

ABOLETH

Val	Char	Cost	Roll	Notes
20*	STR	5	13-	Lift 400kg: 4D6
14	DEX	12	12-	OCV: 5 DCV: 5
16	CON	12	12-	
11*	BOD	0	11-	
23	INT	13	14-	PER Roll: 14-
18	EGO	16	13-	EGO Roll: 13-
20	PRE	10	13-	PRE Attack: 4D6
0	COM	-5	9-	
3	PD	0		Total: 3 (0 rPD)
3	ED	0		Total: 3 (0 rED)
4	SPD	16		Phases: 3, 6, 9, 12
8	REC	2		
40	END	2		
26*	STN	0		

Total Characteristics Cost: 83

Movement: Running: 3"/6"
Leaping: 0"
Swimming: 7"/14"

Cost	Powers	END
7	Huge: Growth (1 level) -1" KB; Inherent, 0 END Cost, Persistent, Always On (*)	0
10	Swift: Swimming +5" (7" total)	1
5	Tentacles: Stretching 1"	1
7	Tentacle Smash: Hand-to-Hand Attack 2D6 (6D6 w/STR); Only to add to Strength Damage	1
5	Heat Sight: Infrared Vision	-
70	Aboleth Curse: Major Transformation 7D6 (makes aquatic slave); 4 Charges, No Range	0
10	Strong Will: Mental Defense 14	-
1	Hold Breath: Life Support breathe 1 END/ Minute	-
40	Mental Powers: Multipower (40 pts)	
4u	Mesmerism: Mind Control 8D6	4
4u	Mirage: Mental Illusions 8D6	4
4u	Mirage: Images (sight, hearing, touch) -4 PER	4
4u	Mind Contact: Telepathy 8D6	4
4m	Kinetic Barrier: Force Field 10 PD, 10 ED	2
8m	Mind Strike: Ego Attack 4D6	4
2u	Mind Cloak: Invisibility (sight); Only to sentient minds	4
-6	Running -3"	
-3	Leaping -3"	

Cost Skills and Talents
3 Combat Skill Level OCV +1 with tentacles

Total Powers & Skills Cost: 179**Total Cost: 262**

PTS Disadvantages
-5 Susceptible: not being submerged D6/hour

Total Disadvantage Points: -5**Monster**

Ecology: Aboleth are horrors native to the Underdeeps, far from the sun. They dwell in the seas and waters of these dark and vast caves, lurking at the fringes of civilization such as exists in those caves. Although loners, at times they will encounter another of their kind and after a few weeks the females lay eggs which wiggle constantly until hatching weeks later.

Personality/Motivation: Aboleth are evil creatures, full of cruelty and malice, seeking to dominate and control all they encounter. Lazy to an extreme, they try to acquire wealth and power while doing as little as possible. Although greatly intelligent, they are so indolent as to never study or strain their intellect, and do not achieve great things like the Illithid.

Powers/Tactics: The Aboleth are powerful psychic creatures, and use these powers to trick, control, and destroy their prey or enemies. Aboleth have a more horrible power, however. Each of their four main tentacles has a sucker at the tip that can inject a horrible toxin in the victim. This toxin causes the victim to change overnight, their skin becoming translucent and slimy, unable to stand the dry air, while their lungs change to be only able to breathe water. They further have their Ego reduced to one, which makes them very easy to control and keep as a slave to the Aboleth. This affliction is called the Aboleth Curse, and will wear off after a month, but the Aboleth can simply reapply it at any time.

Campaign Use: Served by slaves, the Aboleth build underwater cities and dominate the seas and black waters of the underdeep where they dwell. They often will have significant treasure, guarded by a variety of dominated and powerful weird deeps-dwelling water monsters. The Aboleth are hated by all other underdeeps races and war constantly is waged between them and the nearby civilizations. The slime that Aboleth are coated with is a useful if rare alchemical ingredient worth D6 in D6 silver per dead Aboleth. The scales also sell for D6 copper each, about 3D6 quality scales can be harvested from the creature.

Appearance: Aboleth are fishlike creatures about 10-12 feet in length. They have a blunt face with long, horizontal eyes and four tentacles, and along their sides are suckerlike projections that double for stubby legs. Aboleth are very colorful for underdeeps creatures, especially in ultraviolet light which causes them to fluoresce with bright colors.

ARACHTAUR **Monster, Spider, Chimera**

Val	Char	Cost	Roll	Notes
35*	STR	5	16-	Lift 3200kg: 7D6
16	DEX	18	12-	OCV: 5 DCV: 3*
20	CON	20	13-	
16*	BOD	6	12-	
10	INT	0	10-	PER Roll: 11-/12-
14	EGO	8	10-	EGO Roll: 10- ECV: 2
25/35	PRE	15	14-	PRE Attack: 5D6
-2	COM	-4	10-	
8	PD	4		Total: 14 (6 rPD)
4	ED	0		Total: 10 (6 rED)
4	SPD	14		Phases: 3, 6, 9, 12
7	REC	0		
40	END	0		
40*	STN	2		Total Characteristics Cost: 88

Movement: Running: 9"/18"
Leaping: 3"/6"

Cost	Powers	END
37	Huge: Growth (4 levels) -4" KB, +2 PER to be seen; Inherent, Persistent, 0 END Cost, Always On (*)	0
18	Chitin: Armor 6 PD, 6 ED	-
5	Deep Sight: Infrared Vision	-
2	Keen Vision: Enhanced Perception +1 (sight)	-
10	Bite: HKA D6-1 (1 1/2D6 w/STR)	1
10	Many Eyes: 360 Degree Perception (sight)	-
5	Many Legs: Extra Limbs (8 legs and 2 arms)	-
6	Many Legs: Knockback Resistance -2" (-5" total)	-
6	Swift: Running +3" (9" total)	2
10	Climbing: Clinging (35 STR)	-
7	Terrifying: Presence +10 (offense only)	-
2	Long Lived: Life Support longevity (x10 life)	-
34	Venom: Multipower (60 points); Only if Bite does Body damage, 8 charges	
3u	Kill: Drain 3D6 Body, Recover per hour, Gradual Effect: Turn	6
2u	Paralyze: Entangle 2D6, 2 DEF; vs ECV, Ego rather than Strength, Physical Damage does not help, cannot form barriers, vs CON	5
3u	Envenom: Aid 2 1/2D6 (poison to weapon of KA 1D6 KA NND, full damage, random charges D6+1, must do body damage), fades per five hours, costs END, Extra Time full phase	
-2	Dark Dweller: Perception -2 (sight) in bright light	

Cost	Skills and Talents
2	Language: Deepspeak (fluent conversation)
3	Language: Deep Elf (fluent)
4	Weapon Familiarity: Underdeeps common weapons
3	Environmental Movement: Webs
-6	DCV in bright light -2
-3	OCV in bright light -1

Total Powers & Skills Cost: 161
Total Cost: 249

PTS Disadvantages
-10 Vulnerability: x2 Flash Attacks (sight)

Total Disadvantage Points: -10

Spellcaster: add +8 INT, Magic Skill 17-, Journeyman Dark or Demon and Apprentice in two: Elements, Illusion, Mysticism, Summoning, War. Adds +74 pts

Ecology: Arachtaur are horrible monsters created by Deep Elf cultists worshipping a spider demon. They are dedicated guardians of the cult and its temples, and are rarely encountered. On very rare occasions one will either go mad from the transformation or turn against their cult and flee the underdeeps to dwell nearer the surface. These creatures are very long-lived but cannot breed and must be created with dark, awful magic rituals for the evil spider god.

Personality/Motivation: All Arachtaur are filled with hate and malice toward all living save their cult. Any that flee their cult show no exceptions to this hate, and any that have gone insane are just filled with unreasoning pain, rage, and hatred.

Powers/Tactics: An Arachtaur has many of the characteristics of the Cave Spider their body was fused to such as generating poison, multiple legs, a chitinous shell, and wall climbing. Arachtaur also have multiple eyes which grant them vision in all directions but a vulnerability to bright light and flashes.

Arachtaur fight with weapons, typically very large two-handed weapons sometimes with a huge shield as well. They are able to poison their weapons (and do so regularly) which gives their weapons an extra poison damage attack if it hits (the full venom takes 23 points of aid to take effect, grants a random number of charges, and the weapon must do body damage for the 1D6 KA NND attack to take effect). Arachtaur also prefer to use their wall climbing and ability to see in the dark to their advantage.

Some Arachtaur learn dark magics and are especially feared.

Campaign Use: These are very rare monsters but are particularly horrifying to face. Most will have other spiders in their thrall as pets or companions. Their venom decays very rapidly and cannot be stored or sold, as their skin will not last more than a few hours off the body before rotting away.

