

WARLOCK!

PHANTASMAGORIA





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FIRE RUBY
DESIGNS



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BEASTS OF THE KINGDOM

The arrival of the manticore that I later learned was called Strix to my tower in Grim Biskerstaf was a considerable annoyance. It was nesting in my second library, and no doubt soiling some of the priceless works therein. Something had to be done.

My attempts to procure adventurous types to remove the beast failed - it seems the people of the city have little backbone for an honest days work. So yet again I, Dolkepper, must do the work.

On entering the library, scrolls to hand, I found the beast reading my exquisite copy of Peckard's 'illuminations'. What is more, the creature was handling the book very carefully between talons. This surprised me somewhat - other manticores I have encountered have been course beasts. We struck up a conversation.

It turns out that Strix, as I later learned was the beast's name, was a scholar. In fact, the creature was erudite, learned and dry, and I found it an excellent companion. It seems its chief wish was to be allowed to continue to read my extensive and I must say rather splendid library. I agreed to this, on one condition - that the creature (which claimed to be very ancient), tell me of the sights it had seen across the Kingdom, especially the beasts it had encountered - I was completing my work on the matter, and hoped that it might prove definitive.

So this was the bargain. What it told me I have set down in this book, along with a sketch based on the descriptions the creature gave to me.



Alas, I fear that much of what Skrix told me was pure fantasy, and I have annotated this, my copy of the work, accordingly. To be frank, I fear many of these creatures do not exist, or were 'one-offs', perhaps corrupted by demons, rather than new species. Perhaps the foolish folk of Grim Biskerstaf can be persuaded to investigate? I doubt it - they are uncommonly cowardly.

- Dolkepper, Master Magician

Now I, the great Msegeller the magnificent have stolen this book. That fool Dolkepper would hope to train me at my father's suggestion, thinking him great and me feeble. Fool! I am a greater power than he ever was, and now this book of his is mine! Ignore the wittering of decrepit wizards, and I shall reveal deeper truths...







I have ridden one of these over the great forest of Helmsby. Such sights to be seen from the creature's back! Assuming you can hang on...

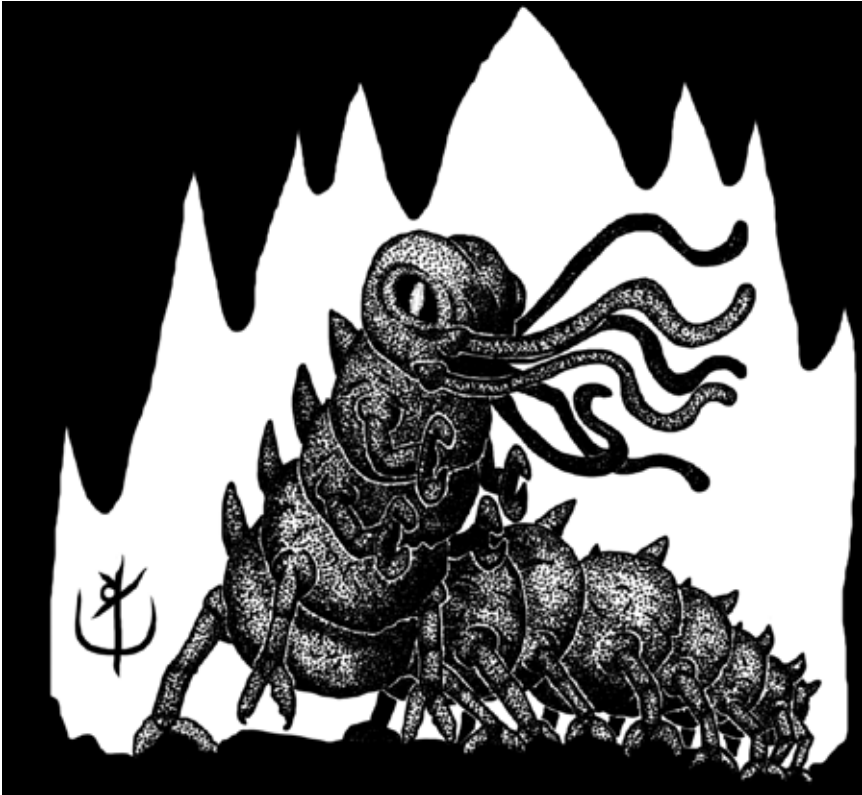
AERIAL HUNTER

Type	Monster
Actions/round	1
Weapon/skill/damage	Claws/9/1d6+2
Armour	None
Adventuring skills	6
Stamina	15
Notes	Beast

Ability: Bombard. The aerial hunter as a surprise attack will seize boulders, trees and other debris and drop them on unsuspecting targets. Assuming the hunter is unseen, targets will need to succeed in a luck test to avoid being struck for 2d6 damage.

These great beasts are relatively common over the great forests of the Kingdom, where they roost in the highest of trees that can bear their weight. Noble and proud creatures, they are said by Strix to be used by the elves of those places as mounts, and are quite intelligent as beasts go.

There is a head mounted on the wall of the palace which looks like that of a deer, but it is too large. I believe it is one of these beasts, though who slew it none can say.



I have bottled the acidic residue from one of these creatures, and used it to create the undercellar to my tower. It is very powerful, and dissolves anything but quartz crystal, so one must be careful how one stores it. It is also very difficult to get hold of - the individual that gathered it for me lost a hand to the stuff! I paid him six extra silver for his trouble.



I have heard that goblins of the Rockeater clan raise these monsters, and attach vials of the acid to the ends of their arrows. A nasty surprise to their enemies I'd say!

ACID BEAST

Type	Monster
Actions/round	2
Weapon/skill/damage	Acidic touch/10/2d6
Armour	Hide 1d3
Adventuring skills	4
Stamina	29
Notes	Beast

Ability: Acidic tentacles. Anyone touched by the acid beast (i.e. the target of a successful attack) suffers successive damage. 2d6 on the first round when they are hit, 1d6 on the next round and 1d3 on the third round. This is cumulative with damage from attacks in subsequent rounds.

Many of the caves that dot the land are, according to Strix, made by these beasts. The tentacles on their faces exude a strong acid which dissolves rock, and allows them to tunnel into stone. It also dissolves pretty much anything else, including flesh. Strix has a nasty burn scar on his rump which he says comes from an entanglement with one of these beings. He's quite sensitive about it.



Ah, another horrible demon. Is there no end to the forms and shapes these things take? Lord Kelberond once told me that he himself feared an attack from such a beast. Nonsense I said. These demons are only sent against people of import...



I must find out how to summon one of these things! I have plenty of enemies of whom I would dearly love to rid myself...

ASSASSIN DEMON

Type	Monster
Actions/round	2
Weapon/skill/damage	Claws/10/2d6
Armour	None
Adventuring skills	4
Stamina	26
Notes	Beast

Ability: Ambush. The assassin demon is able to climb walls and ceilings, and often hides above potential targets, onto which it drops to attack. This counts as a normal surprise attack, but the assassin beast has a modifier of +10 to its first attack, not the usual +5.

These horrible demons are summoned to rid dark magicians of their foes. They set the demon on to a specific target, and the creature then hides in the shadows above where the victim is sure to pass. When the victim walks beneath, the demon drops on them and unleashes a vicious attack. Blessed with far too many eyes in a particularly ugly face, the assassin demon is as horrible to look upon as it is to fight.



What a preposterous beast! Some kind of bear with the head of a bird? Ridiculous. It is almost as if Strix is describing some child's toy. Really, he's getting sloppy if this is the best he can come up with!



For once Dolkepper and I agree. What a ridiculous creature!

BEAKED BEAR

Type	Monster
Actions/round	3
Weapon/skill/damage	Claws and beak/8/2d6
Armour	Fur 1d3
Adventuring skills	4
Stamina	27
Notes	Beast

Ability: Consume. The vast beak of a beaked bear can swallow a person whole. If the beaked bear initiates an attack and beats its opponent's attack total by ten or more, the bear has swallowed them. It chews them for 3d6 damage, and then spits them out. Ouch!

The size of a huge bear, with two large slit pupilled eyes and a massive serrated beak, the beaked bear is a vicious creature, or so Strix tells me. According to him, these creatures are common in the Black Spine and Cragtop mountains, where they lair on lower slopes amongst the trees. Skrix believes that they were created by a powerful sorcerer and set loose upon the Kingdom in retaliation for some past wrong. Seems as likely as any other origin for such a bizarre creature!





Stupid things, really of limited capabilities. The best use of them is as shock troops to soften up a foe, as they take glee in carnage and destruction. They are too stupid to act as guards.

CLAWED DEMON

Type	Monster
Actions/round	2
Weapon/skill/damage	Claws/10/2d6+1
Armour	Hide 1d6
Adventuring skills	8
Stamina	25
Notes	Beast

Ability: Batter. As an attack the clawed demon can choose to batter rather than snap with its huge claws. If successful, this attack does 1d6 damage instead of 2d6+1, and knocks the opponent to the floor.

The forms of demons are myriad. These creatures are fairly common, so Strix says, and are regularly seen in the service of demonologists. They are aggressive and cruel, like most demons, but they are unintelligent and bestial in nature. Their huge claws can be devastating in attack, and inflict terrible wounds. However, sunlight damages them, and they can be banished by prolonged exposure.

Yet more demons, as horrible and destructive as the rest. Really I can't see why some are so fascinated by these beings.



Apparently, these beast are petrified by their own gaze. Which seems somewhat far-fetched. Strix was ambivalent on the matter... My research shows they lair in holes dug in the ground. Watch for the burnt vegetation they leave in their wake!



COCKATRICE

Type	Monster
Actions/round	2
Weapon/skill/damage	Claws and spiked tail/8/2d6
Armour	Feathers, 1d3
Adventuring skills	4
Stamina	22
Notes	Intelligent

Ability: Petrify. Anyone facing the cockatrice head on must roll 1d6 at the start of each round. On an odd result, they have caught the creature's gaze. They must now succeed in a luck test to avert their eyes, otherwise they are turned to stone. This effect lasts for as long as the creature lives.

