

DRAGON WARRIORS BESTIARY

This document is a sampler of pages from the Dragon Warriors Bestiary, a collection of all the important races and species from the Lands of Legend. The book is 88 pages long, is published by Magnum Opus Press with Flaming Cobra, has the ISBN 978-1-906103-99-6 and retails for \$24.95.

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CHAPTER I

CREATURES OF LEGEND

NO FANTASY GAME would be complete without a selection of bizarre and dangerous creatures for the players to encounter, and probably fight. Those contained in this book are the most common ones found in the Lands of Legend—which is not to say that all of them are common—but you may wish to devise others of your own. Many GamesMasters develop a particular theme for the fantasy world where they set their games of *Dragon Warriors*. Medieval Europe is the usual one, but you may prefer to use elements of Ancient Greek myth—or a still more exotic setting such as the Aztec hegemony or feudal Japan, as described in the rulebook. In the folklore of these lands you will find a rich variety of monsters with which to vex your players!

If you are a player rather than a GamesMaster, the temptation to read this book is huge. We urge you to resist it. The information here will tell you how to defeat future foes, but at the same time will rob you of much of the surprise, shock and even pleasurable horror that you will feel encountering these creatures for the first time in the game itself.

The descriptions in this book give the important combat statistics—ATTACK, DEFENCE and so forth, sometimes abbreviated to ‘stats’—for every creature, along with other information on their habitat, behaviour and powers. Four of these points must be clarified:—

Movement: The first number listed is the normal distance the creature will cover when walking (or loping, lumbering, oozing or slithering along). The

second number, in brackets, is the maximum move distance—i.e. when running, galloping, etc. Move distances in the air or underwater are given where applicable. All move distances are in metres per Combat Round.

Rank-equivalent: Most creatures are of fixed ability, and cannot develop their fighting skills as an adventurer can. Thus they do not have a rank. Rank-equivalent is given so that the GM can award experience for defeating the creature. Characters who defeat a creature gain experience points equal to its rank-equivalent. (These experience points are divided between all the characters who actually took part in fighting the creature. Fractions are rounded to the nearest whole number, so nothing is gained if seven player-characters gang up to slay a single giant rat!)

Senses: STEALTH and PERCEPTION scores are listed here for all creatures. Of the two, PERCEPTION will be needed more often. (A tiger may sneak up on its prey, but how often would a titan or a dragon try the same thing? And it is hard to imagine a huge hydra slithering quietly past a group of adventurers!) STEALTH is given in many cases for the sake of completeness, even though it is not the way of most monsters to be stealthy. Note, however, that a character who is magically *Transformed* into (for instance) a Sphinx temporarily loses his own STEALTH and PERCEPTION scores and instead uses the scores appropriate to that creature.

As ever, these scores assume ‘typical’ conditions of half-light (dusk, lanterns or whatever). Modifiers for light and dark vary according to the type of sight the creature has. In the case of creatures who may wear armour (e.g. Centaurs), the STEALTH score given takes into account the lightest armour usually worn.

Vision types: This section also appears in the rulebook, but bears restating here. Many creatures have unusual visual or other senses, often capable of seeing far beyond the usual human visual spectrum. The game effects of these senses tend to be that the creatures are better or worse (than humans) at perceiving things under different light conditions. The table below gives a full list of the different types of vision that creatures can be listed as having, as well as listing the modifiers applicable to each vision type in various conditions of light and darkness.

Normal vision sees best in daylight, is somewhat impaired in low light levels (as in an underworld)

and is useless in complete darkness.

Panoptical vision operates equally well in all conditions from total darkness to bright sunlight.

Darksight, possessed by most undead and underworld creatures, is the reverse of normal vision: the creature sees well in the dark but is dazzled by light.

Elfsight refers to vision that operates very well in bright light or half-light, and is only marginally impaired by pitch darkness.

Gloomsight is restricted to a very few creatures. The optimum illumination for this kind of vision is half-light. The creature sees slightly less well in darkness or bright light.

PERCEPTION MODIFIERS

Vision type	Illumination		
	no light	half-light	bright light
normal	-7	(none)	+5
panoptical	(none)	(none)	(none)
darksight	+5	(none)	-7
elfsight	-4	(none)	(none)
gloomsight	-3	(none)	-5

habitats and Treasure

The following table gives guidelines for habitat, group size and treasure of all the monsters in this book. An experienced GamesMaster will know what his/her players can handle, however, and

should always use his own judgement in preference to rolling dice to determine an encounter. The NPC Equipment Table is on p. 133 of the *Dragon Warriors* rulebook; the Treasure Type table on p. 131.

