

UNISYSTEM

SERPENTS & SIMIANS



A Fantasy Supplement for
TERRA PRIMATE

Serpents & Simians

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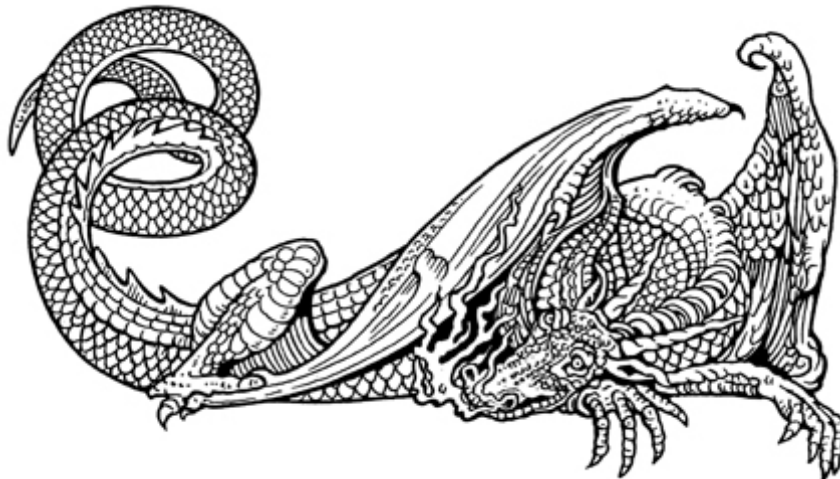
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SERPENTS & SIMIANS



Aping *Dungeons and Zombies*

The *Terra Primate* Answer to *Dungeons and Zombies*

by

The Enthusiastic fans of Eden Studios

Introduction

We're not going to let the zombies have all the fun! From the *Elric* saga to the movie *Heavy Metal*, intelligent apes make an appearance in the fantasy genre.

Although this fan-compiled and fan-written supplement is meant as a nod toward *Terra Primate* and *Dungeons and Zombies*, much of the material presented here borrows from several Eden Studios product lines, and this netbook takes off in slightly different directions than *Dungeons and Zombies*.

Special thanks goes to Jason Vey, author of *Dungeons and Zombies*, for writing such a great fantasy sourcebook. That book is the primary inspiration for this "aped" version (You've been aped Jason!). Furthermore, this work would not have been possible without the enthusiasm of all of its contributors. Hey, it's ok to pat ourselves on the back now and again, isn't it?

Abbreviations

Throughout this book references will be made to other books in the Eden Studios product lines. The following key is a means for interpreting these abbreviations:

AFMBE *All Flesh Must Be Eaten*

D&Z	<i>Dungeons and Zombies</i>
OoTL	<i>One of the Living</i>
PZ	<i>Pulp Zombies</i>
TP	<i>Terra Primate</i>
WC	<i>Witch Craft</i>

How to Use this Netbook

Technically this book is meant to supplement *Terra Primate*, but it is also meant to supplement *Dungeons and Zombies*. Yes, that means that in some sense this is a supplemental supplement. Now say that three times fast.

Much of the material here (and the format) is blatantly "old school." Why? Certainly fantasy can be done in a number of ways, but playing around with the "old school feel" is refreshing because it allows us to have fun with it in a light hearted nod to what, for many of us, represents our initiation into the odd hobby we call role-playing. I dare say some of our fondest gaming memories go back to those first tentative baby steps in the dungeons where so many of us lost our dearest first alter egos.

In the end, to answer the question of How to Use this Netbook, one should use it however seems best appropriate. Take this material and use it directly, or use it for ideas. Molest it, fondle it, or laugh at it, but most of all those of us who put this together hope you enjoy it.



New Qualities and Drawbacks

This section includes new Racial Qualities and Profession Qualities.

Assassin

5-Point Profession Quality

The kind of assassin detailed here is a professional, not your fly-by-night-stab'em-in-the-back-type. Alright, so maybe they often do just that. Almost exclusively belonging to an Assassin's Guild, these individuals are trained to kill for profit. Amateur assassins or those not belonging to a guild will attract the attention of the local guild, and trespassers won't often be asked for an explanation. They're eliminated.

Due to their extensive training, Assassins gain a +1 to Dexterity, two levels of Disguise, two levels of Lock Picking (Mechanical), two levels of Notice, two levels of Stealth, and two levels of Surveillance.

As a consequence of the profession, Assassins have a two point Adversary— other Assassin Guilds. Guilds are constantly vying for the upper hand to gain more territory. A Cast Member who does not belong to a guild will instead have all Assassin's Guilds as adversaries, for three points. Additionally, Assassins have a one point Obligation (D&Z pg. 24)— they must pay 20% of all their profits to their guild. Of course, a rogue Assassin pays no tithes...at his own risk. Assassins also have a three point Secret. Being an Assassin would mean certain death if the authorities find out.

Barbarian

5-Point Profession Quality

Being a barbarian isn't just a way of life, it's an attitude. It's about being rude, crude, gruff, and not taking any crap from anybody. It's about cracking heads, grabbing the loot and the women, and making off to the fort.

Barbarians aren't the most open minded, but they can be handy to have around when the apes start shrieking and falling from the trees. They gain +2 to Strength and +2 to Constitution. Additionally, they gain three levels of Hard to Kill and two levels in a Hand Weapon of choice.

On the down side, due to the closed minded and superstitious nature of being a barbarian, they have an Obsession with destroying the su-



pernatural, whether that be witches or magical items. Barbarians are also closer to their animal instincts, and have two levels of Covetous (Lecherous).

Bite Attack

1-Point Quality

This Quality is taken from TP pg. 170. A being with this Quality can bite for one point of stabbing damage for each level of Strength.

Breath Water

2-Point Quality

This power is taken from TP, pg. 228. This is the ability to breath underwater, usually through the use of gills.

Curse of the Werehuman

Variable Point Drawback

This supernatural effect is universally considered a curse by all apes. It is usually transmitted to an unfortunate ape by an insidious curse or after being bitten by a Werehuman. The following game effects apply to this Quality.



At the first light of dawn, an Ape afflicted by this curse has a 10% chance to involuntarily transform into Werehuman form. The following Physical Qualities and Drawbacks are immediately removed if possessed by the ape until the ape's original form is regained at sunset: Atavism, Bite Attack, Brachiation, Impaired Speech, Knuckle-Walking, Low Intellect, Negative Buoyancy, Partial Biped and Racial Memories. Additionally, Strength, Dexterity and Constitution immediately drop to 2 points each, although, strangely enough, Life Points, Endurance, Speed and Essence remain unchanged.

The Werehuman then gains the following aspects: Intelligence, Perception and Willpower are all increased by +3 (there is no maximum

level), and the following Qualities are gained if not already possessed: Bite Attack (1 point of damage), Covetous (Material Goods of All Sorts) 3, Hairless Ape (without the +2 Intelligence), Delusions of Grandeur (I am Evolved and Superior to Apes in All Ways) 3, Obsession (Building Things) 2, Obsession (Destroying the Environment Through Irresponsibility) 2, Photographic Memory and a bizarre form of Racial Memories.

The Racial Memories gained by the Werehuman include, but are not limited to: Brawling (Specialty – Use Small Teeth and Weak Jaws to Bite Other Creatures) Bureaucracy (Mountains of Papers Created by Destroying Trees) Craft (Create Landfill) Craft (Making Talking Boxes with Magical Pictures) Drive (Horseless Carriage) Engineer (Mighty Machines and Power Sources) Mechanic (Maintain Mighty Machines and Power Sources) Thunder Stick (Shoulder-fired and Hand-held)

Note that remembering these skills but seldom being able to act on them causes most Werehumans to be very violent beings due to their irrational frustration. It is the curse of the Werehuman to try and fulfill its "mission" from sunrise to sundown. The lairs of Werehumans can be recognized by the overworked soil, pits of trash, and bits of metal machinery marring the landscape for several miles in each direction. It should also be noted that the Photographic Memory ability does not carry over into the normal ape form, but does apply to anything done the last time the ape was in Werehuman form.

Easy to Kill

1 to 5 Point Drawback

Cast Members with this drawback are extremely fragile and subject to physical injury. Each level of Easy to Kill subtracts 3 Life Points from the character's Pool. Additionally, each level subtracts 1 (-1) from Survival Tests. This drawback is most appropriate for the very old, very sick, or very young.

Gibbot

5-Point Racial Quality

Gibbots are small folk who resemble gibbons. They typically live high up in the trees, within the trunks that they hollow out for homes. One

could pass below an entire gibbot village without ever knowing it was there, if it weren't for the sweetly pungent odor of the moss the gibbots so tenderly cultivate among the trees for pipe smoking. Gibbots live for about 150 years.

Gibbots have a maximum dexterity of ten, and gain a +4 to Dexterity. Their delicate frame causes them to suffer -1 to Strength. In addition, gibbots have Brachiation (TP pg. 162) and two levels of Fast Reaction Time. Unfortunately, Gibbots are poor swimmers with Negative Buoyancy (D&Z pg. 27).

Gwourf

5-Point Racial Quality

Gwourfs are a short, four foot tall, stocky race resembling stout little gorillas. They live under ground, where they mine precious metals and brew stout liquors. The typical Gwourf lives about three hundred years, and they are superb metal smiths.

Gwourfs have a maximum strength and constitution of 8. They gain +2 to Strength and +2 to Constitution, as well as one level of Hard to Kill and Infravision (AFMBE pg. 154). They have one level of Resistance (Psionics). In addition, they have two levels in Craft (Any) but they tend to specialize in weapon smithing.

These underground primates have two points of Covetous (Greedy), as they like to stash precious jewels and metals. Furthermore, they are Humorless and Reckless. They're resistance to psionics prohibits them from becoming psionic themselves.

Hairless Ape

2-point Physical Quality

When an ape possesses the Hairless Ape drawback, his or her appearance is radically altered. The ape's face becomes very flat, with an exaggerated chin, nose and high forehead. Worse yet, the unfortunate ape has very little body hair - what little there is grows thick only on the head where the limbs join with the body. Male Hairless Apes also grow thick hair along their cheeks and around their mouths. The Hairless Ape Quality includes the following attribute changes: Attractiveness -3 (due to the disturbing similarities to bizarre creatures of legend) Status -2 (it is hard to accept such a being as

being a true Ape) The Hairless Ape gains no bonus points for these Physical Drawbacks. On the plus side, the Intelligence of the Hairless Ape is increased by 2 points. The Hairless Ape also possesses the Quick Learner Mental Quality (Book of Archetypes, p.47, Eden Studios, Inc.).

Half-Elf

4-Point Racial Quality

Sometimes the tragic love shared between long-lived elves and short-lived humans results in offspring. These children are often not accepted by either parent race, so they tend to live on the outskirts of society. Half-Elves typically live for five hundred years, which is long enough to watch all of their human friends die while their elven relatives seem to age not a day.

They gain +1 to Dexterity and Perception. They have Acute Senses (Vision), and have one level of Attractiveness. They have a one point Minority status.

Half-Ogre

5-Point Racial Quality

Half-ogres are adored about as much as their ogre parent, which is to say that they are reviled by mankind. They tend to be the result of unions with unsavory motives. Averaging seven feet tall, these creatures can break the average man. They tend to have yellowish skin, pale eyes, and brutish features. They can live to be as old as 60 years.

They have a maximum strength and constitution of eight, and gain +3 to Strength and +2 to Constitution, but are slightly dim with a -1 to Intelligence. Half-ogres gain two levels of Brawling, two levels of Hard to Kill, one level of Regeneration (TP pg. 168), and Nightvision (D&Z pg. 27).

Half-ogres are a three point Minority and have an Attractiveness drawback for two points. They additionally tend to be Humorless and slightly Cruel, for one point.

Half-Orc

2-Point Racial Quality

Few half-orcs are the result of a love affair between human and orc. Sometimes evil witches seek the consort of brutish orc barbarians, and

other times hapless villages are ravaged by orc tribes seeking women and food.

Regardless, the result of human and orc unions is a being hated by men and held in reverence by orcs. They often take after their orcish stock in that they have pig-like features. Some can pass as ugly humans. Half-Orcs can live to be 70 years old. They gain +1 to Strength and Constitution, and one level in Brawling. Additionally, they gain one level in Hard to Kill and the Nightvision Power (D&Z pg. 27).

Due to their reviled heritage, half-orcs are considered a three point Minority and suffer a one point Attractiveness Drawback.

Horns

3-Point Quality

This Quality is taken from the Minotaur Quality in D&Z pg. 24. These are large horns capable of doing great damage. They can inflict 1d8 (4) x Strength slashing and stabbing damage.

Ogre

4-Point Racial Quality

Ogres can be nine feet tall. They tend to be evil creatures, who savor the flesh of other sapient creatures. They have mottled yellow skin, lanky hair, and lifeless pale eyes. Torture and cruelty is their delight. Though they often don't live to see old age, they can live to be as old as 50 years.

Ogres have a maximum strength and constitution of ten. They gain +5 to Strength and +3 to Constitution. Additionally, they have three levels of Hard to Kill, one level of Regeneration (TP pg. 168), and Nightvision (D&Z pg 27). Not the brightest of bipedal beings, ogres have -2 to Intelligence. Ogres are very homely, with an Attractiveness drawback of three points. They are a three point minority, which is partly because they have a three point Cruel personality.

Pan Sidhe

5-Point Racial Quality

The Pan Sidhe are an elegant fey race resembling a lithe boned hybrid of human and chimpanzee with pointed ears. They live for about one thousand years, and are believed to either be simian relatives of elves or simian ver-

sions of elves from a parallel universe.

Pan Sidhe have a maximum dexterity of 8, and a +1 to Constitution and + 2 to Dexterity. In addition, they have Acute Senses (Hearing), one level of Attractiveness, Brachiation, and Nightvision (D&Z pg. 27). Pan Sidhe are poor swimmers, having Negative Buoyancy (D&Z pg. 27), and tend to be Lazy.

Susceptibility

1-point per level Drawback

Some people are just inherently inferior at ignoring the bad things that occur in life. This ability causes the character to take extra damage or have reduced Survival Tests to fend off each Susceptibility. Each type of Susceptibility must be purchased separately. The level of Susceptibility is subtracted from the cast member's Constitution when resisting the effect(s) to which the character is Susceptible. Susceptibility to Disease may be due to age or disease. Susceptibility to Heat may be due to thyroid problems or vitamin deficiencies. Susceptibility to Sunlight would indicate the disease Xenopigmentosa, itself a genetic disease complex with multiple other deleterious effects on sufferers.

Pan Sidhe Sorcerer

Adept Hero

Str 2 **Dex** 6* **Con** 2*
Int 2 **Per** 2 **Wil** 4
Life Points 26
Endurance Points 29
Speed 16
Essence 40

Qualities/Drawbacks

Acute Senses (Hearing)*
Attractiveness 1*
Brachiation*
Charisma 2
Clown
Essence Channeling 3
Gift Increased Essence Pool 5
Lazy
Mystic Targeting
Negative Buoyancy*
Nightvision*
Pan Sidhe 5
Reckless
Situational Awareness

Skills

Acrobatics 2
Climb 4
Hand Weapon (Staff) 2
Magic Bolt 2
Notice 2
Occult Knowledge 3

Powers/Metaphysics

Elemental Air 4
Lesser Illusion 2

*from Pan Sidhe Quality

Gear

Quarter Staff, blue robe embroidered with cloud designs, pouch of coins

Personality

I bring knowledge to the less fortunate, less simian races. We have been created in the divine image, and it is our duty to bring culture

and sophistication to the race of man.

I travel in the dungeon with my lessers, but I stay in the rear. After all, it's only right that I should die last, or better yet, have a chance to run away to warn others of whatever horrors we might come across. If we succeed it is also only fair that I receive a larger share of the treasure. It isn't cheap to keep myself groomed to perfection.

Quote

"Come wind, come rain, come lightning! Come smog!!!"

Half-Orc Assassin

Talented Hero

Str 5* Dex 5* Con 5*
Int 3 Per 4 Wil 2
Life Points 68
Endurance Points 41
Speed 20
Essence 24

Qualities/Drawbacks

Adversary 2 (Other Assassins Guilds)*
 Assassin 5
 Attractiveness -1*
 Covetous (Greed) 2
 Cruel 3
 Fast Reaction Time
 Half-Orc 2
 Hard to Kill 6*
 Minority -3*
 Nerves of Steel
 Nightvision*
 Obligation 1 (Assassins Guild)*
 Resistance (Poison) 5
 Secret 3 (Assassin)*
 Situational Awareness

Skills

Brawling 4*
 Climbing 3
 Disguise 5*
 Hand Weapon (Dagger) 4
 Hand Weapon (Sword) 4
 Lock Picking (Mechanical) 2*
 Notice 5
 Stealth 5
 Streetwise 4
 Surveillance 5

*from Half-Orc and Assassin Qualities

Gear

"Oaf" clothes, long over-sized tunic, hood, hosen, leather armor (concealed beneath oaf outfit), heavy leather cloak (rolled up in pack), big boots smeared with horse dung, couple dozen rusty knives, broadsword, traveling gear.

