**Abilities:** Alertness 5, Athletics 3, Brawl 3, Dodge 4, Survival 3

**Walk / Run / Fly:** -

**Special Abilities:** Armour (4 dice), Lightning Speed, Venom
Creating New Creatures

Creatures are created with these rules for use with the Companion Background. All sentient creatures have six fundamental types of Traits: Physical, Social and Mental Attributes, Abilities, Willpower, and Health Levels. Non-sentient creatures have Physical Attributes, Willpower, and Health Levels. Many planar creatures also possess special Abilities, some of which are described below.

Attribute Cost

All creatures are designed with a pool of points, which can be allocated among the creature’s Attributes in almost any manner. Most creatures designed as Companions have anywhere from ten to 50 points (see the Companion Background Trait). Some, however, are far more powerful. Creatures can go above the human maximum of 5 in any Attribute.

Physical Attributes

Most creatures have physical bodies with the three Physical Attributes: Strength, Dexterity, and Stamina. Creatures with the *Insubstantiality* power are the exception.

Cost: Each point buys three dots to allocate among a creature’s Physical Attributes. Creatures do not begin with one dot in each Attribute as characters do.

Mental Attributes

All sentient creatures have the three Mental Attributes: Perception, Intelligence, and Wits. Non-sentient creatures do not have Mental Attributes, although some may appear to be intelligent.

Cost: Each point buys three dots to allocate among a creature’s Mental Attributes. Creatures do not begin with one dot in each Attribute as characters do.

Social Attributes

All sentient creatures have the three Social Attributes: Charisma, manipulation, and Appearance (Appearance can have a rating of zero - monstrously ugly). Non-sentient creatures are not required to have Social Attributes, but may possess them. A non-sentient creature may still possess a high Appearance. It might even be oddly compelling, even if it is really nothing more than a mindless automaton.

Cost: Each point buys three dots to allocate among a creature’s Social Attributes. Creatures do not begin with one dot in each Attribute as characters do.

Abilities

Creatures may have almost any Ability that may be possessed by characters. These Abilities do not usually exceed the human maximum of 5, but potent entities may surpass the most talented mortals in skill or knowledge.

Cost: One point buys three dots in Abilities.
**Willpower**

Willpower grants a creature independent purpose and direction, and is used to activate certain powers. Creatures regain Willpower at the rate of one point per day.

Cost: Three points buys one dot of Willpower.

**Health Levels**

The penalties applied for losing Health Levels is exactly the same as for mortal characters until the creature exceeds seven Health Levels. Once past this point the Storyteller may decide the affects of additional Health Levels.

Cost: One point buys two Health Levels. The limit to Health Levels is three times the creature’s Stamina score.

**Attack**

All creatures can inflict Strength + 1 damage in combat, unless they use weapons or possess special powers.

**Special Abilities**

These Abilities are displayed by many creatures. The variety of powers is seemingly endless; a few examples follow. A creature uses Willpower to activate most of its powers. Not all creatures have special powers.

*Point Cost:* This is the number of points that must be spent for the creature to possess this special power.

*Use Cost:* This is the number of Willpower points that must be spent for a creature to use a special power.

**Aggravated Damage**

Creatures with this power may cause aggravated damage with their natural Attacks or special powers. It does not affect damage from weapons that the creature uses.

*Point Cost:* 3.

*Use Cost:* None.

**Animate**

Use of this power enables the caster to move, manipulate and levitate objects at the creature's whim. Exactly what the creature levitates is dependent upon its nature; fiends from the Lower Planes often animate corpses, while those of the Beastlands animate rocks and branches. Animate cannot be used to affect living matter.

One Willpower lifts 10 kilograms of material for one Melee round. Each point spent on increasing mass raises this amount "exponentially" (4 points would animate 80 kilograms).

Animate used offensively Attacks with the creature's combat Dice Pool (use Intelligence +
Melee), +2 dice for every extra Willpower spent on mass. Of course, Attacks can be dodged.

**Point Cost:** 3.

**Use Cost:** 1, +1 Willpower to increase mass exponentially; +1 Willpower to increase duration by one round (6 points would animate 80 kilograms for 3 rounds, etc.).