Appearance: An Arachtaur is extremely hideous and horrifying. They look like the full body and head of a gigantic spider, with the oversized torso of a Deep Elf rising from where the eyes and mouth would normally be. Ranging from ten to twelve feet in length, this beast has a spider-like head with palps, multiple eyes, and fangs, and yet a somewhat humanoid appearance as well.

BONE SERPENT

Val	Char	Cost	Roll	Notes	Animal
5	STR	-5	10-	Lift 50kg: 1D6	
14	DEX	12	12-	OCV: 5 DCV: 9*	
10	CON	0	11-		
6	BOD	-8	10-		
5	INT	-5	10-	PER Roll: 10-/13-	
5	EGO	-10	10-	EGO Roll: 10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2D6	
0	COM	-5	9-		
8	PD	7		Total: 10 (2 rPD)	
3	ED	1		Total: 5 (2 rED)	
3	SPD	6		Phases: 4, 8, 12	
3	REC	0			
26	END	3			
20	STN	6			

Total Characteristics Cost: 12

Movement: Running: 5"/10"
Leaping: 4"/8"

Cost	Powers	END
15	Small: Shrinking (2 levels) +4" KB, -4 PER to be seen; Inherent, Persistent, 0 END Cost, Always On (*)	0
20	Blood Drain: HKA 1D6; Penetrating, 1/2 END Cost, Continuous, Must follow grab, Concentrate 1/2 DCV full time	2
19	Latch On: Clinging (20 STR); Persistent	-
5	Heat Sight: Infrared Vision	-
3	Spring: Leaping 3" (4" total)	-
6	Hard Body: Armor 2 PD, 2 ED	-
4	Keen Sense: Enhanced Perception +2 (sight)	-
-2	Running -1"	
Cost	Skills and Talents	
6	Combat Skill Levels: OCV Jump Attack +2	

Total Powers & Skills Cost: 76**Total Cost: 88****PTS Disadvantages**

- 15 Physical Limitation: Animal Intelligence
- 10 Physical Limitation: Limited Fine Manipulatory Ability

Total Disadvantage Points: -25

Ecology: Bone Serpents are creatures of the underdeeps, never seeing the light of day. They avoid civilization, hiding in nooks and crannies in the side caves and less-traveled areas preying on small creatures and sleepers. Bone Serpents lay eggs in some isolated niche near a good food supply, and leave them to fend for themselves. These eggs hatch within a few weeks, and the little serpents hunt insects and small fish until they are grown enough to go out and hunt on their own.

Personality/Motivation: Bone Serpents are simple animals and have only basic animal motivations such as hunger.

Powers/Tactics: The Bone Serpent prefers to attack from surprise, hiding in some place near where creatures travel and leaping on them with a half move. They are fairly accurate with this attack, and grab their victim immediately clinging with all 20 strength. When coiled around the victim, they proceed to drain blood out of them until the creature is dead or the Bone Serpent has drained 10 Body worth of blood. Sated, it crawls off to a small area to digest. Bone Serpents also like to attack sleeping foes such as at a camp, curling around them and draining blood while they sleep. Bone Serpents have no eyes as such, but have multiple photosensors and heat receptors over their body which act exactly like normal eyes.

Campaign Use: A Bone Serpent can be a nasty surprise for someone reaching into a small area (getting a handful of spikes and bone serpent instead), or encountered in camp as one slips into the sleeping roll of their snoozing victim.

Appearance: A Bone Serpent looks much like a spinal column. Apparently lacking a head, the thing has an underside with four small spikes on each segment that function both as feet and teeth to drink blood with. Bone Serpents grow as long as four feet in length, rarely more than a few inches thick.

BOREWORM **Monster, Worm**

Val	Char	Cost	Roll	Notes	
45*	STR	10	18-	Lift 12 tons: 9D6	
14	DEX	12	12-	OCV: 5 DCV: 2*	
23	CON	26	14-		
15*	BOD	0	12-		
3	INT	-7	10-	PER Roll: 10-	
5	EGO	-10	10-	EGO Roll: 10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3D6	
2	COM	-4	9-		
10	PD	6		Total: 13 (3 rPD)	
5	ED	0		Total: 8 (3 rED)	
3	SPD	6		Phases: 4, 8, 12	
9	REC	0			
46	END	0			
37*	STN	0			

Total Characteristics Cost: 44

Movement: Running: 4"/8"
Leaping: 0"
Tunneling: 1"/2"

Cost	Powers	END
37	Huge: Growth (5 levels) -5" KB, +3 PER to be seen, +1" reach; Inherent, Persistent, 0 END Cost, Always On (*)	0
7	Sonar: Detect objects, sense	-
10	Sonar: Targeting Sense (detect)	-
10	Extend: Stretching 2" (7" total)	1
15	Bite: HKA 1D6 (2D6 w/STR)	1
9	Chitin: Armor 3 PD, 3 ED	-
54	Burrow: Tunneling 1", 6 DEF, close hole, 1/2 END Cost	2
12	Deep Tunneler: Life Support need not breathe, vs heat extremes	-
-4	Running -2"	
-4	Leaping -4"	

Total Powers & Skills Cost: 146**Total Cost: 190****PTS Disadvantages**

- 15 Physical Limitation: Animal Intelligence
- 15 Physical Limitation: No Fine Manipulatory Ability
- 20 Physical Limitation: Blind

Total Disadvantage Points: -50

Ecology: Boreworms are found almost exclusively in the underdeeps, tunneling far beneath the surface. They will on rare occasions be encountered in more shallow caves, but never on the surface. Boreworms are mammals, able to bear live young and do so in huge shared dens burrowed into, pockets in the earth that can only be reached by the boreworm tunnels.

Personality/Motivation: Boreworms have simple minds and only basic animal motivations.

Powers/Tactics: The Boreworm is a simple creature that attacks by biting or grabbing a target with its jaws. It also can slam into a target with its body, which with the enormous strength of the worm can be devastating. Boreworms can reach over double their length, extending and stretching to reach distant objects. Boreworms are fairly durable, and can dig through rock that is nearly glowing with heat without discomfort. Although blind, Boreworms can hear well, and use hooting grunts as a form of sonar, listening to the echoes. Boreworms are slow but inexorable, even when digging.

Campaign Use: Boreworms tend to close their tunnels, leaving only a packed crushed earth behind them so that they cannot usually be used to reach distant areas.

Appearance: Boreworms look like a huge segmented worm, very long. Both ends taper to a blunt point, but one end is slightly larger than the other, and opens up in three parts to reveal a toothy maw. Boreworms are 30 feet long or longer and weigh over three tons.

DEEP ELF MAGE**Humanoid**

Val	Char	Cost	Roll	Notes
9	STR	-1	11-	Lift 90kg: 1 1/2D6
14	DEX	12	12-	OCV: 5 DCV: 5
10	CON	6	12-	
9	BOD	-2	11-	
23	INT	13	13-	PER Roll: 15-
18	EGO	16	12-	EGO Roll: 13- ECV: 6
13	PRE	3	12-	PRE Attack: 2 1/2D6
14	COM	2	12-	
2	PD	-		Total: 2 (0 rPD)
4	ED	2		Total: 4 (0 rED)
4	SPD	16		Phases: 3, 6, 9, 12
6	REC	4		
30	END	5		
19	STN	0		
41	MANA	0		
9	MRECO			Total Characteristics Cost: 70

Movement: Running: 7"/14"
Leaping: 2"/4"

Cost	Powers	END
5	Star Sight: Ultraviolet Vision	-
2	Swift: Running +1" (7" total)	1
3	Hardy: Power Defense 3	-
95	Magic: Journeyman in 2 (Elements, Mysticism, var Illusion, Summoning, Castle) and Apprentice in 3 of the above.	
3	Keen Senses: Enhanced Perception +1 (all)	-
3	Long Life: Life Support age about 10 times slower than humans	-
3	Light Tread: Gliding, only to leave no tracks 6"	1
5	Cave Adaptation: Life Support breathe fouled or noxious air	-
-2	Perception -1 (all) in bright light	
-5	Combat Value -1 in bright light	

Cost Skills and Talents

5	Magic Skill: 19-
3	Magic Research 14-
3	Herbalist 13-
2	Weapon Familiarity: common melee weapons
2	Language: Underdeeps trade
3	Lightsleep
2	KS: Runes and Symbols 11-
2	KS: Magic 11-

Total Powers & Skills Cost: 133

Total Cost: 203

PTS Disadvantages

-10	Vulnerability: x1 1/2 effect from Flash attacks
-5	Physical Limitation: Disoriented in bright light

Total Disadvantage Points: -15

Add Allisaur Mount (130 pts) **+26 pts**

Add Veth Hound Follower (227 pts) **+46 pts**

Ecology: Deep Elf Mages are not held in high regard by the rest of their people. Although mighty in magic, they are weak in combat and physically less sturdy. In the harsh world the Deep Elves inhabit, physical strength is held in highest regard, and intellectual pursuits considered a waste of time and resources. Magi are relied on to combat the more exotic creatures in the underdeeps and grudgingly respected when needed, but are otherwise lower in social rank than most. Deep Elf Magi spend long hours in training and with their kind, finding a fellowship among their profession that they prefer to general society.