Personality

Taking pleasure and pride in one's work is considered an honorable trait. Believe me, I take pleasure in my work.

Did you know that if my blade inserts at just the right angle between the second and third vertebrae in the back of someone's neck I can make a victim wet his britches?

Sometimes when my employer needs information from a victim, I get the pleasure of employing torture. You know, pain isn't the only way to get information. If I paralyze someone first, and then start burning them alive with oil and a torch, beginning with the toes, nearly everybody talks. It isn't the pain, it's smelling your own meat cooking that generally loosens the tongue.

Quote

"I'll even kill his uncles pro bono, just 'cause I'm such a nice guy."

Half-Ogre Barbarian

Talented Hero

Str 8 Dex 5 Con 8

Int 3 Per 2 Wil 3

Life Points 104

Endurance Points 62

Speed 28

Essence 30

Qualities/Drawbacks

Attractiveness -3

Barbarian

Contacts (Tribe) 5

Covetous (Lecherous)

Cruel 3

Delusions (Prejudice – “The Weak”) 2

Fast Reaction Time

Half-Ogre

Hard to Kill 10

Humorless

Minority -3

Nightvision

Obsession (Destroy Supernatural)

Regeneration 1

Resistant (Poison) 3

Skills

Brawling 5

Craft (Hunting) 3

Dodge 5

Hand Weapon (Great Sword) 5

Hand Weapon (Long Bow) 3

Myth and Legend (Tribal) 2

Notice 2

Tracking 3

Traps 2

Weight Lifting 4

Gear

Great sword, long bow, quiver, 20 arrows, chainmail hauberk, metal helmet, bear skin cloak, tribal tattoos and ritual scarring

Personality

“Uncivilized monster? If to be civilized means to be...like you...weak, passionless, worthless, then yes, I am an uncivilized monster.

“Ah, you do not understand, do you? While many of my...lineage...are ignorant, I am not. Uncivilized? Yes. A monster? Yes. But a foolish oaf? No. Else how would I lead the warriors of my tribe? The very tribe who crushed your people and took your lands, putting all to the torch. Yes. We ~are~ monsters indeed.

“You do not cry. That is good. The Gods do not like it when Their sacrifices cry.”

Quote

“WHO ARE THEY? THEY ARE THE WEAK!!!
GRIND THEM DOWN, DRIVE THEM BEFORE
YOU, AND HEAR THE LAMENTATIONS OF
THEIR WOMEN!!! BLOOD! BLOOD!
BLOOOOOOOODDDDD!!!
AAAAAAAARRRRRGGGGHHH!!!!!!”

Neo-Orangutan Lawgiver

Adept Hero

Str 4 **Dex** 4 **Con** 3
Int 4 **Per** 4 **Wil** 4
Life Points 24
Endurance Points 38
Speed 14
Essence 43

Qualities/Drawbacks

Adversary (Demons and Undead) 3
 Brachiation
 Charisma 5
 Delusions (Phobia, Drowning) 2
 Easy to Kill 4
 Essence Channeling 1
 Holy Order of Light Priest
 Increased Essence Pool 4
 Inspired Invoker
 Negative Buoyancy
 Neo-Orangutan (Terra Primate, p. 178)
 Obligation (Find and Destroy Supernatural Evil)
 3
 Atavism and Partial Biped bought off by 2
 points of Drawbacks.

Metaphysics

The Gift
 Divine Sight
 Touch of Healing
 Visions

Skills

Hand Weapon (Staff) 1
 Instruction 5
 Humanities/Simianities (Simian Theology) 5
 Humanities/Simianities (Simian Law) 6
 Myth and Legend (Simian) 5
 Occult Knowledge 4
 Storytelling 5

Gear

Vestments of office, Gilded Staff of the Law,
 the Scrolls of the Law

Personality

“Thank you for stopping to let an old ape catch

his breath. Long gone are the days when I could travel through the canopy as easily as on the ground. Verily, my days are numbered. Ah! I am prattling on and speaking of needless things.

“Remember always. The battle continues, and it is up to you, young warrior, to continue the good fight.

“Protect the weak.

“Embolden the fearful.

“And fight – FIGHT – against the Dark.

“Rage against the Dying of the Light.”

Quote

“Draw near and gain wisdom, my children.”

Atavistic Neo-Gorilla Ranger

Talented Hero

Str 10 **Dex** 7 **Con** 9
Int 2 **Per** 3 **Wil** 2
Life Points 98
Endurance Points 68
Speed 16/36
Essence 20

nothing but my strength and skills to protect you from Those Who Have No Hair.”

Quote

“Be the beast.”

Qualities/Drawbacks

Aggressive Atavism Bite Attack (1 point per Str)
Delusions (Technology Is Not Necessary) 2
Hand to Kill 4
Humorless
Jumping (+10” to high jump, +10 yards broad jump)
Negative Buoyancy
Nerves of Steel
Partial Biped
Ranger Template*
Reckless
Situational Awareness
Socially
Inept 2
Neo-Gorilla (Terra Primate, p. 178, modified – Delusion replaced) *Brawling instead of Hand Weapon

Skills

Brawling 5
Climbing 3
Dodge 2
Intimidation 5
Notice 3
Stealth 5
Survival (Forest) 4
Tracking 4
Weight Lifting 5

Gear

None

Personality

“Tools? Fah! Armor? FAH! What more does a brave Ape need that than which the Law Giver gives us? I can smash beasts and splinter wood. I need nothing but myself to survive. And I need

Neo-Chimpanzee Monk-ey Practitioner of Kong-Fu

Talented Hero

Str 6 Dex 9 Con 4
Int 3 Per 3 Wil 3
Life Points 80
Endurance Points 44
Speed 26
Essence 20

Qualities/Drawbacks

Bite Attack (1 point per Str point)
Brachiation
Delusion (Phobia of Drowning) 2
Fast Reaction Time
Hard to Kill 10
Honorable 2
Jump (+10" high jump, +10 yards broad jump)
Negative Buoyancy
Neo-Chimpanzee* *

The following Neo-Chimpanzee Drawbacks
have been bought off with Quality points –
Atavism, Partial Biped

Skills

Acrobatics 3
Dodge 5
Hand Weapon (Quarter Staff) 3
Martial Arts 5
Humanities (Mysticism) 2
Trance 2

Gear

Quarter staff, plain and humble robe, braided
cord belt detailing rank and deeds

Personality

"The truest measure of a warrior is his or her
ability to avoid battle, avoid inflicting injury,
and avoid inflicting death. My way is not that
of peace, but it is that of life."

Quote

"Guard yourself!"

Howling Messenger of Doom

Gibbon Talented Hero

Str 3 **Dex** 10 **Con** 4
Int 3 **Per** 3 **Wil** 3
Life Points 56
Endurance Points 35
Speed 28/48
Essence 32

Quote

“What have you seen, friend?”

Qualities/Drawbacks

Artistic Talent (Screech-Singing)
Brachiation
Charisma 2
Delusions (Phobia of Drowning) 2
Gibbon (Invasion of the Apes Quality)
Hard to Kill 6
Negative Buoyancy
Partial Biped
Photographic Memory
Situational Awareness

Skills

Climbing 4
Brawling 2
Dodge 3
Myth and Legend (Ape) 3
Notice 4
Questioning 3
Singing 5
Smooth Talking 3
Storytelling 3

Gear

Pouch, paper, pen, ink, messages, truce flag

Personality

“I carry the news. I watch. I listen. I write down what I see and hear. This is how Apes can know what happens in far away valleys and in distant lands. When I meet another like me, we will trade news and move on.

“It helps that I never forget anything. I remember exactly what I was told by Red-Brambles-Finder two years ago right after lunch on the first day I met her. Ahhhh, Red-Brambles-Finder. What a woman!”

Ogre Marauder

Talented Hero

Str 10 **Dex** 2 **Con** 10
Int 2 **Per** 4 **Wil** 3
Life Points 120
Endurance Points 74
Speed 24
Essence 20

Quote

“AAAAARRRRRRRRGGGGGGGGGGHHHHHHH
HHH!!!” ?”

Qualities/Drawbacks

Attractiveness -3
Covetous (Lecherous) 2
Cruel 3
Danger Sense 2
Hard to Kill 10
Minority -3
Nightvision
Obsession (Destroying Supernatural)
Ogre
Regeneration 1
Resistance (Pain) 5

Skills

Brawling 3
Hand Weapon (Giant Club) 4
Hand Weapon (Spear) 3
Intimidate 3
Notice 3
Running (Marathon) 3
Shield (Large) 3
Stealth 3
Tracking 3
Weight Lifting 4

Gear

Massive iron-banded wooden club, 12' spear, large shield, studded leather armor, looting sack, gigantic hobnailed boots, elephant skin cloak

Personality

“Bah! Nothing! NOTHING! Slay the animals within the barn, then put it to the torch. Then bind up these tiny wretches. They shall bring a fair price from the Orc slavers.”

Half-Elf Swashbuckler

Talented Hero

Str 3 **Dex** 7 **Con** 3
Int 3 **Per** 4 **Wil** 3
Life Points 46
Endurance Points 32
Speed 20
Essence 20

Qualities/Drawbacks

Acute Sense (Vision)
Adversary (Various local rulers) 4
Ambidextrous
Attractiveness 1
Charisma 4
Contacts (Band of loyal thieves) 4
Danger Sense 1
Fast Reaction Time
Half-Elf
Hard to Kill 4
Honorable 1
Minority -1
Nerves of Steel
Reckless
Showoff

Skills

Climb 2
Fine Arts (Etiquette) 3
Hand Weapon (Cutlass) 4
Hand Weapon (Dagger) 4
Notice 3
Pick Pocket 2
Ride (Horse) 3
Seduction 2
Smooth Talk 3 (Specialty – Taunt) 5
Stealth 3
Survival (Forest) 2

Gear

Swept-hilt rapier, matching dueling dagger,
rakish clothes, floppy hat, thigh-high boots,
swift horse, saddlebags full of loot, black mask,
band of loyal followers

Personality

“I hate being bored. That’s really why I do this.
I just hate being bored. Right! Like I need an-

other sack of gold or another few rings from the fingers of a lovely Lady. Right! “It’s not about the loot. It’s NEVER been about the loot. Life has to be worth living, and to be worth living, life must be exciting. You understand? Ah, excellent! “Now hand over your wallet and no one will get hurt.”

Quote

“Have at you!”

Gibbot Kleptomaniac

Talented Hero

Str 2 **Dex** 9 **Con** 3
Int 3 **Per** 3 **Wil** 3
Life Points 51
Endurance Points 29
Speed 24
Essence 20

tonigh-oooooooo...shiny!”

Quote

“I didn’t do it!”

Qualities/Drawbacks

Brachiation
Charisma 3
Clown
Danger Sense 4
Delusions (There is no such thing as personal property) 2
Fast Reaction Time
Hard to Kill 7
Gibbot
Negative Buoyancy
Obsession (Kleptomania)
Photographic Memory
Walk in Shadows

Skills

Dodge 5
Hand Weapon (Dagger) 1
Lock Picking (Mechanical) 3
Notice 6
Pick Pocket 5
Sleight of Hand 5
Stealth 3

Gear

Deep pockets, dozens of filched items, small dagger, jaunty hat with a feather in it

Personality

“I don’t know why he was soooooo upset! It was just a sword!

“Paladins just do NOT have a sense of humor. I was gonna give it back, honest! No, really! I just got...distracted.

“But don’t worry! We know where the bandits took the paladin and we’re gonna bust him out

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Equipment

Remember when buying equipment for your fantasy character could take hours? What color of cloak would go best with those fine boots? Should I buy a whole pig or only a piglet? These are the questions that burden a true adventurer's soul, and now you can answer those questions again!

These items are meant to supplement the items in *Dungeons and Zombies* pg. 33.

Clothing

Belt	1 silver
Boots, high, leather	2 silver
Boots, high, cloth	1 silver
Boots, low, leather	1 silver
Boots, low, cloth	5 copper
Britches, cloth	5 copper
Britches, leather	6 silver
Cloak, large	2 silver
Cloak, small	1 silver
Hat	1 silver
Robe	4 silver
Shirt, cloth	5 copper

Livestock

Chicken	1 copper
Cow	5 gold
Dog	4 silver
Dog, attack	5 gold
Goat	5 silver
Horse, draft	15 gold
Horse, riding	12 gold
Mule	10 gold
Pig	8 silver
Piglet	1 silver
Sheep	5 silver
Bird, song	1 copper

Miscellaneous Equipment

Barrel, empty, wooden, large	3 silver
Barrel, empty, wooden, small	1 silver
Blanket, large, cloth	4 silver
Blanket, large, wool	1 gold
Book, blank, 50 pages	1 gold
Candles, dozen	5 copper
Chain, metal, 10 feet	2 gold
Chalk, dust, small sack	8 copper
Chalk, sticks, dozen	6 copper
Chest, wooden, large	4 silver
Chest, wooden, small	2 silver

Cloth, yard, dyed	5 copper
Cloth, yard, natural	2 copper
Flask, glass	1 silver
Flask, ceramic	5 copper
Hook, large, iron	1 silver
Hooks, fishing	3 copper
Ink, 4 ounces	2 silver
Lock, large	8 silver
Lock, small	4 silver
Lock Picks	5 gold
Mirror, large	5 silver
Mirror, small	2 silver
Hammer, small, metal	1 silver
Papyrus, dozen sheets	5 copper
Pole, 10 foot	2 copper
Pouch, belt, large	5 copper
Pouch, belt, small	3 copper
Pulley, iron	5 silver
Soap, 1 pound	1 silver
Quill, 6	1 silver
Sack, large	8 copper
Sack, small	5 copper
String, ball, 30 feet	3 copper
Skin, for water/wine	5 copper
Spike, iron	2 copper

Provisions

Cask, ale	2 gold
Cask, pickled eggs	2 silver
Cask, wine, fine	5 gold
Cask, wine, watered	8 silver
Fish, dried, 1 pound	1 gold
Flour, sack, 1 pound	3 copper
Rations, 1 week	2 gold
Barrel, pickled fish	5 gold
Barrel, pickled pig's feet	2 gold
Barrel, salted pork	8 gold
Grain, feed, 1 week	1 silver

Tack and Harness

Bit and Bridle	1 gold
Harness	6 silver
Saddle	5 gold
Bag, saddle, large	1 silver
Bag, saddle, small	7 copper
Blanket, saddle	6 silver

Beasts of the Realm

What would fantasy role-playing be without a good list of monsters to kill so you can steal their stuff? Just remember, there are few joys in gaming better than killing something your Ape Master wanted to be an important plot device for the next couple of game sessions. So have at it!

Animals, Minimals

Dwarf versions of normal animals. Halve Str, Dex, Con, Damage and Speed (minimum score of 1) of the original species. Minimal Animals are known to be highly aggressive for no good reason.

Ankeg

This gigantic insect is the size of a small horse, and always attacks from a hiding spot beneath sand or loose soil. Ankegs burrow slowly into the ground and wait just beneath the surface for prey to approach. The Ankeg will attack using the Lunge to obtain surprise if possible. It will attempt to seize a target with two large claws and bite with sharp mandibles. If pressed, the Ankeg will spit globs of acid at any moving targets within range and attempt to retreat. Ankegs are solitary and cannot be trained.

Strength: 2-4 **Constitution:** 2-5

Dexterity: 2-4 **Intelligence:** 0 (animal)

Perception: 2-3 **Willpower:** 1-3

Life Points: $[(Str+Con)X2]+5$

Speed: 10-14

Attack Bite: D4(2), Claws D6(3)XStr, Acid Spit (Range 4 yards) D4(2)/round

Skills: Brawling 3, Dodge 2

Powers: Armor 2D6(6), Burrowing (AFMBE, p. 150), The Lunge (AFMBE, p. 150)

Ape, Carnivorous

Use standard Natural Chimpanzee template from Terra Primate but with the following changes. Add Aggressive and Carnivorous powers, and the following skills: Brawling 3, Hand Weapon (Club) 2, Thrown Weapon (Rock) 2. It might be possible to train a Carnivorous Ape if it were kept well fed on a steady diet of raw bloody meat.

Axebeak

Use the standard Velociraptor template from *Terra Primate* pg. 232, but replace the Bite attack with a Head Butt attack with the same damage rating. The Axebeak is a large, aggressive flightless bird that resembles an ostrich but with a thicker neck and a horse-sized head with a very sharp beak. Axebeaks hunt in flocks of 1D6+3 in number and may also have 5D6 chicks and/or eggs concealed nearby. Axebeaks cannot be trained.

Baboon

These primates appear at first glance to be some type of strange dog. They possess pronounced muzzles and large canine teeth. Actually, they are large monkeys. They do not possess prehensile tails but do have semi-opposable thumbs allowing them to grab and hold small objects. Baboons are omnivorous and will hunt and kill small animals and even larger wounded or sick animals. Otherwise, they subsist on fruit, nuts, tubers and insects. Baboons can be trained.

