Y.A.D.C. Beastiary

(yet another damn campaign)

The creatures described within these pages have been collected from a number of campaigns and game systems. Some are unique to the author's worlds while others are merely favorites culled from other systems.

The layout of the entries follows that used by the Mythus Beastiary[1].

Mind Flayer (Illithid)

Illustration: none
Identifier: Animal, Cephalopod
Habitat: Subterranean Aerth (Sapient)
Size: 1x human-size (6' T; 175#)
Number Appearing: 1-4 (1D4) or 50-2000in communities
Modes & Rates of Movements:
  Walk: 95 yds/BT
  Trot: 190 yds/BT
  Run: 285 yds/BT
Initiative Modifiers: Human Standard
Outstanding K/S Areas/Sub-Areas & Steep:
  Construction at 51-60 (1D10 + 50)
  Criminal Activities, Mental at 38-65 (3D10 + 35)
  Deception at 41-50 (1D10 +40)
  Engineering at 51-60 (1D10 +50)
  Influence at 48-85 (4D10 +45)
  Multiversal Planes & Spheres at 41-50 (1D10 +40)
  Phaeree Flora & Fauna at 31-40 (1D10 +30)
  Subterranean Aerth at 42-60 (2D10 +40)
  Subterranean Orientation at 80
Joss Factors: 1D3
Dodging/Avoidance: 0 and 38/28/18 or by individual
Attractiveness: -4 (but no Extreme Attractiveness roll required)
Susceptibilities: Nil
Average Armor Protection: 3 + heka engendered armor
Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tentacle x 4	40	P (see below)	2	0

Powers:
  Heka: 101-500 pts(100x1D4 + D100)
  Psychogenics, *Mind Warp*
  Psychogenics, *Mind Control*
  Psychogenics, *Teleport* (Limited, Stress Only)
  Resistance to Heka: 12 point R factor
  Phase Shift
    Area of Effect: Self
    Delivered by: thought
    Range: N/A
    Time: 5 CTs
    Duration: 7-12 (1D6+6) ATs
    Frequency: 3/day
    Description: This power duplicates the effects of the General Dweomercraeft casting *Phase Shifting Spell*.
  Psychogenics, *Psychical Hypnotism*
  Mind Blast
    Area of Effect: 5' base, 60' length, 20' terminus cone
    Delivered by: thought
    Range: N/A
    Time: 1 CT
    Duration: Instantaneous
    Frequency: 1/BT, 3/day
    Description: This power affects the subjects' Mental TRAIT. All subjects within the area of affect must make a DR roll against their MR category with the following affects for 2D4 ATs.
      "Easy" - *Catonia* (Mental TRAIT of 0)
      "Moderate" - *Stunned* (Mental Paralysis)
      "Hard" - *Dazed* (Mental damage)
      "Difficult" - *Terror* (Beastiary, page 13)

1. Dangerous Journeys, Mythus and Mythus Beastiary are trademarks of Omega Helios Limited.

Thought Reading
Area of Effect: 1 Subject
Delivered by: Thought
Range: M TRAIT in feet
Time: Instantaneous
Duration: 2-6 (2D3) BTs
Description: This power operates like the Priestcraeft, Shadowy Darkness *Mind Reading Spell*.

Heka Armor
Area of Effect: Self
Delivered by: Thought
Range: N/A
Time: Instantaneous
Duration: 10 ATs or until destroyed
Description: This power operates like the General Dweomercraeft spells: *Armor Physical*, *Armor Mental* and *Armor Spiritual*. The creature may create armor at a 1:1 ratio for any one TRAIT. Only one type of armor may be present at a time.

Statistical Details:
Base Scheme (+/-D3, +2MM bonus, +5 MR bonus, -3 PM penalty, -l PN penalty, +2 SM bonus, -1 SP penalty)

M: 120 EL: 96		P:95 WL:71 CL:85		S:60 EL:48	
MM: 60	MR: 60	PM: 40	PN: 55	SM: 30	SP: 30
MMCap: 20	MRCap:20	PMCap: 15	PNCap: 25	SMCap: 12	SPCap 12
MMPow:20	MRPow:20	PMPow:12	PNPow: 15	SMPow: 9	SPPow: 9
MMSpd: 20	MRSpd: 20	PMSpd: 13	PNSpd: 15	SMSpd: 9	SPSpd: 9

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem	Stun	Elec
Ultra	8	16	8	8	0	8	0
Super	6	12	4	4	0	4	0
Vital	4	8	2	2	0	2	0
Non	2	4	1	1	0	1	0
Average	5	10	3	3	0	3	0

Commentary & Description:
"The Illithid, or mind flayer, is an evil and feared creature of the [Deepdark]; its powers are formidable and it feeds on the brains off any creature it encounters.