### Arete

The creature is enlightened, similar to most planewalkers, and can use the force of its beliefs to change the multiverse. Creatures with Arete are often quite intelligent, and may possess societies, cultures, and unique beliefs as a race. They may possess Spheres up to the level of their Arete, and usually have a number of Belief points equal to their Arete (these are replenished at the beginning of each new story; note that even Companions will not allow their Belief to be stolen by planewalkers without a fight!).

**Point Cost:** 5 per point of Arete; 3 per point of Spheres.

**Use Cost:** None.

### Armour

The creature grows armour to protect its body. Types of armour include tough skin, metal plating, scales, and chitinous exoskeletons.

**Point Cost:** 1 (per point of armour).

**Use Cost:** None.

### Befuddle

This power confuses its target, making it difficult to perform any action. Roll Willpower with a difficulty equal to the target’s Willpower. The target loses one die from all Dice Pools for every success that the creature achieves. The effect lasts as long as the creature remains in the victim’s presence.

**Point Cost:** 3.

**Use Cost:** 1.

### Berserker

This is the ability to enter into a battle-frenzy before or during combat. Wound penalties are ignored, and the creature gains an increase in its combat Dice Pool. The unfortunate side effect is that the battle-crazed creature Attacks any and all creatures standing until the Berserker rage runs its course or the creature loses all Health Levels.

The duration of this ability is the Stamina of the creature +2 for every Willpower point spent. After the berserk rage, the creature suffers 1 Health Level damage for every 3 turns in the frenzy (round up). This damage is fatigue and heals at the rate of one point per hour. Fatigue-damage is almost never lethal, but otherwise it has the same effect as any other wound penalties.

When purchasing Berserker, the creature must specify the enemy that the ability is directed
toward. The enemy listing can be as generalised as a species or an Alignment, but no broader. To activate the berserk rage, at least one representative of this enemy must be on the opposing side.

The creation cost of this ability is 3 to add +1 to the combat Dice Pool, +1 for every +1 die to the Pool (+3 would cost 5 points).

Point Cost: 3 +.
Use Cost: 1, +1 for every additional 2 rounds duration.

**Blink**

This is the ability to vanish at one place and reappear in another. The exact distance is limited; the creature must be able to see the destination of this ability. The user could blink into a building, but it would have to be able to see the building's exterior, and it could only blink into one of the outer rooms - not an interior room or the basement.

Point Cost: 3.
Use Cost: 1.

**Breath Weapon**

Breath Weapons affect all targets at range with a cone, cloud, or line in front of the creature's mouth (or whatever orifice the creature uses to breath). The discharge depends upon what kind of breath weapon the creature possesses. For lightning, the breath expels in a straight line. For fire, the breath is a cone. Range is long for a line, medium for a cone and short for a cloud. Victims can choose to dodge line- or cone-breath weapons or to run out of range, if they get the initiative.

Point Cost: 5. If the breath weapon does not cause damage, such as a gas that causes sleep, then the cost is only 3.

Use Cost: Damage from a breath weapon is 3 + 1 per point of Willpower the creature chooses to spend. All targets receive full damage.

Alternately, a breath weapon can have some non-lethal effect - a sleep gas, for instance. In this case, all targets must make a Willpower roll (Difficulty 7) to resist the effect. Each point of Willpower that the creature spends increases the difficulty by 1.

**Difficulty Reduction**

Difficulty reduction is not a true ability but a modifier. Each level purchased reduces the difficulty of a specified task by 1. The maximum number of levels allowable for reducing the difficulty of a given task is 2.

Point Cost: 3 / 6.
Use Cost: None.

**Dreamweaving**

This ability works only on sleeping victims. To activate Dreamweaving, the creature merely needs to encounter a sleeping victim and gain at least one success in a Willpower roll (difficulty
equals the victim's Willpower). For the remainder of the scene, the creature can direct the course of the victim's dream in any manner it sees fit.

Successive Dreamweavings on the same victim become easier over a period of time. For every two successful Dreamweaving attempts, the victim suffers -1 to his Willpower score to resist.

Repeated use of this ability causes the victim to gain no benefits from sleep. Over time, the target suffers permanent loss of Willpower, insanity, and death.

*Point Cost:* 4.

*Use Cost:* None. The creature may even be feeding from the dreams.