According to Strix, this strange creature is born from a chicken's egg that has been infused with corruption from beyond this plane of existence. The cockatrice resembles a large chicken, larger than a man, with a spiny tail somewhat reminiscent of a scorpion. The most fearsome aspect of the beast is its gaze, which can turn a man to stone, at least until the beast dies. It is a foul creature, which withers plants and animals and leaves a trail of scorched ground as it passes. Strix tells me that one is to be found in cursed Honheim - something I think does not require further verification...

These are creations of corrupted magicians. I myself have the spell somewhere. Perhaps I should release one into the sewers and see what occurs?



I have never heard of such a creature. Fascinating. I must head south at some point - there seems to be all manner of strange beings down in the warm lands.



I have seen one of these at the travelling fair that came through Grim Biskerstaf. I thought it was a forgery I must confess - it did very little and appeared quite dead until the 'tamer' prodded it with a stick. But it was winter I suppose, so their may be truth in Strix's words.

COLD ONE

Type	Monster
Actions/round	1
Weapon/skill/damage	Weapons/10/-
Armour	Armour
Adventuring skills	7
Stamina	19
Notes	Intelligent

Ability: Spit. As an attack, a cold one can spit a venomous acid. If it hits it causes 1d6 burn damage - on an odd die result of the damage roll, it has hit the target's face, causing blindness for 1d3 rounds.

Strix tells me that these cold bloodied creatures come from the warm lands to the south, and some have been brought to the great port of Fair Marenesse in their infant state as curiosities for the travelling fairs. When the weather is cold they are docile, slow creatures, appearing quite dumb. But in warmer environments they are quick witted and eager, voracious eaters and vicious fighters.



I have a dram of this poison someplace. In very small quantities it adds a rich and satisfying flavour to soups and meat dishes. Too much is sadly fatal.



I have heard that some clans of goblins have tamed these beasts and use them as mounts - a fearsome sight indeed!

COPPER SCORPION

Type	Monster
Actions/round	3
Weapon/skill/damage	Claws and stinger/9/2d6+2
Armour	Carapace 2d6
Adventuring skills	4
Stamina	15
Notes	Beast

Ability: Poison. One attack a round from the scorpion is with the poison stinger on its tail. The games master must declare this attack, and if it is successful, after the initial damage the target will suffer an additional 1d3 damage every round for 1d3 rounds. A target can only be poisoned once at a time.

These huge scorpions are native to the mountainous regions of the Kingdom. Vicious, aggressive and particularly territorial, goblins sometimes use them in the battle arenas that pass as entertainment in the more savage goblin cities.



That fat fool Tallow had a scroll with a spell to make one of these things, but was afraid to use it. I took it from him, and have been studying it ever since. It seems a simple spell, but the magic is dark, and I know not the origin. I have secured it somewhere safe. I want to study it further, but in truth I fear it...



CORPSE HOUND

Type	Undead
Actions/round	2
Weapon/skill/damage	Bite and claws/7/1d6+2
Armour	Bones 1d3
Adventuring skills	6
Stamina	21
Notes	Beast

Ability: Howl. The corpse hound can as an attack let out a soul-rendering howl. Anyone nearby must test their luck. If they are successful they manage to stop their ears. If they fail, they suffer 1d3 damage as blood courses from every orifice.

Looking like dead hounds with a skull for a head, corpse dogs are spectral beings created, so Strix says, as companions to necromancers. They are hunters and killers, used by their dark masters as guards and foul pets. Strix says that many of the necromancers of Honheim used these creatures, and even before the fall that city streets were not safe to walk at night. With the traitor still at large, I wonder if we are heading once again to those dark times...

I would know where Dolkepper keeps that scroll. It is in neither library, or in his scriptorium. Where is it old man??



Foul beings no doubt. The war against the traitor has drawn many to the fields of battle, and walking corpses are sadly a more common sight in these dark times.



CORPSE POSSESSOR

Type	Spirit
Actions/round	1
Weapon/skill/damage	-
Armour	Only harmed by magic
Adventuring skills	-
Stamina	7
Notes	-

Ability: Possess corpse. As an action, the corpse possessor can enter into a fresh corpse (less than a week old) and animate it. The animated corpse acts and fights like a skeleton. If the corpse is destroyed, the possessor is forced into the open and is vulnerable until it can find a new host

Malignant spirits that live parasitically on corpses, these vaporous beings are common at the sights of great battles, where large numbers of corpses draw them like flies. They hide in the shells of dead men, where they are invulnerable. They feed on the vestiges of emotion that cling to corpses, and so are always on the look out for the freshly dead to inhabit and dine upon.

I have used these to great effect as surprise warriors. You can store them in a bottle, where they will live without feeding for many years. If you are engaged in battle, release one as soon as the first fool falls and you have a ready assailant. Be careful not to get in their way though, they are not discriminating...



Necromancy is real, as is corruption, so I can easily see that such things might exist. Though I hope I never encounter one.



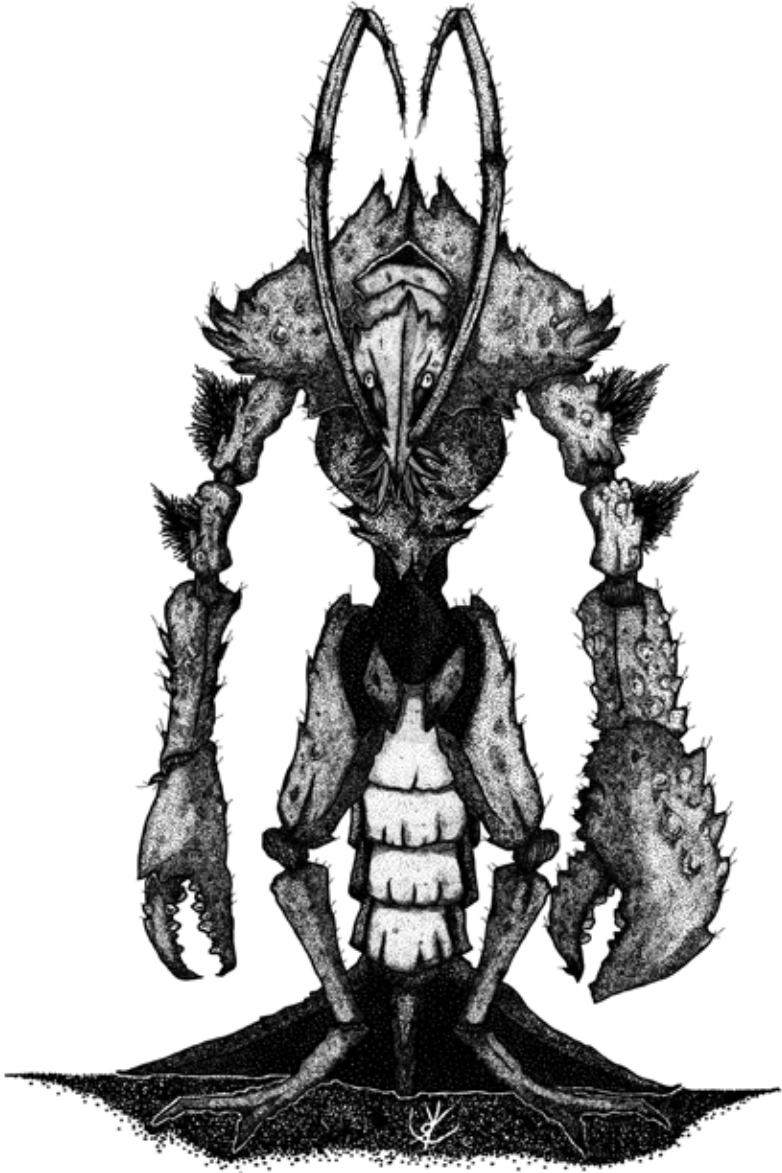
I have been working on a ghost that I received from the necromancer in his tower. I will corrupt it, and use it to wreck havoc about the city. The simple pleasures!

CORRUPTED GHOST

Type	Undead
Actions/round	3
Weapon/skill/damage	Weapon/7/1d6+2
Armour	Only harmed by magic
Adventuring skills	5
Stamina	18
Notes	Intelligent

Ability: Spectral weapon. The weapons wielded by a corrupted ghost are spectral in nature, and pass through armour as if it wasn't there. Ignore all armour when struck by a corrupted ghost.

It seems that the ways of existing beyond death are myriad. Strix says that in his homeland (he refuses to be drawn on where this is), corrupted ghosts were common, especially in tombs and ruins near to sources of darkness like profane altars and shrines. He says that these ghosts forget their past, and become twisted monsters full of a hatred for life and those that live. They are hard to kill, being dead already, and cannot be harmed in normal ways. Instead their magics must be broken such that the bindings of their bones snap. No easy task for sure.



That fool Festus claims to have the pickled claw of a crab beast in a jar. He claims that it came from the river, and that these creatures are aquatic. I think it's made of wood.



It is possible to charm these beasts with the correct spell. They make excellent guards, but they click and clack when they run, which can warn would-be intruders. They also make an excellent soup.

CRAB BEAST

Type	Monster
Actions/round	1
Weapon/skill/damage	Claws/6/1d6+2
Armour	Carapace, 1d6
Adventuring skills	4
Stamina	12
Notes	Intelligent

Ability: Snip. The claws of the crab beast are razor sharp. If a character suffers a critical hit from a crab beast, roll the critical dice as normal, but ignore any result above 8 - instead one random limb is snipped off (roll 1d6: 1 - head, 2 - right arm, 3 - left arm, 4 - right leg, 5 - left leg).

Strix has heard of colonies of these strange human-sized beings existing in the depths of Helmsby forest. He says they build huge nests which resemble piles of rubbish, and raise their young within. Apparently, their ruler has a love of sparkling things, and sends her warriors out far and wide to gather coins, trinkets and knick-knacks with which to adorn herself. Which may go some way to explain the disappearances on the roads around the great forest. Or it could just be brigands. Probably brigands.