Creature	Category	Number	Habitat	Typical Treasure
Adventurer	man-like	usually 1-8	any	use NPC Equipment Table
Apemen	man-like	2-20	mountain caves	none
Automaton	sorcerous	usually 1	any	good jewellery; or use NPC Equipment Table
Barghest	supernatural	usually 1	any	average, if any
Barnacle Men	undead	3-18	sea	good
Barudath	undead	usually 1	any	varies
Basilisk	monster	usually 1	usually temperate swamps and forests, sometimes caves	varies
Bat	animal	3-30	caves, ruins	usually none
Bear	animal	1-3	forests	usually none
Black Riders	sorcerous	2-4	any	use NPC Equipment Table
Blue Men	undead	30	sea	good (in longboat)
Boggart	supernatural	1-4	open country; moorland; woods	moderate
Bull	animal	usually 1	farmland, woods (as stags, elk, etc.), prairie (as buffalo, etc.)	usually none
Cadaver	undead	1-3	any	good, and NPC Equipment
Caitshee	supernatural	usually 1	woods; underworld; ruins	none
Centaur	monster	1-80	plains	poor
Chimera	monster	usually 1	underworld	good
Chonchon	monster	1-6	forest; moors; open country	average (often miles away)
Cloudspider	monster	usually 1	underworld	none



CHAPTER 3

MEN AND MAN- LIKE BEASTS

ADVENTURERS

Adventurers are not actually monsters, but they certainly fit our description of ‘bizarre and dangerous’ adversaries. Adventurers do not form a large percentage of the population of the Lands of Legend, of course. Most people prefer a simple life, and stick to the comfort of their humble hearths. But, as the player-characters wander the land in search of riches and excitement, it follows that they will frequently encounter parties of NPCs (non-player characters) with similar intent.

Adventurers encountered will most often be Human, but Elves and Dwarves also quest. The various adventuring Professions are represented in different proportions according to race—Elves make better spell-casters; Dwarves cannot use magic at all. Roll d100 for each NPC adventurer encountered on the table at the foot of this page. Tables for working out the abilities and equipment of NPC adventurers are given in the Treasure section of the *Dragon Warriors* rulebook, on pp. 117-120 and p. 133.

Adventurers will usually be accompanied by a few serfs or hired peasants. These will be acting as guides, or carrying torches and treasure for their

masters. If there is any fighting, they will go and cower in the bushes or other cover. If their masters are defeated, they will surrender or run off.

Meeting another group of adventurers is not necessarily bad news. Adventurers are rough types, but they have their own code of honour (more often respected by Knights than by the other Professions, it must be said). They rarely set traps or ambushes and will never shoot another adventurer in the back. At least, not without yelling a warning first. They prefer to save their strength for the monsters rather than fighting one another, and will sometimes suggest a temporary alliance (with appropriate division of spoils) to this end.

It is impossible to give precise ‘stats’ for NPC adventurers. They vary so much in power—from 1st rank up to 10th and beyond. A die roll on the table on the next page can be used to find the rank of NPCs in a party. Apply your own judgement to this, however. If you bring your novice players up against a group of belligerent 8th-rank Barbarians, you can hardly expect them to want to play in any of your games again!

ADVENTURING PROFESSIONS BY RACE

	<i>Knight</i>	<i>Barbarian</i>	<i>Elementalist</i>	<i>Sorcerer</i>	<i>Mystic</i>	<i>Warlock</i>	<i>Assassin</i>
Human	01–58	59–67	68–69	70–86	87–95	96–99	00
Elf	01–45	—	46	47–75	76–90	91–00	—
Dwarf	01–80	81–00	—	—	—	—	—

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d100	Average rank of adventuring group
01–25	1st
26–45	2nd
46–65	3rd
66–77	4th
78–87	5th
88–92	6th
93–95	7th–8th
96–98	9th–10th
99–00	11th and up

APEMEN

These savage gorilla-like carnivores are a grotesque evolutionary quirk, an offshoot from mankind's own distant ancestry. They are dull-witted but enormously strong. The strength of the Apeman transforms even a simple stone club into a deadly weapon. These creatures live in small tribes or extended family-groups, usually in mountain caves.

ATTACK 12, Club (d6 +1, 5)	Armour Factor 0
DEFENCE 5	Movement: 8m (20m)
MAGICAL DEFENCE 2	EVASION 3
Health Points 1d6 +9	STEALTH 10
Rank-equivalent: 1st	PERCEPTION 5 (normal)

DRACOMEN

Dracomen are bipedal saurians who dwell in small tribal communities along the marshy, fertile fringes of tropical rivers. Though of limited intellect, they display considerable cunning in such matters as warfare and hunting. They train small monkeys to act as scouts and spies, and not infrequently these pets are almost as intelligent as their lumbering masters.

Dracomen use little magic, except for the occasional shaman who may have the powers of a 1st–3rd rank Mystic. Their weapons are very crude—flint axes and spears for the most part. Metal implements stolen from human adventurers are regarded with awe and wielded only by the tribal chiefs. The exceptionally belligerent and barely controlled nature of a Dracoman means that he has a 20% chance in any Round of snapping with his reptilian jaws rather than attacking with his axe.

Any Fright Attack (see the *Dragon Warriors* rule-book, p. 122), used against a Dracoman (for instance, an *Evil Eye* spell) has a 50% chance of driving the

creature into a killing frenzy rather than having the desired effect. This insensate anger—which adds 6 to ATTACK while subtracting 3 from DEFENCE—is the Dracomen's typical response to fear.