**Ensnare**

The creature can attempt to physically restrain its target in some manner. The ways in which creatures do this vary widely (a spider’s web, a net, sticky foam). An appropriate Attack roll is made, or the Ensnare is set in advance in hopes that someone will blunder into it. Ensnare has Strength 2 and two points of armour for every three points of permanent Willpower possessed by the creature. Creatures with less than three points of Willpower have an Ensnare with Strength 1 and one point of armour.

*Point Cost:* 2

*Use Cost:* 1 to capture one human-sized object.

**Entrancement**

This ability convinces the victim that the user is a friend and that the victim should go to great lengths to help the user. The victim will not endanger himself, but he will defend his new friend from all enemies. The creature spends one Willpower point and rolls its Willpower rating against a difficulty of the victim's Willpower. The duration of the Entrancement is a number of scenes equal to the number of successes. The creature can use the ability again, but at +1 difficulty for each additional use, as the victim begins to get suspicious.

The victim must usually understand the creature's language for this ability to work.

*Point Cost:* 4

*Use Cost:* 1

**Fear**

Creatures with this power can cause a subject to freeze with fear or retreat in stark terror. Fear persists for one to ten turns. The victim may make a Willpower roll (difficulty 6); each success reduces the power’s duration by one turn. This fear can be generated by any number of means; some creatures frighten their targets by their mere appearance, whilst others use magical auras or pheromones.

*Point Cost:* 2

*Use Cost:* 1
**Feeblemind**
Those affected by the feeblemind power must make an opposed Willpower roll with the creature. Failure indicates that the victim’s Intelligence is reduced to 1 for twenty-four hours; all failed rolls involving Mental Attributes are automatically considered botches.

*Point Cost:* 8  
*Use Cost:* 3 Willpower points.

**Flight**
The creature can fly under its own power. It can fly ten yards per turn per point of Dexterity that it has.

*Point Cost:* 3  
*Use Cost:* None.

**Gate**
The creature can summon others to help it by making a successful Willpower roll (vs. a difficulty of 8). Usually the creature or creatures summoned are of the similar kind. Some creatures summon very specific allies; these are indicated in the “Special Abilities” listing.

*Point Cost:* 6.  
*Use Cost:* 1 per creature summoned, even if unsuccessful.

**Gaze Weapon**
Creatures with this power literally have looks that kill. Anything living that meets the creature's gaze when it activates this power must roll Stamina + Alertness, difficulty equal to the creature's Willpower. If the victim fails this roll, he is turned to stone, and remains in this form until restored by a Life/Matter effect. While they are stone, victims sustain damage at half their normal rates from physical Attacks, and are immune to Life, poisons, and gaseous Attacks.

Of course, if the creature sees itself in a mirror or reflective surface, it is likely to be affected by its own gaze weapon. Planewalkers who encounter a creature with this power usually are forewarned by the barren waste and abundance of statues that surround the creature's territory.

*Point Cost:* 8  
*Use Cost:* 2. Sometimes, the unpredictable nature of this power causes it to activate anyway, even when against the creature's wishes (this does not cost Willpower). Only one victim may be affected per use.

**Healing**
The creature can heal its own wounds or those of others.

*Point Cost:* 5  
*Use Cost:* 1 per Health Level of damage healed.
**Illusions**

The creature can change the perceptions of the target(s). This ability is similar in function to some Mind spells, in that it can give an object or sensation a different appearance. However, it can only be one of roughly the same size or sensory input. You could make a horse appear to be a bariaur, but you could not make the horse invisible or appear to be a castle. No special Abilities are gained from Illusions.

This ability affects all beings within sensory range, even individuals who scry the area. However, the Illusions fail against anyone who possesses Perception 4 or greater, Signers, modrons, and anyone else who possesses some supernatural sensory ability. Any victim who thinks that he is viewing an illusion gets an initial roll of Perception + Subterfuge, difficulty 6 (+1 for every extra Willpower invested, maximum of 9). If the victim gains two or more successes, he sees the illusion as it truly is.

This illusion lasts as long as the creature chooses. All illusions drop when the creature sustains 3 or more Health Levels of damage.

*Point Cost:* 3

*Use Cost:* 1 Willpower, +1 to increase the impenetrability of an illusion.