*An immortal lifetime to study magic! What things
these creatures must know...*

CURSED WITCH

Type	Monster
Actions/round	2
Weapon/skill/damage	Weapons/7/-
Armour	Armour
Adventuring skills	8
Stamina	23
Notes	Intelligent 1d6 spells

Ability: Compel. The snakes on the head of the cursed witch sway and dance hypnotically. Anyone who can see the snakes must test their luck. If they are unlucky, the witch may command them to perform one action, such as attacking their friends. Each individual can only be compelled once in an encounter.

A sad tale, so Strix says. The elves of the Great Forest once had a coven of witches in their midst, who worked great magics for the lady. But one, Yellond, grew unsatisfied with her mistress, and sought to strike out alone by stealing the crown of spring. Unfortunately for her, the lady discovered the plot, and in a fit of pique cursed all the witches to bear crowns of snakes instead, and to live forever so to fully appreciate their fall. It seems these beings still walk the land, poor tormented souls.

*Just desserts I would say. No one likes a
traitor.*



I would like to capture one of these beings. I think they would have a lot to speak of regarding the deep places of the world.



I find the idea of a race of monster overlords with squid-like heads to be somewhat humorous. As if such things existed, in the dark depths, scheming the downfall of the Kingdom. I think Skrix has been lapping up too much of the Rebeck brandy...

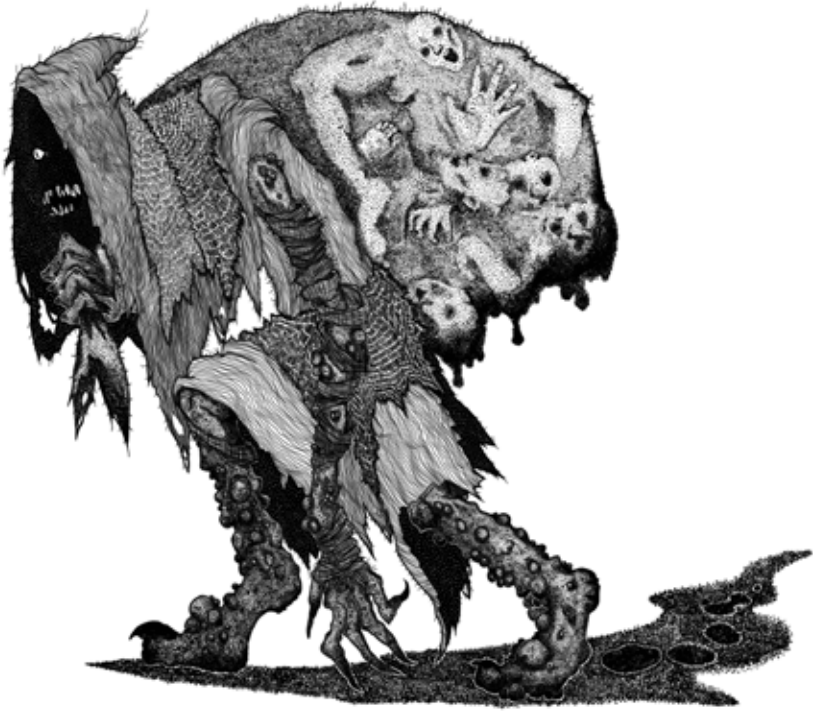


DARK MIND

Type	Monster
Actions/round	1
Weapon/skill/damage	Claws/12/2d6
Armour	None
Adventuring skills	8
Stamina	33
Notes	Intelligent

Ability: Dominate. A dark mind is able to dominate another living creature, controlling them as if they were the same being. The dark mind itself can only be killed if the head is specifically targeted, at a penalty of -5 to combat rolls initiated against the beast. Otherwise the dark mind slips free when the body is destroyed.

Strix says that some think these creatures to be humans with the heads of a squid - we had a good laugh at that. No, the squid-like head actually is the dark mind. In tunnels and the like the squid will drop down from above and slide over the head of its victim, inserting tentacles into orifices. From that point on the creature is dominated by the dark mind, which controls it as if they were the same creature. Only by destroying the 'head' can the dark mind be killed.



Dolkepper speaks rubbish. I converse with necromancers, and there is no connection between them and these strange creatures - in fact they are in competition for corpses. Who knew the dead could be so popular!



I fancy these creatures collect samples for necromancers, alongside body snatchers and other ne'er-do-wells.

DARKMAN

Type	Monster
Actions/round	2
Weapon/skill/damage	Bite and claws/5/1d6+3
Armour	None
Adventuring skills	7
Stamina	17
Notes	Intelligent

Ability: Whispers. The darkman whispers and sniggers constantly. This is extremely distracting – anyone fighting the darkman has a penalty of -5 to all their melee combat rolls.

Strix tells of a loathsome creature that is seen across the cities of the Kingdom and beyond, although the inhabitants might never know. He calls them darkmen, for they only come out at night when the moon is hidden. They collect corpses, either from back alleys and dockside murders, or from graveyards and crypts. What exactly they do with all of these bodies Strix doesn't care to elaborate – he says only that they don't seem to eat them. Horrible beings.





I had one of these as a pet. I called it Devond, it was friendly in a nasty kind of way.

DEATH MAGGOTS

Type	Monster
Actions/round	1
Weapon/skill/damage	-/-/-
Armour	None
Adventuring skills	6
Stamina	3
Notes	Beast

Ability: Puppet. A group of death maggots can, in concert, direct a corpse to act as if animated. The corpse acts like a skeleton, but can only be killed if all of the maggots are killed. Striking a maggot imposes a -10 penalty to attacks due to their small size - the maggot rolls with a skill of 6 to avoid being hit.

Yet more creatures able to take a dead man and put him to use. Death maggots though beasts are excellent puppeteers, and a group of them can animate a corpse as if it were alive, acting as a concerted force. Once the corpse is moving, the only way to stop it is to kill all of the maggots, no mean feat.

I shudder to think what one of these things grows into. Ergh...



How ridiculous! An underwater race of balls with eyes! I have never heard such tripe. Really Strix outdid himself this time.



Dolkepper is so narrow minded! There is more in this world than he could ever imagine. Still, it does seem a little far-fetched...



DEEP FISHER

Type	Monster
Actions/round	3
Weapon/skill/damage	Claws and bite/11/2d6
Armour	Hide 1d6
Adventuring skills	6
Stamina	30
Notes	Intelligent, 2 spells

Ability: Ray projectors. The deep fisher can project two offensive spells from the antenna on its head. These spells cost no stamina to cast, but only one may be used in a round.

Strix says that in the true deeps of the ocean, beyond where the light reaches, there is a darkness as old as the world. Here strange creatures dwell, malignant and sly, that look upon the surface waters and the dry lands beyond with envious eyes. Chief among these are the deep fishers, who rule undersea kingdoms from thrones of black stone. He says that sometimes these things rise to surface to seek new slaves, and to spread their dominion. According to Strix, all that saves us from their tyranny is the fact that they need water to survive. He believes however it is only a matter of time before they make their way onto dry land with the aid of their powerful magics.



Strix again speaks foolishness. These are unmen, plain and simple, and just as filthy and wretched as their companions. I have heard that unmen have been spotted about Grim Biskerstaf, but I have yet to see them. I wonder why they have come into the city, where it is so dangerous for them?



DOGMAN

Type	Monster
Actions/round	1
Weapon/skill/damage	Weapon/6/-
Armour	Armour
Adventuring skills	6
Stamina	14
Notes	Beast

Ability: Pack. If more than one dogman is attacking the same character and one of them successfully hits their target, the second gets to make an immediate free attack roll. If successful they also hit the target, but if they fail they are not struck in return (the character is still engaged with the first dogman). This does not count as their action for the turn. If there is more than two dogmen engaged with the target, only one gets the free hit.

To me these are just unmen, but Strix insists that they are a distinct species. They hunt in packs and although are not physically powerful singularly, as a group they are very dangerous, acting as a pack as they do. Strix theorises that dark magic has been used to stabilise their form, so that these unmen are far less susceptible to corruption than their brethren. Either way, they are extremely unfriendly, and should be avoided at all costs.

Dolkepper is such a fool. The traitor bred these beasts, and allowed their pack instincts to dominate their behaviour. I seek some of these for my own, but most perished in the battle of Pomperburg.



Skirx says he knows where a scroll with this spell is located, but so far refuses to reveal the location to me. For such a sound fellow he really can be a bore sometimes.



My laboratory is guarded by a suit of armour upon which I have placed this glamour. It did well in despatching some inquisitive women who thought me easy pickings.

ENCHANTED WEAPONS

Type	Spirit
Actions/round	1d3
Weapon/skill/damage	Weapon/7/-
Armour	Only harmed by magic
Adventuring skills	7
Stamina	15
Notes	Beast

Ability: Enchanted weapon attack. Every round, the enchanted weapons can make 1d6 separate attacks that can be divided against as many foes as their are weapons.

A spell to summon spirits to possess weapons, armour and other sundry items is known to some of the wizards of Westerboss, who jealously guard their scrolls. Strix says that using this magic, a spirit can be bound into several weapons, dormant until a trigger is activated, such as by persons unknown entering a room. At this moment the weapons rear up to strike, as if wielded by an invisible foe. Only magic will slay the spirit that guides the attacks, making for an effective and deadly guard.



I do not think these things exist. Strix is fooling Dolkepper, who's dumb enough to believe it!



Festus tells me he had one of these snakes, a small specimen, that he used to cook his meals. Pure rubbish.

ETHEREAL SNAKE

Type	Monster
Actions/round	2
Weapon/skill/damage	Bite/6/1d6+2
Armour	None
Adventuring skills	4
Stamina	18
Notes	Beast

Ability: Ethereal fire. The snake is wreathed in ethereal fire. Even getting close to it is painful. Anyone in melee combat with an ethereal snake takes 2 points of stamina damage at the start of every turn. This damage ignores armour, which cannot stop ethereal flames.

A giant snake that exists both within and outside of this plane of existence, the ethereal snake is a dangerous predator, or so Strix tells me. He says they live in the vast deserts of the south, where they use their ethereal flames to hunt their favourite food - the armoured gigathont (he would say no more about this beast). Sometimes sorcerers use them as pets, and keep them in silver cages that are immune to the touch of the ethereal fire that surrounds them.