Strength: 2-4

Dexterity: 3-5

Constitution: 2-4

Intelligence: 2-3(Animal)

Perception: 3-5

Willpower: 2-4

Life Points: $[(Str+Con)X2] + 10$

Speed: $[(Dex+Con)X2] + 10$

Attack: Bite D6(3)XStr+1 X 2 (two attacks, one for each head)

Skills: Brawling 3, Dodge 1, Notice 3

Bad Monkeys

Every group has its bad guys, and Bad Monkeys serve well for the smaller primates. Bad Monkeys resemble spider monkeys, but instead of a prehensile tail they have opposable thumbs and are able to craft simple tools from stone, bone, and wood. As with normal monkeys, troops can number anywhere from dozens to hundreds, tending toward the latter.

The appearance of important members of a troop of Bad Monkeys are reflected in the tiny feathered headdresses worn to denote rank. Each adult member of the troop carries at least 2 tiny flint or bone daggers in tiny scabbards made from bird and lizard skin hung from tiny belts of twisted vine and dead snakes. Their hands are too small for even the smallest nor-

mal-sized steel knives. So far no one has found any way to barter with the Bad Monkeys, but if so, tiny daggers would be very popular items. A flint knife typically breaks after 1D6 uses and is smeared with Bad Monkey feces. Any successful attack has a 1-10% chance of causing an infection in the wound (effects to be determined by the Ape Master).

Bad Monkeys are very aggressive beings, but will not attack if their prey appears to be too strong or if their target is carrying torches: they like to win. Even if they do not attack, they will harass trespassers in their territory by pelting them with feces, rotting meat, and small animals (including unpopular members of the troop). Some of the other small animals could include scorpions, spiders, and poisonous snakes. The attack will be accompanied by a constant gibbering screeching stream of obscenities and very bizarre phrases such as "I MOCK YOUR VALUE SYSTEMS!", "YOU APPEARED FOOLISH AND WEAK-WILLED WHEN I COPULATED WITH YOUR MOTHERS AND SISTERS!" and so forth.

Where possible, Bad Monkeys will attempt to drive opponents into quicksand or the lairs of dangerous beasts. If they had a moral alignment, Bad Monkeys would be Psychotic Evil.

Strength: 0-1 **Dexterity:** 4-7
Constitution: 2-4 **Intelligence:** 1-2(normal)
Perception: 3-4 **Willpower:** 1-2
Life Points: (Str+Con) x 3
Speed: [(Dex+Con)X2]+10
Attack: Bite D4 (2) x Strength or by Flint Dagger (Damage = 1)
Skills: Acrobatics 5, Brawling 3, Climbing 5, Dodge 5, Notice 3, Stealth 1, Craft (Catch and Fling Small and Dangerous Animals) 6

Cave Bear, Giant Dire

This massive predator is best described as an elephant-sized bear covered in pale tan bristly fur with darker brown spots. The Giant Dire Cave Bear is unable to stand upright like smaller bears due to its large size. The attack of a Giant Dire Cave Bear is dreaded by all. These creatures are no more aggressive than normal bears, but must feed very often in order to fuel their huge bodies. Unfortunately for civilized beings, herds of livestock and crowds of

peasants offer a perfect opportunity for feeding. Giant Dire Cave Bears cannot be trained.

Strength: 12-18 **Dexterity:** 2-4
Constitution: 3-6 **Intelligence:** 0-1 (animal)
Perception: 2-4 **Willpower:** 3-5
Life Points: [(Str+Con)X6]+50
Speed: [(Dex+Con)X2]+10
Attack: Bite D12(6)X(Str+1), Claw D10(5)X(Str+1), Claw D10(5)X(Str+1)
Skills: Brawling 3, Tracking 2, Notice 3 Powers Armor (6 points from thick hide and fur)

Chimpixies/Leprechaun-utans

These detestable and mischievous beings frequent cheerful isolated woodland glens where they frolic and reproduce, often to the accompaniment of Pan Piper musicians and strong liquor. There are at least two species. One appears to be small, thin, bipedal chimpanzees, and the other a small, thin, bipedal orangutan. Both types dress in colorful and festive holiday attire.

Either their sense of taste is demented or they are colorblind, preferring mismatched and jarring combinations of neon plaids and oddly embroidered cloth. While basically peaceful, Chimpixies/Leprechaun-utans have an array of magical skills that they use when threatened. They are usually threatened because of the common belief that they horde huge stockpiles of gold coins (which they indeed do, subject to the discretion of the Apemaster) or when they have just finished carrying out a practical joke on another being that involves theft and leaving the victim in a precarious (but not usually lethal) situation. Chimpixies/Leprechaun-utans might join with "Good" heroes to battle "Evil", but their presence would not necessarily be a benefit as they do not seem to distinguish friend from foe when battle is joined.

Strength: 4-6 **Dexterity:** 5-8
Constitution: 4-6 **Intelligence:** 2-4
Perception: 2-3 **Willpower:** 2-3
Life Points: [(Str+Con)X2]+5
Speed: 14/34 (walking/running)
Attack: By weapon, bite (= Str), or by magic Skills Brawling 2, Dodge 4, Hand Weapon (Short sword) 3, Invocation 4, Pick Pocket 5
Powers: Chimpixies possess the following spell-

like abilities that can be cast at will, once per round, at a level of effect equal to twice their Willpower: Beguile, Induce Sleep
Leprechauns possess the following spell-like abilities that can be cast at will, once per round, at a level of effect equal to twice their Willpower: Full Illusion, Visual Illusion

Cloak Killer

The Cloak Killer hides in caves and ruined buildings, blending in perfectly with its natural surroundings. The Cloak Killer resembles an unholy mix of a flying manta ray and a thick shag carpet. It is intelligent enough to avoid preying on groups, preferring instead to drop silently on solitary targets and crush them in its shaggy embrace. The Cloak Killer speaks most Ape languages, but is not inclined toward conversation.

Strength: 3-5 **Dexterity:** 2-4

Constitution: 2-4 **Intelligence:** 2-3

Perception: 3-4 **Willpower:** 2-3

Life Points: [(Str+Con)X2]+5]

Speed: 14 (flying only)

Attack: The Hug of Death (AFMBE, p. 152)

Skills: Brawling 3, Dodge 1, Notice 2, Surveillance 3

Cows, Evil

Use standard Boar template from *Terra Primate* pg. 231, but add Ape Powers: Aggressive and Carnivore and Antler/Butt with Antler ability from the Deer template. These creatures appear to be normal cattle but are actually pack-hunting carnivores that hunt in groups of 2D6 adults with 4D6 cowlings in a concealed lair. Evil Cows can be trained if raised from infancy.

Dead, Climbing

This foul undead ape lurks in dark forests around old burial sites. The Climbing Dead is a template that is added to an ape if it is killed by another Climbing Dead and buried for three nights in the same unhallowed ground as the original Climbing Dead. Since the victim must be killed to become one of the Climbing Dead, this situation is permanent. The Climbing Dead are not particularly bright, but can recognize the tree homes of forest-dwelling apes.

During the dark of night, these evil beings

clamber up the trunks and into the homes of their victims. After killing all they can reach and eating their fill, the Climbing Dead drag the bodies of their victims back to their burial grounds and cover them with clammy earth to awaken in three nights and join their ranks. The Climbing Dead are typically encountered in groups of 2 – 12. Note: See AFMBE.

Weak Spot: Hands (treat as Heart)

Getting Around: Life-Like, Climbing

Strength: Monstrous Strength, Iron Grip, Claws

Senses: Like the Dead

Sustenance: Sweet Breads, Weekly

Intelligence: Teamwork

Spreading the Love: Bury the Body

Dead, Swinging

This foul undead ape lurks in dark forests around old burial sites. The Swinging Dead is a template that is added to an ape if it is killed by another Swinging Dead and buried for three nights in the same unhallowed ground as the original Swinging Dead. Since the victim must be killed to become one of the Swinging Dead, this situation is permanent. The Swinging Dead attack in groups, swinging through the forest canopy and attempting to drive their prey into an ambush. Any ape killed by the Swinging Dead will arise to join their rotting ranks in 1 – 6 hours. The Swinging Dead are typically encountered in groups of 5 – 30.

Weak Spot: Brain

Getting Around: The Quick Dead, Climbing, Brachiation (from Terra Primate)

Strength: Dead Joe Average

Senses: Like the Living

Sustenance: Sweet Breads, Weekly

Intelligence: Animal Cunning 2

Spreading the Love: Only the Dead

Demon, Sothine

Sages speculate that this minor demon race is descended from wicked witches cursed millennia ago. Some go further to say that this race is the mother of orcs. They have the bodies of youthful, beautiful women but the heads of feral pigs. They delight in human agony, and tend to group in threes to work their wicked magic. They are sometimes the consorts to evil

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male mages, who often father Sothine children since no Sothine males are known to exist.

Strength: 2-3 **Dexterity:** 3-4
Constitution: 2-4 **Intelligence:** 4-6
Perception: 3-5 **Willpower:** 3-4
Life Points: (Strength + Constitution) x 2 + 5
Speed: (Dexterity + Constitution) x 2
Attack: by weapon
Skills: Brawling 2, Hand Weapon (Knife) 2, Stealth 2, Survival (Forest) 4
Powers: Essence Channeling (2), Communion (2), Lesser Illusion (3), Nightvision (D&Z pg. 27)

Dragon, Budget

Budget Dragons are solitary beasts that haunt lonely mountains and isolated areas of wilderness (the isolation being primarily due to the presence of the Budget Dragon). The presence of a Budget Dragon can be often noticed by large areas of scorched earth and charred wood in unlikely places (like snow-covered forests). The Budget Dragon is large and slate-gray in color, with horns and talons shading to a gleaming ivory sheen. They are covered in large bony armor scutes that are slightly darker than their skin, giving them a mottled coloration that assists in sneaking up on unsuspecting targets.

Male Budget Dragons are slightly larger than females, and during the mating season develop bright red bands on their wings as an indicator of health and maturity. Budget Dragons congregate only to mate and immediately separate - the male does not help hatch the eggs or tend to the young.

The Budget Dragon is not particularly bright, but is still a dangerous predator. When possible, they always attack by surprising their prey, either by diving on it from out of the sun or by bursting forth from a crevasse or cave. Often the only warning is the sudden and deadly burst of flame that engulfs an unsuspecting target, either killing it outright or causing it to die in agony. The agony is typically short-lived as the Budget Dragon will pounce immediately afterward. Budget Dragons are implacably aggressive and cannot be tamed or trained. They don't want to serve as your mount - they want to kill and devour you and everyone you know.

They are immune to their own flames and those caused by other Budget Dragons, even if the flames spread. The sight of a Budget Dragon striding majestically through the inferno of a forest fire is an awe-inspiring sight if one lives to tell of it. Budget Dragon (based on Wyvern Template from Terra Primate)

Strength: 6-8 **Dexterity:** 4-7
Constitution: 3-7 **Intelligence:** 1-2(animal)
Perception: 2-4 **Willpower:** 3-5
Life Points: [(Str+Con)X5]+10
Speed: [(Dex+Con)X2]+10 (+25 when flying)
Essence: 19 - 33 depending on Attribute point total + any from Increased Essence Pool as described below
Attack: Claws D8(4)XStr, Bite D8(4)X(Str+1), Flame Breath (see below) Natural Armor D6+6 (9)
Skills: Brawling 3, Dodge 2, Magic Bolt 3, Notice 3, Stealth 4
Qualities/Drawbacks: Essence Channeling at level 1 to 5 depending on age, Increased Essence Pool at level 1 to 5 depending on age
Flame Breath: Invocation - Elemental Fire, Striking Flames Range: 10 yards per point of Willpower + 10 yards per Essence Point Area of Effect (Budget Dragons Only): For every 10 yards (30') of range, the flame blast widens by 1 yard. For example, a 30 yard blast is 3 yards wide at its longest extent (i.e. cone roughly 90' long and 10' wide at maximum range).
Damage: D6X2(6); the modifier can be increased 1 point per point of Essence Spent (for example, spending 8 Essence Points results in a damage roll of D6X10; X2 base plus 8 more for Essence). This invocation always takes the form of a blast of fire originating from the dragon's mouth.

Forest Hyena

These carnivores are wolf-sized pack-hunting predators that assemble in large groups to hunt. Their presence is known by their cackling howls. They resemble the hyenas of Earth but their fur is a mottled dark brown and black color. Forest hyenas have a short coarse mane of bristly black fur that runs from the crown of the head to the shoulders. Their paws have evolved to allow them to climb large trees from

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which they may leap to attack prey. Contrary to popular belief, these animals are primarily hunters and not scavengers. They will, however, attempt to steal the prey of larger predators such as Gorilla-Bears when possible.

Strength: 3-4 **Dexterity:** 3-5
Constitution: 4-6 **Intelligence:** 1-2(Animal)
Perception: 3-5 **Willpower:** 2-3
Life Points: $([Str+Con] \times 3) + 10$
Speed: $([Dex+Con] \times 2) + 15$
Attack: Bite D6(3)XStr+1
Skills: Brawling 2, Dodge 1, Notice 3, Climbing 2, Tracking 2, Stealth 2

Frogmen

Use the Leaper template from *Terra Primate* pg. 223, but add the Aquatic Power and change Survival (Forest) to Survival (Swamps and Bogs). These beings also have the skills: Hand Weapon (Club) 2, Stealth 1, Thrown Weapon (Javalin) 2, and Stealth 2. The creatures generally known as "Frogmen" actually represent several different species of creature. Some are indeed manlike Frogs about 3-4 feet tall. Others appear to be reptilian and may be much larger (and have Survival (Forest) instead) and lack the Aquatic and Jump powers. The rarest of these appear to be reptilians who live in the deepest parts of the Wasteland (Survival (Desert) and Str 4 poisonous bite as per the Rattlesnake template in *Terra Primate*). This form also lacks the Aquatic and Jump powers, but gains the Burrowing Power from All Flesh Must Be Eaten (Eden Studios, Inc.). Frogmen are not violent to each other, but do hunt all creatures, including Apes, for food. They often utilize javalins coated with a sleeping poison (Str 2) to help subdue their prey.

Gibberly Moulder

The Gibberly Moulder is a bizarre foe that appears to be a formless slimy mass of gelatin that is constantly forming and reforming mouths, eyes and tufts of hair. The approach of this unnatural being is easily noticed by the dozens of voices speaking from its many mouths. The Gibberly Moulder will attack anything for food, or will just as willingly eat the bodies of the dead. The true treat of the Gibberly Moulder lies in its magical abilities.

The Gibberly Moulder emits a constant magical effect similar to Beguile. All who fall victim to the Moulder's chorus of voices will make no defense as it attacks and slays them. This magical power is innate and requires neither die rolls or the expenditure of Essence to maintain. The only way to silence a Moulder is to slay it.

Gibberly Moulders are solitary beings. While they might be intelligent, they do not communicate with other beings. They are not trainable.

Strength: 3-5 **Dexterity:** 1-3
Constitution: 2-4 **Intelligence:** 1-2
Perception: 5-8 **Willpower:** 4-6
Life Points: $([Str+Con] \times 2) + 20$
Speed: 6 (slither only)

Attack: 1D4 bites equal to Bite Attack from *Terra Primate*

Powers: Can never be surprised due to the myriad eyes pointing in all directions and seeing in all spectra of visible light and infrared heat.

Skills: Brawling 2, Dodge 2, Notice 7

Gorilla-Bear

This bizarre form of carnivorous ape is found in small groups that form hunting packs. In overall appearance, this creature appears to be a large gorilla, but with a head resembling that of a bear or large cat. Likewise, the hands of this creature are paws with large claws, leaving it no freely movable digits like those of other apes. These creatures are very hostile predators and will not stop once an attack has begun. If possible, they will seize their foes and attempt to crush and strangle them.

Strength: 9-12 **Dexterity:** 4-6
Constitution: 3-5 **Intelligence:** 1-2(Animal)
Perception: 2-4 **Willpower:** 4-6
Life Points: $([Str+Con] \times 5) + 10$

Speed: $([Dex+Con] \times 2) + 5$

Attack: Claws D6(3) x Strength, Bite D6(3) x Strength

Skills: Brawling 3, Notice 3, Tracking 3

Powers: The Hug of Death (AFMBE, p. 152)

Gorillasaurus Rex

This noble beast is considered by many Simians to be the physical manifestation of the King of the Forest, an ancient jungle god of folklore.

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The difference between a Gorillasaurus Rex and a normal gorilla is immediately noticeable: beneath the iridescent golden fur are thick armored scutes that provide protection from blows, and the beast's head is crowned by a pair of immense bull-like horns. The Gorillasaurus Rex also possesses a long scaled tale, also golden in color, but it is only used for threat displays: in addition to roaring, beating the ground, and beating its chest, the Gorillasaurus Rex also slashes with its horns and thrashes its tail rapidly. These creatures are usually solitary. It is considered a good omen to see even one. To see several together, sitting placidly as they watch over their forest domain, would be considered a sign from the Gods of Light.