**Immunity**

A creature that possesses an *immunity* cannot be physically harmed by that source of damage. Typical immunities include:

- Acid
- Cold
- Fire
- Gas
- Non-aggravated weapons (weapons that are not magical or extremely large in size)
- Poison

*Particular Spheres*

See also: *Vulnerability*

*Note:* A creature that is immune to non-aggravated weapons is generally able to **Attack** and damage similarly immune creatures.

*Point Cost:* 4 per immunity.

*Use Cost:* None.

**Infection**

This power causes a victim to manifest the symptoms of a particular disease. The Storyteller decides at what rate the disease progresses, but it is often extremely fast. A disease that normally would take years to manifest may do so in hours. A victim may cure the effects of this disease by making an opposed Willpower roll and gaining more successes than the creature does, although
the victim must be aware of the creature’s presence to resist. Life 3 may heal damage inflicted by this special power, but will not cure the disease until level 4.

**Point Cost:** 5

**Use Cost:** 1 per Health Level of damage inflicted by the disease.

---

**Infravision**

Infravision allows the creature to perceive the body heat of living things when there is no other source of light. Infravision does not allow the creature to perceive anything more detailed than the general size and shape of another creature, but is sufficient to fight in darkness without penalty. Infravision only works to a certain range, usually twenty metres.

**Point Cost:** 1 per 10 metres range.

**Use Cost:** None.

---

**Insubstantiality**

The creature does not possess a physical form, although it is still visible unless it has the Hide power. Characters must use magic or magical items if they wish to affect it. A creature with this special power does not need to possess Physical Attributes, but must still have Health Levels (if this special power is purchased, the Stamina limit on Health Levels is ignored).

This power is permanent, unless the creature is exposed to planar conditions that prevent it from retaining its insubstantiality. In such instances, the creature loses its Insubstantiality and gains a pool of two points to be allocated among the Physical Attributes that it develops suddenly.

**Point Cost:** 5

**Use Cost:** None.

---

**Invisibility**

This power allows the creature to become invisible. A Perception + Awareness roll (difficulty 8) must be made for a character trying to determine the location of a creature that is using this power, and at least two success must be achieved. One success indicates only the general location of the creature. This effect lasts for the duration of the scene (up to one hour).

Some creatures use this power to hide characters from sight. This works just as described above.

**Point Cost:** 5 (for hiding self only); 7 (for ability to hide others)

**Use Cost:** 1 (and 1 per person or item affected)

---

**Lightning Speed**

Creatures with this special power may move at truly amazing speeds.

**Point Cost:** 3

**Use Cost:** 1 per additional action each turn.
**Magical Resistance**

Magical Resistance grants the creature automatic dice to resist spells and other magics that are directly affecting it. This is automatic; if the creature does not wish to resist magic, it must take a round to lower its resistance, or spend a point of Willpower to do so automatically.

Magic resistance is *not* cumulative with Arete, for the purposes of resisting Spheres.

*Point Cost:* 3 per die.

*Use Cost:* None (but see above)

**Planar Travel**

The creature is able to traverse the planar boundaries and enter a specific plane - usually, its home plane. In order to use this ability, the current plane of the creature must be adjacent to the plane to which it is travelling. Planar Travel is instantaneous, so the creature can travel across more than a single plane by paying the total cost in temporary Willpower.

*Point Cost:* 4 per plane

*Use Cost:* 1 Willpower point.

**Possession**

The creature must touch the target. An opposed roll is made of the creature’s Willpower and the target’s Willpower (or Arete, whichever is higher). If the creature rolls more successes, it possesses the victim for one turn per success in excess of the opponent’s roll.

*Point Cost:* 7

*Use Cost:* 2

**Shapeshifting**

A character with this power can change its appearance in almost any way that it desires. It may appear to grow larger or smaller. It may turn into a creature of dazzling beauty or a monstrosity from the Lower Planes. This image is completely illusionary, and the creature gains no additional Abilities from this power. The shapeshifting fools all five senses, but cannot be used to cause damage with illusionary weapons.

*Point Cost:* 5

*Use Cost:* 1 per shape change.