I don't believe these creatures exist. It seems to me this is just a lie spread by fools who wish to believe mankind is inherently good - evil deeds therefore require evil creatures. Fools.



FACE STEALER

Type	Monster
Actions/round	1
Weapon/skill/damage	Weapons/8/-
Armour	None
Adventuring skills	7
Stamina	16
Notes	Intelligent

Ability: Mimic. If the face stealer maintains contact with an other human-sized individual for 1d6+1 rounds, it can copy their form such that it appears a perfect mimic of them, clothes and all. The effect ends if it dies.

A magical creature able to take on the form of any being it touches, only the voice of the face stealer gives it away - it has a harsh, reedy voice that it cannot disguise. Strix says that one of these creatures was responsible for the wheat riots in Pomperburg, after it stole the form of the chief grain master Tarron Kraw and set fire to the grain stores. Why it would do such a thing Strix cannot say, but he believes that the beasts take a malevolent glee in sowing destruction and death.

*Ignore Dolkepper. He knows nothing of true evil, the dotard.
Many of the rich and powerful are face stealers, hiding their
voices with muffling handkerchiefs*



Here is a strange beast! I don't believe it exists. I mean, is it a snake, a lizard, or a bird? Six legs? Seems entirely fictitious to me. Strix is convinced it exists however, and flew into a sulk when I suggested otherwise.



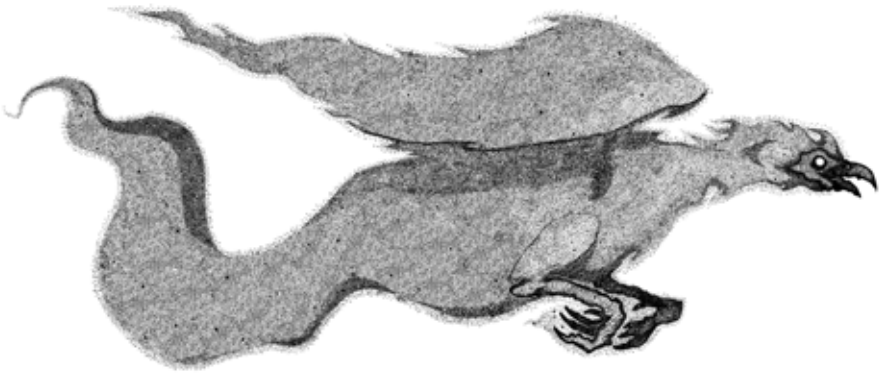
FANGED WATER HORSE

Type	Monster
Actions/round	2
Weapon/skill/damage	Bite/6/1d6+2
Armour	Hide 1d3
Adventuring skills	4
Stamina	22
Notes	Beast

Ability: Drown. The water horse likes to dart from the water to surprise its target. If it does so and is successful in its first attack, it will drag the victim underwater. The victim or anyone else fighting underwater is at a penalty of -5, and the water horse will hold onto the target and automatically inflict damage each round regardless of whether it wins a combat exchange unless it takes 5 damage (after armour) itself and is thus forced to release its prey.

Strix says that Gosenham is infested with these creatures, which feed on the fishermen who ply the waters. An ambush predator, the creature waits underwater, and leaps out to seize its prey, which it then proceeds to drown. Apparently some of the fishermen specialise in hunting the creatures, and dine upon their flesh, which is said to have a unique flavour.

I have eaten the kidneys of a fanged water horse at one of my father's parties. Dolkepper wasn't invited.



I have dined on fire bird flesh, a great delicacy. The chefs allow the bird to cook itself, for when it is killed it's flesh is no longer immune to the flame it generates, even in death. The trick to preparation is knowing when to douse the flames!



A single feather makes a convenient fire-lighter I have found, and is a most impressive way to light a pipe.

FIRE BIRD

Type	Monster
Actions/round	1
Weapon/skill/damage	Talons/5/2d6
Armour	None
Adventuring skills	6
Stamina	14
Notes	Beast

Ability: Aflame. When it is startled a fire bird bursts into flame, and anything the fire bird touches catches on fire! Anyone attacking a fire bird must test their luck to avoid catching alight and suffering 1d3 damage at the start of every round, unless they spend a turn beating out the flames.

Magical creatures of the far north where they are prized for the heat their fires can generate, Strix tells me a number of these were brought as gifts for the queen. Unfortunately, several escaped captivity, and the great burning on the Royal Forest three years ago was blamed on a nesting pair. Their eggs make a wonderful breakfast, so Strix told me with relish.



I have seen these things first hand - a fly-blown corpse I passed on the road had flesh borers beneath the skin, I could see them moving. I burnt the corpse and everything around it with baleful magical fire. I shudder to think of it now.



FLESH BORERS

Type	Monster
Actions/round	1
Weapon/skill/damage	Bite/4/special
Armour	-
Adventuring skills	-
Stamina	1
Notes	Beast

Ability: Tunnel. Flesh borer grubs on a successful attack tunnel their way into their target's body via any exposed area of flesh. If they manage to get beneath the skin, they do 1d3 damage every subsequent turn until they are dug out, which in itself causes 1d6 damage to the victim.

Horrific creatures according to Strix's colourful description, these loathsome grubs tunnel beneath the skin and consume flesh and blood. Strix tells me if they kill their victim, they pupate inside and eventually a flyman chews its way out of the corpse. Horrible!

*I have never seen these grubs, but I would be keen to study them.
I shall offer a reward for anyone who brings an infected corpse
to the city.*



I have used these in the past to communicate with other magicians, many of whom used their own peculiar floating heads. Malester the pale used the heads of goblins, whereas Gerseval had an elvish head that served him for many years. I dare not think where he got that...



FLOATING HEADS

Type	Monster
Actions/round	1
Weapon/skill/damage	Bite/4/1d6
Armour	None
Adventuring skills	6
Stamina	5
Notes	Intelligent

Ability: Messenger. Using certain spells a floating head can be given a message to deliver. When so commanded they seek out the recipient of the missive, travelling at the same speed as a horse, and can do so for days without tiring. When they deliver their message, they can also be compelled to carry a message back to their owner.

Strix agrees with me that many wizards use these magical constructs to carry messages. I have found that are able to carry quite complex missives, and bear messages in return. Strix says that in some lands these beings are considered quite ordinary, but I have found that in the Kingdom they are still a rare sight. Mainly because they require someone to donate their head...

I have the head of my sister. More useful in death than she ever was in life.



Rumours persist that the scars the king bears are a result of flesh borer grubs, and that some of his closest servants died and bore fruit to flymen. Apparently this was on a voyage some years ago to Far Hussain, or so they say. If this be the case then I am happy to remain in the Kingdom and leave Far Hussain to the flies and the deserts!



FLYMEN

Type	Monster
Actions/round	1
Weapon/skill/damage	Claws/6/1d6+2
Armour	None
Adventuring skills	4
Stamina	15
Notes	Beasts

Ability: Diseased. Everything about a flyman is corrupted by disease. Whenever a character is wounded by a flyman, look at the number rolled on the damage die. If it is even, continue as normal. If the result is odd, as well as taking damage, the victim is also infected by a horrible disease.

These horribly twisted creatures are the results of flesh borer grubs pupating within a host. Looking like nothing more than the mixture of the host species and a horrific fly, these loathsome creatures seek nothing but flesh to appease their hungers and on which to lay more grubs. They say these creatures originated in the west, but Strix has nothing to say on the matter. Probably for the best, really.

I can think of nothing good to say about these creatures. They are too stupid and hungry to act as guards, too foul to study and too gruesome even to feed to the unmen!



I have known many of these creatures over the years. Like many beings, some are good hearted, some are not. But they sit and observe many things, and there is little that happens in a city of which gargoyles are not aware.



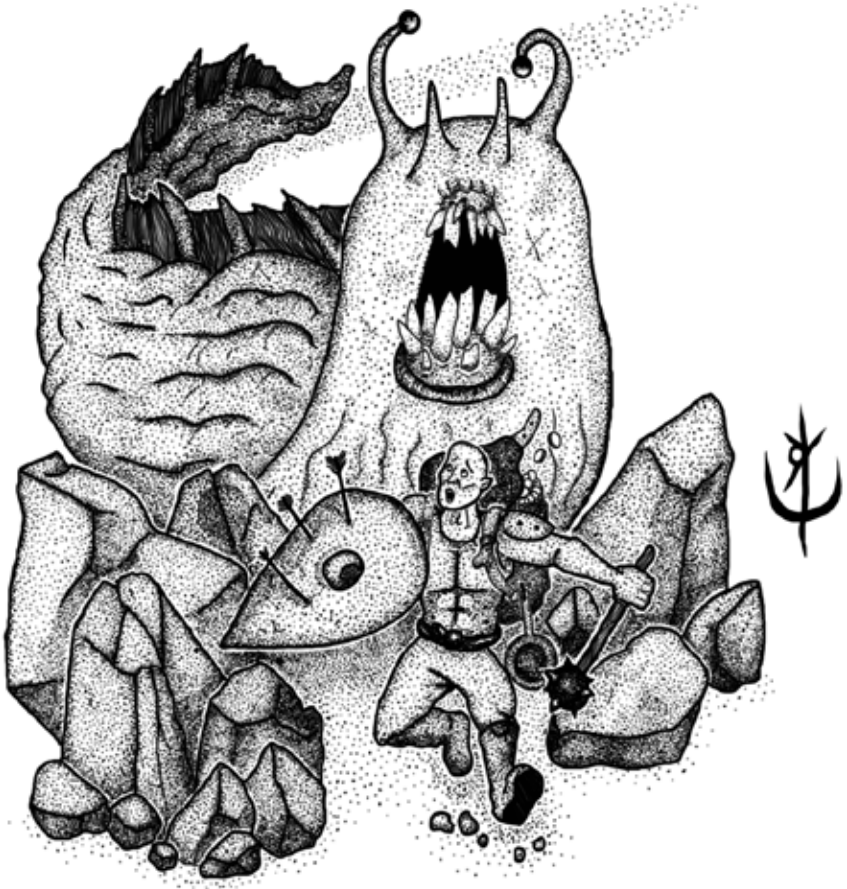
GARGOYLES

Type	Monster
Actions/round	2
Weapon/skill/damage	Bite and claws/7/2d6
Armour	Stone hide 1d6
Adventuring skills	7
Stamina	14
Notes	Beast

Ability: Shatter. The skin of a gargoyle is rock hard. When a gargoyle is struck, the attacker can test their luck - if they succeed all is well, if they fail their weapon shatters.