The Gorillasaurus Rex may only be an "animal" but it is a truly good and noble beast that will temporarily join the forces of "Good" when they do battle with "Evil" in its jungle realm.

Strength: 10 **Dexterity:** 4
Constitution: 5 **Intelligence:** 4 (animal)
Perception: 2 **Willpower:** 3
Life Points: 70
Endurance Points: 59
Speed: 6/38*
Essence: 26
Attack: Bite (= Strength), Horns D8(4) X Str
Skills: Brawling 4, Climbing 2, Dodge 3, Intimidation 4, Survival (Jungle) 4
Powers: Racial Memories, Armor (4 points), Jump, Regeneration (1 life point/minute), Horns, Divine Sight

Harmoset

These small bat-winged primates swarm in flocks deep in the darkest parts of the forests and jungles. They resemble an iridescent red marmoset with long thin fangs, scaly reptilian wings and a long scaled tail. Harmosets are both predators and parasites. While they are not adverse to attacking and eating smaller insect prey, such as moths and crickets, they prefer to drain the blood of warm-blooded animals whenever possible. Because of this dual diet, harmosets become the vectors of parasitic and bacterial infections by transmitting these organisms from prey they devour to prey whose blood they drink.

A large flock of harmosets can number in the dozens and can be quite dangerous if enough of them are able to successfully attack an individual and cannot be driven away. They are double dangerous as their bite secretes both an anticoagulant and an anesthetic that allows them to feed undisturbed on the freely flowing blood of sleeping animals. Harmosets cannot be trained.

Strength: 0 **Dexterity:** 4-5
Constitution: 2 **Intelligence:** 0-1 (animal)
Perception: 2-3 **Willpower:** 2
Life Points: 5
Endurance Points: 20
Speed: 4/30/50 (walking, leaping, flying)
Attack: Bite 1 point of damage, plus 1 Life Point drain per round per harmoset
Skills: Biting 2, Dodge 3

Kongor (Unique Creature)

Kongor appears to be a gigantic Natural Gorilla in the "Vast" Enhanced Size Category (TP pg. 167). Use the standard Elephant template (TP pg. 232) but add Smash With Fist Attack at D12(6)X Str damage, Regeneration (5 point version) and Climb (LARGE things) 4. Kongor also has Obsession (Small Hairless Females) and Contacts 5 (local tribe of worshippers who will fight to protect him and to prevent outsiders from entering Kongor's valley). Kongor will not usually leave his remote mountain valley, but will attack anyone who trespasses into his territory. His worshippers try to find hairless females (Apes, Hairless Apes, and Humans) to toss over the wall that closes off Kongor's valley so that he does not emerge to destroy their village on the first night of each New Moon.

Landshark

The fierce landshark is a dangerous beast. They appear to be large reptilian creatures vaguely resembling a bullet with a pointed nose, a back spike, four stubby legs, huge claws, big teeth, and tiny beady ears. Landsharks burrow beneath the ground rapidly in soft earth, and will often lie in wait for prey to approach. The landshark then erupts from the earth, leaving behind a large crater and collapsing tunnel, and attacks mindlessly. Because

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they are adapted to digging, landsharks are not very flexible, thus nimble prey has the best chance of surviving. Landsharks are roughly the size of a rhinoceros and their scales/shell is a shiny dark brown to grey in color. They cannot be trained.

Strength: 10-15 **Dexterity:** 1-2
Constitution: 4-6 **Intelligence:** 0-1 (animal)
Perception: 2-3 **Willpower:** 2-3
Life Points: [(Str+Con)X2]+10]
Speed: 10/20 (walking/burrowing)
Attack: Bite D10(5)XStr+1, Claws D10(5)XStr+1
Skills: Brawling 3, Notice 2

Owl Bear

Bears with the heads of owls or other predatory birds. Use statistics for Bears as found in *Terra Primate* pg. 231. Add the Hug of Death Zombie Power from the *AFMBE* pg. 152.

Pan Piper

This bizarre creature appears to be an upright chimpanzee with the legs, hooves and horns of a goat. Pan Pipers are quite intelligent but tend to be mischievous. They are not typically hostile, but will defend themselves with a short sword or their horns. Pan Pipers can use their reed flutes to cast spells on other intelligent beings when the mood suits them. Pan Pipers can cast the equivalent of the following invocations at level 5 when playing their flutes. The flutes themselves are not magical. Lesser Invocation, Affect the Psyche, Beguile, Induce Sleep. These invocations do not cost the Pan Piper any Essence points – the Pan Piper simply has to play its flute for at least one round for the invocations to take effect. Pan Pipers usually live either alone or in small groups. If confronted about items they have taken, the Pan Pipers will usually flee into the forest leaving everything behind. If cornered, however, they can be fierce opponents.

Strength: 4-6 **Dexterity:** 4-7
Constitution: 3-5 **Intelligence:** 1-3
Perception: 2-5 **Willpower:** 5-7
Life Points: [(Str+Con)X3]+10
Speed: [(Dex+Con)X2]+30
Attack: Horns D6(3)X(Str+1) or by weapon

Skills: Brawling 2, Hand Weapon (Sword) 3, Play Instrument (Pipes) 4, Running (Sprint) 4, Invocation 5 (See description)

Powers: Special (See description)

Rat, Giant

Rodents of unusually large size. Use statistics for Wolves as found in *Terra Primate* pg. 235. Add the Diseased Corpse Zombie Power from the *AFMBE* pg. 158.

Sasquatch

This is the version of Sasquatch that kills campers and hunters and carries off human women (or men if it's a Ms. Sasquatch). It is also fond of destroying human property and terrorizing the populations of small isolated towns. This version of Sasquatch is a carnivore and will hunt large mammals, including humans, for food, clubbing its victims to death with football-sized fists and brute strength. It likes to howl and roar and throw small wagons around to mark its territory.

This version is best used in scenarios involving terrified and (usually) unarmed human victims who can only flee the wrath of this fearsome beast.

Strength: 9-12 **Dexterity:** 4-5
Constitution: 5-7 **Intelligence:** 3 (animal)
Perception: 3-5 **Willpower:** 3-5
Life Points: 70
Speed: 18
Attack: Punch damage D6(3) x Strength
Skills: Brawling 4, Running (Sprint) 2, Stealth 2, Survival (Forest) 4

Skunk Ape

The Skunk Ape is a solitary being that is related to the Sasquatch. It inhabits desolate swamps far from civilized areas. The single most notable trait, the incredibly noxious smell of the Skunk Ape, serves two primary purposes. It allows Skunk Apes to locate each other if they wish to mate, and it makes it harder for many predators to attack the Skunk Ape. On the downside, Skunk Apes are always detectable by any being with a sense of smell, and beings that feed on carrion may actively seek out a Skunk Ape to attack and eat it.

Skunk Apes are shy creatures that spend their

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time feeding on small fish, frogs, moss, and other edible items found in their soggy abodes. They will flee if surprised, but will defend themselves if attacked. Once battle is joined, the Skunk Ape will not retreat.

Strength: 10 **Dexterity:** 4
Constitution: 5 **Intelligence:** 3 (animal)
Perception: 4 **Willpower:** 3
Life Points: 70
Speed: 18
Endurance Points: 59
Essence Pool: 26
Attack: Punch damage D6(3) x Strength
Skills: Brawling 3, Running (Sprint) 3, Stealth 2, Survival (Swamp) 4, Swimming 3
Qualities: Nerves of Steel, Situational Awareness
Powers: Improved Noxious Odor – this power is identical to the Noxious Odor Zombie Power (AFMBE pg. 158) except that the area of effect is doubled (i.e. 4 meters). The actual smell carries much further, allowing detection of the Skunk Ape if it approaches within several hundred yards of any being with a sense of smell. The Noxious Odor resembles a mixture of mildewed carpet, wet shaggy dog, and rotting meat.

Umber Bulk

This is a massive creature that resembles a bipedal rhinoceros with the head of a beetle. Anyone meeting the gaze of an Umber Bulk is affected by Beguile in the same manner as that of a Gibberly Moulder. It is possible that these beings are related in some arcane manner, but unlike the Moulder, the Bulk is completely silent.

Strength: 6-8 **Dexterity:** 2-4
Constitution: 4-6 **Intelligence:** 2-3
Perception: 4-5 **Willpower:** 4-6
Life Points: [(Str+Con)X2]+20
Speed: [(Str+Dex)X2]
Attack: Massive Bite D8(4)X(Str+1), Claws 1D8(4)X(Str+1)
Skills: Brawling 4, Dodge 2, Notice 2, Stealth 4
Powers: Burrow (see AFMBE)

Urg

Urgs are the result of many failed experiments by meddling wizards trying to turn ani-

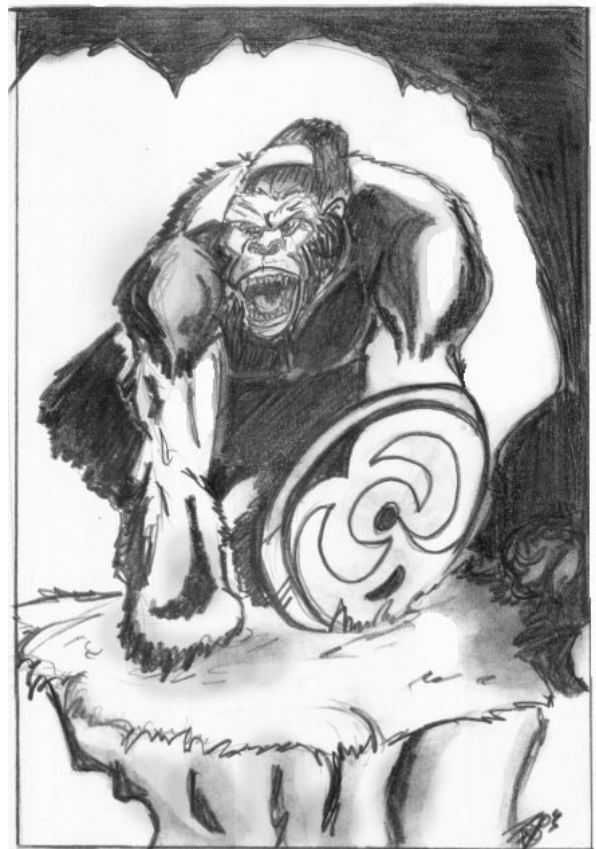
mals, such as pigs, goats, and cows, into men. Urgs are both repulsive and weak-minded. Long ago they escaped from their masters and today exist in bands lead by the largest and most intimidating among them.

One of the most disquieting aspects of Urgs is their capacity to breed with any creature. Farmers expecting to find cattle birthing calves have found Urgs instead. Urgs are motivated by only three things—greed, fear and the desire to reproduce.

Strength: 6 **Dexterity:** 5
Constitution: 3 **Intelligence:** 1
Perception: 2 **Willpower:** 3
Life Points: (Strength x Constitution) x 2 +8
Speed: (Dexterity + Constitution) x 2 +5
Attack: Bite attack for one point of damage per strength point
Skills: Hand Weapon 2, Brawling 2, Notice 2, Tracking 2

Wolf, Dire

These canines are as large as ponies, but appearances can be deceiving as they are not



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particularly aggressive animals. Dire wolves prefer to scavenge in their natural habitat, but will readily attack cattle and other slow-moving herbivores (including apes). Dire wolves will also attack wounded animals if they find them. They are otherwise identical to modern wolves. They are difficult to train.

Strength: 4-6 **Dexterity:** 2-3
Constitution: 3-6 **Intelligence:** 1-2(Animal)
Perception: 2-4 **Willpower:** 2-4
Life Points: $([\text{Str}+\text{Con}]\times 5) + 10$
Speed: $([\text{Dex}+\text{Con}]\times 2) + 5$
Attack: Bite D10(5)XStr+1
Skills: Brawling 2, Dodge 1, Notice 2, Tracking 6, Stealth 1

Wolf, Two-Headed

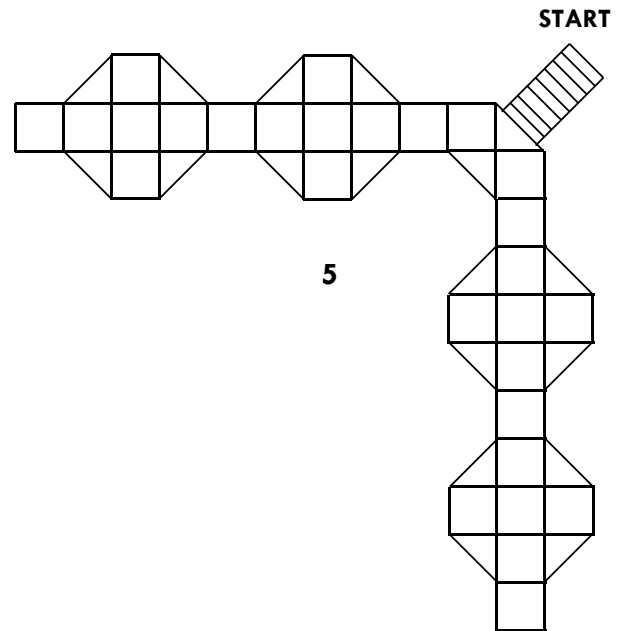
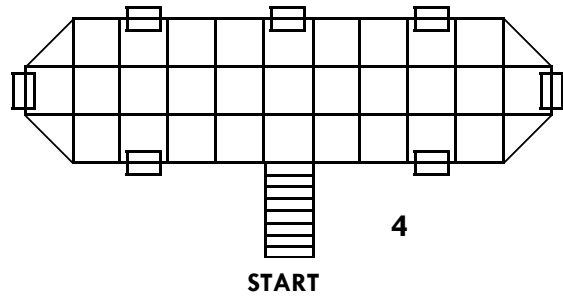
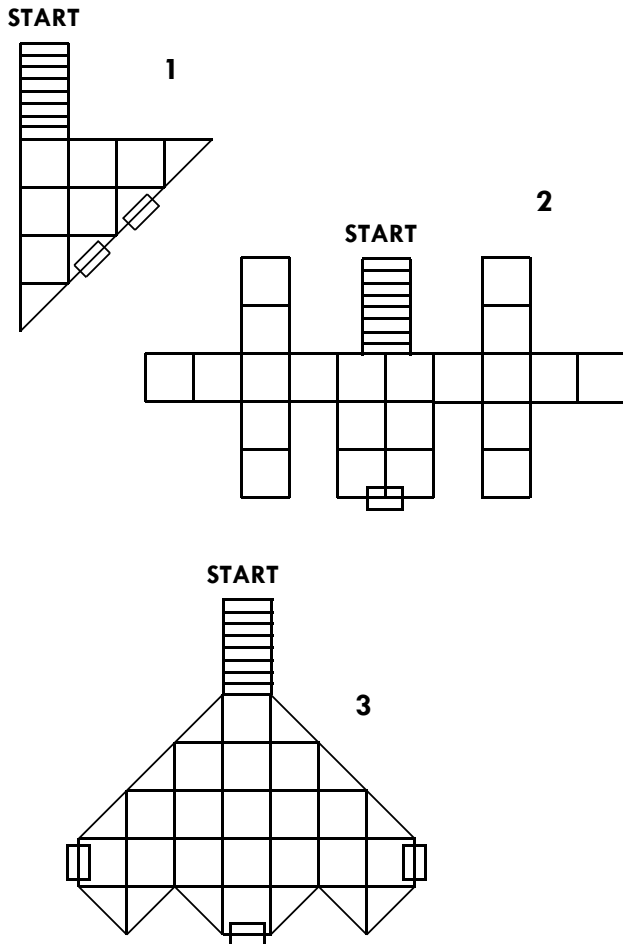
The origin of these foul creatures is attributed to sorcery. These animals appear to be jet-black wolves, but have two heads, each of which can attack independently. They are very aggressive, but otherwise identical to modern wolves. They are difficult to train.

Strength: 2-4 **Dexterity:** 3-5
Constitution: 2-4 **Intelligence:** 1-(Animal)
Perception: 3-5 **Willpower:** 2-4
Life Points: $([\text{Str}+\text{Con}]\times 3) + 10$
Speed: $([\text{Dex}+\text{Con}]\times 2) + 10$
Attack: Bite D6(3)XStr+1 x 2 (two attacks, one for each head)
Skills: Brawling 2, Dodge 1, Notice 2, Tracking 3, Stealth 2

Random Catacomb Compiler

Dungeons and catacombs have always been a staple of fantasy role-playing. The following Ape Master aid is meant to be a reference for developing underground structures. It will provide guidance, but must also be used flexibly since only the designer knows the boundaries of the paper the map is written on, and what would seem to make sense based on the overall structure of the design as it evolves. Ape Masters should feel free to add or ignore results based on the tables below, or further modify them as seems appropriate.