Personality/Motivation: Deep Elf Magi are more inclined to think over a situation and as such will be somewhat more open to strangers, but not to the point of being friendly. Like their kin, they live a constant battle for survival and have not honed their interpersonal skills well.

Powers/Tactics: In addition to the Deep Elf traits Warriors have, Magi have considerable magic skill and power. A Deep Elf Mage will tend to avoid physical combat, although they have some rudimentary skill, and will prefer to summon creatures and use their magic. Deep Elf Magi will focus on Mysticism, Elemental Magics, and Illusory spells, in addition to Castle and Summoner to a lesser degree. Most Deep Elf Magi will have a magic item or two and some herbs, but few will have an Allisaur mount.

Campaign Use: Deep Elf Magi make an ordinary encounter with Deep Elves more challenging. In addition, these mages can be an asset to adventurers who are traveling, as the Magi might be willing to keep them safe in exchange for teaching surface magic to the elves. Like most elves, they are very conservative and uninventive in magical areas.

Appearance: Deep Elf Magi tend to decorate themselves garishly with incredibly hideous dyes and patterns. However, these colors look different in Ultraviolet and are more pleasing and interesting to look at with Elf Eyes.

DEEP ELF WARRIOR**Humanoid**

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100kg: 2D6
17	DEX	21	12-	OCV: 6 DCV: 6
13	CON	6	12-	
9	BOD	-2	11-	
18	INT	8	13-	PER Roll: 14-
14	EGO	8	12-	EGO Roll: 12- ECV: 5
13	PRE	3	12-	PRE Attack: 2 1/2D6
14	COM	2	12-	
3	PD	1		Total: 3 (0 rPD)
3	ED	0		Total: 3 (0 rED)
4	SPD	13		Phases: 3, 6, 9, 12
5	REC	0		
26	END	0		
21	STN	0		

Total Characteristics Cost: 60

Movement: Running: 7"/14"
Leaping: 2"/4"

Cost	Powers	END
5	Star Sight: Ultraviolet Vision	-
2	Swift: Running +1" (7" total)	1
5	Hardy: Power Defense 5	-
30	Magic: Apprentice War, one element	-
3	Keen Senses: Enhanced Perception +1 (all)	-
3	Long Life: Life Support age about 10 times slower than humans	-
3	Light Tread: Gliding, only to leave no tracks 6"	1
5	Cave Adaptation: Life Support breathe fouled or noxious air	-

-2 Perception -1 (all) in bright light
-5 Combat Value -1 in bright light

Cost	Skills and Talents
5	Magic Skill: 14-
5	Combat Skill Level: Hand-to-Hand Combat +1 OCV
3	Stealth 13-
3	Herbalist 13-
2	Weapon Familiarity: Deep Elf weapons
2	Language: Underdeeps trade
3	Lightsleep

Total Powers & Skills Cost: 81**Total Cost: 143**

PTS	Disadvantages
-10	Vulnerability: x1 1/2 effect from Flash attacks
-5	Physical Limitation: Disoriented in bright light

Total Disadvantage Points: -15

Add Allisaur Mount (130 pts) +26 pts

Ecology: Deep Elves are the primary and dominant race in the underdeeps, far beneath the surface of Jolrhos. These elves live in the sunless caves, building cities, dams, monuments, roads, and all the amenities of surface life. Deep Elves are otherwise quite similar to other elves in terms of biology, although they have adapted somewhat to their surroundings.

Personality/Motivation: Deep Elves are a harsh, unforgiving race like their harsh, unforgiving home. Constant wars and difficult conditions have forged the Deep Elves into a strong but angry people who deal with death and privation as only someone familiar with them can. Deep Elves are not evil, but are very unfriendly and even hostile to strangers. Some have even taken up worship of dark demonic creatures, focusing on the spider as their icon, and these elves are truly evil.

Powers/Tactics: Although they live in the utterly black sunless depths of the Underdeeps, Deep Elves cannot see in pure dark any better than their surface cousins, and will carry UV generating light sources such as Jiodn fungus in order to see their surroundings. All Deep Elves have some natural talent, and this is encouraged to some degree in warriors, particularly elemental magics. War magic is a human invention that the Deep Elves have had little to no exposure to, and they will only in rare occasions have a few spells from that area, although they would embrace it gladly. Deep Elves share the ability to move across soft surfaces and leave no trace, and have a similarly long life, assuming war and conflict does not intervene.

Deep Elf Warriors wear leather or beasthide armor treated with an herb called Rathyn that increases the defense of the material significantly. They prefer softer and lighter armor, but will often have weapons of superior ore and quality such as Star Iron or Dwarven Steel because of the rich mineral quantities in the Underdeeps and Dvergar slaves to work it.

Campaign Use: Deep Elves rule the Underdeeps if anyone does, although they hardly control all of it's territory. Il-lithid have taken a great deal of their land and the Deep Elves fight constantly with Dvergar and other races. Where there is any semblance of surface civilization in the Underdeeps the Deep Elves are the architects of it. Thus, patrols of Deep Elves, traders, and traveling merchants and pilgrims might be encountered even as shallow as a deeper cave or dungeon. These might be less hostile than some and could even be helpful to PCs if they found it to be enough in their favor.

Appearance: Deep Elves are pale and colorless, with white hair and even some have pink eyes. This albino complexion is a result of being utterly untouched by the sun generations and magical adaption to their environment. Some Deep Elves will have a bit more color, with darker hair and eyes, and some even have a bit more color to their skin.

DEEP ELF EQUIPMENT

Deep Elves live in a world far beneath the usual campaign setting, in the vast caverns and tunnels that make up the Underdeeps. The Underdeeps have little to offer in the way of wood, but are very rich in ore and minerals, gems and crystals. As a result, the equipment that creatures who live in these depths is different than what one can find elsewhere.

DEEP ELF WEAPONS

NAME	OCV	RANGE MOD	DAMAGE	STN MOD	STR MIN	DEF	BOD	KG WT	SIZ
Crystal Axe	--	--	D6	--	8	5	2	2.00	4
Chain Whip	--	(1")	(3D6)	--	8	6	3	1.0	2
Crystal Blade	+1	--	D6+1	--	10	5	3	3.00	6
Crystal Spike	--	-1	D6	--	7	4	2	1.00	8
Fungal Club	+1	--	(3D6)	--	8	3	3	1.15	5
Hardened Fungal Club	+1	--	(4D6)	--	9	5	4	1.20	5
Katar	+1	--	D6-1 <i>ap</i>	--	5	4	1	.3	3
Pellet Bow	--	+1	D6+1	+1	13	4	2	2.25	10
Sling Staff	--	+1	D6+1	--	10	3	3	1.0	6

Chain Whip: A weapon formed by interlocked links of metal and welded like a whip. It is in some ways similar to the Saurian Kusarigama or Manriki Gusari, but often has bladed or spiked links along the length for increased threat.

Crystal Axe: This weapon is formed of one solid section of Erynth Crystal, with the handle wrapped with hide or vines for a better grip. The whole of the weapon is shaped similar to a butcher's cleaver rather than a true axe, with a shaft that runs straight onto the back of the blade. Crystal Axes are carved carefully with geometric patterns out of a single portion of crystal and are considered a status symbol.

Crystal Blade: Also formed of Erynth Crystal, this weapon is a straight, single-edged blade with only a small circular handguard. The tang of the blade is encased in Yezyn fungus and wrapped with hide, often decorated with gems and precious metals. The longest such a weapon can be made is around two feet.

Crystal Spike: The haft of this spear is formed of Yezyn fungus wrapped tight in Allisaur hide. This is strengthened with Rathyn treatments, and tacked down with metal. The end of this spear has a needle-like shard of crystal, sharp and as long as 18". This weapon can be thrown or wielded hand to hand, and is typically used by guards and ceremonial warriors.

Fungal Club: This is a simple weapon made from Yezyn fungus, roughly equivalent to a wooden club.

Hardened Fungal Club: This is a Fungal Club treated with Rathyn with metallic studs hammered into it for greater impact and strength.

Katar: A punch dagger of the type other surface races sometimes used. Shaped like an elongated triangle, the base of which sits across the knuckles. An H-shaped handle projects from the blade's base, providing superior punching and armor-penetrating power.