**Steal Willpower**

This special power allows the creature to actually steal Willpower points from a character or another creature. A Willpower roll with a difficulty equal to the target’s Willpower or Arete (whichever is higher) must be made for a creature to use this power successfully. The number of successes rolled determines how many points of temporary Willpower are stolen.

*Point Cost:* 3
Use Cost: 1

Swallow Whole
Creatures with this power may unhinge their jaws wide enough to swallow victims. If a creature gains five or more successes on an Attack roll, it swallows the victim whole. Damage is automatic each turn thereafter, if the creature chooses to inflict it. Some creatures may hold their victims inside themselves just long enough to terrify them, and then spit them out again.

Point Cost: 3
Use Cost: 2

Transmutation
This is the ability to change a nonliving, organic substance into something else, or merely to alter its composition. At the cost of 1 Willpower point, the creature can cause food to spoil or vice-versa. For 3 points, the creature can turn non-edible plant material (such as straw) into a king's feast, or it can cause an organic material to exhibit characteristics of any other related material. It can make edible food poisonous (even if they are already eaten) or transmute poison into fine spice. It can transform the finest silk into rags or make the weakest willow as strong as an oak.

For 5 points, the creature can force radical changes upon organic materials, making wood as edible as bread or giving a cotton tunic the protective qualities of wooden armour. All such changes are permanent.

Creatures who purchase this ability must declare a "specialisation" or material that the ability is limited to transmuting. A creature can have multiple specialisations, but must pay 3 points for each one. The specialisations are water, vegetables and fruits, wood, animal meat and hide, alcohol, and plants.

Point Cost: 3 per specialisation
Use Cost: 1-5 points.

Venom
Venom can cause paralysis or even death to those who suffer from it. The victim may suffer damage, and a successful Stamina roll (difficulty 8) must be made, or the victim may be paralysed for one minute per Willpower point spent by the creature.

Point Cost: 3
Use Cost: Creatures usually deliver their venom in tandem with a physical Attack (bite, stinger, claw, etc). This power causes one additional Health Level of damage per point of Willpower that the creature spends (assuming that it chooses to do harm with its venom).

Vulnerability
The creature is unusually vulnerable to a particular source of damage or other effect (e.g. all Mind spells). This can affect the creature in one of two ways. If the creature has no immunities that would normally affect the vulnerability, then the results of this effect are doubled (e.g.
double normal damage, duration, etc.).
However, if the creature possesses an *Immunity* that would negate the damage or effect, then the creature is affected normally.

*Point Cost:* Vulnerability reduces the cost of another ability by 2 points.

*Use Cost:* None.

**Weaponry**
The creature’s body has physical, non-ranged weapons that it may use to Attack with. These may include swords, horns, or lashing tails.

*Point Cost:* The weapons inflict +1 damage for every two points spent.

*Use Cost:* None.
**Tables and Charts**

### Brawling Table

<table>
<thead>
<tr>
<th>Maneuver</th>
<th>Difficulty</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Disarm</td>
<td>8</td>
<td>0</td>
</tr>
<tr>
<td>Grapple</td>
<td>7</td>
<td>STR+spec.</td>
</tr>
<tr>
<td>Kick</td>
<td>7</td>
<td>STR+1</td>
</tr>
<tr>
<td>Parry</td>
<td>6</td>
<td>0</td>
</tr>
<tr>
<td>Punch</td>
<td>6</td>
<td>STR</td>
</tr>
</tbody>
</table>

### Armor

<table>
<thead>
<tr>
<th>Type</th>
<th>Protection</th>
<th>Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leather</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>Chain Mail</td>
<td>2</td>
<td>0</td>
</tr>
<tr>
<td>Scale Mail</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>Plate Mail</td>
<td>4</td>
<td>1</td>
</tr>
<tr>
<td>Full Plate</td>
<td>5</td>
<td>2</td>
</tr>
</tbody>
</table>