There are five starter rooms that can be used to initiate the dungeon design process. For each door or open passage, table 1 can be consulted. Follow the directions for each result rolled and consult further tables as it is required. The scale used for these maps can be any the Ape Master deems appropriate. Traditionally, one square equals five or ten feet.



Note that when placing chambers and exits the Ape Master can place them as they seem pleasing or logical. If an illogical result occurs, ignore it and roll again.

Table 1 Initial Design Module (1d8)

- 1 Passage continues straight 1d6 x 10 feet
- 2 Passage turns right, roll again
- 3 Passage turns left, roll again
- 4 Passage opens into a chamber, see Table 2
- 5 Dead end
- 6 Passage "T"s for at least 10 feet in each direction, roll on this table for each branch
- 7 Passage "Y"s at 45° for at least 10 feet in each direction, roll on this table for each branch
- 8 Door, see Table 3

Table 2 Chambers (1d8)*

- 1 Square, see Table 4 for exits
- 2 Rectangle, see Table 4 for exits
- 3 Round, see Table 4 for exits
- 4 Octagon, see Table 4 for exits
- 5 Hexagonal, see Table 4 for exits
- 6 Triangular, see Table 4 for exits
- 7 Trapezoidal, see Table 4 for exits
- 8 Other**, see Table 4 for exits

*All room sizes can be chosen at whim

**Draw any shape that seems interesting

Table 3 Doors (1d8)

- 1 Wood, roll 1d6, (1-3, locked, 4-6, unlocked)
- 2 Iron, roll 1d6, (1-3, locked, 4-6, unlocked)
- 3 Stone, roll 1d6, (1-3, locked, 4-6, unlocked)
- 4 Double door, wood, roll 1d6, (1-3, locked, 4-6, unlocked)
- 5 Double door, iron, roll 1d6, (1-3, locked, 4-6, unlocked)
- 6 Double door, stone, roll 1d6, (1-3, locked, 4-6, unlocked)
- 7 Secret door
- 8 Iron gate, (1-3, locked, 4-6, unlocked)

Table 4 Exits (1d6)

- 1 None
- 2 One exit*
- 3 Two exits*
- 4 Three exits*
- 5 Four exits*
- 6 Five exits*

*For each exit, roll on Table 1, ignoring a result of "5"

In addition to these tables above, Ape Masters may want to add other features, such as alcoves, hidden passages, and traps. These tables only touch on the possibilities for dungeon design, but this system does serve as a start to get the design process flowing.

Random Demon Designer

Sometimes an Ape Master wants to whip up a creature so bizarre and inhuman that the players will wince...with either fear or disgust. Or whatever. As long as they wince. Anyway, there are many ways demons could be handled based on the kind of world they are in or on the cosmology the Ape Master has decided on. What is presented here treats demons as physical creatures, not unlike any other fantasy creature. An Ape Master might want to decide on certain Qualities and Drawbacks that are common to all demons, and the system here can be used for creating unique breeds. Point distribution for attributes will of course vary, but as a rule of thumb assign 25-30 points. Skill points should not be limited. Rather, they should be assigned as appropriate to the creature.

This system is not meant to be used for producing unique, powerful demons like Orcus or Demogorgon. Instead, this system is for producing lesser demon races that can be used as more common antagonists. Each table can be rolled on, or alternatively the Ape Master might want to choose some aspects personally and not necessarily use all tables.

Visage tables

Roll or choose from the following tables.

Head Type (2d8)

- 2 Human-like
- 3 Gorilla-like
- 4 Chimpanzee-like
- 5 Orangutan-like
- 6 Gibbon-like
- 7 Two-headed, roll for each head
- 8 Goat-like
- 9 Lizard-like
- 10 Dog-like (dog, wolf, hyena, fox, etc.)
- 11 Cat-like (lion, tiger, cheetah, puma, etc)
- 12 Squid-like
- 13 Bird-like
- 14 Pig-like
- 15 Horse-like
- 16 Cow-like

Head Add-ons (2d6)

- 2 Horns (cosmetic)
- 3 Horns, large, pg. 7

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- 4 Spines
- 5 Bony plate
- 6 Bony ridges
- 7 Hard, faceted skull
- 8 Snakes for hair
- 9 Small tentacles for hair
- 10 Oozing pores on scalp
- 11 Scaled head
- 12 None

Eye Type (1d6)

- 1 Faceted
- 2 Cat-like
- 3 Solid color
- 4 Eye stalks
- 5 Large, unblinking
- 6 No eyes

Eye Color (1d6)

- 1 Red
- 2 Orange
- 3 Purple
- 4 Gold
- 5 Silver
- 6 Black

Ear Type (1d8)

- 1 Dog-like
- 2 Pointed, small
- 3 Pointed, large
- 4 Cow-like
- 5 Human
- 6 Large, sagging
- 7 Web shaped
- 8 None

Nose Type, Optional (1d6)

- 1 Human
- 2 Ape-like
- 3 Large, pointed
- 4 Elephant-like trunk
- 5 Dog-like snout
- 6 None (slits only)

Mouth Type, Optional (1d8)

- 1 Large, fanged
- 2 Beak
- 3 Billed
- 4 Fish-like
- 5 Tentacle surrounded
- 6 Lipless
- 7 No teeth, lips have hard ridges
- 8 No mouth

Torso Type

- 2 Human-like
- 3 Ape-like
- 4 Lizard-like
- 5 Squid-like
- 6 Bird-like
- 7 Cat-like (lion, tiger, cheetah, puma, etc.)
- 8 Dog-like (dog, hyena, fox, etc.)
- 9 Bear-like
- 10 Insect-like
- 11 Horse-like
- 12 Fish-like

Arm Type (2d6)

- 2 Extra arms (1d6, roll again for each one ignoring this result)
- 3 Tentacle-like
- 4 Human
- 5 Ape-like
- 6 Insect-like
- 7 Bear-like
- 8 Fins
- 9 Wings
- 10 Small, vestigial
- 11 Large, human-like
- 12 None

Hand Type (1d8)

- 1 Human
- 2 Crab-like
- 3 Snake heads
- 4 Six fingered
- 5 Four fingered
- 6 Ape-like

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- 7 Hooves
- 8 None

Leg Type (2d6)

- 2 Human
- 3 Snake-like, no legs
- 4 Centauroid, horse
- 5 Centauroid, cow
- 6 Centauroid, lion
- 7 Human-like, knees bend opposite
- 8 Goat-like
- 9 Tentacles
- 10 Multiple (1d6, roll for each one ignoring this result)
- 11 Lizard-like
- 12 Bird-like

Foot Type (1d6)

- 1 Human
- 2 Hooves
- 3 Dog-like
- 4 Lizard-like
- 5 Bird-like
- 6 None, mound of flesh

Overall Pigmentation (2d8)

- 2 Black
- 3 Brown
- 4 Red
- 5 Green
- 6 Gold
- 7 Silver
- 8 Albino
- 9 Cream
- 10 Blue
- 11 Pink
- 12 Tan
- 13 Yellow
- 14 Orange
- 15 Grey
- 16 Translucent

Tail Type, Optional (1d6)

- 1 Long, scaled
- 2 Long, scaled, forked
- 3 Long, skin covered
- 4 Long, Feathered
- 5 Tentacle-like
- 6 Multiple tentacles

Senses and Special Abilities

These are optional characteristics to flesh out these beings.

Vision Type (1d8)

- 1 Nightvision, D&Z pg. 27
- 2 X-Ray vision, AFMBE pg. 153
- 3 Infravision, AFMBE pg. 154
- 4 Acute Senses (Vision)
- 5 Normal
- 6 No normal, roll 1d6, sees only with 1-2 Nightvision, 3-4 X-Ray vision, 5-6 Infravision.
- 7 Blind
- 8 Roll twice

Other Senses (1d6)

- 1 Acute Senses (Hearing)
- 2 Acute Senses (Smell)
- 3 Life Sense, AFMBE pg. 153
- 4 Scent Tracking, AFMBE pg. 154
- 5 Deaf
- 6 No smell

Other Abilities/Characteristics (2d6)*

- 2 Walk in Shadows, D&Z pg. 28
- 3 Leaping, AFMBE pg. 150
- 4 Aquatic, AFMBE pg. 151
- 5 Breath Water
- 6 Flame Resistant, AFMBE pg. 151
- 7 The Hug of Death, AFMBE pg. 152
- 8 Flight, TP pg. 167
- 9 Incorporeal, TP pg. 167
- 10 Regeneration, TP pg. 168
- 11 Venom, TP pg. 169
- 12 Bite

*See Armageddon for additional Powers

Demonic Rivals

Two Classic Demonic Powers for your *Serpents & Simians* Game

by

Timothy S. Brannan

Introduction

The eternal struggle between Orcus and Demogorgon is legendary. Many possibilities exist for incorporating these bitter enemies in your *Serpents & Simians* game. Evil cultists might worship these demonic powers, and their struggle might spur adventures to stop their minions from wreaking havoc on the world. Below is the description for each of these frightening demonic beings.

Orcus

Orcus is beyond a doubt one of the most powerful demon lords in existence. Not only is his physical might great, his ability to create and control vast legions of undead monsters has given him the justified title of Demon Prince of the Undead. But Orcus has not always been this way. There was a time when the demon prince was a god and was worshipped openly.

Goals and Motivations

Orcus appears to be a slowly calculating and meticulous demon. He is in fact, merely lazy. He is a genius and his power is great, but he lacks the desire for long term planning. His typical response to any situation is to use as much brute force as possible. When his own demonic advisors advised him on a ill fated battle with his arch enemy Demogorgon, he killed everyone of them and half of his own army. Orcus is rage personified. That is not to say he does not have plans. Orcus' ultimate goal is to be reinstated to Godhood. While he loathes his worshippers, he grants them powers and undead to further his own causes. He also supports many seemingly random and violent acts that result in multiple deaths.

Any undead-creating necromancy is believed to be currently, or at one time, attributable to Orcus' teachings.

Appearance

Orcus, in his normal form, is a grossly fat de-

mon lord, some 15 feet tall. His huge gray body is covered with coarse goatish hair. His head is goat-like, although his horns are similar to those of a ram. His great legs are also goat-like but his arms are humanoid. Vast bat wings sprout from his back, but these are usually tucked out sight when he is not in flight. His long, snaky tail is tipped with a poisonous head.

He can appear as anything he chooses, other known forms he has adopted include a grossly fat middle aged human male (which some say is his real true form), that of an angel-winged spectre of death, a statuesque and pale woman, or even a tall thin African male. In any form the Demon Prince reeks of death and destruction.

The Cult of Orcus

Orcus's greatest manifestation in this world is



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through his cult. These small groups are loosely organized and even more loosely aligned. What they share is a common worship for the Demon Prince. The motives of the individual worshippers vary. Some are necromancers wanting to learn more about the nature of life, death and undeath. Others are undead themselves and regard Orcus as their Prince and God. But most are anarchists who see Orcus as a means of causing more evil and chaos in the world. Cultists revel in raising undead, typically zombies, but sometimes more powerful ones such as vampires as well.

The Wand Of Orcus

Finally, Orcus holds the wand of death (Orcus' Wand) which is a rod of obsidian topped by a skull. This instrument causes death (or annihilation) to any creature, save those of like status (other demonic lords, arch-fiends, avatars, powers, greater ethereals etc.) merely by touching their flesh. This power can be used at the will of the wielder. Often Orcus sends his wand to the Earthly realms to allow it to fall into the hands of some mortal to wreak havoc. When Orcus needs it back he summons it and it comes, usually current wielder in tow, immediately to his side.

Orcus in Action

Orcus is not an active or direct mover in the world. Like the generals of old, he prefers to sit back and let the rank and file do his fighting. To Orcus the rank (emphasis on the rank) and file are zombies. Raising undead is something Orcus does. Not just to spread his word, but to inflict as much mass suffering, confusion and evil as he can. A zombie/deadite uprising could be due to a group of priests or would-be-priests that have stumbled on a tome to raise the dead.

Orcus often "rewards" these priests by making them the first thing the zombies kill.

Orcus and his cult make a great (if somewhat stereotypical) bane for players in a *Serpents & Simians* game.

Orcus

Other names: Thanatos, Thanter, Dis Pater, Pluto, Dis, Hades.

Type: Greater Seraphim (Demon)* (formerly a pagan god/primal of death)

Association: Infernal Legions

Strength: 21

Constitution: 17

Perception: 11

Endurance: 245

Armor: 24

Essence: 162

Essence Channeling level: 7

Life Points: 469

Dexterity: 13

Intelligence: 10

Willpower: 9

Speed: 60

Qualities

Acute Senses (all)

Age (as a demon) +20

Charisma +2

Essence Channeling +20 (7)

Hard to Kill +13

Increased Essence Pool +5

Increased Life Points +9

Natural Toughness

Nerves of Steel +3

Seraphim Greater (Demon)

Supernatural Senses

Drawbacks

Adversary (lots, powers of good and evil) -10

Attractiveness -3

Covetous, Greedy -2

Covetous, Lecherous -3

Cruel -2

Delusions (will be a god again) -3

Lazy -2

Paranoia -2

Taint Vulnerability (part of Seraphim quality)

Skills

Languages (all) +10

Theophany skill

Brawling +13

Bureaucracy +12

Cheating +9

Craft, Weapons +10

Craft, ritual items +12

Dodge +8

Gambling +10

Hand weapons, mace +15

Hand weapons, sword +12

Hand weapons, others +10

Magic Theory +16

Magic bolts +12
 Myths & Legends, Etruscan +16
 Myths & Legends, Roman +16
 Notice +14
 Occult Knowledge +16
 Questioning +14
 Rituals (Roman, Etruscan, Twilight Order) +12

All other skills at +5

Metaphysics / Theophanies (Malefica) *

Destroyer 8 – Destruction
 Dark Aura
 Dark Vison
 Decay
 Domain of the Dead
 All Necromantic Metaphysics at level 10
 Bad Luck 9
 Create Ward 9

*Because Orcus was once the God of the Dead he still holds some of those powers beyond what a typical demonic prince would have.

Combat

Wand of Orcus, 1 attack, bonus: +34, damage: d10(6)+27, Destruction power

Melee, claws, 2 attacks, bonus: +26, damage: d4(2)+27

Melee, horns, 2 attacks, bonus: +26, damage d4(2)+27

Melee, tail, 1 attack, bonus: +24, damage d4(2)+27, poison tip (Poison strength rating 6, damage 2d6(6)).

Orcus can also summon any number of animated dead to aid him. He is limited only by the number of bodies available, but summoning takes time and effort.

Typically he can summon up to 50 zombies and 50 skeletons at one time. He can also summon greater willed undead like vampires. The creature is allowed a contested Will test against Orcus to avoid the summoning. Orcus can also summon up to a dozen lesser demons and fiends to aid him.

Demogorgon

“And by them stood Orcus and Hades, and the dreaded name of Demogorgon.”

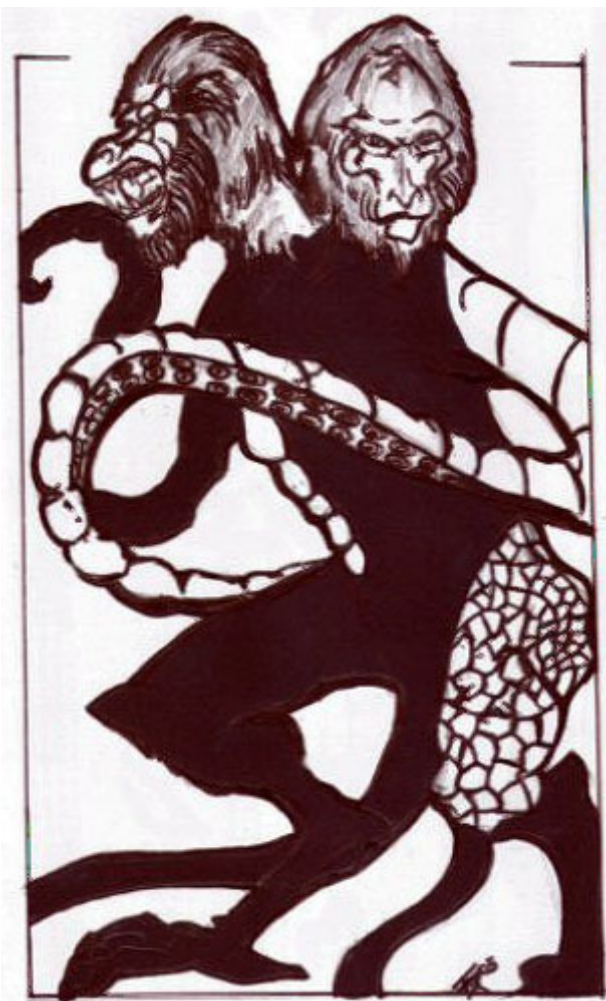
- Milton, Paradise Lost.

“It is contended by some that this demon prince is supreme. His hatred for Orcus is immense and unending, followed closely by his hatred for Graz’zt.”