Seeming like living statues, gargoyles are able to remain motionless for days at a time, waiting for prey to get close - typically pigeons. They have hard, rock-like skin and great wings which allow them to fly despite their huge weight. Strix tells me that many of the statues that adorn the towers of Pomperburg are gargoyles, and that the traitor recruited many of them to his cause. They are surprisingly philosophical - I guess they have much time to sit and ponder the way of things.

One of my greatest teachers is the gargoyle Shizzen, who sits atop the church of the Thrice Blessed. He is old and has seen many things. Dolkepper also talks to this creature - I wonder what they discuss?



Strix tells me that one of these creatures once attacked the city of Rebeck. It was easily repulsed by the city guard, but some of the poor tried to cook and eat the beast, and hundreds died as a result. Nasty!



GIANT SLUG

Type	Monster
Actions/round	2
Weapon/skill/damage	Bite/6/2d6
Armour	None
Adventuring skills	4
Stamina	32
Notes	Beast

Ability: Crush. The giant slug rarely stops, especially when attacked. Instead, it relentlessly moves on. Every round, one of the slug's attacks is a moving crush. If it is successful using an attack skill of 6, it rolls over a character for 3d6 damage. If it fails in the attack it takes no damage, but the character rolls out of the way of the beast and escapes harm from the crushing attack.

Creatures of the deep woods, Strix says that these giant slugs are sometimes driven from the forest by the elves, to wreak havoc on the farms that the elves feel encroach too far on the trees. They are surprisingly fast and aggressive beasts, and bringing one down is a difficult task. Even worse, Strix says they taste disgusting.

What is there to say? Mindless creatures that cause destruction for no apparent reason. Much to admire in fact.



Stupid creatures, but good if you are looking to cause random destruction. The tricky part is getting them to go where you want them to!



GAUNTMAN

Type	Monster
Actions/round	2
Weapon/skill/damage	Stamp and beat/6/3d6+1
Armour	Hide 1d6
Adventuring skills	6
Stamina	41
Notes	Beast

Ability: Crush. The gauntman has a habit of stamping on or crushing little people that get in its way. Any successful attack knocks the target over - they must spend an action to get back on their feet.

Some kind of giant, gauntmen resemble thin, straggly humans, albeit twice as tall as a tree. Strix says that these beings are less violent than some of their giant brethren, and can be reasoned with. However, they are tetchy and irritable, and so are best avoided - it is all too easy to end up on a messy stain on the ground as a result of annoying a gauntman!

According to one of the histories I read, a gauntman once attacked the city of Westerboss, and destroyed much of the outskirts of the city before the watch drove it off. Apparently it was looking for sheep!



These creatures are ugly on the outside but fair on the inside. The exact opposite of me some might say!



HAG

Type	Monster
Actions/round	2
Weapon/skill/damage	Claws/4/1d6+2
Armour	None
Adventuring skills	6
Stamina	21
Notes	Intelligent, 1d6 spells

Ability: Ugly. A hag is very ugly – something about the face makes the creature hard to look upon. Anyone up close to a hag must make a spot test. If they fail, all is well. If they succeed, they find the creature's visage distracting and suffer -5 on all tests in the hag's presence.

These magic users are as cunning as they are ugly, appearing as parodies of old men and women. Something about the closeness in appearance to old folk is more off-putting than the truly alien monstrosities that plague the Kingdom – many find it hard to concentrate in their presence. They are extremely knowledgeable, and are always willing to trade what they know for seemingly random but very hard to acquire items, such as a fire bird feather, a flesh borer grub or a ladies tooth. They always uphold their end of the bargain, but beware to any that try to cross them...

I once had dealings with one of these repulsive creatures. It's knowledge was almost as exceptional as it's ugliness. Still, it had what I needed. Ergh, I shudder to think of that face...



One of these creatures tried to tell me the time and manner of my death. I interrupted it to tell it that its own death was nigh, before striking it dead with an arcane blast. Touché!



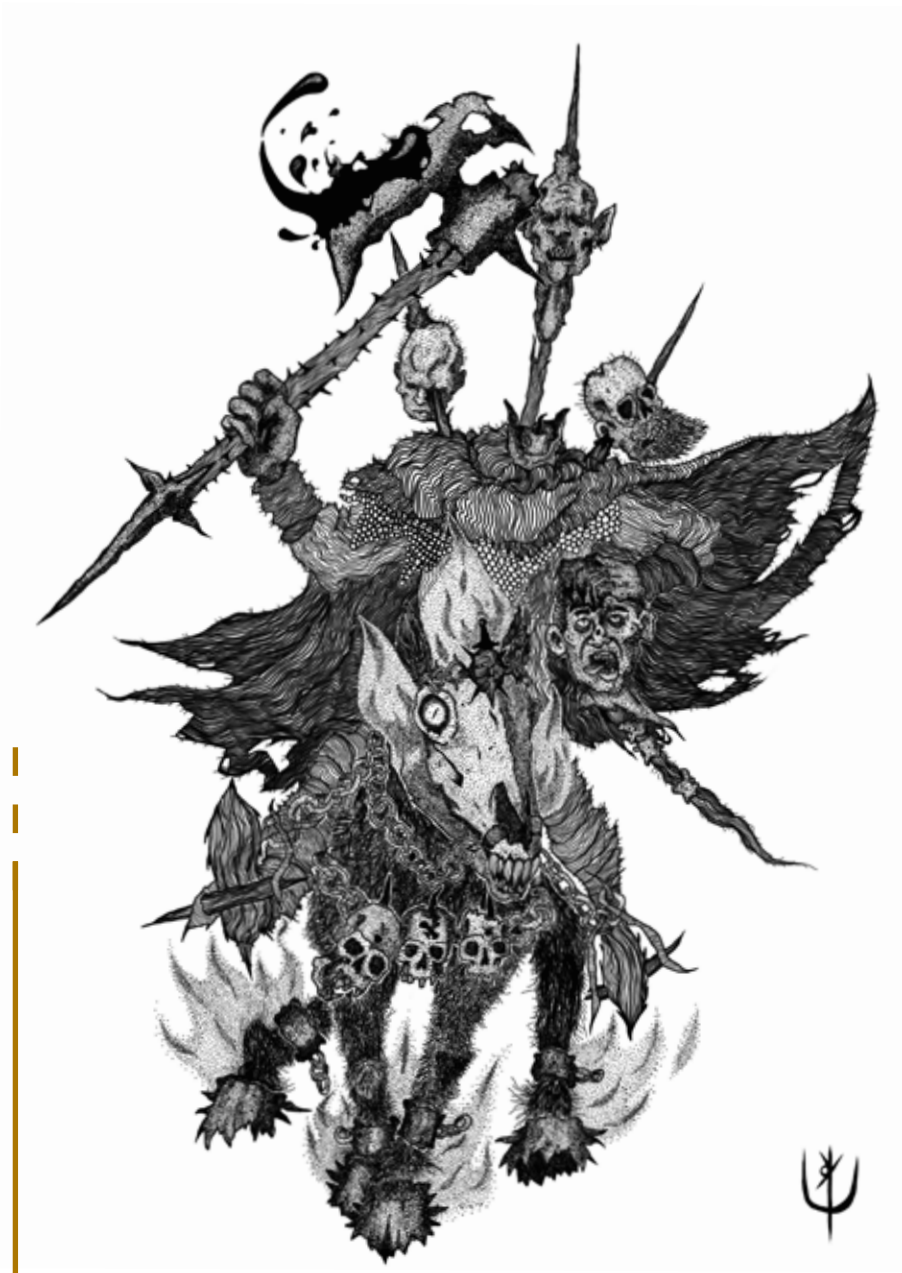
Never heard of such a creature. Should I meet one I would have many questions to ask...

HARBINGER

Type	Spirit
Actions/round	2
Weapon/skill/damage	Weapons/9/-
Armour	Armour
Adventuring skills	6
Stamina	19
Notes	Intelligent

Ability: Vision. As an attack, a harbinger can automatically inflict a vision of their death upon a target. The target must make an appraise test. If the target fails, they fail to see the meaning of the vision and can carry on regardless. If they succeed, they understand the import of what they see and are stunned for 1d6 rounds. The harbinger can only send a vision to a particular target once - after this, it has no effect.

Winged spirits from a higher realm where time does not flow in the same manner as it does here in the Kingdom, harbingers are beings full of occult wisdom. Conversing with them can be very beneficial, as they know much that has been, is now or will be. However, there is one drawback according to Strix - they have a tendency to reveal to others the manner and time of their death. Needless to say, such behaviour makes harbingers less popular guests than might otherwise be the case....





A far-fetched tale indeed. In my experience it is brigands that collect heads - no spectral entities are required!

HEADLESS HORROR

Type	Spirit
Actions/round	2
Weapon/skill/damage	Slashing weapon/11/-
Armour	Only harmed by magic
Adventuring skills	5
Stamina	19
Notes	Intelligent

Ability: Headsman. If the horror causes a critical hit and the result is 8 or more on the critical table, ignore the result - instead the horror beheads its opponent.

The elves of the forests know many spells that are either lost or unknown to the rest of the Kingdom. One such calls a headless horror - a terrible spectral being that hunts victims out on the open roads. When the horror is unleashed, only by collecting three heads is it sent back from whence it came.

The horror exists. I have seen it on the roads out by the great forest. Luckily it took a servant's head rather than mine!



Staves of hunger tree wood are excellent for dark magics - I have one myself and it cannot be faulted.