ATTACK 17, Axe (d8 +1, 7) or Bite (d6, 6)	Armour Factor 4
DEFENCE 6	Movement: 8m (16m)
MAGICAL DEFENCE 2	EVASION 2
Health Points 1d6 +10	STEALTH 10
Rank-equivalent: 2nd	PERCEPTION 6 (normal)

DWARVES

Dwarves are short, stocky and bearded—quite similar to men in general appearance, but rather broader and with proportionately short limbs. Dwarves rarely grow taller than about 1.4m (the average for humans is 1.8m), and perhaps this is one reason why they can be short-tempered—particularly when they have had too much to drink (which is often).

Dwarves are single-minded and pedantic. If they have a sense of humour it is one which other races cannot comprehend. They are famed for their greed and love to hoard vast quantities of gold and gems. They are accomplished weaponsmiths and craftsmen, though the artifacts they make excel in a functional rather than an aesthetic sense.

Dwarves live in sprawling cavern complexes under lofty mountains. These tunnels, where the Dwarves mine gems and metals, are rarely lit; Dwarves see well in darkness.

The average Dwarf has much the same fighting ability as an average Human. Dwarven adventurers will be Knights or Barbarians, for this race cannot use magic (although Dwarves who reach 7th rank are able to forge magical arms and armour just as a Mystic can).

You may choose to allow one or more of your players to be Dwarves. To qualify, a player must roll a character with a Strength of at least 12 and neither Psychic Talent nor Looks greater than 11.

These stats are for a normal Dwarf with no special combat training:

ATTACK 11, damage depends on weapon used	Armour Factor depends on type worn
DEFENCE 5	Movement: 10m (15m)
MAGICAL DEFENCE 3	EVASION 3
Health Points 1d6 +3	STEALTH 12
Rank-equivalent: 1st	PERCEPTION 9 (gloomsight)

CHAPTER 6

The SUPERNATURAL

SUPERNATURAL BEINGS ARE those whose nature goes beyond the wit of man. Your adventurers may have heard of these creatures before they encounter one, but even the most diligent scholars who have spent their lives studying ancient manuscripts and illuminated bestiaries cannot say truly what they are, where they come from, why or how they exist, what their powers are, and how they can be placated, defeated or banished.

BARGHEST

The Barghest is a faerie hound larger than a wolf. Its fur is black or green-black, its eyes stark and startling. It slips into our world in places of ill repute and pads through the shadows like a ghost. Barghests are thus found at the site of a murder or massacre, under gibbets and in the torture chambers of ramshackle castles. Folklore claims these hounds to be spirits of retribution, ghostly fragments of innocents who avenge atrocities committed against them when alive. This may be so (there are certainly innumerable stories about Barghests who have torn the life from evil men who more than deserved such a fate), but the Barghest continues to linger even after exacting retribution. Some guard hidden riches, and any adventurer who tries to find their hoard—be he worshipful and guiltless, or as black-hearted as Old Nick himself—will be attacked.

Any adventurer who ever met a Barghest will tell how he came upon it without warning. These magic

hounds always surprise their foes, and there is an 80% chance that each character will meet the cold green glare of its eyes. This subjects the character to a stunning confusion (like a *Transfix* spell cast with a MAGICAL ATTACK of 22), and care must be taken to avoid the gaze in subsequent Combat Rounds—see Gaze Attacks, *DW* p. 123. The grinning jaws of the beast slaver with a luminous spittle. This is deadly poisonous, but it is a faerie poison and any character wounded must roll 3d6 equal to or less than his Psychic Talent (not Strength as is usually the case) to endure it. The bark is still worse than the bite: a character who hears it receives a 1d12 Fright Attack (see *DW* p. 122), which drives all strength from his limbs if effective, and *Weakens* him (like the first-level spell) even if not. Either condition lasts until negated by a Spell Expiry Roll. Luckily, the Barghest cannot attack in the same round as barking.

Barghests take only half-damage from weapons that are not enchanted or forged of solid silver.

When it is slain, a Barghest utters an unearthly howl. This has the effect of banishing the soul of any dead character within 20m so that he can never be raised from the dead. After death, the body of the Barghest emits a sulphurous mist and transmutes into a log, a moss-covered stone or a stagnant pool.

ATTACK 20, Fangs (d8, 6 and special venom)	Armour Factor 2 (and see above)
DEFENCE 6	Movement: 15m (30m)
MAGICAL DEFENCE 15	EVASION 6
Health Points 1d6 +14	STEALTH 24
Rank-equivalent: 7th	PERCEPTION 17 (panoptical)

BOGGART

These wizened little sprites appear quite similar to Goblins, and it is not in fact clear whether they are actually a separate species or erstwhile Goblins who have grown strong in magical power. At a height of some seventy centimetres, they are slightly shorter than Goblins and Hobgoblins. They have the same narrow, pinched faces, but a Boggart's skin is like smooth ebony, delineated with highlights of greyish-green. The creature's wine-dark eyes are flecked with gold, and its teeth and nails are long and evilly sharp. Boggarts often wear cowled mantles; these are usually black or midnight blue and fastened with a fine jewelled clasp. Silver, opal and moonstone are the preferred treasure of the discerning Boggart.