Pellet Bow: This is a standard heavy self bow that has a pouch in the string adapted for firing rocks or leaden bullets at the target. Less accurate and with half the range of a standard bow, this still provides considerable power and range.

Sling Staff: A sling attached to the top of a staff, giving greater leverage and thus power to the sling stone or bullet.

DEEP ELF WEAPON FAMILIARITY: Chain Whip, Crystal Axe, Crystal Blade, Crystal Spike, Dagger, Fungal Club, Katar, Longsword, Mace, Sling, Sling Staff

RATHYN ARMOR

Deep Elves cultivate a kind of fungus called Rathyn that they treat weapons and armor with. This enhances the durability of the item similar to how Heth does on the surface. However, Rathyn cannot survive light of the sun and as a result corrodes and destroys anything treated with it within a few days if not kept out of the sun. The effect of Rathyn is to grow on and in the item with swirling purple and green patterns like frost.

Rathyn-treated weapons have 2 defense and 1 Body added to them.

Rathyn-treated armor has +20% defense and +10% Body.

ILLITHID**Monster**

Val	Char	Cost	Roll	Notes	
13	STR	3	12-	Lift 160kg; 2 1/2D6	
14	DEX	12	12-	OCV: 5 DCV: 5	
13	CON	6	12-		
10	BOD	0	11-		
20	INT	10	13-	PER Roll: 13-	
23	EGO	26	14-	EGO Roll: 14-	ECV: 8
20	PRE	10	13-	PRE Attack: 4D6	
0	COM	-5	9-		
8	PD	5		Total: (rPD)	
8	ED	5		Total: (rED)	
4	SPD	16		Phases:	
6	REC	0			
40	END	7			
25	STN	1		Total Characteristics Cost: 106	

Movement: Running: 6"/12"
Leaping: 2 1/2"/5"
Flying: 6"/12"

Cost	Powers	END
60	Mental Powers: Multipower (60 points)	-
12m	Crush Mind: Mind Blast 4D6; 1/2 END Cost	3
12m	Crush Memory: Drain 4D6 (INT); Ranged	6
12m	False Dreams: Mental Illusions 12D6	6
12m	Command: Mind Control 12D6	6
6m	Mental Barrier: Force Field 15 PD, 15 ED	6
8m	Mind Over Matter: Telekinesis 20 STR, Fine Manipulation	4
11m	Psychic Theft: Transfer 1 1/2D6 END; Ranged, based on ECV	5
12m	Sensory Blackout: Flash 6D6 (sight); Based on ECV	6
5	Levitate: Flight 6"; Concentrate 1/2 DCV full time, No Noncombat	1
9	Dull Minds: Combat Skill Levels +3 DCV; Only vs living minds, Costs END	1
5	Heat Vision: Infrared Vision	-
20	Strong Will: Mental Defense 25	-
20	Sense Minds: Detect (minds), Sense, range, Discriminatory	-
6	Sense Minds: Telescopic Sense (detect) +4	-
Cost	Skills and Talents	
3	Herbalism 13-	
3	Magic Skill 13-	
2	Language: Underdeeps Trade fluent conversation	
2	Weapon Familiarity: Common Illithid melee	

Total Powers & Skills Cost: 220

Total Cost: 326

PTS Disadvantages

- 10 1/2 DCV in bright light
- 15 Susceptibility: 1D6/minute in direct sunlight

Total Disadvantage Points: -25

Ecology: Found only in the deepest caves and furthest from the hated sun, the Illithid race dwells. From a far distant planet, traveling the stars in their strange crystalline ships, the Illithid are a blight on even the strange and terrifying Underdeeps. Illithid are truly alien, eating brains and thoughts, sucking psychic energy from their slaves and living in weird, frightening cities that use geometry outside normal mortal comfort.

They have only one gender, growing their babies in a sac that grows from their back. After two months, the sac is detached and attached to a slave that acts as sustenance for the growing Illithid young, paralyzed and filled with loathing and fear that the baby absorbs and feasts upon, just as it eats away at their flesh slowly. After a month, the sac bursts, the host dies, and the Illithid youth steps out with all the memories of it's parent and the slave it devoured.

Personality/Motivation: Illithid are an evil, horrid race, but an alien one, unpredictable and strange. They love to terrify and enslave, exploiting and destroying all they encounter. Cruel malice and glee at suffering describe the Illithid's typical personality.

Powers/Tactics: All Illithid have horrible and powerful mental abilities that allow them a wide range of effects. They levitate and sense minds nearly without effort, cloud the minds of foes around them to be harder to hit, and have potent mental abilities such as telekinesis, mind control, and a ravaging mental blast. They can draw psychic energy from an enemy if they are getting too tired, and even protect themselves from harm.

Most Illithid also wield various odd weaponry and gear that typically is crystalline and alien its self.

Campaign Use: Illithid are the primary bad guys in the Underdeeps, along with the undead and the Aboleth. Other races can be problematic, but these are the real evil and the real threat behind it all. Some scouts come closer to the surface and might be encountered in a dungeon.

Appearance: Illithid are usually taller than humans, by half a foot or so. They are very emaciated and skinny, but can use their telekinesis to negate this limitation. Illithid are usually a disgusting pearly, slimy purple gray in color, but can vary a great deal - always in the colors of a mollusc. Illithid have a squidlike long head with four tentacles around the crablike mouth. Their large eyes glow slightly from within, and they can wear odd clothing, particularly made from the skins of their victims.

ILLITHID LORD

Val	Char	Cost	Roll	Notes	Monster
30*	STR	-10	15-	Lift 1600kg: 6D6	
14	DEX	12	12-	OCV: 5 DCV: 3*	
28	CON	36	15-		
23*	BOD	20	14-		
23	INT	13	14-	PER Roll: 14-	
23	EGO	26	14-	EGO Roll: 14-	ECV: 8
30	PRE	20	15-	PRE Attack: 6D6	
0	COM	-5	9-		

12 α PD 8 Total: 17 (5 rPD 50%)

9 α ED 0 Total: 14 (5 rED 50%)

4 SPD 16 Phases: 3, 6, 9, 12

8 REC 0

60 END 2

42* STN 0

Total Characteristics Cost: 138

Movement: Running: 3"/6"

Leaping: 0"

Flying: 4"/16"

Cost	Powers	END
3	Levitate: Flight 4"; Concentrate 1/2 DCV full time, No Noncombat	1
9	Dull Minds: Combat Skill Levels +3 DCV; Only vs living minds, Costs END	1
5	Heat Vision: Infrared Vision	-
20	Strong Will: Mental Defense 25	-
20	Sense Minds: Detect (minds), Sense, range, Discriminatory	-
6	Sense Minds: Telescopic Sense (detect) +4	-
5	Tentacles: Stretching 1"	1
8	Open Gate: Teleport 5" (50 ly); Megascale x16, Usable By Other, Increased Mass x2, Continuous, Area Effect Hex, Open on both ends, Extra Time One Day, Gesture, OIF Fixed Immobile gate, Incantation, Concentrate 0 DCV, No Noncombat, gate remains until next phase when turned off	7
70	Mental Powers: Multipower (70 points)	-
14m	Crush Mind: Mind Blast 5D6; 1/2 END Cost	3
14m	Crush Memory: Drain 5D6 (INT); Ranged	7
14m	False Dreams: Mental Illusions 12D6	7
14m	Command: Mind Control 14D6	7
8m	Mental Barrier: Force Field 15 PD, 15 ED; 1/2 END Cost	
14m	Mind Over Matter: Telekinesis 30 STR, Fine Manipulation, 1/2 END Cost	7
11m	Psychic Theft: Transfer 1 1/2D6; Ranged, based on ECV	5
14m	Sensory Blackout: Flash 7D6 (sight); Based on ECV	7
14m	Seek Mind: Mind Scan 10D6, +4 to roll	7

Cost Skills and Talents

9	Combat Skill Levels: +3 CV with Multipower
3	Herbalism 13-
3	Magic Skill 13-
2	Language: Underdeeps Trade fluent conversation

Total Powers & Skills Cost: 269

Total Cost: 407

PTS Disadvantages

Total Disadvantage Points: -0

Ecology: Illithid Lords are extremely rare, and it's a good thing that they are, since they are the gatecrackers, the ones who can bring armies to new planets. However, Illithid Lords are not born ordinarily, they must be summoned. The summoning process is extremely difficult and torturous to attempt, and easy to disrupt. It takes literally weeks of spell-casting and chanting, many rare and expensive materials, special skills, and enormous effort.

Personality/Motivation: Illithid Lords are very alien and evil, their actions and reactions can be odd, insane seeming and unpredictable, but they are extremely brilliant and always horribly evil.