- Gygax, Monster Manual

Note: Some of this information is based on previous works, some of it is based on historical records and some more is completely made up. If you want to find out more about Demogorgon in the D&D game check out Wizards’ of the Coast “Book of Vile Darkness”.

Demogorgon is the Prince of Fiends. He (and it should be noted here and now that “he” is only used as a convenience, it is possible that Demo-



gorgon is a “she” or an “it” or a “both” or “neither”, sages simply do not know) is the greatest of their number and is their ruler.

Much mystery surrounds the being known as Demogorgon. His name comes from the late Latin meaning “Terrible Demon”, but there are claims that he is a Greek chthonian god, or even something far more primal.

What is known is this. Demogorgon is ancient. He was old even in the pre-history of humankind. He has taken upon himself the mantle of “The Prince of Demons”, though there are very few that can actually challenge him in this role. In addition he is known as “The Great Fiend”, “Lord of the Abyss”, and “The Great Beast”. When the angels fell and took up lordship in Hell, Demogorgon was already there. He (and Orcus) greeted Lucifer and his angels. It is likely that he was kicked out since he now resides in Chesed. It is possible that his wars with Orcus and Belial began here.

Unlike other demonic creatures, Demogorgon is not a fallen angel or god. He has always been a fiend. As he has aged and evolved he has become more “demon” like. Or, if as speculated, he is the original demon and the fallen angels became more like him. Some occult scholars have even speculated that he might belong to that quasi-mythical group known as Proto-demons, which puts him closer in nature to the likes of Pazuzu than Lucifer.

Motivations and Goals

Like most fiend lords, Demogorgon is obsessed with spreading his power. However the Great Fiend has had his share of battles. His war with Orcus is legendary. The populations of entire worlds have been spent in this never ending war. There was a time when it seemed Demogorgon had the upper hand, but he has been dealt a number of crushing reversals of late. He and Orcus are once again at a standstill, with Orcus possibly having the up hand. He is also known for his battles with the Abat-Dolor demons whose leader is Graz'zt, and those battles have picked up once again after some time of reduced activity. Graz'zt covets Demogorgon's title as Prince of Demons, something

he sees himself as. Orcus and Demogorgon simply hate each other.

Less well known are his battles with the Fallen Angel/Arch Devil Belial, also known as Beliar. Though that war has been at a standstill for a number of centuries.

But more than anything Demogorgon is about change. He evolves and changes to fit the needs of the times. Some claim this is due to the dual brained nature of his two independent heads, others say it because he has been around for so long he has seen evolution in action and understands it at a level that even the Creator does not comprehend. What ever the case one factor is for certain, in their epoch stretching war Orcus has never gained the upper hand despite a never ending supply of undead minions. Demogorgon has reigned supreme.

Even among the fiend lords Demogorgon has a peculiar “hobby”, he has spent millennia breeding different species of man, animal and fiend to produce new races. There seems to be no purpose in this other than the pursuit itself. Nearly every imaginable combination and abomination can be found roaming free in his realm. Demogorgon has kept Mendelian-like records that go back thousands of centuries on his successes, failures, and reattempts, all with a methodical meticulousness that makes the handful of scholars that have seen them believe the theory that this is just one, extremely old creature.

Though it is whispered, there is another theory. That Demogorgon is in fact a title and not the Great Fiend's name. That over the wastes of time there have been many Demogorgons, one taking over when the previous one dies, all taking similar form, and maybe even the true essence (and Essence) of the Prince of Demons. This theory could help explain the seeming contradictions in his character. While dismissed by older sages and occultists there is a growing number of younger occult scholars that have embraced this idea and have taken to calling the creature “The Demogorogon”. There are at least two creatures, both extremely powerful fiends that occult scholars point to as examples.

The greater fiends Aameul and Hethradiah (known as his right hand) were known to be powerful lieutenants of Demogorgon that were either killed (and unravelled), absorbed into the Demon Prince, or became The Demogorgon.

Regardless of which interpretation is true, there is no way to know for sure and all contact with Demogorgon is only likely to be with one entity in particular. Unless of course one is present when this theorized transfer of power occurs, and that is only likely if the cast are the main sacrifices or on the menu, or both.

In nearly all cases and examples throughout time, Demogorgon prefers to work through his cults (even if he pits these cults at cross purposes) rather than become directly involved.

Appearance

The renowned sage Gygax described the Great Demon thusly, “Demogorgon appears as an 18-foot tall reptilian-humanoid. He has two heads that bear the visages of baboons. His blue-green skin is plated with snake-like scales, his body and legs are those of a giant lizard, his twin necks resemble snakes, and his thick tail is forked. In place of arms, he has two huge tentacles.”

Demogorgon can change his form at will, depending on his mood. While he will typically appear as described above, he can alter that façade. Changes can be subtle, mandrill or hyena heads for example, or to a more sinuous body like that of a snake rather than a reptile. Demogorgon can also appear human as he wills. His most common guise is that of a tall man of indeterminate age and race (eye witnesses always differ on accounts) with two notable features, his eyes are always yellow tinged with red and he stands before them naked, clothed only in shadow and bald.

Those encountering the Great Demon report an overwhelming feeling of fear and dread. They describe feeling that they are in the presence of an ancient and alien evil. Those that have communicated with him describe a tumult of voices, of different ages, nationalities, genders, and description, but all cruel and evil. One oc-

cult scholar wrote that two voices, male and female, were foremost, but thousands of others could be “heard” in the background.

The Lair of Demogorgon

Like most fiendish realms, the Lair of Demogorgon is located in the Sephiroth of Chessed. The lair of the Great Fiend resembles an infinite lush topical rainforest full of every manner of life, both mundane and fiendish. Visitors from Malkuth (Earth) are reminded of the primal forests of South America or the jungles of India and Africa. Yet even the terrene dangers of those places are paled with the horrors of the jungles of Demogorgon. Other areas resemble great fetid bogs that stretch for miles and whose depths have never been explored, and great flat deserts of salt where the creatures survive beneath a white-hot sun by drinking the fluids of anything (or anyone) they capture. Known by some as “Abysm”, “Ungurth Reddik”, and to others as “The Gapping Maw”, it is the home not only to Demogorgon and several thousand lesser fiends, but also to the two primary branches of Demogorgon’s cult (the third is situated wholly on Earth), many species of primates and reptiles of varying degrees of intelligence, dinosaurs and ancient reptiles, but also to several thousand humans stuck in a tribal state of development. It appears that the humans sole purpose for being here is to provide sport for the cultists of the Demon King.

The Cult of Demogorgon

Demogorgon runs three very active (relative to their areas of control) cults. While separate and most of the time even ignorant of each other, the cults operate in similar fashions and all three, whether known or not, have the same goals—destruction, violence and the promotion of the will of Demogorgon.

The Blood Apes - The largest cult of Demogorgon, is a cult of intelligent Gifted apes. They are often referred to as “The Blood Apes” due to their habit of bathing in the blood of fallen enemies and comrades. These cultists actively worship Demogorgon as their god and attribute to him all spoils. The doctrines of the cult emphasize destruction and violence. In Apeworlds that feature these cultists they are most

often intelligent baboons, mandrills, gibbons and sometimes gorillas. All are carnivores and keep human or (where appropriate) chimpanzee slaves. It is even whispered among the human populations that some humans are kept in an attempt by Demogoron's Heirophants to breed true a race that features the most terrible qualities of both ape and man. Others claim they have already succeeded.

The Ophiacodontids – Constantly at war with the Blood Apes are the Ophiacodontids. Each cult believes there are the only true followers of the Great Fiend. The Ophiacodontids might have the edge in sheer age, but the Blood Apes outnumber them 20 to 1. The Ophiacodontids are a race of intelligent synapsids that have, over the millennia of a carefully controlled eugenics program have assumed more upright and human-like form. The Ophiacodontids were the first worshippers of Demogoron, living during the primeval dawn of the Earth during the Permian Period some 250-290 Million years ago. Their astrologers saw the end of the Permian Period that ended in the extinction of close to 90% of all life, a time we now call "The Great Dying". The previously cold and scientific race turned to a doomsday religion with Demogorgon as their God. Demogorgon took the Ophiacodontids to his realm and there they continued their epoch long degradation as a species. Wars between the two cults are a frequent occurrence with the Blood Apes pitting brutal and effective savagery against the Ophiacodontidae calculated cruelty. The only time they do not fight each other is when both tribes hunt humans for food or slave labor. The symbol of the Ophiacodontids is the Amphisbaena, a great serpent with heads on both ends.

The Humanist Ecological Liberation League – [Editor's note: This cult may need to be adapted to fantasy based games] The third and most radical of Demogorgon's cultists is a group of Gifted humans living on Earth known as the Human Ecological Liberation League, or HELL. True to their name, they are a radical group of ecological terrorists and even the radical ELF (Earth Liberation Front) has dis-

avowed them. HELL has claimed responsibility in billions of dollars in property damage to developers working in areas they have deemed "protected", including the destruction of an offshore oil rig that was drilling through a coral reef, a lumber company burned to the ground in South America and the destruction of computers used in a Midwestern America coal strip mining firm. They are also believed have been involved in various murders and disappearances of various persons from corporate executives down to a group of factory workers processing wood.

The members are for the most part the sons and daughters of Baby Boomers who instilled the ideas of activism into them, but not the restraint. Many hail from various Associations, with the Wicce being predominant. The various Wicce groups are quick to denounce them and reiterate that methods of HELL are not that of the Wicce. Even the Rosicrucians side with the Wicce on this issue and consider HELL to be the single greatest threat to exposure. Given that HELL's tactics are as subtle as a sledgehammer, both groups also agree that there is no way they could be part of the Combine.

The fact is the members of HELL, despite what they might believe themselves, are not Wicce or Rosicrucians at all, but in fact a cult dedicated to Demogorgon. Demogorgon is known to upper echelon of the cult, but the rank and file do not. The leaders commune with the Great Fiend, who appears to them as the Wicce "Dark Man".

The upper ranks believe that Demogorgon represents nature, raw and untouched by man, and that centuries of human dogma has demonized him. They honestly believe they are doing the work of a wronged divine being. HELL is only vaguely aware of the other cults, and those that do believe that they were pre-historic antecedents (which is true) that died out epochs ago (which isn't true).

Demogorgon in Your Games

As with any super-powerful fiend care must be taken about how Game Masters introduce him to their game. The Cast's primary contact with

the Great Fiend should be through rumor only. The appearance of two headed snakes and frogs are common signs. Dealing with his cult, especially HELL could provide enough for an entire series of episodes. The cast can get to the top of a local HELL cell, only to discover that there is much more and all of it is controlled by a fiend that very few legends even mention.

Roleplaying "Demogorgon" versus "The Demogorgon"

Demogorgon has the potential of being the most ancient, powerful and dangerous entity the characters or the players have ever encountered. If "He" has been around since the Permian times that would equate to 240 to 290 Million Years, that is at least 2.4 to 2.9 Million levels of Age. Even if he was "down" for more than half that time (say he was only active when there were active worshipers) that is still about 40 million extra skill points! Obviously he can't have that much. But there are still problems with dealing with such an ancient, alien creature. One option is to cut him down to size.

Explore the possibility that Demogorgon is in fact a title given to most powerful fiend in existence. When that fiend is killed, or dies for whatever reason, a new Demogorgon is appointed. This would be the biggest secret in all the infernal realms, and quite an adventure for the Cast that discovers it. Maybe the current Demogorgon is ancient and a new fiend has challenged him to rule over all the fiends. A fight ensues and the younger fiend emerges victorious! Only to be subjected to a painful transformation where he becomes the new Demogorgon.

Maybe Orcus did defeat Demogorgon once, only to be transformed to the new one. Another possibility for adventure is a current demon adversary manages to learn the secret and becomes, through duplicity, the new Demogorgon. Now the cast is really in trouble.

Demogorgon's lair itself, despite its supernatural placement, can be used as a fantastic Ape / Dead World. Follow the "Lost Conti-

ment" example from TP (after all what continent is more lost than Pangaea?) Humans, intelligent apes, even some intelligent bipedal reptiles can be created here in their daily struggle for life, not against the forces of darkness, but from within the heart of darkness itself. Travelling to the lair is the kind of stuff that makes legends out of characters in Dungeons & Zombies (remember 'Queen of the Demonweb Pits?') and Army of Darkness.

Unisystem Stats

Demogorgon

Other names: The Great Fiend, The Demon Prince, Lord of the Brine Flats, Lord of the Gaping Maw, The Demon King.

Type: Greater Fiend (Demon)

*Though a Fiend, Demogorgon's nature is closer to demonic.

Strength: 18	Dexterity: 15
Constitution: 14	Intelligence: 12
Perception: 18	Willpower: 16
Endurance: 340	
Speed: 58	
Armor: 28	
Essence: 228	
Vital Essence: 456	
Channelling level: 9	
Life Points (when Manifested): 430	

Qualities

Acute Senses (all)
 Age +40* (best estimate)
 Ambidextrous
 Charisma +4
 Essence Channelling +9
 Hard to Kill +20
 Increased Essence Pool +13 (+65 Essence Points)
 Increased Life Points +12 (+120 LP)
 Natural Toughness
 Nerves of Steel +4
 Greater Fiend
 Supernatural Senses (including see Invisible)

Drawbacks

Adversary (lots, powers of good and evil) -10
 Attractiveness -2
 Covetous, Greedy -3

SERPENTS & SIMIANS

Cruel -3
Delusions of Grandeur -3
Obsession, genetic experimentation -4
Paranoia -4
Taint Vulnerability
Zealot

Skills

Languages (all) +10
Theophany skill
Brawling +18
Bureaucracy +12
Cheating +9
Craft, Weapons +12
Craft, ritual items +10
Dodge +10
Hand weapons, sword +16
Hand weapons, others +10
Magic Theory +16
Magic bolts +15
Myths & Legends, Greek +16
Myths & Legends, Pre-historic +16
Notice +16
Occult Knowledge +18
Questioning +14
Rituals (Wicce, Rosicrucian) +15

All other skills at +5

Metaphysics

Bad Luck 9
Destroyer 8 – Destruction
Dark Vision
Essence Drain – Demogorgon can drain 10 points of Essence per touch.
Essence Shieldings

Gaze Attacks

- Beguiling (left head), victim must make contested Willpower check to avoid catatonic stupor for number of turns equal to the difference in Willpowers.
- Hypnosis (right head), victim must make contested Willpower check to avoid following Demogoron's wishes for number of turns equal to the difference in Willpowers.
- Insanity (both heads together), victim must make a contested Willpower check or go insane.

Regeneration – Regenerates his current CON in LP per minute. Drained Essence can be added

to Life Points or Essence (Vital or Pool).

Rotting Touch - Any living creature touched by Demogorgon's tentacles must make a Constitution (doubled) check, or its flesh and bones begin to rot. The victim takes 1d4(2) points of Constitution damage immediately and 1 point of Constitution damage every hour thereafter until it dies. Any healing invocation will halt the damage, but lost points return only with natural healing and cannot be restored with magic.

Keys of Solomon

As the Prince of Demons Demogoron also has access to the Keys of King Solomon.

He will typically use the following:

- Key of the Seraphim* (can only use it on demons)
- Key of the Spirit (can only use it on fiends)
- Key of War

Combat

Melee, bite, 2 attacks, bonus: +33, damage d4(2)x16, poison

Bite Poison strength rating 6, damage 2d6(6)+6.

Melee, tentacles, 2 attacks, bonus: +33, damage: d6(3)x18, Essence Drain, Rotting.

Melee, tail, 1 attack, bonus: +31, damage d6(3)x19, Essence Drain.

Demogorgon can summon 4-24 fiends to aid him. These fiends regard him as their lord and will obey him without question.

He can also summon up to a dozen lesser demons and fiends to aid him. These demons and fiends are less loyal, and will flee if the fight is going against them.

Blood Apes

Blood Apes appear as any intelligent ape type found in *Terra Primate*, save that these creatures also wield magics. Most are Lesser Gifted, with a few tribal leaders as Gifted. Mundanes, if sufficiently brutal in other forms of life, are allowed to live.

Strength: 5-6

Constitution: 5-7

Perception: 3

Dexterity: 3-4

Intelligence: 3-4

Willpower: 3

SERPENTS & SIMIANS

Essence: 22-27

Life Points: 56-68

Qualities: Gift, Hard to Kill 2

Skills: Brawling 5, Handweapon (sword) 3

Metaphysics: Invocations

Ophiacodontids

Ophiacodontids are a race of bipedal synapsids that have evolved under Demogorgon's guidance. They consider the Great Demon to be their god. They do not differ much in terms of physical size and strength from humans. They tend to be a bit smarter on the average and have stronger wills.

Ophiacodontids also possess Seer/Psychic powers with the vast majority Lesser Gifted and an elite minority Gifted. Mundane creatures are killed at birth.

Strength: 4

Dexterity: 3-5

Constitution: 3-4

Intelligence: 4-7

Perception: 4

Willpower: 6

Essence: 24-30

Life Points: 41-45

Qualities: Gift, Hard to Kill

Skills: Brawling 3, Handweapon (sword) 4

Metaphysics: Seer powers

Stormwreaker

A Terra Primate Fantasy Apeworld
by
Daniel Proctor

Elrik slammed the door to the tomb behind him, knowing that the beasts would soon arrive.