### Weapons Chart

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Difficulty</th>
<th>Damage</th>
<th>Hands</th>
<th>Conceal</th>
<th>Strength</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bastard Sword</td>
<td>6</td>
<td>STR+5</td>
<td>2/1</td>
<td>N</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Battle-Axe</td>
<td>6</td>
<td>STR+6</td>
<td>2</td>
<td>C</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Broadsword</td>
<td>6</td>
<td>STR+4</td>
<td>1</td>
<td>C</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Club</td>
<td>4</td>
<td>STR+1</td>
<td>1</td>
<td>C</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Crossbow</td>
<td>5</td>
<td>3</td>
<td>2</td>
<td>C</td>
<td>2</td>
<td>90</td>
</tr>
<tr>
<td>Crossbow, Hvy</td>
<td>5</td>
<td>5</td>
<td>2</td>
<td>N</td>
<td>2</td>
<td>110</td>
</tr>
<tr>
<td>Dagger</td>
<td>5</td>
<td>STR+1</td>
<td>1</td>
<td>P</td>
<td>1</td>
<td>*</td>
</tr>
<tr>
<td>Great Sword</td>
<td>6</td>
<td>STR+6</td>
<td>2</td>
<td>N</td>
<td>4</td>
<td>-</td>
</tr>
<tr>
<td>Hand Axe</td>
<td>6</td>
<td>STR+5</td>
<td>1</td>
<td>J</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Hatchet</td>
<td>*</td>
<td>STR+1</td>
<td>1</td>
<td>J</td>
<td>2</td>
<td>*</td>
</tr>
<tr>
<td>Javelin</td>
<td>*</td>
<td>STR+2</td>
<td>2</td>
<td>N</td>
<td>2</td>
<td>*</td>
</tr>
<tr>
<td>Lance</td>
<td>8</td>
<td>STR+3</td>
<td>2</td>
<td>N</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Long Bow</td>
<td>6</td>
<td>4</td>
<td>2</td>
<td>N</td>
<td>3</td>
<td>120</td>
</tr>
<tr>
<td>Long Bow, Hvy</td>
<td>6</td>
<td>6</td>
<td>2</td>
<td>N</td>
<td>4</td>
<td>150</td>
</tr>
<tr>
<td>Mace</td>
<td>4</td>
<td>STR+4</td>
<td>1</td>
<td>C</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Morning Star</td>
<td>7</td>
<td>STR+5</td>
<td>1</td>
<td>C</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Poleaxe</td>
<td>6</td>
<td>STR+6</td>
<td>2</td>
<td>N</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Quarterstaff</td>
<td>5</td>
<td>STR+2</td>
<td>2</td>
<td>N</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Rapier</td>
<td>6</td>
<td>STR+3</td>
<td>1</td>
<td>C</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Rock</td>
<td>*</td>
<td>STR</td>
<td>1</td>
<td>P</td>
<td>2</td>
<td>*</td>
</tr>
<tr>
<td>Short Bow</td>
<td>6</td>
<td>2</td>
<td>2</td>
<td>C</td>
<td>2</td>
<td>60</td>
</tr>
<tr>
<td>Short Sword</td>
<td>6</td>
<td>STR+2</td>
<td>1</td>
<td>C</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Spear</td>
<td>6</td>
<td>STR+3</td>
<td>2</td>
<td>N</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Spear, Thrown</td>
<td>7</td>
<td>STR+2</td>
<td>2</td>
<td>N</td>
<td>3</td>
<td>10</td>
</tr>
</tbody>
</table>

* The difficulty of thrown weapons is determined by dividing the range in meters by the Strength of the character. All rolls to hit are mage with Dexterity + Athletics; the maximum range is the character's Strength x 10 in meters.
### Fire Difficulty

<table>
<thead>
<tr>
<th>Difficulty</th>
<th>Heat of Fire</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>Candleflame</td>
</tr>
<tr>
<td>5</td>
<td>Torchflame</td>
</tr>
<tr>
<td>7</td>
<td>Magical Flame</td>
</tr>
<tr>
<td>9</td>
<td>Dragonbreath</td>
</tr>
<tr>
<td>10</td>
<td>Elemental Heat</td>
</tr>
</tbody>
</table>

### Falling Damage

<table>
<thead>
<tr>
<th>Distance (meters)</th>
<th>Injury</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>One Health Level</td>
</tr>
<tr>
<td>3</td>
<td>Two Health Levels</td>
</tr>
<tr>
<td>6</td>
<td>Three Health Levels</td>
</tr>
<tr>
<td>10</td>
<td>Four Health Levels</td>
</tr>
<tr>
<td>13</td>
<td>Five Health Levels</td>
</tr>
<tr>
<td>16</td>
<td>Six Health Levels</td>
</tr>
</tbody>
</table>

