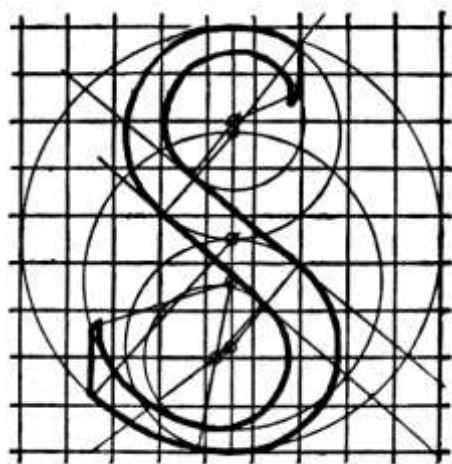


Compendium of Marvellous Sights

Incomplete Beta Edition



Compendium of Marvellous Sights

Gush! Blush! Wonder and marvel at the sight of the volume which you now have the pleasure of holding in your hand.

Yes, gaze with awe on that familiar watermark, chuckle as you recognise the onslaught of pretentious wit and occasional moments of sound design – for Superliga now has another supplement!

The tome which you are casually leafing through consists of 108 monsters and 108 items for use in your Superliga campaigns (actual numbers may vary. This document will be in a state of flux until about July of 2009). As always, the idea is not to do the work of the Overseer for the Overseer, but rather to enable the Overseer's imagination to step in, make a couple of dry comments about the layout of the manual, and then create their own works of brilliance.

Author

The author of this work, as before, is Brendan Evans.

With Thanks To

Megan, who owns, forever and ever.

Various contributors

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Definition of Monsters

Beware, ye unscrupulous adventurer! Within these pages lie frightening arrays of bewildering varieties of monsters, some evil, several good and several that are merely territorial.

Players should really not gain access to this portion of the book without paying the Overseer a hefty fine of a six-pack of the Overseer's favourite beverage (if the Overseer likes expensive wine, they are not penalised. Six bottles is still the required number).

A character with ranks in Classical Learning may be able to gain knowledge of either a specific individual contained within these pages, or a more general idea of (for example) how the Armoured Company fights, or how different species of Grimigan hunt their prey.

Monsters do not always use the same statistics as a player character. A Type One monster will usually only have the "Physical (PHY)" statistic, representing the monster's STR / CON / DEX, and Mental (MTL), representing WIL / INT / MAG.

Type Three monsters are thematic enemies. Type Three monsters pose a specific challenge to a specific kind of playing-style. They will use normal prime statistics, secondary statistics and will mostly use abilities from the standard skills list. Type Three monsters will have a focused selection of abilities and some special equipment.

Type Four monsters are considered the premiere threats that this edition of Superliga has to offer. A Type Four monster uses prime statistics and secondary statistics – but they may have 30 Strength, a resilience of 100 and 50 Health. They will have access to several complete skill trees and exceptionally powerful abilities not found elsewhere. Type Four monsters also use the most powerful

equipment possible and have the largest supply of treasure.

Difficulty

Although Type Four monsters can be considered 'boss' monsters, Types do not correspond to the difficulty of a specific monster. A Type One monster is not necessarily less difficult than a Type Two monster, and two Type Two monsters simply might not be as tough as each other. Variations are usually more difficult than a normal monster.

Counters

Monsters do not have the opportunity to develop their skills across a wide gamut of skill trees like the player characters do. Perhaps, if they had, they could give up their life of savagery. They could have had class. They could have been a contender. They could have been somebody instead of a bum, which is what they are. Let's face it. Regardless, most monsters assume a balanced party with access to melee skills, varying damage types, mundane and magical healing as well as some form of magic or magical protection. A party consisting entirely of sword-wielding fighter types or entirely of mechanowalkers is asking for trouble (although in the case of Mechanowalkers, they may well be able to handle exactly the amount of trouble they're asking for)

Example Listing –

Monster Species

A flavoursome description of the monster will follow.

Prime Statistics

Secondary Statistics

Species

Abilities

Equipment

A description of the monster's Tactics go here,
Suggestions on altering the fight will go here,

And finally a list of the treasure one could
reasonably expect to get out of a monster.

What measure is a Monster?

Monsters do not gain skill points as characters do. Most monsters ignore pre-requisites for skills.

For the most part, they do not use the same character creation stat that characters use. If they do, this is noted.

Most monsters are territorial – if you're there, and they're there, you're in their territory and they will fight you. Some monsters are predatory – if you're there, and they're there, you're dinner and they will fight you. Other monsters fight out of obligation – you've come all this way, they're here too and you've fought everyone else, so they will fight you. There are also several monsters that only turn up under certain conditions – you've done something to attract their attention, they've come all this way, and now, *they will fight you*. The important thing is this: It's totally, 100% ok to kill monsters.

Species

Some monsters may have a 'species' keyword listed in their abilities section. These keywords refer to a number of traits that all monsters of a particular species have but would take forever to spell out.

List of Species: Animal, Construct, Demonic, Draconic, Elemental, Human, Undead.