Powers/Tactics: These horrors are even more powerful than the ordinary Illithid with their mental powers, and can even seek out enemies with their minds. Their most troubling power, however, is their ability to open up a gate between worlds billions of miles apart to allow more of their kind to come through. It is this ability that allows the Illithid to conquer worlds, flooding it with soldiers from the wasted, used up previous planet. This gate takes a full day to open in which the Illithid Lord can do nothing but concentrate on the incredibly difficult process.

Campaign Use: Illithid Lords are primarily an event rather than a threat. They are certainly capable on their own, using telekinesis, mind control, and mental blasts as well as the sensory blackout to lay waste to groups. But it is primarily meant as an adventure seed: stop him before he opens the gate, or at least kill it and close the gate.

Appearance: Illithid Lords look much like a gigantic slug. The back juts spines like ribs, and in the place of the ordinary head is an especially hideous, oversized octopoid head with eight tentacles. It has three eyes, evenly spaced about the top of it's head. Overall the color is shifting and rainbow-bowed, but not in an attractive manner, more like an rotting oil sump.

IHL BEAST

Val	Char	Cost	Roll	Notes	Monster
15	STR	5	12-	Lift 200kg; 3D6	
14	DEX	12	12-	OCV: 5 DCV: 7*	
23	CON	26	14-		
12	BOD	4	11-		
23	INT	13	14-	PER Roll: 14-	
23	EGO	26	14-	EGO Roll: 14-	ECV: 8
20	PRE	10	13-	PRE Attack: 4D6	
0	COM	-5	9-		
20	PD	17		Total: 20 (2 rPD 25%/75%)	
10	ED	5		Total: 10 (2 rED 25%/75%)	
5	SPD	26		Phases: 3, 5, 8, 10, 12	
8	REC	0			
60	END	7			
35	STN	3			

Total Characteristics Cost: 139

Movement: Running: 6"/12"
Leaping: 3"/6"

Cost	Powers	END
8	Small: Shrinking (1 level) +2" KB, -2 PER to be seen; Inherent, Persistent, 0 END Cost, Always On (*)	0
15	Resist Damage: Damage Reduction 25% rPD	-
15	Resist Damage: Damage Reduction 25% rED	-
30	Resist Damage: Damage Reduction +50% rPD; Only versus nonmagical attacks	-
30	Resist Damage: Damage Reduction +50% rED; Only versus nonmagical attacks	-
2	Tough: Damage Resistance 2 PD, 2 ED	-
12	Claws: HKA 1D6 (2D6 w/STR); Reduced Penetration	1
90	Brain Blast: Ego Attack 4D6; Full Damage, 1/2 END Cost	4
23	Insanity: Minor Transformation (mental) 2D6 (to insane); Cumulative, x2 effect, linked to Ego Attack	3
50	Vertigo: Drain 2D6 DEX; Ranged, Based on ECV	5
19	Strong Willed: Mental Defense 20; Hardened	-

Total Powers & Skills Cost: 294**Total Cost: 433****PTS Disadvantages**

-15 Physical Limitation: No Fine Manipulatory Ability

Total Disadvantage Points: -15

Ecology: Ihl Beasts are found only in the underdeeps far beneath the surface of the ground. They are alien hound-like creatures that the Illithid brought with them to this land, and have gone wild on the mind flayers. These creatures eat mental energy and blood, using their powers to hunt living victims - the smarter the better. They breed asexually, dividing in half to reveal a smaller brain that runs free to kill on it's own. This can happen only after the Ihl Beast has eaten enough psychic energy from intelligent creatures.

Personality/Motivation: Ihl Beasts are cruel, vicious creatures that hunt for the sheer delight for killing. Otherwise they are typical animals in motivation.

Powers/Tactics: Ihl Beasts are powerful psychic creatures, with a mental attack so powerful they can cause permanent insanity. Ihl Beasts can attack with their claws, but will only do so if their mental attacks are failing to take effect. The Brain Blast from an Ihl Beast is so lethal it does permanent physical damage, causing bleeding from the head, and if it chooses it can even use it's mental powers to cause lasting vertigo.

The Ihl Beast is so magically protected and alien that it is very difficult to get a solid attack on them. Normal weapons do very little damage to the creature, but even magical attacks are reduced in effect.

Campaign Use: Ihl Beasts are a very dangerous high level encounter for the dark secret caveways and caverns of the underdeeps. They can be domesticated by the Illithid and used as pets, but rarely as they are incredibly dangerous and somewhat unstable.

Appearance: The Ihl Beast looks very much like a huge brain on four dog's legs. The coloration is grayish pink, with gray or black hairless dog's legs. They are around three feet in length but weigh around 70 pounds.

LAMMASU **Monster**

Val	Char	Cost	Roll	Notes	
35*	STR	15	16-	Lift 3200kg: 7D6	
14	DEX	12	12-	OCV: 5 DCV: 4*	
20	CON	20	13-		
14*	BOD	4	12-		
14	INT	4	12-	PER Roll: 15-	
18	EGO	16	13-	EGO Roll: 13-	ECV: 6
18/28	PRE	8	13-	PRE Attack: 3 1/2D6	
10	COM	0	11-		
10	PD	5		Total: 15 (5 rPD)	
10	ED	6		Total: 15 (5 rED)	
3	SPD	6		Phases: 4, 8, 12	
9	REC	0			
40	END	0			
37*	STN	0			

Total Characteristics Cost: 96

Movement: Running: 6"/12" (12")
Leaping: 1"/2"
Flying: 7"/14"

Cost Powers **END**

15	Huge: Growth (2 levels) -2" KB, +1 PER to be Seen; Inherent, Persistent, 0 END Cost, Always On (*)	0
9	Wings: Flight 7"; Restrainable	1
10	True Sight: N-Ray Vision, blocked by visible solid objects	-
15	Tough: Armor 5 PD, 5 ED	-
7	Charge or Kick: Hand-to-Hand Attack 2D6 (9D6 w/STR); Only to add to Strength Damage	1
9	Watchful: Enhanced Perception +3 (all)	-
10	Dauntless: Presence +20; Only for defense	-
6	Charge: Running +6"; Only for Move Through attack	1
10	Hibernate: Life Support vs food, drink, air, and aging; Concentrate 0 DCV full time	-
35	Bellow: Flash 5D6 (hearing), Blocks Speech; Explosion, Personal Immunity, No Range	5
23	Displace: Teleportation 10", 1 memorized location; Usable as an attack (teleport away), Cannot use on self	5
10	Strong Will: Mental Defense 14	-
8	Banish: Entangle 2D6, 3 DEF; Cannot Form Barriers, Linked to Desolidification, x4 END Cost	
67	Banish: Desolidification; 0 END Cost, Usable as an attack, Ends when Entangle ends	0
-5	Leaping -4"	

Cost Skills and Talents

3	Lightsleep	
18	Danger Sense: out of combat, immediate vicinity, 14-	
10	Combat Skill Level: OCV +2	
6	Combat Skill Level: OCV +3 with move through	

Total Powers & Skills Cost: 281

Total Cost: 377

PTS Disadvantages

-15	Physical Limitation: No Fine Manipulatory Ability
-25	Psychological Limitation: Incredibly protective of area VC/T

Total Disadvantage Points: -25

Ecology: The noble Lammasu is found rarely outside the theocracy of Yugavia, but can occasionally be found guarding a treasure horde or ancient temple. They can hibernate for centuries until needed, appearing to be made of stone, and will sometimes be found in this form, guarding what is long lost or forgotten. These creatures do not breed and seem to have been created by the Lord whole cloth for their purpose.

Personality/Motivation: Lammasu are dedicated guardians to holy places, to temples and sacred lands. They are tireless and unrelenting in their protection, and live only to serve the Lord in this capacity. They try to use nonviolent techniques to protect their ward, but are not afraid to harm or kill if they must.

Powers/Tactics: Lammasu are very powerful creatures that can take a great deal of damage without significant harm. They are able to fly, and will do so if they must to reach their enemies, but tend to stay aloft. Lammasu are able to attack with simple physical violence, either a kick or charging with frightening speed and violence (dealing 12D6 damage with great accuracy). However, they are also able to wield frightening magical power as well. First, the Lammasu can bellow with incredible power, alerting anyone within a mile with its ferocity and deafening else everyone nearby. The Lammasu is able to Displace a foe, teleporting them out of the temple area to a spot memorized up to almost 70 feet away. Particularly dangerous foes or those in too great a number to be dealt with can be Banished, shifting them into another dimension. This Banishment ends as soon as the character is able to wrench themselves back into this world, but until then they are helpless and immobile, unable to interact or even be helped by others. The Lammasu is able to enter a trance-like hibernative state and tends to remain in this until needed, although their senses remain keen and even in sleep they wake easily. Lammasu are also able to sense danger and threats not only to them, but to any nearby in the temple area. Lammasu are intelligent and can speak, but usually speak a language that nobody living or local can understand.