Mind Flayers stand about 6 feet tall and have hideous mauve skin that glistens with slime. The head resembles an octopus, with white eyes (no pupils are evident) and four tentacles around its mouth, a beak-like orifice. The creature has three reddish fingers and a thumb on each hand."[1]

A mind flayer's preferred method of attack is the *mind blast*. The illithid keep some victims as slaves and feeds on the brains of the others. In combat, a tentacle does very little real damage but remains lodged in its victim. A successful check against PMPow (Hard) will dislodge the tentacle. Once all four tentacles have attached to the victim, the mind flayer has found a path to the brain and kills the victim in 1D4 CTs.

Sensory abilities: FE-P, HX, SN-U, TN, XA

1. Advanced Dungeons & Dragons, 2nd Edition - Monstrous Manual

Wolfen

The Wolfen were originally conceived after seeing the cover of a Palladium Role Playing Game module and are modelled loosely on the Wolfen from that game.

Illustration: none
Identifier: Animal, Mammal, Canidae, Carnivora
Habitat: Exterior Aerth (Sapient)
Size: 1x human-size (6' T; 200#)
Number Appearing: 4 - 2000 in communities
Modes & Rates of Movements:
Walk: 110 yds/BT
Trot: 220 yds/BT
Run: 330 yds/BT
Initiative Modifiers: Human Standard
Outstanding K/S Areas/Sub-Areas & Steep:
Combat, Hand Weapons at 43-70 (3D10 +40)
Combat, Missile Weapons at 33-60 (3D10+30)
Hunting/Tracking at 41-50 (1D10+40)
Survival at 50
Military Science at 32-50 (2D10+30)
Joss Factors: 1D3
Dodging/Avoidance: 4% and 13/35/19 or by individual
Attractiveness: 2
Susceptibilities: Nil
Average Armor Protection: 3 (plus worn protection)
Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	40	C	1D4	6
Bite	40	P	1D6	0
(by weapon)	-	-	-	6 (7-12)*

* The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Details:
Base Scheme (+/-D3, -2 M penalty, +3 P Bonus)

M: 45 EL: 36		P:110 WL:82 CL:99		S:62 EL:49	
MM: 25	MR: 20	PM: 55	PN: 55	SM: 30	SP: 32
MMCap: 10	MRCap:7	PMCap: 20	PNCap: 20	SMCap: 11	SPCap 12
MMPow:8	MRPow:7	PMPow: 18	PNPow: 17	SMPow: 10	SPPow: 10
MMSpd: 7	MRSpd: 6	PMSpd: 17	PNSpd: 18	SMSpd: 9	SPSpd: 10

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem	Stun	Elec
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

The Wolfen are a race of creatures that are distantly related to wolves in the same way humans are related to ogres and certain lesser giants. They appear as bipedal, husky, man-sized wolves with paw-like hands.

A highly cunning and cruel race, the Wolfen were once divided into warring clans and tribes, no more organized than most other humanoids. Many years ago a single leader united them into a unified nation and, although still tribal in nature, the Wolfen have learned the discipline and rigidity needed to prove themselves a real threat to any opponent. The individual warrior code has become a code of honor much like that of a feudal knight or samurai warrior. (or perhaps a Klingon warrior)

The Wolfen are extremely hardy and can be found in any climate save those of desert. The are most fond of temperate/sub-arctic forest and hills. They do not handle heat well and are rarer in warmer climes.

Wolfen are generally found in groups of:

a HUNT: typically 3 wolfen + 1 leader
a PACK: up to 5 hunts + 1 leader
a CLAN: up to 6 packs + 1 leader
a TRIBE: up to 10 clans + 1 leader/clan + 1 king
a NATION: 2+ tribes + High King

Since both male and female wolfen can be warrior types, there are typically only 40%-50% additional young in a “lair”.

Wolfen are not particularly adept at Dweomercraeft and those that do pursue arcane arts seldom attain mastery much beyond the ability to use third grade castings. Heka-using wolfen are also trained in weapons with as much skill as a typically warrior.

Wolfen shamans, however, have been rumored to have abilities on par with human priests. Full-practitioners are thought to be far less common than found amongst humans. There is usually one shaman for every ten or twenty wolfen.

At present Wolfen armor and arms are not particularly good but growing alliances with other races is beginning to pay off in the form of better metal work. Wolfen equipment is typically brutally functional with little or no attention to aesthetics. Armor is similarly basic, although a wide variety of armor is used by Wolfen. Most common is studded leather, chain or scale hauberks. Breast-plates are often worn by leader types. Shields are carried by virtually all warriors but helms are rare.

The Wolfen worship a variety of gods and devils. The are all either gods of war of powerful devils that fit the general philosophy of the Wolfen.