### Feats of Strength

<table>
<thead>
<tr>
<th>Dice Pool</th>
<th>Feats</th>
<th>Lift</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Smash a bottle</td>
<td>40 lbs</td>
</tr>
<tr>
<td>2</td>
<td>Break a chair</td>
<td>100 lbs</td>
</tr>
<tr>
<td>3</td>
<td>Break down a wooden door</td>
<td>250 lbs</td>
</tr>
<tr>
<td>4</td>
<td>Break a wooden bar</td>
<td>400 lbs</td>
</tr>
<tr>
<td>5</td>
<td>Break down a metal door</td>
<td>650 lbs</td>
</tr>
<tr>
<td>6</td>
<td>Throw a person</td>
<td>800 lbs</td>
</tr>
<tr>
<td>7</td>
<td>Knock down a horse</td>
<td>900 lbs</td>
</tr>
<tr>
<td>8</td>
<td>Break a three-inch lead bar</td>
<td>1000 lbs</td>
</tr>
<tr>
<td>9</td>
<td>Punch through a brick wall</td>
<td>1200 lbs</td>
</tr>
<tr>
<td>10</td>
<td>Rip open a steel chest</td>
<td>1500 lbs</td>
</tr>
<tr>
<td>11</td>
<td>Punch through 1&quot; sheet metal</td>
<td>2000 lbs</td>
</tr>
<tr>
<td>12</td>
<td>Break a metal post</td>
<td>3000 lbs</td>
</tr>
</tbody>
</table>

### Fire Injury

<table>
<thead>
<tr>
<th>Wounds</th>
<th>Percentage Burned</th>
</tr>
</thead>
<tbody>
<tr>
<td>One</td>
<td>Part of body burned</td>
</tr>
<tr>
<td>Two</td>
<td>Half of body burned</td>
</tr>
<tr>
<td>Three</td>
<td>All of body burned</td>
</tr>
</tbody>
</table>

### Normal Healing Times

<table>
<thead>
<tr>
<th>Injury</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bruised</td>
<td>One Day</td>
</tr>
<tr>
<td>Hurt (-1)</td>
<td>Three Days</td>
</tr>
<tr>
<td>Injured (-1)</td>
<td>One Week</td>
</tr>
<tr>
<td>Wounded (-2)</td>
<td>One Month</td>
</tr>
<tr>
<td>Mauled (-2)</td>
<td>Three Months</td>
</tr>
<tr>
<td>Crippled (-5)</td>
<td>Three Months</td>
</tr>
<tr>
<td>Incapacitated</td>
<td>Three Months</td>
</tr>
</tbody>
</table>

### Drowning and Suffocation

<table>
<thead>
<tr>
<th>Stamina</th>
<th>Holding Breath</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>30 seconds</td>
</tr>
<tr>
<td>2</td>
<td>One minute</td>
</tr>
<tr>
<td>3</td>
<td>Two minutes</td>
</tr>
<tr>
<td>4</td>
<td>Four minutes</td>
</tr>
<tr>
<td>5</td>
<td>Eight minutes</td>
</tr>
<tr>
<td>6</td>
<td>15 minutes</td>
</tr>
<tr>
<td>7</td>
<td>20 minutes</td>
</tr>
<tr>
<td>8</td>
<td>30 minutes</td>
</tr>
</tbody>
</table>
### Magic Reference Charts

<table>
<thead>
<tr>
<th>Complexity</th>
<th>Successes Needed</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simple</td>
<td>1</td>
<td>changing the color of your own eyes, sensing someone nearby, lighting candles</td>
</tr>
<tr>
<td>Standard</td>
<td>2</td>
<td>changing your own shape, conjuring a ball of flame, influencing someone's moods</td>
</tr>
<tr>
<td>Difficult</td>
<td>3</td>
<td>transforming your shape radically, deep-reading someone's mind, conjuring an object</td>
</tr>
<tr>
<td>Impressive</td>
<td>4</td>
<td>changing someone else's shape, taking over someone's mind, blowing up a building</td>
</tr>
<tr>
<td>Mighty</td>
<td>5-10</td>
<td>turning someone into sludge, obliterating a person's mind, conjuring a powerful monster</td>
</tr>
<tr>
<td>Outlandish</td>
<td>10-20</td>
<td>turning a number of people into sludge, calling a powerful creature from another plane, making a castle disappear, mind-controlling a horde</td>
</tr>
<tr>
<td>Godlike</td>
<td>20+</td>
<td>making a town disappear, calling one particular person from another plane, moving a burg from one plane to another</td>
</tr>
</tbody>
</table>