Campaign Use: These monsters are primarily for guarding temple areas, making theft and pillage challenging if not impossible. They are very recognizable and distinct, and will make sure they are prominent, even in their hibernative state to act as a visible threat.

Appearance: Lammasu are huge creatures, giant bulls with enormous wings and a human's head in place of the bull's. These creatures stand five feet at the shoulder, and have bronze or reddish clay-colored bodies, although their wings are usually white or even rainbow hues.

PSYCHIC OOZE

Val	Char	Cost	Roll	Notes	Monster
15*	STR	0	12-	Lift 200kg: 3D6	
10	DEX	0	11-	OCV: 3 DCV: 3	
18	CON	16	13-		
14*	BOD	6	12-		
16	INT	6	12-	PER Roll: 12-	
18	EGO	16	13-	EGO Roll: 13-	ECV: 6
15	PRE	5	12-	PRE Attack: 3D6	
0	COM	-5	9-		
12	PD	10		Total: 13 (1 rPD)	
4	ED	0		Total: 5 (1 rED)	
3	SPD	10		Phases: 4, 8, 12	
7	REC	2			
36	END	0			
31*	STN	3			

Total Characteristics Cost: 69

Movement: Running: 3"/6"
Leaping: 0"
Tunneling: 1"/2"

Cost	Powers	END
7	Huge: Growth (1 level) -1" KB, +1 PER to be Seen, Inherent, Persistent, 0 END Cost, Always On (*)	0
11	Burrow: Tunneling 1" +6 Defense (7 DEF total); Extra Time 1 Turn, Concentrate 1/2 DCV full time	2
3	Rubbery: Armor 1 PD, 1 ED	-
15	Rubbery: Damage Reduction 25% rED	-
30	Rubbery: Damage Reduction 50% rPD	-
10	Rubbery: Damage Reduction +25% rPD; Only vs blunt trauma	-
16	Strong Will: Mental Defense 20	-
30	Acid Spit: RKA 1D6; Penetrating, Continuous, Uncontrolled, Persistent, 4 turn-long uses, Range based on STR	0
10	Sticky: Clinging (15 STR)	-
10	Mind Fog: DCV +3; Only versus intelligent enemies it is aware of	-
45	Mental Powers: Multipower 45 points	
4u	Brain Burn: Ego Attack 4 1/2D6	4
4u	Brain Burst: Ego Attack 3D6; Area Effect Explosion	
3u	Mind Read: Telepathy 9D6; x2 END Cost	8
4u	Memory Burn: Drain 2D6 (any one of the four; Weapon Familiarity melee, Weapon Familiarity Ranged, OCV Level, Magic Skill); Recover per Minute	4
-6	Running -3"	
-3	Leaping -3"	

Total Powers & Skills Cost: 193**Total Cost: 262****PTS Disadvantages**

-20	Physical Limitation: No Manipulatory Ability
-20	Susceptible: 1D6/Segment from salt in quantity
-5	Vulnerability: x2 Body from Salt-Based attacks

Total Disadvantage Points: -45

Ecology: Psychic Ooze are terrible things that live only far beneath the surface of the land, in the Underdeeps. These slugs hunt the tunnels of the Underdeeps, especially hungry for intelligent brains although it will eat any flesh, dissolved in acid and sucked up through the Psychic Ooze's tiny mouths on the underside of its body. The Psychic Ooze lays eggs, but ignores them once laid in some obscure, hidden corner for the little oozes to make it on their own when they hatch weeks later.

Personality/Motivation: Psychic Oozes are intelligent but seem to live a life of simply eating and moving about preying on anything it can. They do not study, learn, or edify themselves in any manner, and their intelligence seems to be limited to reading minds and reacting properly to their situation.

Powers/Tactics: Psychic Ooze are not very mobile and are not particularly difficult to hit, unless the Ooze turns its mind toward the enemy. Enemies with minds it can cloud, making them have a hard time hitting the Psychic Ooze, but it has to be aware of them to do so. Psychic Ooze have powerful mental abilities which it can use to attack its enemies' minds. This usually takes the form of a stabbing mental attack, but it can read minds, and will usually do so to find out what to make the target forget. This can be especially frustrating to casters, as it can rapidly make them forget entirely how to cast any spells whatsoever. Psychic Ooze can also spit acid at their enemies, which burns for a short period of time. Psychic Ooze are, in fact, slugs, and are vulnerable to salt in a manner similar to ordinary slugs.

Campaign Use: Psychic Ooze are terrors only encountered in the vast Underdeeps, and then only in the side tunnels and less traveled paths. They are a threat to be encountered there, and work with no other creature.

Appearance: A Psychic Ooze looks like a huge, long slug, over eight feet in length and three feet tall at the highest point. A large brain protrudes from the head of the creature, with the spinal column partially visible in the translucent jelly-like body. No other features are visible on the slick, rubbery gray-pink creature.

SKULL WARDER **Undead, Demon**

Val	Char	Cost	Roll	Notes	
25*	STR	10	14-	Lift 800kg: 5D6	
14	DEX	12	12-	OCV: 5 DCV: 5	
0	CON	-	-		
18*	BOD	14	13-		
15	INT	5	12-	PER Roll: 12-	
14	EGO	8	12-	EGO Roll: 12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5D6	
0	COM	-5	9-		
5	PD	3		Total: 9 (6 rPD)	
5	ED	15		Total: 9 (6 rED)	
3	SPD	6		Phases: 4, 8, 12	
4	REC	0			
0	END	-			
0*	STN	-			

Total Characteristics Cost: 83

Movement: Running: 8"/16"
Leaping: 8"/16"

Cost	Powers	END
8	Undead Powers: Elemental Control (8 pts)	
37a	Undead: Cannot be Knocked Out (loses abilities)	0
7b	Undead: Does not bleed	0
37c	Undead: Life Support (full)	0
7	Tall: Growth (1 level) -1" KB; Inherent, Persistent, 0 END Cost, Always On (*)	0
36	Tough: Armor 4 PD, 4 ED	-
6	Tough: Damage Resistance 2 PD, 2 ED	-
10	Tough: Power Defense 10	-
22	Sense Motion: Spatial Awareness	-
10	True Sight: N-Ray Sense (blocked by visible solid objects) (Spatial Awareness)	-
4	Swift: Running +2" (8" total)	0
4	Jumper: Leaping +4" (8" total)	0
12	Tireless: Strength 0 END Cost	0
8	Tireless: Running 0 END Cost	0
4	Tireless: Leaping 0 END Cost	0
22	Vampiric Attack: Heal 2D6 Body, Continuous, Uncontrolled, 0 END Cost, Self Only, Only when attack does damage, only to equal damage dealt by attack	0

Cost	Skills and Talents
4	Weapon Familiarity: common weapons
3	Tactics 12-
5	Combat Skill Level: OCV +1

Total Powers & Skills Cost: 246

Total Cost: 329

PTS	Disadvantages
-20	Psychological Limitation: Protect Tomb VC/T
-20	Physical Limitation: Blind
-5	Vulnerable: x2 from Presence Attacks by Holy Men
-10	Vulnerable: x1 1/2 Body from Holy Attacks
-10	Vulnerable: x1 1/2 Effect from Holy Attacks

Total Disadvantage Points: -65

Ecology: Skull Warders are undead guardians of tombs and burial complexes. They are rarely seen north of Yugavia or Western Ytamian tombs, but some have been found in tombs of south Morien. These are undead demonic creatures that are summoned for the express purpose of protecting tombs, and have no other purpose.

Personality/Motivation: Skull Warders are fixated on protecting the contents and structure of the tomb they are summoned to guard. They have no other purpose or motivation, nor interest.

Powers/Tactics: Undead, the Skull Warders are immune to things that would cause suffering or even death to mortals. They feel no pain and never tire. Skull Warders attack with weapons that are common to the region, but these weapons are surrounded with a black aura that acts as a vampiric attack, healing them as they hurt others.

Campaign Use: Skull Warders are a common anti-theft summoning in tombs in some regions, but will be rare in Morien.

Appearance: Skull Warders look like a huge minotaur with a skull for a head (a bull's skull, naturally). They are dressed in the traditional garb of a Yugavian ceremonial guard usually, which looks rather Egyptian. They stand about 8 feet tall and weigh around 500 pounds.