Sensory abilities: FH, HH, SI-N, TH, XD

The Reptiliads

The Reptiliads and Gila-Worms are taken from RAFM’s *the Reptiliads, their history, society and military system*. Personally, I think their great. But, then again, I have the miniatures.

Illustration: none
Identifier: Animal, Reptile, Lacetillian
Habitat: Exterior Aerth (Sapient)
Size: 1x human-size (6’ T; 150#)
Number Appearing: 7-12 (1D6+6) 1000+ in communities
Modes & Rates of Movements:
Walk: 90 yds/BT
Trot: 180 yds/BT
Run: 270 yds/BT
Initiative Modifiers: Human Standard
Outstanding K/S Areas/Sub-Areas & Steep:
Combat, Hand Weapons at 43-70 (3D10 +40)
Combat, Missile Weapons (spears) at 22-40 (2D10+20)
Perception, Physical at 33-50 (3D10+20)
Joss Factors: 1D3
Dodging/Avoidance: 0 and 15/28/13 or by individual
Attractiveness: 0 (Horrid - but no roll required)
Susceptibilities: Nil
Average Armor Protection: 5 (plus worn protection)

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	40	C	1D3	3
(by weapon)	-	-	-	3 (4-9)*

* The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Details:
Base Scheme (+/-D3, -2 M penalty, +3 P Bonus, -1 S penalty)

M: 50 EL: 40		P*:90 WL:67 CL:81		S:42 EL:33	
MM: 28	MR: 22	PM: 43	PN: 47	SM: 22	SP: 20
MMCap: 10	MRCap:8	PMCap: 15	PNCap: 17	SMCap: 8	SPCap 8
MMPow:9	MRPow:7	PMPow:15	PNPow: 15	SMPow: 7	SPPow: 6
MMSpd: 9	MRSpd: 7	PMSpd: 13	PNSpd: 15	SMSpd: 7	SPSpd: 6

* Reptiliads P TRAIT will vary due to temperature

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem	Stun	Elec
Ultra	8	12	4	0	0	8	4
Super	6	9	3	0	0	6	3
Vital	4	6	2	0	0	4	2
Non	2	3	1	0	0	2	1
Average	5	7	2	0	0	5	2

Commentary & Description:

The Reptiliad race, similar to the Hissard of subterranean Aerth, are bipedal, scaled creatures but, unlike the Hissard, have long tails and long flexible necks. It is their long neck and near perfect peripheral vision which makes them very hard to surprise. However, poor depth perception has led to a marked lack of use of missile weapons amongst their warriors.

Reptiliads use all types of armor from leather to platemail. Shields are common only amongst elite warriors as reptiliad battle tactics lean towards ordered units of pikemen. Other weapons of choice are the halberd and bastard-sword. Reptiliads use their tails for balance which allows them to use weapons which would be too heavy or awkward for a human of their size and weight.

Reptiliads are very susceptible to temperature changes. At temperatures below 70 degrees Fahrenheit (20 degrees Celsius), a Reptiliads metabolism slows until they become virtually dormant at roughly freezing (0 Celsius). In game terms, lower PMSpd and PNSpd by 25% for every ten (10) degrees (5 degrees Celsius) below 70 (20 C).

The Reptiliad military is a tightly ordered institution. Rank names map roughly onto human equivalents as:

Silthana - warrior/private
Tantha - corporal
Soulama - sargent
Schirta-Tantha - captain
Ulanta-Soulama - colonel
Hlamata-Schirta - brigadier
Hatha - clan chief (general)

Reptiliads have enslaved or “domesticated” several races for their use in military conquest. Of particular interest are the gila-worms (or Hakama) and the monstrous Greater Trog.

Reptiliads are not fond of heka-users and have very few dweomercraefters. Shamans are more common but, as their S TRAIT might indicate, are not terribly powerful when compared to human norms.

Reptiliads favor warm, dry weather but have settled numerous climates from humid swamps to cooler flat-lands.

Gila-Worms (Hakama)

Illustration: none
Identifier: Animal, Amphibia
Habitat: Exterior Aerth (Sapient)
Size: 0.5x human-size (4’ T; 100#)
Number Appearing: 7-12 (1D6+6) 1000+ in communities
Modes & Rates of Movements:
Walk: 120 yds/BT
Trot: 240 yds/BT
Run: 360 yds/BT
Initiative Modifiers: Human Standard
Outstanding K/S Areas/Sub-Areas & Steep:
Combat, Hand Weapons at 32-50 (2D10 +30)
Combat, Missile Weapons (short-bow) at 22-42 (2D10+10)
Riding (Lizards, Mounted Combat) at 32-50 (2D10+30)
Joss Factors: 0
Dodging/Avoidance: 0 and 15/28/13 or by individual
Attractiveness: 0 (Horrid - but no roll required)
Susceptibilities: Nil
Average Armor Protection: 2 + worn protection
Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	40	C	1D3	0
(by weapon)	-	-	-	0(0-2)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Details:
Base Scheme (+/-D3)