Animal: An animal is any mammal, reptile, insect, bird or fish that can be encountered on one's travels. They pose a much more significant threat to lower level adventurers. Animals generally have a lair or designated area where they hide their food and any shiny baubles they may have come across. For this reason, any "treasure" that an animal may have is concealed in their lair rather than carried about by them.

Construct: Referring to an entity that was created rather than born. One of the primary traits of an entity is its lack of a 'mind'. Constructs cannot be panicked and ignore taunts, disease, poison, possession, domination, psychic probes or psychic battles. A Construct cannot be resurrected or healed, although it can be repaired (at a base rate of 2gp per 1 Health)

Demonic: A vicious fiend of the deepest pits of Mal Dorno. Demons take double damage from Faithful characters and deal double damage to non-faithful characters.

Draconic: The creature is a dragon, has powerful wings that grant it natural flight, will usually possess an elemental breath attack and benefits from gigantic stature and colossal cunning and wits.

Elemental: An elemental is a child of the mighty prime elementals of the planes. An elemental is immune to damage caused by their native element and can make an

elemental attack once per day – doubling their damage and changing their damage type to their native element.

Humanoid – A catch-all term referring to any sentient upright biped with opposable thumbs. Humans benefit from a wide array of skills, equipment and the ability to communicate effectively as a team. Humans also possess an uncanny ability to hold grudges and seek vengeance. If one escapes or is allowed to live without giving them a good reason not to kill you, it is entirely possible that they'll turn up one day having upgraded their equipment and trained themselves and their new friends in all the tactics necessary to gain their revenge over you.

Undead – A dead body infused with a portion of the chthonic entities that haunt the unfathomable depths of the Etherium to give it a semblance of life. The Undead retain some or all of the memories of their life but their personalities are irrevocably tainted by the blackness that clouds their minds. The Undead ignore pain – they never panic and can ignore all disabled limbs (cutting a limb off generally just forces it to start moving about of its own accord and assisting its parent body in the fight). The Undead are also immune to diseases, poison and receive healing from death spells. The Undead can still be taunted, affected by psychic abilities et al. If reduced to 0 Health, the entity possessing it is banished from the realm of the living to the place from which it came.

Type One

(What they are, how they behave and how to identify the remains)

A Type One monster is a garden variety opponent who will be encountered many times. Type One monsters will have either a few simple abilities or no abilities at all and very little equipment. Simplicity is the watchword!

Type One Monsters may use a simple gimmick in combat. This gimmick will be some small mechanic which is easily countered through application of a generally available skill or through quick thinking.

Type One Monsters do not a noble quest make. They're essentially worth no skill points – at the end of an entire adventuring session in which multiple Type One creatures have featured, feel free to dish out one or two skill points, but no more.

Alkatar

The Alkatar are irritable lizards hailing from the frozen north. They are famed for their lack of temperament and poisonous bite. An Alkatar is usually about 6ft long from nose to the base of their tail and covered in luminescent scales.

Tactics: Alkatar generally rest on large flat rocks in full view of the sun. They do not initiate violence, but will react violently if their territory is threatened. In combat, an Alkatar will attempt to land a bite on each combatant before playing dead. If the combatants move on, so much the better – the Alkatar return to its nice rock. If not, the Alkatar will break their charade in order to launch a fierce attack against the closest opponent before fleeing.

Variations: Though Alkatar are not particularly family-friendly, an Alkatar who has just recently hatched their eggs will become increasingly territorial as a result of a strained food supply. This Mother Alkatar gains (*Stack 5*). Some Alkatar are born with a more than usually thick hide. They gain an additional five points of Armour.

Alkatar do not provide treasure.

Alkatar

PHY 10, MTL 9.

Stack 0, Resilience 4, Health 8.

Species - Animal

Abilities – Unarmed 10, Perception 5.

Vicious Bite: If the Alkatar rolls five or less when rolling to hit, the target will contract a Constitution based disease after d3 days.

Play Dead: If the Alkatar is at Health 2 or less, they may curl into a ball and give a pitiful moan, becoming very still.

Characters must pass a Perception check (vs. MTL) to see through the ruse. The Alkatar can deal 1d10+17 damage to a character in melee range who is caught unawares by this ability, breaking the effect.

Equipment – The Alkatar employs its fierce bite in combat, dealing 1d10+12 damage. The Alkatar's scaly hide provides Armour 5 on all locations.

Berylgwomp

appear to be something like bears, although they have three intertwining antennae on their heads and vestigial gossamer wings. The Berylgwomp is exceptionally friendly but overly-affectionate: their girth and strength combined with their fixation on hugging new acquaintances often makes it tragically necessary to deter them from thinking of humans as super-huggable super-friends with harsh words or with violence.