When they wish to stay hidden, they can always prevent mortals of 1st to 3rd rank from seeing them. They achieve automatic surprise against a party of low-ranking adventurers, and surprise characters of greater than 3rd rank on a roll of 1–4 on d6. An attack by a Boggart will usually commence with a flock of Bats swooping down out of the evening sky. Boggarts are able to command Bats to do their bidding, and even apparently ride on their backs (presumably using some spell to make the Boggart smaller first). Like Hobgoblins and even Goblins, Boggarts possess a host of minor magical tricks which they may use to harry a party before attacking. These include the ability to make thick green smoke billow from the adventurers' campfire, cause serpents to writhe out of wine-jugs and cooking pots, frighten horses and cause a lazy sentry to doze off.

Their greater abilities are said to include the power to take the form of a Bat at will (though a Boggart cannot transform itself when any mortal is watching) and to dance along moonbeams! This latter ability is used to explain how a group of adventurers can flee from a Boggart and ride hard across miles of countryside—only to be attacked by the creature again when they stop at last. There may be other explanations, of course....)

All Boggarts have the standard powers of a 4th-rank Sorcerer. However, they can brew any potion or magical compound and usually carry three or four such, contained in fragile gourds in their belt-pouch. Dust of Transformation, Sands of Slumber and Vial of Smoke are the potions they particularly favour, though they also prepare and use others—and may brew them for mortals if offered sufficient threat or inducement.

As well as its other powers, a Boggart has the following special spells. Each may be cast once a night:

Hoarfrost: This spell is direct-attack, with a range of 10m. If affected, the victim suddenly becomes deathly cold and his body is rimed with ice-crystals. On the first Combat Round he loses 1d8 Health Points and, if he survives that, must roll under his Strength score on 4d6 or die. If still alive next Round, an affected victim loses 1d6 HP and must now roll under his Strength on 3d6. In the third Round after being struck by the spell, the victim loses another 1d4 HP; the Strength roll is now made on 2d6. If still alive after three Rounds, the warmth returns to his body and the frost melts away. Note that armour gives no protection from the effects of this spell.

Thorns: The Boggart gestures at an enemy within 10m and a thick bush of iron-hard thorns instantly erupts out of the ground to envelop him. If the character does not jump free (SPEED 16 to dodge) he is trapped and will take 2–12 Combat Rounds to pull free. Each Round of struggling causes him to be scratched by 1–4 thorns, and each is equivalent to a (d6, 2) weapon. If the character does not wish to risk being ripped to tatters, he may simply wait motionless until the spell wears off; this is determined by a Spell Expiry Roll.

Witchflame: Tendrils of emerald flame curl from the Boggart's thin fingers to strike a character within 5m. If not dodged (SPEED 16), the flames inflict 3d6 HP damage immediately and have a 25% chance of setting the character's clothes alight. If this happens, the character rolls d6 at the end of every ensuing Round; on a roll of 1–3 the fire keeps going, on a roll of 4–6 he puts it out. For each Round that he continues to burn, the character takes 1d8 HP damage. Armour protects from *Witchflame* by absorbing its AF from the damage rolled.

Mist: The Boggart breathes a thick cloud of grey mist from his lungs. This obscures an area of 2½m radius within which visibility is reduced to almost zero. The main purpose of the mist is not concealment, however. Anyone who enters it will quickly become lost (unless he was holding a length of twine, etc.), for the mist zone is actually a faerie realm which is much bigger than it seems from outside. A character who is wandering in the mist rolls d6 at the start of each Round:

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- 1 He encounters the Boggart at the centre of the mist (and can add +1 to his next d6 roll if he immediately retreats away from it).
- 2-5 He is still lost.
- 6 He gets out of the mist.

When the mist dissipates (this being determined by a Spell Expiry Roll) any character still lost in it is also liable to fade away! The Boggart's MAGICAL ATTACK of 19 is matched against the character's MAGICAL DEFENCE, and success means that the character can only be restored to the mortal world by *Dispel Magic*.

Befuddlement: This direct-attack spell affects 1-6 characters within 20m. Those overcome by the Boggart's MAGICAL ATTACK become confused, and each Round must roll d10 before taking their action:

- 1-3 The character can act normally this Round.
- 4 The character stands still and tries to remember what he's doing.
- 5 The character runs in a random direction, suddenly convinced he has some vital message to deliver.
- 6 The character removes part of his armour, reducing AF by 1 (if unarmoured, reroll).
- 7-9 Bewildered, the character turns to fight his comrades.
- 10 He snaps out of the spell.

Phantasmal Claw: A huge, luminous talon appears in the air and strikes at one of the Boggart's foes within 20m. The Claw's ATTACK is 28, it uses d10 for its Armour Bypass Roll and inflicts 6 HP damage on a successful blow. It fades without trace after making its attack.