### Damage

<table>
<thead>
<tr>
<th>Successes</th>
<th>Damage</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>One</td>
<td>None</td>
<td>One turn</td>
</tr>
<tr>
<td>Two</td>
<td>Successes x 1</td>
<td>One scene</td>
</tr>
<tr>
<td>Three</td>
<td>Successes x 2</td>
<td>One day</td>
</tr>
<tr>
<td>Four</td>
<td>Successes x 2</td>
<td>One story</td>
</tr>
<tr>
<td>Five</td>
<td>Successes x 2</td>
<td>Six months</td>
</tr>
<tr>
<td>Six +</td>
<td>Successes x 3</td>
<td>Storyteller's option</td>
</tr>
</tbody>
</table>

### Duration

<table>
<thead>
<tr>
<th>Time Sphere</th>
<th>Effect Timespan</th>
</tr>
</thead>
<tbody>
<tr>
<td>One Success</td>
<td>Within a year</td>
</tr>
<tr>
<td>Two Success</td>
<td>Five years</td>
</tr>
<tr>
<td>Three Success</td>
<td>Twenty years</td>
</tr>
<tr>
<td>Four Success</td>
<td>Fifty years</td>
</tr>
<tr>
<td>Five Success</td>
<td>One hundred years</td>
</tr>
<tr>
<td>Six + Success</td>
<td>Five hundred years or more</td>
</tr>
</tbody>
</table>

### Activity Modifier

<table>
<thead>
<tr>
<th>Activity</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Researches lore on subject before using magic</td>
<td>-1 to -3</td>
</tr>
<tr>
<td>Has an item sympathetic to the intended effect</td>
<td>-1 to -3</td>
</tr>
<tr>
<td>Extra time spent on magic</td>
<td>-1</td>
</tr>
<tr>
<td>Spending a Belief point</td>
<td>-1/point max 3/turn</td>
</tr>
<tr>
<td>Fast-casting</td>
<td>+1</td>
</tr>
<tr>
<td>Distant or hidden subject</td>
<td>+1</td>
</tr>
<tr>
<td>Distractions</td>
<td>+1 to +3</td>
</tr>
<tr>
<td>In conflict with alignment</td>
<td>+1 to +3</td>
</tr>
<tr>
<td>Monumental feat</td>
<td>+1 to +3</td>
</tr>
</tbody>
</table>

### Effect Difficulty

<table>
<thead>
<tr>
<th>Effect</th>
<th>Difficulty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enhanced highest Sphere</td>
<td>+3</td>
</tr>
<tr>
<td>Standard or</td>
<td>+4</td>
</tr>
<tr>
<td>Altered highest Sphere</td>
<td>+5</td>
</tr>
<tr>
<td>Diminished highest Sphere</td>
<td>n/a</td>
</tr>
<tr>
<td>Nullified</td>
<td>n/a</td>
</tr>
</tbody>
</table>
## Correspondence Ranges

<table>
<thead>
<tr>
<th>Successes</th>
<th>Range or Connection</th>
</tr>
</thead>
<tbody>
<tr>
<td>One</td>
<td>Line of sight / blood relation / body sample</td>
</tr>
<tr>
<td>Two</td>
<td>Very familiar / best friend / prized possession</td>
</tr>
<tr>
<td>Three</td>
<td>Familiar / co-worker / possession</td>
</tr>
<tr>
<td>Four</td>
<td>Visited once / acquaintance / anything used once</td>
</tr>
<tr>
<td>Five</td>
<td>Have knowledge of / stranger / item touched</td>
</tr>
<tr>
<td>Six +</td>
<td>Anywhere on same plane / no connection</td>
</tr>
</tbody>
</table>
**BIBLIOGRAPHY**


CREDITS

Conversion written by James O'Rance
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