TEMPLE CAT**Humanoid**

Val	Char	Cost	Roll	Notes	PTS	Disadvantages
16	STR	6	12-	Lift 240kg; 3D6	-5	DNPC: Priests 8-
17/20	DEX	21	12-	OCV: 6/8 DCV: 8	-25	Psychological Limitation: Oath to Temple VC/T
14	CON	8	12-			
10	BOD	0	11-			
10	INT	0	11-	PER Roll: 14-		
14	EGO	8	12-	EGO Roll: 12-	ECV: 5	
18	PRE	8	13-	PRE Attack: 3 1/2D6		
14	COM	2	12-			
6	PD	3		Total: 11 (5 rPD)		
4	ED	1		Total: 9 (5 rED)		
4	SPD	13		Phases: 3, 6, 9, 12		
6	REC	0				
28	END	0				
25	STN	0				

Total Characteristics Cost: 80

Movement: Running: 7"/14"
Leaping: 6"/12"

Cost	Powers	END
5	Night Eyes: Infrared Vision	-
6	Tough Hide: Armor 2 PD, 2 ED	-
5	Super Balance: Clinging (16 STR); Only for balance	-
12	Claws: HKA 1D6 (2D6 w/STR); Red. Pen	1
12	Claws: HKA 1D6 (2D6 w/STR); Red. Pen	1
3	Jumper: Leaping +3" (6" total)	1
2	Swift: Running +1" (7" total)	1
9	Keen Senses: Enhanced Perception +3 (all)	-
19	Spirit Hand: Telekinesis 15 STR; Invisible to sight and hearing, Affects all parts at once, Gestures both hands, Extra time delayed phase	4
4	Study: Combat Skill Levels OCV +2; Requires watching foe one phase, only vs observed foe, Extra Time full phase	-
12	Missile Deflection (arrows); Adjacent victims, Not vs heavy missiles	-

Cost	Skills and Talents
5	Cat Reflexes: Lightning reflexes +3 (all)
18	Combat Sense 14-
6	Combat Luck 3 PD, 3 ED
3	Lightsleep
7	Stealth 14-
3	Concealment 11-
1	Literacy
2	Language: Morianic (fluent conversation)
9	Paramedic 14-
10	Combat Skill Levels: DCV +2
4	Weapon Familiarity: Common Yugavian weapons
5	Rapid Attack
5	Two Weapon Fighting
9	Ambidexterity
10	Defense Maneuver IV
14	Danger Sense (self only, in combat) 14-

Total Powers & Skills Cost: 186**Total Cost: 266**

PTS Disadvantages
-5 DNPC: Priests 8-
-25 Psychological Limitation: Oath to Temple VC/T

Total Disadvantage Points: -30

Ecology: Temple Cats are specially consecrated zealots who have dedicated their life to protecting the priests of Yugavia. In Yugavia, the temples of the Lord have become dominant and run the entire culture, and these men and woman have given up their lives to protect their Lords. The ritual that prepares such people transforms them into a catlike humanoid with rending claws and incredible reflexes. They leave behind their former life, neutered and fixated on their duty.

Personality/Motivation: Temple Cats are dominated by the oath they have taken to their priests. This is an oath of abject servitude and selfless protection for the priests, to die to save their life. They are zealots of the highest order and unshakable in their focus.

Powers/Tactics: In combat, the Temple Cat fights with it's sizable claws or a pair of Yugavian weapons (usually Khopesh or flails). Either way, the cat can attack multiple times in a single attack, ripping at their foe with blinding speed. The Temple Cat's reflexes are so keen that it can sense and react swiftly to any threat, and dodge so swiftly it takes less damage, when it's even hit. They are trained to study an enemy to learn openings in their defense to strike more accurately, and can even balance on any slightest surface or wire. Temple Cats can see in the dark and have very keen senses otherwise, letting them wake instantly to danger even in deep sleep.

Temple Cats also have the unique ability to, with a mystic symbol by their paws, pull items to them or move them around with significant force. This is used to protect their Priest primarily, as is their ability to snatch projectiles out of the air.

Campaign Use: Temple Cats in Morien are most likely to be seen only as guardians of visiting priests and in the diplomatic entourage of people from Yugavia. It might occur that one is sent on a quest for an item, or a priest will visit an area with a few bodyguards.

Appearance: Temple Cats look like humanoid cat-like creatures, standing over six feet tall. They have the fur, tail, hind legs, and head of a great cat, and are otherwise human like.

VETH HOUND**Animal**

Val	Char	Cost	Roll	Notes	
15	STR	5	12-	Lift 400kg: 3D6	
17	DEX	21	12-	OCV: 6 DCV: 6	
15	CON	10	12-		
10	BOD	0	11-		
6	INT	-4	10-	PER Roll: 10-/14-	
11	EGO	2	11-	EGO Roll: 11-	ECV: 4
18	PRE	8	13-	PRE Attack: 3 1/2D6	
0	COM	-5	9-		
15	PD	12		Total: 15 (2 rPD 50%)	
12	ED	9		Total: 12 (2 rED 50%)	
4	SPD	13		Phases: 3, 6, 9, 12	
6	REC	0			
30	END	0			
30	STN	4			
					Total Characteristics Cost: 75

Movement: Running: 9"/18"
Leaping: 5"/10"

Cost	Powers	END
2	Tough Hide: Damage Resistance 2 PD, 2 ED	-
30	Tough Hide: Damage Reduction 50% rPD	-
30	Tough Hide: Damage Reduction 50% rED	-
30	Bite: HKA 2D6 (3D6 w/STR)	3
6	Swift: Running +3" (9" total)	2
2	Jumper: Leaping +2" (5" total)	1
22	Sense Movement: Spatial Awareness	-
4	Keen Sense: Enhanced Perception +2 (spatial awareness)	-
5	Keen Sense: 360 Degree Perception (spatial awareness)	-
10	Keen Sense: Tracking Sense (spatial awareness)	-

Cost Skills and Talents

10 Combat Skill Levels: Hand-to-Hand Combat +2

Total Powers & Skills Cost: 152

Total Cost: 227

PTS Disadvantages

- 15 Physical Limitation: Animal Intelligence
- 15 Physical Limitation: No Fine Manipulatory Ability
- 20 Physical Limitation: Blind

Total Disadvantage Points: -50

Ecology: Veth Hounds are doglike creatures that are found exclusively in the underdeeps, far beneath the surface world. They are carnivorous creatures that hunt the tunnels and caves in that sunless place with an uncanny ability to sense their surroundings without eyes. Veth hounds are much like surface dogs except for their lack of communal nature. Most Veth Hounds are loners.

Personality/Motivation: Veth Hounds are animals with basic motivations such as food and shelter, but also seem to enjoy frightening their prey and hunting them down.

Powers/Tactics: Veth Hounds have an enormous maw with powerful jaw muscles and dozens of sharp, rending teeth. This gives their bite immense killing power, fearsome to even hardened adventurers. Veth Hounds can absorb a considerable amount of damage, their body having strange, almost fungal spongy give to it. Even their bones will bend with impact and not break. Veth Hounds can leap a long distance and run very swiftly, and although blind, they can sense and track motion and life through their strange sensory fronds.

Campaign Use: Veth Hounds can be a solo encounter in the caves, but are most likely to be seen with Dvergar and other underdeeps races as a pet or hunting dog. Veth Hound Teeth are considered a sign of prowess among the Dvergar.

Appearance: Veth Hounds look like a thin, almost skeletal dog the size of a mastiff. The head is enormous, with gigantic jaws and no eyes. Around the neck is a set of fronds, projections, and sensory nodes that serve for it's eyes.

WIND CHAMPION**Humanoid**

Val	Char	Cost	Roll	Notes
16	STR	6	12-	Lift 160kg: 2 1/2D6
17	DEX	21	12-	OCV: 6 DCV: 6
15	CON	10	12-	
11	BOD	2	11-	
10	INT	0	11-	PER Roll: 11-
11	EGO	2	11-	EGO Roll: 11- ECV: 4
13	PRE	3	12-	PRE Attack: 2 1/2D6
16	COM	3	12-	
6	PD	3		Total: 11 (5 rPD)
4	ED	1		Total: 8 (4 rED)
4	SPD	13		Phases: 3, 6, 9, 12
6	REC	0		
26	END	0		
25	STN	1		Total Characteristics Cost: 65

Movement: Running: 6"/12"
Leaping: 8 1/2"/17"
Flying: 0"/28"

Cost	Powers	END
60	Wind Form: Invisibility (sight), 0 END Cost, Persistent, Inherent, Always On	0
6	Swoop: Leaping +6" (8 1/2" total)	1
13	Soar: Flight 7", x4 noncombat; noncombat movement only	2
5	Sky Vision: UV Vision	
3	Eagle Eye: Telescopic Sense +6 (sight)	-

Cost Skills and Talents

- 2 Weapon Familiarity: common melee weapons
- 2 Language: local Moskend (fluent conversation)
- 2 AK: Home area 11-

MARTIAL ARTS				
MANEUVER	COST	OCV	DCV	NOTES
Swoop	5	+1	-1	Full Move, +1DC
Dash	5	--	+2	Full Move, abort, dodge
Disarm	4	-1	+1	+10 STR disarm

Total Powers & Skills Cost: 107**Total Cost: 172****PTS Disadvantages**

- 15 Psych Lim: honorable C/S

Total Disadvantage Points: -15

Ecology: Wind Champions are the leaders of the Wind Warriors, the more powerful and capable fighters.