M: 40 EL: 32		P:61 WL: 45 CL:54		S:41 EL:32	
MM: 19	MR: 21	PM: 31	PN: 30	SM: 19	SP: 22
MMCap: 7	MRCap:8	PMCap: 11	PNCap: 11	SMCap: 7	SPCap 8
MMPow:6	MRPow:7	PMPow: 10	PNPow: 9	SMPow:6	SPPow: 7
MMSpd: 6	MRSpd: 6	PMSpd: 10*	PNSpd: 10*	SMSpd: 6	SPSpd: 7

*Multiply by 2 to get effective PMSpd of 20 and PNSpd of 20

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem	Stun	Elec
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

The Gila-Worms are a subservient race of the Reptiliads. Long ago conqured, they have become little more than slave troops. Gila-Worms are amphibian in nature and tend to fair poorly in may of the hot-dry climes favored by Reptiliads.

Relatively weak fighters, Gila-worms are typically armed with short stabbing swords and short spears. They are reasonably good archers both mounted and unmounted. Gila-worms are occasionally armored with leather but do often carry small shields.

Gila-worms are commonly found mounted. They are accomplished riders of several species of large lizards and have been observed using lance and bow from lizard-back. They are, in affect, the Reptiliad cavalry.

There are no known cases of heka-using Gila-worms.

Greater Troglodyte

Illustration: none
Identifier: Animal, Reptile, Lacetillian
Habitat: Interior Aerth (Sapient)
Size: 6 x human-size (10’ T; 900-1000#)
Number Appearing: 1-4 (1D4)
Modes & Rates of Movements:
Walk: 210 yds/BT
Trot: 420 yds/BT
Run: 630 yds/BT
Initiative Modifiers: Human Standard
Outstanding K/S Areas/Sub-Areas & Steep:
Combat, Hand Weapons at 42-60 (2D10 + 40)
Joss Factors: 0
Dodging/Avoidance: 0 and 10/30/13 or by individual
Attractiveness: -1 (Horrid - but no roll required)
Susceptibilities: Nil
Average Armor Protection: 13 + worn protection
Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	40	C	2D6	33
or Smash	35	I	3D6	33
(by weapon)	-	-	-	33(34-37)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Details:
Base Scheme (+/-D3)

M: 40 EL: 32		P:450 WL: 337 CL: 405		S:40 EL:32	
MM: 19	MR: 21	PM: 225	PN: 225	SM: 10	SP: 30
MMCap: 10	MRCap:10	PMCap: 90	PNCap: 90	SMCap: 4	SPCap 10
MMPow:5	MRPow: 5	PMPow: 45	PNPow: 45	SMPow: 3	SPPow: 10
MMSpd: 4	MRSpd: 6	PMSpd: 90*	PNSpd: 90*	SMSpd: 3	SPSpd: 10

*Divide by 6 to get effective PMSpd of 15 and PNSpd of 15

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem	Stun	Elec
Ultra	16	20	24	4	4	24	4
Super	12	15	18	3	3	18	3
Vital	8	10	12	2	2	12	2
Non	4	5	6	1	1	6	1
Average	10	12	15	2	2	15	2

Commentary & Description:

Distantly related to the subterranean reptilian troglodyte of legend - not to be confused with the subterranean humankind which has taken the name troglodyte as a badge of honor - greater trogs are bipedal reptiles of tremendous strength and viciousness. Greater troglodytes are stronger than most ogres and entirely fearless. Fortunately, the are also as stupid as ogres.

Greater Troglodytes are naturally residents of the vast swamps that make up much of Inner Aerth. There they wage their war for survival with other creatures of similar size and ferociousness.

Trogs are affected by temperature changes the same way that Reptiliads are.

Some years ago, Greater Trogs began appearing amongst the armies of the Reptiliads. The Reptiliads use Trogs primarily as shock troops as they are exceedingly difficult to control. The typical trog is good for one battle before it becomes more interesting in eating its kill than it is in fighting more.

Worse still, the Reptiliads have apparently trained some trogs to use both armor and weapons. Trog armor is a combination of scale and plate made from the chitin of giant beetles. This results in either half-scale with plate add-ons or simply plate-add-ons. Shields have also be employed by some trogs. Weapons are typically of the “huge” variety; two-handed swords, huge axes or even massive halberds.

Greater Troglodytes seem particularly fond of horse flesh and will often completely forget a battle to run down and kill a horse which has the miss-fortune to come within scent.

Sensory Abilities: SN-U, TH