Finding his long dead ancestors was no easy task in this land that had succumbed to the wild and evil over the last several thousand years.

Elrik looked about the dank tomb in haste. The sarcophagus of his founding ancestor lay covered in dust; Elrik hefted the stone lid off its base. Resting among the steadily disintegrating bones was a dark leather sheath, untouched by time.

His beast pursuers began to pound and scratch at the stone door as Elrik slowly pulled the sword from the sheath. Its silvery blade reflected back at him his noble simian Gueran features and his cool, pink albino eyes. The former reminding him of the curse of his blood line.

As the blade was freed, Elrik felt the icy metal handle in his grasp. Whispering filled his head. Desires. Power. An appetite for blood.

Over and over the name "Stormwreaker" pounded his mind until his lips began to move with the name.

"Stormwreaker," he whispered.

"Stormwreaker," he hissed.

"STORMWREAKER!" he shouted, as he turned to meet the beasts who had broken through the door.

The Broken Lands

Thousands of years ago a race called the Gueran came to the continent of Mordoun. Many believe the Gueran came from another world, with their dark magic and ape-like features. The Gueran have faces resembling gorillas but bodies resembling humans.

The Gueran conquered the continent, enslaving

humans and ruling with a clenched fist for several thousand years. Some say that it was their dealing in dark magic that led to the weakening of their race, while others say their petty desires folded in upon them. In either case, the power of the Gueran waned. Humans took advantage of this by rebelling, and soon territories were reclaimed by the humans.

As their power slipped from them the Gueran retreated to an island and established a kingdom there, isolating themselves from the continent and leaving the humans to rebuild their civilization on their own. This kingdom is now known as Khanan.

Over five hundred years have passed since the Gueran held power on the continent. Humans have established several kingdoms, and they fight the twisted abominations left behind by their previous enslavers. The continent is a dark place with hidden ruins and evil creatures laying in wait.

Cosmology

Good and evil are human concepts that aren't reflected in the cosmology. The true power rests in the struggle of Law versus Chaos. Anything that will further either cause is fair game, without consideration of insignificant ideas of good or evil.

The Gueran traditionally serve the gods of Chaos, wielding corrupted magic and serving their destructive forces. Humans often serve the elements, believing that the forces of Law and Chaos care not for human well being. They aren't wrong. However, the forces of the elements are not concerned with the desires of mortals either. The world is a place in which magic and divine power can be wielded, but no power is particularly benevolent toward life. It's a cold and lonely lot to be a mortal, and purpose in life must be created by one's self.

Belial

Belial is the God of Chaos. He operates through his legion of servants, rarely making a personal appearance in the day to day struggles of mere mortals. When he does appear, he often resembles a giant Gueran with shiny ebony skin and equally dark horns. His ultimate goal is to spread the destructive force of chaos until the entire world succumbs to it, becoming an ever changing vortex of creation and simultaneous destruction. It is rumored that he is the one responsible for the curse of albinism on the Gueran noble line. A reminder to them that they are never to challenge the will of Belial.

Rapheus

Rapheus is the God of Law. He exists in equal opposition of Belial, and seeks to bring the world under complete order. He has fought Belial in many incarnations from the time of creation, and strives to bring Belial to his knees. Rapheus will seek to make order of all things regardless of the cost. He rarely appears to mortals, but on those rare occasions he resembles a regal middle aged human with hard, cold gray eyes.

Pyroth

Pyroth is the mad power of Fire. He is only slightly sentient, and is concerned with consumption and purification. Like the other forces of the elements, Law and Chaos, and good and evil all mean nothing to him. Regardless, he is worshiped by those who seek philosophical truth through the doctrine of flame and heat. Few things are more honest than the honesty of fire. Pyroth almost never appears personally, since he prefers to send flame-like entities to do his bidding. When he does appear it is as a sentient flame only vaguely humanoid in appearance.

Euratharth

The intelligence associated with the element of Earth is Euratharth. He exists deep under ground, and is the power of all things earth, from minerals to earthquakes. He operates through beings made of pure earth, but sometimes appears as a humanoid rock-like being.

Zalandra

Zalandra represents the element of water, and has the most human-like intelligence of the elemental powers. She sometimes appears as a beautiful woman with sea green hair and the body of a dolphin from the waist down. She is the mother of the Fengrael, an all-female race with the torso of women and dolphin bodies from the waist down. Zalandra is more likely to become intertwined in the affairs of mortals than any other elemental power, and is often worshipped by sailors and fisherman.

Soloquin

Soloquin represents the elemental power of air, and has the most alien of the elemental intelligences. Soloquin is fickle, never being predictable and capable of great destruction or soothing comfort. His worshipers are often similarly tempered and are subject to whim.

The Gueran

The Gueran resemble humans but for their gorilla-like faces. They are stocky, with black hair, dark eyes, and dusky skin. They tend to live about 150 years. The royal blood line is cursed with albinism, so any albinos seen are known to be descended from ancestral rulers.



The Gueran are an ancient race who delight in Chaos and wreaking havoc, and although not all Gueran are sorcerers they enjoy using dark magic. Few honorable Gueran exist, as such a weakness would be exploited. They live on their island kingdom of Khanan, and seldom come to the main continent. Though they are expert seaman, they tend to patrol their island and explore other islands while avoiding mankind. They view humans as an overly prolific vermin, just above rats in the order of the universe.

Sometimes an ambitious Gueran will journey to the main continent in search of lost magic and wealth, in order to improve his position when he goes home.

Gueran

2-Point Quality

The Gueran people are stout, with a maximum strength of eight. They gain +2 to Strength and +1 to Dexterity, and have excellent Nightvision. They are renowned for their capacity to be Cruel, for three points.

Gueran-Blooded

-2 to 1-Point Quality or Drawback

The Gueran bred with their human slaves frequently during their rule, and as a result Gueran-Blooded half-breeds were common. Over the centuries half-bloods were killed or driven into hiding, so they are not as common among humankind at present. Few exist in Khanan either, as they are considered filthy. The features that mark one of Gueran blood can apparently hide for generations, as some human families discover to their shock when a child is born with an ape-like Gueran face.

Being of Gueran blood usually means having the Gueran ape-like facial features to some extent, and sometimes their gift of strength in the form of +1 Strength and/or Nightvision. Therefore, it is a variable Quality or Drawback. Gueran-Blooded have a Minority status worth two points. Those of the blood who do not have the obvious features but do have some of the Gueran benefits instead have a two point Secret. Most people who learn of this

heritage will react aggressively.

The Human Kingdoms

There are three major human kingdoms on the continent of Mordoun- Tanisah, Yourk, and Warewerth. They are frequently bickering but seldom at war, as the dangers that lurk on the continent tend to keep them watchful of worse enemies than other men.

The humans despise the Gueran, but this attitude is born mostly from legends or folk tales. The majority of people have never even seen a true Gueran. Occasionally a half-blood is spotted, and these people are persecuted, but if a person from the kingdoms were to see a real Gueran he would probably be too fearful to take direct action.

Beasts

In the wilds of the continent of Mordoun any number of creatures might be encountered. Look at *Terra Primate* and *Dungeons and Zombies* in addition to creatures presented here for some ideas.

Fengrael

The Fengrael are the children of Zalandra, elemental power of water. They have the upper bodies of beautiful women, and the lower bodies of dolphins. There are no male Fengrael; to reproduce they occasionally mate with seaman or fisherman, who hold the Fengrael in respect and awe as children of the water.

Strength: 2-4

Dexterity: 4-6

Constitution: 3-5

Intelligence: 3-5

Perception: 4-6

Willpower: 3-5

Life Points: (Strength + Constitution) x 3

Speed: (Dexterity + Constitution) x 2 (+8 in the water)

Attack: Spear (See skill)

Skills: Dodge 2, Hand Weapon (Spear) 3, Survival (Ocean) 3

Powers: Breath Water, Regeneration (heals 1 Life Point per turn) (TP pg. 168)

Imp

An imp is a minor demon that can be a pest to most but a boon to sorcerers. They come from one of the many layers of Hell, and are fre-

quently used to carry out menial tasks. A sorcerer who enslaves one has the ability to use the imp as an essence battery. In addition, imps regenerate 20 points of essence per day, which is exclusively available for this battery function.

Imps are small creatures, about three feet tall, with red scaled skin, small horns, and black bat-like wings.

Strength: 1-2 **Dexterity:** 6-8
Constitution: 3-5 **Intelligence:** 2-4
Perception: 4-6 **Willpower:** 3-5
Life Points: (Strength + Constitution) x 2 +5
Speed: (Dexterity + Constitution) x 2 +5
Attack: Bite attack, 1 point damage per strength level
Skills: Dodge 3, Notice 3, Stealth 2
Powers: Flight (TP pg. 167), Regeneration (heals 1 Life Point per turn) (TP pg. 168)

Craakis

Craakis have the upper body of a two-headed lion, and the lower body of a wyvern. They tend to be found as a male and female mated pair. They give birth to 2-5 cubs.

Strength: 6-8 **Dexterity:** 5-7
Constitution: 3-5 **Intelligence:** 0-1 (animal)
Perception: 4-6 **Willpower:** 3-5
Life Points: (Strength + Constitution) x 5 +10
Speed: (Dexterity + Constitution) x 2 +15 (+25 when flying)
Attack: Claws D6 (3) x Strength, Bite D6 (3) x Strength
Skills: Brawling 3, Dodge 2, Notice 2, Stealth 2, Tracking 3
Powers: Flight (TP pg. 167)

Story Ideas

There are many possibilities for adventure on the continent of Mordoun. Journeys might be undertaken to explore the many lost ruins the Gueran left in the wake of their rule, not to mention remains of even older, darker races. Strange creatures from the wilds occasionally torment communities and must be dealt with. Cultists worship the forces of Chaos and seek to destroy all life. Themes of morality might be common, since “good” and “evil” in the traditional sense are not of concern to the powers of

Stormwreaker

Forged by Belial himself in the heart of Chaos, and quenched in the blood of men, Stormwreaker is a powerful tool of destruction. The sword has a supernatural intelligence of its own, and can communicate telepathically to whomever wields it. It will attempt to corrupt its wielder to satisfy its appetite for death.

Stormwreaker grants a +4 to combat Tasks and base damage, and is indestructible. Furthermore, the sword grants its wielder Regeneration (TP pg. 168) at 1 Life Point per turn. Additionally, the sword absorbs D10 essence from it's victims. Stormwreaker is capable of storing 100 points of essence, which is available to its wielder for fueling magic.

The wielder must succeed in a Will contest against Stormwreaker per week it is in his possession, or acquire the three point Drawback of Cruel.

Intelligence: 6 **Willpower:** 4
Telepathy Strength: 4
Telepathy Art: 4

this world.

Stormwreaker

The cast members learn of an ancient artifact, a powerful sword, that is a major force of Chaos. This tainted blade is known as Stormwreaker. Seers claim that a Gueran of noble blood seeks the sword, and that if he should acquire it the scale between Chaos and Law might be tipped. The apocalypse might begin.

The Cast Members must journey to the jungles in the remote southern portion of the continent, to find the lost ruins of a Gueran temple. The sword is rumored to be buried there, but can they get there before the powerful Gueran noble?

Alternatively, the Cast Members might be Gueran themselves! They may be trying to track down the sword for their liege, or they may be of noble blood themselves seeking the power of the blade to increase their standing.

However, in the end only one can be its wielder.

The Den of the Craakis

This encounter is best used as a side trek while the Cast Members are already going about some form of business.

A craakis has been spotted taking sheep away into the hills. Three days ago, it took a farmer and his young boy. The village of Trendlecove needs a band of brave volunteers to go into the hills and eliminate this threat.

The Cast Members will find a cave with a mated pair of craakis. They have three cubs, worth a fair price on the market, and some small treasure. The farmer and his boy have already been consumed.

The cubs can fetch 150 gold apiece, while the skins of their parents can fetch 40 gold apiece.

Swords, Sorcery & Silverbacks

A Terra Primate Fantasy Apeworld

by

Gerry Saracco

Gortak hefted his spear, and charged into the Gnolls, driving the weapon half way through the first Gnoll's chest. He let go of the spear, and drew the broadsword from the sheath on his back. Raising it high above his head, he roared the battle cry of the Gorllian people, and then charged into the remaining Hyena-men, his blade cutting a bloody swath through his foes. He knew he had to fight his way through this pack if he was going to make it out of the pass alive. If he didn't, the El V'aan wouldn't know about the Gnoll army preparing to invade their forest kingdom. The El V'aan are a haughty, self-important race, but they are allies of his people. Gortak hoped he could reach one of their outposts at the edge of the forest before the main force of Gnolls got here.

He cut his way through the Gnolls, and continued to run down the valley. Who knows how many bands he'd have to fight his way through before he reached the forest. Too bad about the spear; he could have used it. Breathing a heavy sigh, Gortak prayed to Hanumaan for aid...

The Basics

This is a fantasy setting that combines *Terra Primate* with new rules found in *Dungeons & Zombies*, a fantasy genre book for *All Flesh Must Be Eaten*, as well as various new qualities from other Unisystem core books and sourcebooks.

Humans don't exist on this world (called Malloth by the inhabitants), but there are various non-human races, including the Gorllians, a race of humanoid Gorillas given sentience by their god, Hanumaan. Along side the other races of their world, the Gorllians fight against the evil races, and try to keep their civilization alive. With the advent of magic, the Gorllians started to study the mystic arts, and their scholar-sorcerers are world renown.

Protagonists are normally adventurous wanderers, those who seek to uncover mysteries and secrets on their world. Swords for Hire, Holy

Warriors, inquisitive scholar-sorcerers, etc, are the typical character types.

Adversaries are wild animals, villainous members of the various player races, and the evil races, such as the Hyena Men, commonly called Gnolls.

Cosmology

Malloth was formed from the primordial chaos by the Goddess Asherah. She was the first to use her powers to mold the planet, and to give it the first life forms that existed. Hanumann came next, appearing out of the void in a chariot pulled by two large goats. He courted Asherah, and the two created a small pantheon



of gods to help them rule the planet.

Asherah, being the earth-mother, is first amongst the Gods. When she makes proclamations, the majority of the other Gods listen. For the most part, she doesn't abuse her power, and only uses her position in times of great crisis.

Hanumann, Asherah's consort, is second amongst Gods, followed by his favorite son Oreus. The Gods of Law and Justice, they gave the rule of law to the races of Malloth, so that they could have a foundation for their civilizations. They are primarily worshipped by the Gorllians, but all other races (save Gnolls) pay some respect to these gods.

Dagon, who taught the races agriculture, and other learning skills, comes next. Though he is the firstborn of Asherah and Hanumann, he is content to follow behind his brother Oreus.

Cassiel follows Dagon. It was she who taught magic to the races of Malloth, and is especially worshipped by the Gorllians.

Astaphaeus, the hyena-headed god is next. He once held the spot after Dagon, but fell from grace as his people betrayed him to follow his sister Taromaiti. A small portion of his people still follows him, warring on the betrayers. Once he was a peaceful god, but now he's a god of wrath and righteous fury.

Taromaiti was once the goddess of beauty and love. She was in love with her brother Dagon, but he did not reciprocate. Spurned, she started to become filled with spite. Delving into forbidden magic, she contacted something from the void, and became filled with Taint. Corrupted, she turned on the other Gods, and turned the Hyena men against her brother Astaphaeus. Her powers increased by her exposure to Taint, she held her own against the other gods, but was finally defeated. She is worshipped primarily by Gnolls, and those who turn from the light to seek power from the dark.

The Races

El V'aan

The El V'aan are a near-immortal race of humanoids marked by sharp, angular features, large, pointed ears, and eyes reminiscent of a Siamese Cat. Their skin tends to be earth tone, matching the trees they prefer to live in. They tend to be somewhat tall, averaging 6 to 6 ½ feet (2 to 2.25 m) in height. El V'aan tend to be a bit wild, embracing their affinity for nature. They come across as haughty and self-important, as they tend to be condescending towards younger races. They especially have a dislike for Gnolls, who mistreat their forests. Older members of the race will have access to the Age quality in addition to the standard benefits/drawbacks their race provides.

The El V'aan were the first race on Malloth, created to serve Asherah, the Earth Mother. She gave them immortality (though they can be killed or die of disease, hunger, etc), and infused them with a touch of the wild, allowing them to have a strong affinity for nature (as embodied in the Green Thumb part of their racial quality). They live in cities built of ancient trees in the great forests that they not only call home, but protect as part of their service to Asherah. They move easily through the trees as others do on solid ground.

El V'aan are a very sensuous race. While many do form life bonds, they tend to spend the first three or four centuries of their early life having multiple sexual partners. Once two El V'aan choose to form a life bond, they do so for the remainder of their lives.