I spoke to a treeman of these things. He says they protect the woods, but unlike his folk they are dark and fey, and cannot be reasoned with. For this reason they are dangerous and best avoided by all.

HUNGER TREE

Type	Monster
Actions/round	3
Weapon/skill/damage	Branches/5/1d6
Armour	Bark 1d6
Adventuring skills	-
Stamina	15
Notes	Beast

Ability: Grab. Anyone successfully struck by a hunger tree must immediately take an athletics test. If they fail they are picked up by the branch and tossed into the air, falling for 1d6 damage.

In the deep glades of the forest where the elves hold sway and it is possible to traverse realms into other worlds of endless trees, Strix tells of the hunger trees. These sentient plants are able to walk on their roots, moving as fast as a man when they need to. They hunt intruders to the woods, whom they attack with their prehensile branches. Strix says that some consider them protectors of the trees, and areas where they dwell are best avoided.



In one of the rooms of my tower is an mummified arm which I believe came from one of these beings. Occasionally it moves if I get too close. I have found it an excellent tool to frighten the fools who periodically beg to be my apprentices.



I have some corpse-powder somewhere here... An excellent poison, it causes asphyxiation when breathed in. I haven't had need to use it yet. Yet...

HUSK

Type	Undead
Actions/round	2
Weapon/skill/damage	Claws/7/1d6+2
Armour	None
Adventuring skills	4
Stamina	19
Notes	Beast

Ability: Dust. Husks are full of cloying dust. Every time a husk is successfully struck in combat, all those nearby must test their luck. If they fail they are partially blinded and choked by a cloud of dry corpse-dust, and unable to do anything but gag for 1d3 rounds.

It is possible through certain rituals to preserve corpses by desiccation, such that the resulting cadaver is bone dry. Animating these husks through necromancy results in a shambling, powdery thing, that erupts in clouds of choking corpse dust when struck. Strix says the trick is to douse the husk in water before combat, such that the dust becomes a foul-smelling sludge and the danger is averted. Well, some of the danger is averted...



I have the spell to summon one of these somewhere. I can't remember where I put it... No matter. These creatures do exist, I have seen them, my old master Zennth of Honheim had one. Nasty thing it was, and it certainly didn't like me. Apparently if summoned you have one chance to persuade it to be likeable - fail that and you're in trouble...



IMPLING

Type	Monster
Actions/round	1
Weapon/skill/damage	Claws/7/1d6
Armour	None
Adventuring skills	6
Stamina	6
Notes	Intelligent

Ability: Magical channel. An impling can channel magical power into a magician casting a spell. This requires touch and the willing assistance of the impling. The magician must then test their luck. If they fail, they pay the stamina cost as normal. If they are lucky, the impling channels the stamina cost from beyond the veil - the spell works as normal but neither magician or impling suffer stamina loss.

Many is the wizard who would spend their life trying to find the spell to summon an impling companion. Able to channel the energies needed for spells from some 'elsewhere', implings make casting and especially copying spells a degree easier and safer. They are also loyal friends, or at least they can be... Strix tells me of a magician of Marenesse who was scarred hideously by an unimpressed impling. Despite their small stature at barely a foot high, they can be vicious. To those who win their favour they are erudite and conversational, and mighty loremasters of occult knowledge.

I have searched Dolkepper's tower from top to bottom and I cannot find this spell! The fool has lost it somewhere, or used it to mop up spilled beer!



I begged the necromancer of this city to prepare one of these for me, so far he has refused. I think some other forms of... Persuasion are required.



KNIFE GHOUL

Type	Undead
Actions/round	1
Weapon/skill/damage	Claws/7/1d6+2
Armour	None
Adventuring skills	4
Stamina	17
Notes	Beast

Ability: Slash. The blade-like claws of the knife ghouls tear through metal with ease. When a character wearing armour is hit by the ghouls, look at the result rolled on the damage die. If it is even, proceed as normal. If it is odd, the armour the character is wearing is degraded by one level (2d6 to 1d6, 1d6 to 1d3, 1d3 to zero).

These undead beings are, Strix tells me, the result of necromancers dabbling with the forms of their undead servants. The claws of the being have been elongated and sharpened, and are imbued with a strange metallic substance which makes them harder than diamond. They are typically employed as guards, where their sharpened claws make mincemeat of their foes, which then handily provide sustenance for the ghouls.

I know a necromancer who boasted of having such constructs in his personal army. I didn't believe him, and I'm not sure I believe Strix in regard to these creatures - it all seems very far-fetched.



Another of Strix's musings I fear.. As if such a large creature as he describes could go unnoticed and unrecorded for so long. I suspect those poor fisher-folk were killed by the fishermen that infest many lakes and rivers - these I know of, I have seen them, they have a home near to Grim Biskerstaf. The thought of some kind of huge lizard living in the water, well, preposterous!



LURKER

Type	Monster
Actions/round	2
Weapon/skill/damage	Bite and claws/7/2d6
Armour	Hide 1d6
Adventuring skills	5
Stamina	18
Notes	Beast

Ability: Lunge. If the lurker is hidden underwater and a character comes within range, for the first round of combat the lurker gets a free attack – if it succeeds it damages the character as usual, if it fails in the attack it takes no damage.

Strix opines that the rivers and lakes of the Kingdom are home to all manner of creatures that most folk never see, or if they do, it is usually the last thing they do see. He calls these things lurkers, and says from the air they are easy to spot beneath the water, but from land they are very hard to see. They are ambush predators, so he says, and regularly take fishermen and other folk who come to the water to drink.

I admire these creatures! To have the patience to wait for hours on end to take your prey, that is dedication for you! I must get one for the palace gardens...



I have monikin candles, though the process of creating them was horrific. I have used them only once, to try and kill my father, but someone found them and took them. Now at least I know who.



MANIKIN

Type	Monster
Actions/round	1
Weapon/skill/damage	Weapons/6/1d6
Armour	None
Adventuring skills	4
Stamina	7
Notes	-

Ability: Swarm. Manikins are so tiny as to be ineffective in combat on their own. However, a large number can swarm, in which case use the statistics above. The maximum damage that the swarm can take from any attack is a single point.

Strix tells me that sorcerers can sacrifice blood and flesh with appropriate spells to create tiny versions of themselves, called manikins. The process is exquisitely painful, and leaves the magician with scars that can be hard to hide. The manikins are intelligent and reflect the nature of their creator, although they have no magical power. They can also be 'stored' indefinitely by encasing them in a candle of black wax, which can then be passed to an unsuspecting target. When the candle burns low the manikin is released to do their master's bidding.

Someone left a manikin candle with Lord Kelberond. I took it, and have it still. I'm in half a mind to burn it to see what lies within.



I would dearly love a dragon companion. So far, attempts to locate a scroll with the spell have failed, but I search on!



Miniature dragons? Huh, give me an impling any day.

MINIATURE DRAGON

Type	Monster
Actions/round	2
Weapon/skill/damage	Claws/9/1d6
Armour	Hide 1d3
Adventuring skills	6
Stamina	15
Notes	Intelligent

Ability: Mental link. The miniature dragon can maintain communication with its master and talk to them mind-to-mind over large distances.

The magicians of the morning lands sometimes tame the intelligent and loquacious tiny dragons of their realm to become loyal companions. Typically, this requires a spell of attunement, which bonds the dragon with its new mistress or master. The dragon is then a loyal companion, and can mentally communicate with its owner over long distances. The only downside to this, so Strix informs me, is that if the dragon dies, the magician who owns it can never attune to another such is the nature of the magic employed.



My research has discovered nothing of these beings other than tales and folklore. I don't disagree that there must be some truth behind these stories, and I have uncovered some connections to the elves of the deep forest who are not truly of our world, but nothing conclusive.



NIGHTMARE

Type	Spirit
Actions/round	1
Weapon/skill/damage	Hooves/8/1d6+1
Armour	None
Adventuring skills	3
Stamina	18
Notes	Beast

Ability: Insubstantial. The nightmare flickers in and out of reality. When it is hit by any attack, look at the die rolled for damage. On any odd result the nightmare flickered out of this plane of existence and the resulting damage is halved, rounding up.

A spectral horror, nightmares are figments of the dream realms that spill into our reality. They feed on dreams, and can be summoned by violent nightmares, or so Strix says. He even goes so far to say that some dark magicians use them as steeds, and that they can gallop through the air as if they were on land. Strange beasts indeed.

I would like such a creature as my mount, when the time comes to rise up in the traitor's name. I drink the skull-potion to bring on dreams in the hopes of summoning one which I can bargain with.



The women in my service boast of such a creature as their leader. I have encountered this beast, and we have had many dealings. Truly a remarkable creature, in a horrible kind of way.



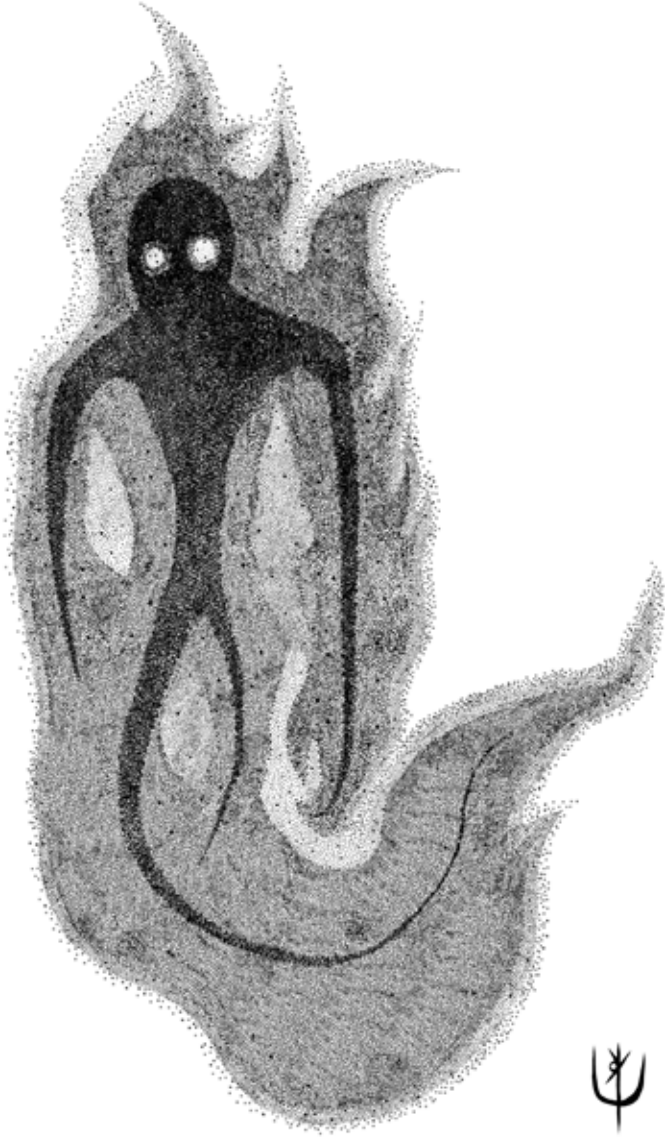
PATCHWORK DEMON

Type	Monster
Actions/round	3
Weapon/skill/damage	Claws/11/2d6+1
Armour	Hide 1d3
Adventuring skills	7
Stamina	27
Notes	Beast

Ability: New growths. Whenever a patchwork demon suffers five or more points of stamina damage, it erupts in an new mutation. Either roll on the minor mutations from the Compendium, or pick a random animal feature to add.

