



PLANESCAPE

USING MAGE: THE ASCENSION RULES GM RULES SECTION

By James O'Rance

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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PLANEWALKER CONVERSION

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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 beasts, 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: Magma

Diminished: Forces spells that reduce heat.

Enhanced: Forces spells that increase heat.

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: Radiance

Diminished: Forces spells involving darkness.

Enhanced: Forces spells involving light.

Quasi Elemental: Mineral

Diminished: Matter spells involving elements other than Earth

Enhanced: Matter spells involving Earth.

Quasi Elemental: Steam

Diminished: Matter spells involving Fire.

Negated: Spells that access the Astral or Outer Planes.

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

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.

Quasi Elemental: Ash

Altered: Matter spells involving fire have a maximum duration of one round.

Enhanced: Forces spells involving cold.

Negated: Forces spells involving heat.

Quasi Elemental: Dust

Altered: Matter/Prime spells that create solid objects have a maximum duration of 5 rounds, unless Forces 3 is also used.

Negated: Spells that access the Astral or Outer Planes.

Quasi Elemental: Salt

Diminished: Matter spells involving water or ice have a maximum duration of 2 rounds.

Negated: Spells that access the Astral or Outer Planes.

Quasi Elemental: Vacuum

Negated: Matter spells involving Air and Fire.

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.

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, Mephitis, 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, -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.

Attribute	Large	Huge	Gargantuan
Strength	+2	+3	+5
Stamina	+2	+4	+5
Health Levels			
OK	x2	x2	x3
-1	x3	x4	x4
-2	x3	x3	x4
-5	x2	x3	x3

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, -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, -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, -1, -2, -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, -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, -1, -3, -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.

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

Tiger

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

Willpower: 3

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

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

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, Religion 2

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, -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, Religion 4

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, -1, -2, -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, -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, -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

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, -1, -2, -2, -2, -2, -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

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

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)

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)

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.

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 **Attacks** 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

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

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.

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.

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)

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)

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

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)

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)

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

Ratatosk

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

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.

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.

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

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

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

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

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

Spheres: Forces 3, Prime 1

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, -1, -2, -2, -2, -2, -5, -5, -5, -5, Incapacitated

Attack: Vorpall 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

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

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, -1, -2, -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, -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

(8 dice), Planar travel (Astral and Lower Planes)

Yugoloth - 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)

Yugoloth - Nycaloth

Attributes: Strength 5, Dexterity 3, Stamina 6, Charisma 2, Manipulation 3, Appearance 0, 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)

Yugoloth - Piscooths

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

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), Entrancement, Gate (mezzoloths, automatically successful, or pisoloths), Infect, Magic Resistance (4 dice), Planar Travel, Sever limbs with 5+ successes on claw Attack

Spheres: (Cosmology 1, Mind 2, Prime 1)

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), Entrancement, Gate (one of each type of yugoloth per day, automatically successful), Infect, Infravision (80 metres), Magic resistance (6 dice), Planar Travel

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

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, -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, Entrancement, Infect, Magic Resistance (4 dice), Planar Travel, Steal Willpower

Prime Material Monsters

Beholder

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

Willpower: 9

Arete: 8

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

Attack: Bite (4 dice)

Abilities: Alertness 4, Brawl 3, Dodge 1, Enigmas 2, Intimidation 5, Languages 3, Literacy 3, Occult 2, Religion 1, Subterfuge 3, Stealth 2

Levitate: 3

Special Abilities: Ten eyestalks each produce the following effects:

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).

The central eye produces 10 dice countermagic in a 90-degree arc, with 140 yard range.

Centaur

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

Willpower: 5

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

Attack: Club (5 dice); Hooves (6 dice) - rear on 2 legs, opponent gains -1 difficulty for next Attack

Abilities: Alertness 2, Animal Ken 3, Athletics 4, Brawl 3, Dodge 2, Melee 3, Survival 3

Walk / Run: -

Special Abilities: Difficulties for running and galloping are reduced by -2, Berserker (+2)

Chimera

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

Willpower: 5

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

Attack: Bite (6 dice); Claw (5 dice); Tail (4 dice) - for opponents to the rear

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

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, -1, -2, -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, -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

Maneuver	Difficulty	Damage
Disarm	8	0
Grapple	7	STR+spec.
Kick	7	STR+1
Parry	6	0
Punch	6	STR

ARMOR

Type	Protection	Penalty
Leather	1	0
Chain Mail	2	0
Scale Mail	3	1
Plate Mail	4	1
Full Plate	5	2

WEAPONS CHART

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

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

FIRE DIFFICULTY

Difficulty	Heat of Fire
3	Candleflame
5	Torchflame
7	Magical Flame
9	Dragonbreath
10	Elemental Heat

FALLING DAMAGE

Distance (meters)	Injury
2	One Health Level
3	Two Health Levels
6	Three Health Levels
10	Four Health Levels
13	Five Health Levels
16	Six Health Levels

FEATS OF STRENGTH

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

FIRE INJURY

Wounds	Percentage Burned
One	Part of body burned
Two	Half of body burned
Three	All of body burned

NORMAL HEALING TIMES

Injury	Time
Bruised	One Day
Hurt (-1)	Three Days
Injured (-1)	One Week
Wounded (-2)	One Month
Mauled (-2)	Three Months
Crippled (-5)	Three Months
Incapacitated	Three Months

DROWNING AND SUFFOCATION

Stamina	Holding Breath
1	30 seconds
2	One minute
3	Two minutes
4	Four minutes
5	Eight minutes
6	15 minutes
7	20 minutes
8	30 minutes



MAGIC REFERENCE CHARTS

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

DAMAGE

Successes	Damage	Duration
One	None	One turn
Two	Successes x 1	One scene
Three	Successes x 2	One day
Four	Successes x 2	One story
Five	Successes x 2	Six months
Six +	Successes x 3	Storyteller's option

DURATION

Time Sphere	Effect Timespan
One Success	Within a year
Two Successes	Five years
Three Successes	Twenty years
Four Successes	Fifty years
Five Successes	One hundred years
Six + Successes	Five hundred years or more

ACTIVITY MODIFIER

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

EFFECT DIFFICULTY

Effect	Difficulty
Enhanced highest Sphere	+3
Standard or	
Altered highest Sphere	+4
Diminished highest Sphere	+5
Nullified	n/a

C⊕RRESP⊕NDENCE RANGES

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





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CREDITS

Conversion written by James O'Rance

Conversion edited by Sarah E. Hood

Layout by Sarah E. Hood



PLANEWALKER CONVERSION