Children are rare among the El V'aan, but when a bonded pair do have progeny, the female normally gives birth to multiple children, which they call a litter (much like cats). A typical litter will be between two and six children. When a bonded pair have children, the entire community celebrates with a big feast, which tends to end in a massive orgy for all non-bonded El V'aan in attendance. The entire community assists in the care and raising of children, ensuring that when they reach maturity, they all ready have a variety of general skills with which to make their way in the world.

El V'aan use Bows as their primary weapon, but are also expert swordsmen. Most El V'aan tend to favor Leather armor, but light chain mail is not uncommon in times of war. As experts in those weapons, they also tend to make such weapons of high quality compared to other races. El V'aan blades are highly prized by the other races, and anyone given one by an El V'aan is considered blessed (being gifted with an El V'aan blade normally gives the person so gifted with an automatic Status of 3)

El V'aan are masters of woodcraft, as reflected by their cities. They carve homes in the massive ancient trees of the great forests of Malloth. The trees do not die though, as they were created to serve as homes for the El V'aan. Bridges connect the various trees, with homes built on various levels, from the ground level on up to the tops of the trees.

El V'aan can use magic, but the arts of Necromancy are beyond them due to their long lives and close ties to the Earth Mother. Even so, El V'aan spell casters are a rare sight.

Gnolls (Hyena Men)

Gnolls are tall, lanky Hyena men. They are vicious, and don't get along with the other races, most notably the El V'aan. They were created by the god Astaphaeus, but turned from his worship when they embraced the way of the goddess Taromaiti, who had turned to the dark.

Gnolls are organized into clans, and many clans will unite to form a tribe. Various tribes will unite under a strong chieftain to form a nation. Clans build fortified towns, and some tribes maintain one large town as the seat of power for their chieftain.

Gnolls are carnivorous, and eat the dead of not only the other races, but their own as well. This makes them enemies of all the other races, who don't like being their next meal. They are filthy beings, and have a vile odor about them.

Gnolls prefer leather armor over anything else, and like barbed weapons. Flails are a favored weapon of Gnolls, along with spears.

Gnolls, as followers of Taromaiti, embrace darker magics than the other races. Thus they tend to use Taint in place of normal invocations. Gnoll Shaman are feared for the dark powers they can command.

Gnolls who remained loyal to Astaphaeus are different than their vile counterparts. They are friendly and peaceful. They tend to live in isolated communities, as their evil brethren despise them, and the other races distrust them because of their renegade relatives. These Gnolls call themselves Astaphaens, after the god they serve.

Gorllians

Gorllians are descended from the great Silverbacks that live on Malloth. Millenia ago, the god Hanumaan gave them sentience, so that they could be his servants on Malloth.

Gorllians live in the lesser forests and hill country. Although stout warriors, they are actually a very peaceful people, excelling at compiling knowledge. They were also the first race to codify magic and organize schools to teach magic to those so gifted.

Gorllians are large, usually weighing 300 pounds on the average. Their bodies are dense, and they tend to avoid large bodies of water whenever possible. Due to this, Gorllians tend to build very wide, exceptionally sturdy bridges over any rivers/streams in their territory. Gorllians can not learn swimming, as they sink in deep water.

Gorllians tend to build homes from bricks they make themselves. They also use wood, but for the most part, rely on brick making for building materials. They also use stone, but only for walls surrounding their enclaves.

They tend to live in smaller communities, normally town/village sized. Gorllian lands have only three or four true cities, and those are not really that large either. Many towns are actually built around some sort of University, such as one that teaches a craft (or various crafts), places of learning (where they teach reading, writing, and impart knowledge from the books

in their library), schools of magic, even religious monasteries/temples.

Gorllians primarily worship Hanumaan, the Ape God. They also worship Cassiel, who first taught magic to the Gorllians, Dagon, god of Agriculture and learning, and Oreus, son of Hanumaan, and their god of Justice & Law.

Although a peaceful race, Gorllians know how to fight. They tend to favor weapons that allow them to utilize the strength their bodies give them. Axes, maces, spears, larger Swords, etc, are their preferred weapons. Like the other races, Gorllians prefer to wear lighter armor, but during war time, their warriors will wear chain mail armor.

Qualities & Drawbacks

These are new qualities for use with this setting. Included are professional and racial qualities for characters to use, and various other qualities. As many of the qualities appear in other books, no description will appear in this text. Only the name, and a reference to the book and page they appear in will be listed for those Qualities/Drawbacks will be shown.

A note on metaphysics: For the purpose of the Profession qualities, all Miracles included cost 3 points instead of 5, as per the alternate rule from *One of the Living*, page 19.

Age

See D&Z, page 22 for complete details.

Ambidextrous

See D&Z, page 22 for complete details.

Animal Companion

See PZ, page 41 for complete details.

Astaphaens

4-point Racial Quality

Astaphaens are Gnolls who remained loyal to the god Astaphaeus. Unlike their evil brethren, Astaphaens are an enlightened people. They have the following benefits:

+1 to Dexterity & Willpower
Acute Senses (Smell)

Danger Sense
Green Thumb
Nightvision
Walk with Shadows

On the downside, Astaphaens suffer the following penalties:

3-point Adversary (Gnolls)
3-point Minority
2-point Socially Inept when dealing with non-Astaphaens

Astaphaens can use Invocations, but shun Necromancy. Only Paladins/Priests ever use Miracles or Miracle-like powers.

Danger Sense

See D&Z, page 22 for complete details

El V'aan

4-point Racial Quality

The El V'aan are the oldest race on Malloth, and serve the Earth Mother in protecting the balance of nature. El V'aan can raise their Dexterity and Perception skills to a maximum of 8; all other attributes max out at 6. As such, they have the following benefits:

+2 to Dexterity score
+1 Perception score
Acute Senses (Eyesight)
1 level of Attractiveness
Brachiaction
Green Thumb
Nightvision

On the downside, El V'aan suffer the following penalties:

2-point Delusion (Delusions of Grandeur; El V'aan are superior to all other beings)
2-point Delusion Drawback (Prejudice against Gnolls)
1-point Socially Inept when dealing with non-El V'aan peoples

The El V'aan gains no points for these Drawbacks, but may "buy off" the Drawbacks with Experience as normal. Due to their extremely long lives, El V'aan tend have a hard time

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grasping the concepts of Necromancy, so adepts are unable to tap into that power.

Essence Channeling

See D&Z, page 22-23 for complete details.

Force of Law

See PZ, page 41 for complete details.

Gnoll

4-point Racial Quality

Vile, nasty creatures, Gnolls are the hated foes of the other races. Gnolls can raise their Dexterity to 7, and their Constitution to 8; all other attributes max out at 6. These creatures have the following benefits:

+1 To Dexterity & Constitution
Acute Sense (Smell)
Nightvision
Strong Stomach
Walk with Shadows

On the downside, Gnolls suffer the following penalties:

1-point Aggressive Drawback
2-point Cruel Drawback
1-point Carnivore Drawback
2-Delusions (Prejudice against non-Gnolls)
-1 to Intelligence & Willpower

Gnolls get no points for these Drawbacks, but may “buy off” the Drawbacks with Experience as normal. Gnolls can use Necromancy, but not Invocations or Miracles. They also have access to magic powered by Taint.

Gorllian

8-point Racial Quality

Gorllians are a race of intelligent silverback gorillas. Millennia ago, the first Gorllians were gifted with greater intelligence by the god Hanumaan. While large of size, and physically stronger than the other races, Gorllians are a very intellectual race. Gorllians can raise their Strength, Constitution to 12, and Intelligence to 10; all other stats max out at 7. Gorllians have the following benefits:

+4 to Strength

+3 to Constitution and Intelligence
4 Levels of Hard to Kill (Gorllians can buy 6 more levels, either via profession qualities or directly)

On the downside, Gorllians suffer the following penalties:

2-point Delusion Drawback (Phobia of Drowning)
2-point Delusion Drawback (Prejudice against Gnolls)
1-point Socially Inept when dealing with non-Gorllians
Negative Buoyancy

Gorllians get no points for these Drawbacks, but may “buy off” the Drawbacks with Experience as normal.

Gorllians are adept at using magic, and can use Invocations. Paladins/Priests have access to Miracles (or Miracle-like powers). As they worship their ancestors, Gorllians can use Necromancy, but never use it to raise the dead.

Green Thumb

See OotL, page 16 for complete details.

Guardian

5-point Profession Quality

Guardians are El V'aan who are tasked with warding the great forests of Malloth. Guardians are specially trained with skills related to working in such an environment. Therefore, Guardians have the following benefits:

Animal Companion (typically a Falcon or Wolf; if Grizzly Bear, the cost of the Quality goes up 1 point)
Situational Awareness
+1 to Stealth
+1 to Surveillance
+2 to Survival (Forest)
+2 to Tracking
+1 to Traps
+1 to Unconventional Medicine (herbal)

On the downside, Guardians have the following penalties:

Adversary (Poachers)

1 Level of Honorable

2-point Obligation to the Guardians

Obsession with protecting the Great Forests

They gain no points for these drawbacks, but can buy them off with experience.

Nightvision

See D&Z, page 27 for complete details.

Obligation

See D&Z, page 24 for complete details.

Paladin

Variable Profession Quality

Prerequisite: The Gift/Powered

Paladins are warriors who are dedicated to serving the cause of a specific deity. Most Gods have such warriors in their service, though not all. Paladins serve as enforcers of a God's tenets. They protect those that worship their god; his/her places of worship, and combat those that would seek to oppose their god. Some also have other specific duties. Paladins of Asphaeus, for instance, are pledged to slay all Gnolls they encounter. As each God has different spheres of influence, Paladins abilities will vary from God to God.

Paladins, being servants of the gods, have access to special powers that mimic miracles used by the Inspired. However, these abilities are inherent to their training as a Paladin. They cannot learn other powers, and are unable to use Invocations or Necromancy. If any Paladin falls from faith with their God, they lose these special abilities, but do not regain the posts these abilities cost. They must go on a quest of faith, a journey to regain the faith they have lost, in order to regain these abilities. If they cannot, they are no longer restricted from learning Invocations and/or Necromancy, but once they learn such powers, they can never regain the holy powers they have lost. Those who take the Paladin Quality cannot take another Profession Quality so long as they remain in service to their God. If they fall from grace, they can purchase other Profession Qualities, so

long as they buy off their Paladin drawbacks with experience.

Here are two sample Paladin Qualities:

Paladin of Asherah

4-point Profession Quality

Asherah the Earth Mother is the god of the El V'aan people. Though primarily an earth goddess, she does have Paladins who enforce her will on Malloth. Paladins of Asherah are the enforcers of law amongst the El V'aan people, and are only superceded by the Guardians when it comes to meting justice in the great forests. Besides enforcing her will on Malloth, her Paladins also aid communities in distress, using their divine powers.

Paladins of Asherah gain the following benefits:

Force of Law

+1 to Dexterity & Perception

+1 to Hand Weapon (Bow)

+1 to Hand Weapon (Sword)

+1 to Notice

They also have access to the following powers that mimic the Miracles of:

The Blessing

Bountiful Harvest

Paladins of Asherah have the following penalties as part of their service to their goddess:

Adversary (Gnolls and various bandits) (-4)

3 levels of Honorable (-3)

3 levels of Obligation (-3)

Paladin of Oreus

6-point Profession Quality

Oreus is the Gorllian God of Justice & Law.

Paladins who serve him not only protect his holy sites, but typically act as roving law enforcement officers. They travel the small towns and villages who do not have a local constabulary, and enforce the laws of the kingdom in the name of their God. They are well respected for their honorable ways.

Paladins of Oreus gain the following benefits:

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Force of Law

2 Levels of Hard to Kill (and can have up to a total of 10)

+1 to Strength and Willpower

+1 Hand Weapon (Mace)

+2 Questioning

They also have access to the following powers that mimic the Miracles of:

Divine Sight

Strength of Ten

Paladins of Oreus have the following penalties as part of their service to their God:

Adversary (various bandits and criminal groups) (-4)

3 levels of Honorable (-3)

3 levels of Obligation (-3)

They do not gain any points from these drawbacks, but can buy them off with experience.

Priest

6-point Profession Quality

Each god/goddess has a priesthood that administers to their followers. These Priests perform rituals related to their god, hold sermons, and preach the word of their deity to the masses. All Priests undergo the same basic training before taking their vows.

Priests gain the following benefits:

2-point Status

+1 to Bureaucracy

+1 to Humanities (Theology)

+1 to Myth and Legend (their God)

+1 to Persuade (OotL, page 14)

+1 to Rituals

+1 to Storytelling

+1 to Writing (Academic)

Priests have the following penalties:

2-point Honorable

2-point Obligation to their religious order

They do not gain any points from these drawbacks, but can buy them off with experience.

Some, but not all Priests are Inspired. Priests of Cassiel are not typically Inspired; those that have the Gift can learn Invocations instead (Cassiel being the goddess of Magic, her followers tend to perform traditional magic over Inspired Miracles)

Scholar-Sorcerer

6-point Profession Quality

Prerequisite: The Gift/Powered

Scholar-Sorcerers are those who study not only traditional knowledge, but also the mystic arts. This profession is most common amongst the Gorllians, but Astaphaens and El V'aan can also take this profession, at the discretion of the GM. Due to their training, Scholar-Sorcerers gain the following benefits:

+1 to Intelligence and Perception

+1 to Humanities (History)

+1 to Occult Knowledge

+2 to Research/Investigation

+1 to Rituals (School/Society)

+1 to Science (Alchemy)

Scholar-Sorcerers have the following penalties:

2-point Socially Inept (they don't socialize much)

1-point Obligation to whatever school/society they belong to

They do not gain any points from these drawbacks, but can buy them off with experience.

Scholar-Sorcerers know Invocations and/or Necromancy, depending on what type of magic is taught by the school/society that the character belongs to.

Socially Inept

See the D&Z web enhancement, page 8 for complete details.

Strong Stomach

See OotL, page 18 for complete details.

Troubadour

5-point Profession Quality

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Troubadours are Warrior-Poets who travel across Malloth, fighting the good fight, then signing about it for their next meal. Troubadours are wanderers, never staying in one place for long. While most of their skills revolve around entertaining people, they are given some basic weapons training, so they can defend themselves. Troubadours gain the following benefits:

- +1 to Acting
- +1 to Hand Weapon (Clubs)
- +1 to Hand Weapon (Swords)
- +1 to Myth & Legend
- +2 to Play Instrument
- + 1 to Singing
- +2 to Storytelling
- +1 to Writing (Creative)

In addition, Troubadours have the following penalties:

- Clown
- 2-point Covetous (Conspicuous) drawback
- Showoff

They do not gain any points from these drawbacks, but can buy them off with experience.

Underground Direction Sense

See D&Z, page 27 for complete details.

Walk with Shadows

See D&Z, page 28 for complete details

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Ape Master

Character Sketch or Symbol

Character Name

Character Type

Race

Sex

Age

Height

Weight

Hair

Eyes

ATTRIBUTES

STRENGTH

INTELLIGENCE

DEXTERITY

PERCEPTION

CONSTITUTION

WILLPOWER

COMMON TESTS

SURVIVAL (Con + Wil)

SIMPLE WIL (Will x 2)

PERCEPTION + NOTICE

INITIATIVE (Dex + mod)

SPEED



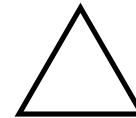
Armor Type

Armor Value



Maximum

Life Points



Maximum

Endurance Points



Maximum

Essence Pool

Qualities / Drawbacks

Qualities / Drawbacks

Skills

Skills

Powers / Metaphysics

Weapons / Hand to Hand

Type	Range	Damage	Cap	EV

Gear

Character Points

Spent
Unspent

Treasure

Coins	Other Valuables
Gems	

Supplies

Water/Wine

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Character Background

Campaign Notes

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Introduction

Abbreviations

How to Use this Netbook

Assassin

Barbarian

Gibbot

Gwourf

Half-Elf

Half-Ogre

Half-Orc

Ogre

Pan Sidhe

“Personality” for Pan Sidhe Sorcerer

“Personality” for Half-Orc Assassin

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Curse of the Werehuman

Easy to Kill

Susceptibility

Animal, Minimals

Ankeg

Ape, Carnivorous

Axebeak

Baboon

Bad Monkeys

Cave Bear, Giant Dire

Chimpixies/Leprechaun-utans

Cloak Killer

Cows, Evil

Dead, Climbing

Dead, Swinging

Dragon, Budget

Forest Hyena

Frogmen

Gibberly Moulder

Gorilla-Bear

Gorillasaurus Rex

Harmoset

Kongor

Landshark

Owl Bear

Pan Piper

Rat, Giant

Sasquatch

Skunk Ape

Umber Bulk

Wolf, Dire

Wolf, Two-Headed

Pan Sidhe Sorcerer

Half-Orc Assassin

Half-Ogre Barbarian

Neo-Orangutan Lawgiver

Atavistic Neo-Gorilla Ranger

Neo-Chimpanzee Monk-ey Practitioner of Kong-Fu

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