Fortunately, despite all this sorcery at its beck and call, the Boggart is not a very strong fighter:

ATTACK 12, Sling (d6, 3) or Shortsword (d8, 3)	Armour Factor 1
DEFENCE 6	Movement: 12m (25m)
MAGICAL ATTACK 19	EVASION 4
MAGICAL DEFENCE 9	STEALTH 23
Health Points 1d6 +4	PERCEPTION 15 (darksight)
Rank-equivalent: 4th	

CAITSHÉE

The Caitshee, or Faerie Cat, lurks in cemeteries, woods and ruined abbeys. It moves with great

stealth, and in darkness it will not be seen by any character below 4th rank. The Caitshee's usual habit is to attach itself to a party of adventurers and follow them unseen. The effect of its presence is to jinx any spells cast by members of the party. There is a 50% chance that a Sorcerer will miscast any spell he attempts, while for a Mystic the chance of bungling a spell is 35%.

If detected, the Caitshee can be fought. In darkness or poor light, characters of 3rd rank and below must deduct 4 from ATTACK and 8 from DEFENCE while fighting it. For higher-ranking characters, the penalty is -2 ATTACK and -4 DEFENCE. These penalties can be nullified by using a spell which enables one to see in darkness (or to see invisible creatures).

Only enchanted or solid silver weapons can strike a Caitshee; others will always miss. With much hissing, spitting and howling, it can leap up to 5m and attack in the same Combat Round. Its claws pass through normal armour as though it were not



there, and only when attacking a character in magical armour does it need to make an Armour Bypass Roll. The touch of its claws conveys a *Weaken* spell with a MAGICAL ATTACK of 17. The creature's spell-jinxing ability continues to apply throughout the battle; additionally, any damage-inflicting spell that is successfully cast on it will do the minimum damage possible (e.g. *Firestorm* would inflict only one 8 HP wound).

The character who deals the fatal wound to a Caitshee takes a curse for his action. The effect of this curse may be delayed for 1–6 months. The GM should roll d10 and refer to the table below:

d10 Curse Effect

- 1 Any item of iron or steel the character tries to use (including weapons and armour, unless magical) will rust to uselessness within a day.
- 2 The character suffers a run of bad luck in combat from time to time. There is a 20% chance this will apply in any given fight. His enemy's first blow against him will be a critical hit, while his own first blow will go wide.
- 3 The character is particularly susceptible to magic at night-time. From sunset to sunrise, his MAGICAL DEFENCE is reduced by 3 points.
- 4 Any party the character is travelling with has twice the usual chance of an encounter (see pp11-12) each day. Animals and monsters encountered in this way will concentrate their attacks on the character if possible.
- 5 The character accidentally sprains an arm or leg. If an arm, he temporarily loses 2 points from both ATTACK and DEFENCE. If a leg, he loses 1 from ATTACK and DEFENCE, halves his EVASION score and movement rate, and is unable to run. The torn ligaments and muscles can be reknitted by *Miracle Cure*, but if the curse is not lifted then the injury will recur within a month. Natural recovery from the sprain requires the character to roll d12 at the end of each week; on a roll of 12, he recovers normal use of the limb.
- 6 There is a 35% chance on every adventure that the character will lose his most useful weapon or magic item.
- 7 No steed (except for a Destrier) will allow the character to ride it.
- 8 The character's eyes become sensitive to light. He cannot go about during the day.
- 9 Whenever he sees a black cat, the character is subject to a 1d8 intensity Fright Attack (see *DW* rulebook, p. 122). If this takes effect, he dies of heart failure.
- 10 Any treasure the character touches becomes debased. Gold is changed to silver, silver becomes copper, copper becomes bronze (which is worth one-tenth as much) and gems turn to wood or glass.

The death-curse of a Caitshee can be lifted by the application of a 20-Magic Point spell of *Dispel Magic*, or by touching a sacred relic.

The Caitshee's stats are:

ATTACK 14, Claws (d8, 3 and <i>Weaken</i> spell)	Armour Factor 0 (but see above)
DEFENCE 21	Movement: 12m (25m)
MAGICAL DEFENCE 16	EVASION 10
Health Points 1d10 ¹	STEALTH 26
Rank-equivalent: 4th	PERCEPTION 18(elf sight)

GREY HOOD

Grey Hoods may have been creations of sorcery, or beings summoned from another dimension, or things that have evolved out of magic itself. They are very rare, existing only in the depths of underworlds and usually near to some source of powerful magic or evil.

The first sign of the presence of a Grey Hood is a barrier of grey, nacreous energy, undulating and opaque, that blocks a corridor or doorway. Solid objects will penetrate this barrier without resistance. However, the moment any living being passes through the energy field, they will feel part of it congeal around their head. The character will be subjected to a high-pitched screaming sound as the creature begins to suck away its victim's life force.