Strix believes that some unmen are more afflicted by mutations than others. These he calls patchwork demons. When they suffer harm they spontaneously mutate, gaining new horrible features. Some of the older examples are little more than a mass of mutated flesh and twisted bone.

I have heard rumours that such creatures are to be found around the ruins of Honheim, where unnatural energies swirl and coalesce in obscene forms. One of my colleagues, Brakkus the illusionist, told me that he battled two such creatures when he searched the Tower of Morning in that city. He says the sight was so unnerving that it haunted him for days. But he's always been sensitive, has Brakkus.



I met one of these. As a result of that encounter I had broken one of my wands and lost the use of my left leg. Needless to say, I am not keen to renew my acquaintance!



PHANTASM

Type	Spirit
Actions/round	2
Weapon/skill/damage	Drain/5/Special
Armour	Harmed only by magic
Adventuring skills	6
Stamina	11
Notes	Beast

Ability: Drain. A strike from a phantasm drains 1d3 luck from a target, as negative energy courses through their body.

The nature of these creatures is hard to guess - they seem in some ways akin to spirits, but not of the dead. Perhaps they are dreams made real, or ideas manifest - Strix has nothing to add on that subject. They are embodiments of negative energy, and they seem to suck all of the positivity out of anyone that they touch. Although insubstantial and vaporous, they cannot pass through glass, and so can be trapped in bottles and vials. What you could learn from such a creature isn't clear, so what use it would serve is at best moot.

Trifling things, but they can become difficult if they haven't your workshop, as I have discovered to my cost!



They say that these creatures have been seen in the Kingdom, alas. The traitor raised many evil things to his banner, and it seems he had the means to turn his commanders into revenants. I don't know if this is true, but I pray it is not!



REVENANTS

Type	Undead
Actions/round	2
Weapon/skill/damage	Weapons/9/-
Armour	Armour
Adventuring skills	7
Stamina	22
Notes	Intelligent

Ability: Hunger for life. Revenants desire nothing more than life itself. Even being in their presence is enough to cause a sickening of the soul. Every round in the presence of a revenant causes all those nearby to either succeed at a luck test or lose 1d3 stamina. Every round that the revenant causes some stamina damage to enemies in this way, it heals two stamina points.

Not all undead are mindless. Revenants are far from it. They are individuals whose desire to cheat death keeps them grimly hanging on even as their bodies decay. They seek the life energy of others to fuel their unholy existence, and drain it from all around them. Strix tells me these things are common in other lands. Thank the Thrice Blessed we live in the Kingdom!

These creatures cannot be controlled - their hunger dominates them. They make poor servants.



I have the body of one of these creatures in my first library, dried and mounted on the wall. It is very ugly to look upon, but its spines are excellent for holding my smoking robes, so the thing has some use at least.



SEA DEMONS

Type	Monster
Actions/round	1
Weapon/skill/damage	Weapons/9/-
Armour	None
Adventuring skills	8
Stamina	16
Notes	Intelligent

Ability: Slippery. Whenever a sea demon is struck, look at the die result of the attack roll. On an even roll the attack hits as normal. On an odd result, the strike partially slides off the demon's mucus covered hide, and does half damage (rounding up).

Apparently lake Gosenham is home to a kingdom of these creatures. Strix tells me that he dined on several as he traversed the area, though their hides were unpleasant to feast upon. They are intelligent, and have their own language, and are apparently great artists - every one a poet or sculptor of skill. Some of their works have even been sold in the Kingdom, and they say the King has a strange statue which maybe is of their making. But their mindset is alien, and they do not like us, the 'drys'.

There are some of these creatures near Grim Biskerstaf, in the river. I have tried to hold court with them, but they refused to hear me.



The king of d'Selz in the north has a palace built around the shell of one of these creatures, so a merchant from that land told me. Apparently, once you get passed the shell they are delicate within and easily killed. They taste good too.



Rubbish. Such creatures sadly no longer exist, if they every lived at all.

SEA DRAGON

Type	Monster
Actions/round	4
Weapon/skill/damage	Claws/10/2d6+2
Armour	Shell 2d6
Adventuring skills	6
Stamina	45
Notes	Intelligent

Ability: Freezing breath. As an attack once every other round, a sea dragon can breathe out a cloud of freezing gas. All those nearby must test athletics to avoid the cloud, otherwise they suffer 1d6 damage that ignores armour.

Strix often speaks of the creatures of the land, but occasionally also talks of the beasts of the sea. He says that the coasts to the north of the evening lands are full of sea dragons, vast shelled monsters that feed on whales and other large creatures. Unfortunately, sometimes these intelligent beings consider ships to be playthings, and toss them about on the waves or freeze their crews with their breath. He says these creatures are very old, and know all manner of secrets lost to the civilised lands. Surviving their attentions long enough to get them to part with such knowledge would be the tricky part, it would seem.



This is a species of creature, that is for sure. They come from a desert plane, that all of the deserts of the south of this world connect to. How they ended up in the Kingdom is unknown, but they are here - I have seen them!



SERPENTINE

Type	Monster
Actions/round	1
Weapon/skill/damage	Weapon/5/-
Armour	Hide 1d6
Adventuring skills	7
Stamina	12
Notes	Intelligent

Ability: Lightning speed. A serpentine always goes first in combat, and gains a +7 bonus to its initiated attacks instead of the usual +5, due to its uncanny speed.

Appearing as something like a cross between a snake and a man, but covered in spikes, the serpentine is a dangerous opponent. Moving with uncanny speed, it is always the first to strike and can be very hard to defend against. It is most aggressive when defending its eggs, or so Strix says. He assures me this is a species of creature, not just an individual, but concedes that he has only ever heard of a single example - skewered by Lord Lotz on a grand hunt along the southern coast.

This sounds like another preposterous invention of Strix. Sometimes it is worth letting him blather on - it can be very entertaining to see what he dreams up!



Foul things no doubt, but they have their uses. Slimes can dissolve even metals, and so a small quantity held in a stoppered jar is an excellent way of disarming locks and the like. Don't ask me how I know this...



I have planted slimes all over the entrance to my den. Sometimes women are too inquisitive for my liking - I can hear their screams as they encounter my 'pets'...

SLIME

Type	Monster
Actions/round	1
Weapon/skill/damage	Acid/-/Special
Armour	None
Adventuring skills	-
Stamina	15
Notes	Beast

Ability: Dissolve. Anyone who steps in the slime is immediately stuck in place and begins to be attacked by the acid. Each round they will take 1d6 stamina damage until they can break free, as the slime flows up their legs and onto their body. To break free requires a successful athletics test.

These slimes and moulds are common in the dark places of the earth - I have seen them in the sewers of the city (do not ask why I was there...). They appear harmless, but should you step onto one, it will flow over your body and if you are not quick to escape its sticky clutches, you'll soon dissolve!



Spiders are wicked things, and these creatures are no better. I hope I never meet such beasts...



I have learned the words of this curse, that turns men into spider-things. I plan to use it on that fat fool Tallow.

SPIDER CURSED

Type	Monster
Actions/round	3
Weapon/skill/damage	Bite/5/1d6
Armour	Hide 1d3
Adventuring skills	4
Stamina	21
Notes	Beast

Ability: Webs. The spider cursed are able to spin webs, and can make an attack by firing their webs at targets using their adventuring skills. Targets successfully struck are entangled and unable to move for 1d3 rounds.

Strix does not know where these creatures come from, but guesses they are the result of a terrible curse. They are strange mixtures of spiders and men, and have the worst characteristics of both. They inhabit forests and caves, where they hunt for living prey. They are intelligent and surprisingly conversational, and are often keen to seek news of the Kingdom. But they are fickle beasts, and Strix tells me that many a conversational partner has ended up wrapped in webbing and sucked dry.



*One of these beasts pulled down the walls of Lost Surness
in the morning lands, or so my books say.*



Huge beasts so Strix says. I've never seen one, or heard of anyone else who has. Another fabrication I fear.

STONE GIANT

Type	Monster
Actions/round	2
Weapon/skill/damage	Fists/9/2d6+2
Armour	Skin 1d6
Adventuring skills	6
Stamina	34
Notes	Intelligent

Ability: Stomp. As an attack, a stone giant can beat the ground with its fists. Anyone nearby must pass an athletics test or be knocked off their feet.

There are as many different giants as there are people, so Strix informs me. The stone giants live in the mountains, where they throw rocks at one another for sport and play. Intelligent but belligerent, stone giants are a real danger when they come down from the high mountains, usually in search of food. Goblins are said to sometimes deal with stone giants, who will join their war-parties assuming they can keep the giant in meals. Failure to feed the creature often has disastrous consequences!