Personality/Motivation: Wind Champions are noble and honorable, but they are ruthless and amoral as well. They will salute bravery and wisdom, they honor learning and skill, but will not spare the life of a victim and will kill any intruder onto a land they call their own.

Powers/Tactics: Wind Champions are perpetually invisible, they cannot be seen by any normal method and remain so even after death. Skilled in arms, this advantage makes them even more lethal and dangerous. Wind Champions are able to soar on the winds, but tend to stay grounded and only use this for travel. In combat, they will swoop at targets for move through attacks, relying on their invisibility for accuracy and protection. Champions are more skilled in combat than Wind Warriors, and have several special maneuvers they are able to use.

Wind Champions can see in the dark by starlight, and have extraordinary long-distance sight like an eagle. They usually can speak a little of the local language, enough to understand challenges and rudimentary conversation.

Campaign Use: Wind Champions are useful to make a Wind Warrior encounter more challenging. They do not travel in large groups, but one or two added to a group of Wind Warriors can be a notable challenge. Their invisibility makes these significantly more dangerous than their initial stats might seem.

Appearance: Wind Champions are invisible and cannot be seen by any means. If you could see one, they would look like tall, muscular men and women with long flowing hair.

Equipment: Wind Champions tend to wear metal mail, usually scale mail. They wield polearms as well, typically spears or halberds.

WIND WARRIOR**Humanoid**

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 160kg: 2 1/2D6
17	DEX	21	12-	OCV: 6 DCV: 6
13	CON	6	12-	
10	BOD	0	11-	
10	INT	0	11-	PER Roll: 11-
11	EGO	2	11-	EGO Roll: 11- ECV: 4
13	PRE	3	12-	PRE Attack: 2 1/2D6
16	COM	3	12-	
5	PD	2		Total: 8 (3 rPD)
3	ED	0		Total: 6 (3 rED)
3	SPD	3		Phases: 4, 8, 12
6	REC	0		
26	END	0		
25	STN	1		Total Characteristics Cost: 44

Movement: Running: 6"/12"
Leaping: 8 1/2"/17"
Flying: 0"/28"

Cost	Powers	END
60	Wind Form: Invisibility (sight), 0 END Cost, Persistent, Inherent, Always On	0
6	Swoop: Leaping +6" (8 1/2" total)	1
13	Soar: Flight 7", x4 noncombat; noncombat movement only	2
5	Sky Vision: UV Vision	
3	Eagle Eye: Telescopic Sense +6 (sight)	-

Cost	Skills and Talents
2	Weapon Familiarity: common melee weapons
1	Language: local Moskend (basic conversation)
2	AK: Home area 11-

Total Powers & Skills Cost: 95

Total Cost: 139

PTS Disadvantages

-15 Psych Lim: honorable C/S

Total Disadvantage Points: -15

Ecology: Wind Warriors are a race of invisible warriors that can be encountered in the high places of Moskend, particularly in the mountains. These seem to be some sort of jinni, or their offspring, creatures of wind and element.

Personality/Motivation: Wind Warriors are noble and honorable, but they are ruthless and amoral as well. They will salute bravery and wisdom, they honor learning and skill, but will not spare the life of a victim and will kill any intruder onto a land they call their own.

Powers/Tactics: Wind Warriors are perpetually invisible, they cannot be seen by any normal method and remain so even after death. Skilled in arms, this advantage makes them even more lethal and dangerous. Wind Warriors are able to soar on the winds, but tend to stay grounded and only use this for travel. In combat, they will swoop at targets for move through attacks, relying on their invisibility for accuracy and protection. Wind Warriors can see in the dark by starlight, and have extraordinary long-distance sight like an eagle. They usually can speak a little of the local language, enough to understand challenges and rudimentary conversation.

Campaign Use: Wind Warriors are guardians of high, lonely places, protectors of fabulous places that result in the death of all who attempt to find the hidden treasures. Their invisibility makes these significantly more dangerous than their initial stats might seem.

Appearance: None. Wind warriors have no physical appearance. If you could see one, they would look like tall, muscular men and women with long flowing hair.

Equipment: Wind Warriors tend to wear leather armor and wield scimitars or spears. Wind Warrior equipment is chalky white when removed from the creature, but otherwise normal.

XAST

Val	Char	Cost	Roll	Notes	Animal
0	STR	-10	9-	Lift 25kg; 0D6	
10	DEX	0	11-	OCV: 3 DCV: 10*	
5	CON	-10	10-		
5	BOD	-10	10-		
0	INT	-10	9-	PER Roll: 10-	
23	EGO	26	11-	EGO Roll: 11-	ECV: 8
5	PRE	-5	10-	PRE Attack: 1D6	
0	COM	-5	9-		
1	PD	1		Total: 1 (0 rPD)	
1	ED	0		Total: 1 (0 rED)	
2	SPD	0		Phases: 6, 12	
2	REC	2			
50	END	25			
10	STN	2			

Total Characteristics Cost: 6

Movement: Running: 1"/2"
Leaping: 0"
Swimming: 1"

Cost	Powers	END
15	Small: Shrinking (2 levels) +4" KB, -4 PER to be seen; Inherent, Persistent, 0 END Cost, Always On (*)	0
7	Sense Minds: Detect Mind, sense	-
5	Sense Minds: 360 Degree Perception (detect)	-
5	Sense Minds: Discriminatory Sense (detect)	-
10	Sense Minds: Targeting Sense (detect)	-
3	Sense Minds: Mental Awareness	-
10	Mind Bend: DCV +3; Only to sentient minds	-
17	Hold: Clinging (21 STR)	-
18	Strong Will: Mental Defense 20	-
45	Forgetfulness: Drain 2D6 Combat Value; Range based on Ego, recover per minute, Indirect	3
11	Forgetfulness: Drain 1D6 Magic Skill; Range based on Ego, recover per minute, Indirect, Linked to CV Drain	1
14	Forgetfulness: Minor Transform 1D6 (forget random skill); Cumulative, x4 max effect, 1/2 END Cost, Indirect, Range based on Ego, Linked to CV Drain	1
-10	Running -5"	
-1	Swimming -1"	

Cost Skills and Talents

9	Concealment 13-
6	Combat Skill Levels: OCV +3 with Forgetfulness

Total Powers & Skills Cost: 153**Total Cost: 159****PTS Disadvantages**

-20	Physical Limitation: Instinctive Intelligence
-20	Physical Limitation: Blind

Total Disadvantage Points: -20

Ecology: Xast are only found in the underdeeps, far beneath the surface of the world. These strange fleshy creatures creep slowly around and find hidden niches to dwell in, stealing psychic energy from nearby creatures as they detect them. Xast don't live long, a few weeks at most, before all dies except for a single tentacle. This strange thing inches off to a hidden spot, spins a cocoon of fungus around its form, and emerges weeks later as a small Xast. Xast came from a distant planet with the Illithid, and are not native to this world.

Personality/Motivation: Xast are barely intelligent at any level, and have only the most basic motivations.

Powers/Tactics: The Xast devours mental energy, which can be very disorienting and damaging to intelligent minds. Against small creatures like mice, crickets, and bats, it simply causes some drowsiness, but for higher intelligence it causes short term memory loss and dizziness. The Drain can actually cause long-term loss of memory if it is done too much on a single target, although this heals over time (recover the skill lost as if Body recovered naturally over time). Xast constantly sense any minds nearby them, and can tell what sort they are dealing with, even using that sense to attack with. Xast need not even have a direct line of attack to their target, and can do it from a hidden spot, such as a crack in rock or under a ledge.

This sense causes a distortion in the perception ability of attackers as they focus on the Xast, making it harder to hit them. Xast move very slowly, but can hide themselves well and cling tenaciously to any surface.

Campaign Use: Xast have a variety of uses for a GM, but the most likely encounter will be at a camp, but difficult to find because of their ability to hide and attack remotely. Xast are truly hated by the Underdeeps denizens, in particular the Illithid. Killing one and having the body might be greeted well.

Appearance: Xast look like a huge loose anemone or a ball of boneless long fingers. They are colored pinkish tan and wiggle slightly at all times. There does not seem to be any central body, simply a mass of slowly wriggling tentacle-like growths.