The Grey Hood endeavours to penetrate its victim's brain through his eyes, ears, nose and mouth and there suck away until the brain is totally replaced by the Hood's own grey matter. Although it does this physically, the spell to remove its victim's brain actually kills the victim, so roll the creature's MAGICAL ATTACK against its victim's MAGICAL DEFENCE each Round. Failure means instant death.

The character, to all intents and purposes, will look perfectly unharmed after the Grey Hood has disappeared down one of his orifices. However, the character will be under the Hood's control permanently. The only visible sign of his possession will be a greyish film covering his eyes.

Grey Hoods can only be removed by metal, as bare flesh passes through them. However, it is extremely dangerous to attempt to remove them from a victim's head with a weapon, as the blow is just as likely to hit the victim's head as it is to slice through the Grey Hood. To avoid this, the attacking character must roll under his Reflexes on a d20. If he fails, assume the victim has taken twice the weapon's

¹ *The Cat shows no sign of how badly wounded it is until the mortal blow lands, whereupon it fades away like a shadow in sunlight.*

normal damage rating as the blow will have struck him on the head. The best way to get rid of a Grey Hood is to rip it off with a mailed glove: this deals 2 points of damage per round.

The Grey Hood, once it has possessed a body, will do all in its power to slay the rest of the party and then return to the surface to lure as many people as possible into its grey web.

The relationship between the Grey Hood and its energy-barrier is unknown. Some such barriers are protected by a seemingly unending number of Hoods; others have but one. There are said to be ways to pass safely through the energy-barrier, but what those might be is unclear.

ATTACK n/a	Armour Factor 0
DEFENCE n/a	EVASION 0 (when attached to victim)
MAGICAL ATTACK 16	
MAGICAL DEFENCE 8	
Health Points 8	
Rank-equivalent: 4th	

hAG

These are supernatural beings in the form of decrepit crones. Wrapped in ragged, filthy cloaks, they go shrieking through the night sky on broomsticks or in flying cauldrons, searching for mortals to torment. All Hags are unspeakably ugly, with lice infesting their matted grey hair, grotesque snags of decayed teeth, and pasty skin that is liver-spotted and stained blue by fumes from the noxious potions they concoct.

Hags have a number of malign magical powers. Firstly, all Hags count as 4th-rank Sorceresses except that their reserves of magic power fluctuate with the phases of the moon. Over the three nights of the full moon a Hag will have 21 Magic Points. This is when she is most likely to be encountered. On nights of the gibbous moon she has 17 Magic Points. On nights of the crescent or half-moon she has the regular power of a 3rd-rank Sorceress: 15 Magic Points. For the three nights of the new moon, her energies are considerably dimmed—at this time she has only 7 Magic Points.

The glaring eyes of a Hag are ghastly to behold, and any character who meets the Hag's gaze may be struck dumb with fright. This is treated as a Gaze Attack (see the *Dragon Warriors* rulebook, p. 123), with the effect, if the Hag's gaze is met, of a

Fright Attack (rulebook, p. 122) of 1d8 intensity. The effect wears off after 1–6 days, though it can be cured instantly by giving the character holy water to drink.

The rank stench that wafts off a Hag is so sickening that characters fight her at –1 from ATTACK. Anyone who strikes a Hag is subject to a hex that causes warts and sores to cover his body. The Hag's MAGICAL ATTACK is matched against his MAGICAL DEFENCE to determine whether the hex takes effect. If affected, the character's Looks score is temporarily reduced to 2; this condition persists until the next new moon, regardless of treatment. Anyone whom the Hag wounds in combat is exposed to the Black Death and must roll to avoid contracting it (see the *DW* rulebook, p. 126).

Hags are, of course, creatures of the night. The first rays of dawn will strike a Hag dead or transform her into a fused lump of stone. She can go about at other times of the day, but her spells and keen senses only work after nightfall and so she will usually retreat to her lair (often a ramshackle hovel in the fens or wild hills) during the hours of daylight. Here she may be found leaning over her cauldron, preparing some vile brew—for Hags are knowledgeable in the art of alchemy, and a Hag will always have 2–8 potions randomly rolled from the following list: Potion of Dreams, Dust of Transformation, Evaporating Potion, Love Philtre, Sands of Slumber, Vial of Smoke, Poison and Potion of Hate. (The last of these requires explanation. It is a volatile fluid which gives rise to a roiling black vapour if the container is smashed. The character at whom it was thrown rolls d20—if the score is greater than or equal to his Reflexes then he has breathed it in and is immediately crazed with uncontrollable rage. He will attack the nearest person, friend or foe, and continue to fight until slain or the effect wears off. This is determined by a Spell Expiry Roll.)

All Hags have a special item which enables them to fly. As mentioned above, this is usually a broomstick or a cauldron. It will come when the Hag calls and may try to knock one character to the ground as it does so. (Match its SPEED of 16 vs the character's EVASION.) This item will not function for anybody but the Hag. If it is stolen from her, she will always know where it is, and if it cannot return to her then she will go to recover it—and, it need hardly be added, punish the thief quite horribly when she does! If her flying item is destroyed, the Hag must spend seven months enchanting a new one.