Now Strix is entertaining fairy stories - silent hunters in the deeps. As if. Poppycock I say! He's stalling for time as he tries to think up more entertaining beasties. The cunning old beast!



TUNNEL HORROR

Type	Monster
Actions/round	2
Weapon/skill/damage	Claws/7/1d6+1
Armour	Hide 1d3
Adventuring skills	5
Stamina	13
Notes	Beast

Ability: Pin. The tunnel horror has many limbs, each ending in sharp spikes. If it successfully hits an opponent, it can pin them in place while it attacks with its other limbs. This requires the target to succeed an athletics test to wriggle free.

These monsters, Strix says, are common in the bowels of the earth, such as the lower reaches of dwarven holds and goblin cities. They have weird spider like frames, with strangely shaped ears to pinpoint their prey - it seems they hunt by sound alone. Many is the goblin that has disappeared into the darkness when one of these silent terrors is abroad hunting.

Dolkepper is such a narrow-minded fool. There are dark things in the bowels of the earth, and these are but lesser horrors compared to others that stalk the night-black halls...



The traitor called on all manner of foul things as his time neared, and I don't doubt what Strix says - such a being could very well exist. The Thrice Blessed help us all.



UNSPEAKABLE THING

Type	Monster
Actions/round	3
Weapon/skill/damage	Tentacles/10/2d6+2
Armour	None
Adventuring skills	6
Stamina	36
Notes	Beast

Ability: Constrict. If a target is struck by the unspeakable thing, after taking damage they must compete against the thing in an athletics test. If the target succeeds they manage to break free, if they fail they are caught in a tentacle and automatically suffer damage again at the start of each round. After each instance of receiving damage, they may try the opposed athletics test again to break free.

Strix has only heard tales of one of these... Things, and believes it to be a singular entity, a physical manifestation of pure corruption. According to the stories he has heard it lurks in the darkness, and is a font of corruption - areas in which it dwells slowly succumb to the rot, and mutations and other such horrors become ever more common. It may be related to demons such as Deloch, but this cannot be confirmed, and Skirx would not speak further on the matter.

This thing is corruption manifest. Even I would hesitate to have dealings with such a foul being...



Some say that these beings know all manner of dark secrets. Conversing with one would be dangerous, but, I suspect, rewarding. I have heard that they are often trapped in stoppered bottles. Beware wine of unknown providence!



VAPOROUS DEVIL

Type	Spirit
Actions/round	2
Weapon/skill/damage	Claws/10/2d6+1
Armour	Only harmed by magic
Adventuring skills	6
Stamina	19
Notes	Intelligent

Ability: Corrupt whisperings. The vaporous devil is constantly whispering and muttering. As an attack it can attempt to whisper a corrupt secret into the ear of a target it can touch. This requires an attack roll. If successful, the target is stunned and unable to act for 1d6 rounds. Can only be attempted once per target.

Strix tells me that if wizards delve too deeply of forbidden knowledge, they become consumed by it. On their death they become twisted beings of pure evil, forever searching out more damnable secrets, secrets they feel compelled to tell to those unfortunate enough to encounter them. Immune to anything but magic, these foul beings are known to infest Ruined Honheim. I have heard rumours that the Traitor himself listened to their lies.

It is written in some of the... Fouler books I own, that some of the greatest wizards of our age have become such creatures - a fate I must learn to avoid! But I must have one of these! I must! What I could learn...





Horrible beasts. Two were seen above Pomperburg before the war. I tried to converse with them and they were most rude. I suspect Strix gets on well with them due to their joint love of the airs.

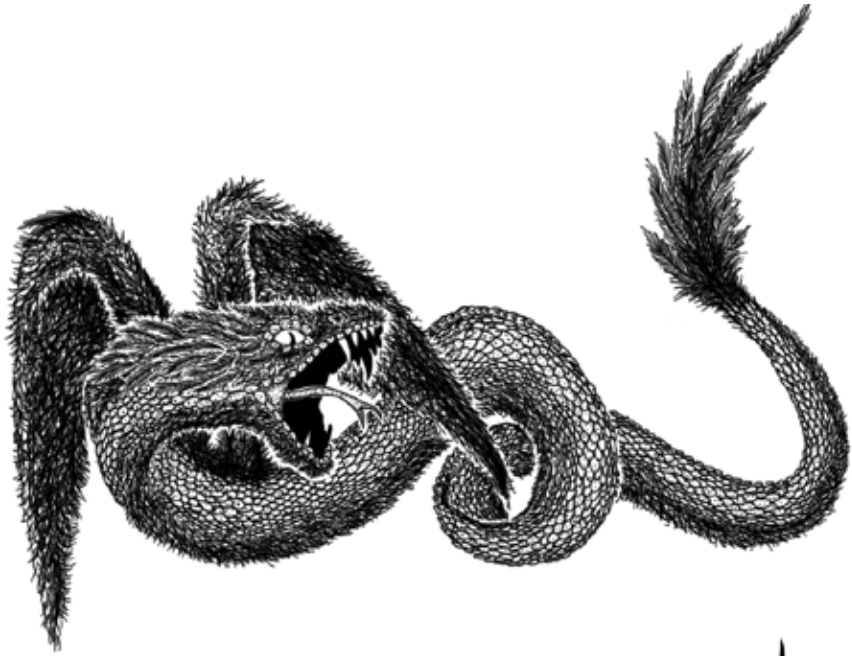
WINGED HUNTER

Type	Monster
Actions/round	1
Weapon/skill/damage	Claws/9/1d6+2
Armour	None
Adventuring skills	6
Stamina	15
Notes	Intelligent

Ability: Swoop. The winged hunter likes to attack from the air, swooping down on foes. When it swoops to attack it gains the usual +5 bonus to its attack before disengaging and flying high in the air. Therefore attacks initiated against the hunter can only be made with ranged weapons.

Despite their fearsome appearance, Strix assures me these creatures are quite amiable and can be a great source of gossip from the lands they patrol. Their nests are in high trees or atop craggy mountains, and are quite inaccessible. They fly in patrols of two or three, and hunt large beasts which they swoop down upon from the air.

A fiction, no such beasts exist. The caged example shown in the great market of Grim Biskerstoff was an unman, and a sorry one at that.



I took a dram of this venom once, to see what would happen. It made my toes tingle and everything smell of cabbage for three days. An over-rated effect I would say.



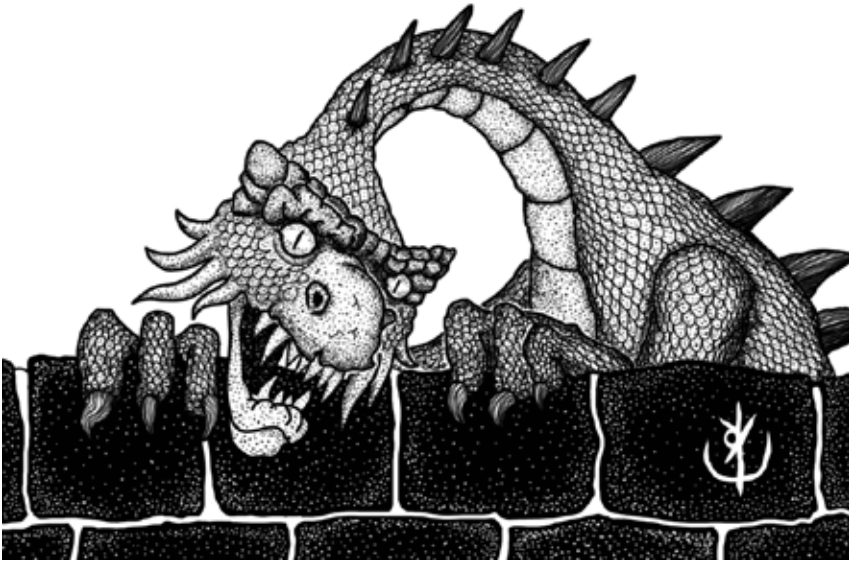
I allowed one of these to bite me in order to see my future. I saw nothing by fire and death, which suits me well.

WINGED SNAKE

Type	Monster
Actions/round	2
Weapon/skill/damage	Bite/9/1d6+21
Armour	Hide 1d3
Adventuring skills	8
Stamina	22
Notes	Beast

Ability: Hallucinogenic venom. If a character is successfully bitten by a winged snake, they will be infected with an hallucinogenic poison. For the next 1d3 days, the games master is free to describe exactly what they sense...

These small but beautiful sinuous snakes curl through the air like flags rippling in a stiff breeze. They are placid creatures according to Strix, and not prone to attacking others, but they are prized for their venom. This brings on strange and powerful visions, in which sometimes a prediction of the future may be seen. Many of the folks at the edge of the wild use the venom of these snakes in their rituals and rites of passage.



*Wyrms lie and cheat, they are without any kind of honour.
Much like me. I think we would get on.*



I knew a wyrm once, and had many conversations with him in my youth. He had looted the dwarven hold of This-tledon, and used the rubies and gems as a bed. This annoyed the dwarves no end!

WYRM

Type	Monster
Actions/round	3
Weapon/skill/damage	Claws and bite/10/2d6+2
Armour	Hide 1d6
Adventuring skills	6
Stamina	24
Notes	Intelligent, 1d6 spells

Ability: Spell caster. The wyrm knows 1d6 spells, and can cast one a turn without paying the stamina cost and without the need for a scroll.

Wyrm are related to dragons, but they are wingless and smaller than their more well-known kin. They are however incredibly intelligent, and powerful spell-casters, who seem to have boundless abilities to unleash magical energy. Strix says that most of the wyrms of the world live in the deep places, below the goblins, dwarves and other underground civilisations. Here they brood in the dark, curled on their treasure gathered from looted halls.



I, Dolkepper the master magician, have collected here what the manticore Strix told me of the creatures of the Kingdom. Some of these beings I know exist, some I have never heard of, and some I fear the beast created for my amusement and to ensure the Rebeck brandy kept flowing. I leave it to you, reader, to discern the truth and identify real monsters from fictions dreamt up by my strange companion.

In this book you will find over fifty creatures that may or may not exist in your game of Warlock, from aerial hunters to wyrms...