CHAPTER 9

THE UNDEAD

THE UNDEAD ARE beings who have died but who continue to 'live on', after a fashion, because their life force (and sometimes their physical form) is replaced by necromantic sorcery. Undead creatures are not subject to poison, disease or spells which only affect the living. They are creatures of the gloom; all Undead can see in darkness, and most abhor the light of day.

BARNACLE MEN

These undead creatures swarm up from the depths of the ocean during storms and cling to the hulls of ships. Their bodies are completely covered with barnacles, giving them a high Armour Factor. Anyone succeeding in cracking this near-impervious layer will find a calcified white skeleton beneath. Barnacle Men will often break through the bottoms of ships to get at treasure hoards of jewels and gold, which they then embed in their jewel-encrusted bodies. Characters encountering them they will see at first only a glint of jewellery and gold in the darkness. Barnacle men are reputed to be the ghostly remains of undead pirates who are too rapacious to lie quietly in death where they sank. They are intent on terrorising the merchant ships that ply the shores.

ATTACK 12, Cutlass (d8, 4)	Armour Factor: 4
DEFENCE 6	Movement: 10m
MAGICAL DEFENCE 3	EVASION 3
Health Points 1d6	STEALTH 13
Rank-equivalent: 1st	PERCEPTION 7 (gloomsight)

BARUDATH (Eaves Phantom)

The Eaves Phantom, or Barudath, is a kind of vampiric ghost believed to arise from the forgotten grave of a suicide. Sensing the life-force of those on whom it would prey, it attaches itself to a dwelling or encampment. Usually this will be an out-of-the-way place such as a margrave's castle or a fortified manor house.

Night after night, the Eaves Phantom returns to flit about the boundaries of its chosen domicile. At this time it may appear to the inhabitants in a variety of forms—often as a gaunt man lingering at the threshold, or as a hairy bestial being that stares in through windows or growls unseen from among the bushes. Its manifestations always cause a shudder of dread, and anyone seeing it for the first time suffers a 1d4 Fright Attack (see the rulebook, p. 122).

The Eaves Phantom cannot enter the dwelling it has come to haunt unless the way is opened for it or it is invited in by someone inside. It constantly tries to trick its way in by such ploys as appearing to be a rain-soaked wounded traveller, or causing a loud hammering at the door and calling for admittance in a commanding voice. Its eager death-lust and inhuman nature often give it away, however, and a character who rolls under his Intelligence score on 1d20 will realize he is being tricked.

Denied entry, an Eaves Phantom may continue its haunting for many years—even becoming a 'fixture' of some old, high-born families. This only serves to make it more dangerous. In becoming

familiar with its ways, the inhabitants may become lax and forget to guard against its wiles. One old nobleman, lying abed with the gout, was kept awake night after night by the howling of the Eaves Phantom that had haunted his family for generations. At last it appeared as a grinning white face at the windowpane. Tormented and tired beyond reason, the old warrior seized an axe and hurled it through the glass at the apparition. Evidently this particular Eaves Phantom favoured an open interpretation of the terms of its haunting—it entered through the shattered casement and slew all within.

Until it has gained entry, an Eaves Phantom cannot be harmed and can only hurt the living by its Fright Attack. If tracked to its grave by day it can be exorcized, but this is no easy task in that the grave is likely to be remote and overgrown with weeds. (*Pursuit* spells prove ineffective unless the Mystic casting them is at least 8th rank.) The moment it enters the place it has been haunting, the monster becomes substantial and can be harmed with magical weapons or spells. In its undead incarnation, it now appears as a tall figure with bone-white skin, eyes of gleaming jade and a long mane of flowing green hair. Any character looking into its glowing eyes may be *Transfixed*—a MAGICAL ATTACK of 23 is matched against the character's MAGICAL DEFENCE to determine this. Though it may fight with any weapon to hand, it usually disdains such: the mere touch of its fingers unleashes deathly sorcery into its opponent's body, causing the loss of 2d4 HP. No Armour Bypass Roll is needed for the touch, though enchanted armour will absorb its magical bonus from the damage rolled.

Having killed all within the place it has entered, it takes up residence permanently in order to absorb the psychic residue of their deaths. It cannot leave, and will seek to destroy any who come to disturb its solitude. Apart from the use of enchanted weapons and spells, its destruction may be accomplished by locating its grave and bringing its mortal remains to the place where it resides. Upon looking into the empty sockets of its own skull, the Barudath gives vent to an unholy shriek and disappears forever.

ATTACK 24, Touch inflicts 2d4 HP damage	Armour Factor 2 (immune to non-magical weapons)
DEFENCE 17	Movement: 15m
MAGICAL DEFENCE 13	EVASION 6
Health Points 3d6 +21	STEALTH 15
Rank-equivalent: 15th	PERCEPTION 10 (gloom-sight) (once incarnate)

BLUE MEN

By night in the sailors' taverns of many a port, with salt spray lashing the windowpanes, one may hear old adventurers in their cups whispering seafarers' tales. Sometimes the talk is of the Blue Men, who plough through the cold northern seas in their dragon-prowed warships, and plunder riches and souls from the living.

They come out of churning grey waves with the gnawing icy gale of an approaching storm billowing out their sail. A pallid flare of phosphorescence limns the rotted timbers of their vessel—an ancient, barnacle-encrusted hulk, waterlogged and impossibly afloat, like a grim wreck that has been raised by sorcery from the ocean depths. The grisly mariners of this ship stand silent on her creaking decks, blankly observing the terror-struck faces of their human prey. Chilled to the marrow of their bones by a cold no earthly fire could dispel, they possess the hunger of the dead for the living. Their flesh is shivery blue and their long beards are tangled with kelp, and in his hand each grips a longsword of brine-corroded bronze.

The Blue Men hold a course alongside the chosen ship, whereupon it is soon clear that they cannot be outrun or evaded no matter what the steersman's skill. Standing by the fierce prow, the Blue Men's chieftain addresses his prey. In a voice like thunder he calls out couplets of verse that describe the terrible fate that shall be meted out to them, but if a spokesman from among the adventurers can immediately reply with a rhyming couplet refuting his words then the Blue Men will be temporarily balked from attacking. So the chieftain might say:

*'Our prow shall split your ship like kindling,
Your own bright blood shall wash the decks.'*

And be countered by:

*'We have no fear of cold blue dead men
Blustering from their sodden wrecks.'*

The adventurers then get the opportunity for a riposte, which the chieftain must likewise deny in rhyme. The contest of verse continues until one side falters or is forced to make an unconvincing or clumsy rejoinder.

If the chieftain wins, his Blue Men board the adventurers' ship and fight like demons, untouched by lesser sorcery and all but impervious to wounds. They may be driven back if the adventurers manage to inflict more than 25% casualties, returning to their own vessel which then sinks rapidly below

ATTACK 23, Longsword (d8 +2, 6) Armour Factor 1¹
 DEFENCE 10 Movement: 10m (20m)
 MAGICAL DEFENCE 8² EVASION 6
 Health Points 1d6 +16 STEALTH 14
 Rank-equivalent: 7th PERCEPTION 10 (panoptical)



CADAVER

Many secrets of necromancy have been lost since ancient times. Sorcerers today can now reanimate the dead only as *Zombies*—mere shambling, mindless husks—or as puny (and barely more intelligent) *Skeletons*. No trace of the corpse’s former identity is retained when it is raised from its grave. The mightiest Knight becomes, in undeath, no more skilled a fighter than the lowliest peasant.

More powerful undead do exist, of course—*Mummies*, *Vampires*, *Wights*, *Night Stalkers*, *Eidolons*. If mortal Sorcerers ever had the power to force these states of undeath on others, that knowledge has vanished in the mists of time. Such creatures need not have been created by spells, in any case. The strongest magic comes directly from the human mind, and one who refuses to submit meekly to death—or who nurses thoughts of vengeance on the living—may rise spontaneously from the crypt.

This seems likely to be the case with *Cadavers*, the name applied in *Ecgric’s Compendium* to the “ranks of the mighty dead, heroes of the distant past”. These are the corpses of heroes, elite fighters and warrior-saints. Through sheer force of determination and the exalted status they held in life, their bodies resist decay. After lying for centuries in the tomb, they may be ashen grey and clad in dusty harness, but they show no trace of corruption. They remain in the sleep of death for hundreds or even thousands of years, to awaken when their unearthly nature decrees they must. Generally, this will be to deal with a profanation of the shrine or tomb in which they are buried, but they are also aroused (so the myths say) when their people or gods have great need of them. (Thus the citizens of *Ongus*, in *Ellesland*, believe that the revered dead will burst from their burial mounds if any pretender ever sits upon the throne; the *Edducian Panalect* declares that the *Apostles* would again stride the land if infidels were allowed through the gates of *Cantorbridge*, etc.)

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the waves. Any character they slew will be beyond resurrection—his soul taken down with them to the depths, as the legends have it. If the rhyming contest is won by the adventurers’ spokesman, the *Blue Men* will depart at once.

Hardy adventurers will perhaps refuse to play the *Blue Men’s* game. Ignoring the verse, they may attempt to take the battle on to the planks of the dragon-ship. The *Blue Men* will respond by lowering the vessel below the waves, and each adventurer who boarded them must roll under his *Reflexes* on 2d20 or be sucked down with them. The chieftain will hurl a final weird upon those who survive: their vessel will lie becalmed and stricken by plague unless every adventurer aboard can resist his *MAGICAL ATTACK* of 16. (In game-terms, the effect of the weird is to leave the vessel becalmed for 3–30 days, during which time careful check must be kept on rations and supplies of fresh water. The adventurers are exposed to 1–3 random diseases each day the weird lasts—see pp. 126–127 of the rulebook.)

1 *Blue Men* take half-damage from arrows, slingshots, etc.
 2 *Blue Men* are immune to Sorcerer spells of 1st–4th level.

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