Tactics: Berylgwomps are solitary creatures: two Berylgwomps will simply hug each other until both die of starvation or become frustrated. A Berylgwomp makes its home in forests and mountainous regions, the better to sneak up on potential new super-huggable super-friends. When it sees someone, it leaps from its hiding place and runs towards them with a joyful cry of “Huuuuuuuuuuuuuug!” (It should be noted that Berylgwomps do not speak any language. It’s a peculiar trait of evolution that their vocal chords form such that they can form three unique soundbites: “Beryl”, “Gwomp”, and whatever the local equivalent of “hug!” happens to be. This is attributed to a latent psychic field surrounding the ‘gwomp’). The Berylgwomp begins by hugging the closest character. At the start of the encounter, the ‘gwomp will stop hugging any character who protests loudly. The ‘gwomp will always go for a new super-huggable super-friend; they do not attempt to re-hug an already anti-hug character. As they reach the end of their potential targets, they become increasingly fretful and will only let go if they take damage or are forced away by a successful opposed STR check. When this happens, the ‘gwomp will become disconsolate and attack until panicked. At this point, it will let out a wail, begin to cry and run away, never to trouble the group again.

Variations: Some Berylgwomps become enraged when attacked, temporarily elongating their claws before leaping up in the air and delivering a savage blow from above. Add the “Rage” and “Brutality” abilities and maybe some Katas from the lotus path for particularly tough opponents.

Treasure: The Berylgwomp’s nest will sometimes have up to 3gp, as a keepsake from former super-huggable super-friends who bribed the ‘gwomp with the promise of friendship and a return visit. If they haven’t returned, it’s safe to assume the money is yours now.

Berylgwomp

PHY 13, MTL 7.

Stack 3, Resilience 4, Health 13.

Species - Animal

Abilities - Unarmed 12.

Gwomp! (DEX vs. DEX): The

Berylgwomp snatches its target up in a biiiiiig hug. The target is locked into melee combat with the Berylgwomp.

Targets who are currently being hugged lose 1 Health each round unless they succeed in a (STR vs. STR), in which case they break free.

Equipment - A Berylgwomp doesn’t like violence, but that doesn’t mean it doesn’t know how to respond to violence. Their cute little teeth and adorable claws deal 1d10+3 Normal damage (1d10+6 after Stack). They do not wear armour.

Cacophoni (or Cacodemon)

The Cacophoni is a non-sentient native of Mal Dorno, the plane of unending terror and agony. A Cacophoni looks like a pustulent, saggy lung with two little scrabbling claws at its base. On top of the wheezing organ is what looks like the head of rooster in a permanent state of being strangled – the eyes are bulbous and bloodshot, and a pasty white tongue lolls continuously out of one side of its blunted beak. When that horrific entity is roused to sensibility, the Cacophoni lets out a gruesome shriek very much like a single moment of being plunged bodily into Mal Dorno. This cacophonous shriek has earned the beast its name.

Tactics: The Cacophoni begins each fight with Cacophonous Squawk, silencing enemy spell casters. It is ill-equipped to take the stress of combat, quickly losing any thought of self-preservation and instead instinctually releasing one Phoenix Circle after another until it burns itself to a crisp.

Variations: More powerful denizens of Mal Dorno occasionally keep a Cacophoni as a pet, or ammo. A great deal of truly malevolent fun could be had from bombarding players with Cacophonii.

Treasure: The demons of Mal Dorno sometimes feed a single gold piece to a Lesser Cacophoni before drop-kicking it into the material world. This gold piece is never digested (Cacophoni have no digestive system), but exists solely to screw with the minds of whoever opens up the Cacophoni's lung sack.

Cacophoni

PHY 9, MTL 12

Stack -1, Resilience 4, Health 9, Power Dice 2.

Species - Demonic

Abilities – Unarmed 7, Arcane

Sensitivity, Arcane Knowledge,

Sorcerer's Path, Spell: Phoenix Circle.

Cacophonous Squawk: All characters within hearing range of the Squawk must succeed a WIL check or be unable to cast spells or use psychic abilities for d3 rounds.

Equipment - Cacophoni are incapable of wielding traditional weapons, but their claws can be used in a pinch (or a scratch) to deal 1d10+5 (1d10+4 after Stack) Normal damage. They have no additional armour.

Dimitri Swarms

are miniature swarms constructed by the machine kings to aid in their conquests. These scarab replicas rove about the battlefield isolating key targets and delaying opponents until more powerful foes can be spared to detach them. A typical swam consists of approximately 20 individual scarab like robots.

Tactics: The Dimitri Swarm locates its target and begins firing until the targets engage in melee. When in melee, the Dimitri Swarm fights until killed. The Swarm is capable of flight and will do so to take out a flying attacker or to pursue retreating enemies.

Variations: Some Dimitri Swarms are also equipped with Synergy Engines. Synergistic Swarms gain +2 to all rolls for each Dimitri Swarm within 50m of their location. Once per day, a Synergistic Swarm can assume a humanoid appearance in order to engage in melee (or call for a surrender using a pre-recorded message). In this case, the Dimitri Swarm gains (*PHY 15, Unarmed 15, Dodge 10, Armour 15*) and deals 1d10+15 damage (after stack) in melee. This transformation lasts for 3 rounds.

Dimitri Swarms

PHY 10 MTL 9

Stack 0, Resilience 3, Health 10,

Species - Construct

Abilities - Swarm Cloud, Guns 10, Unarmed 10.

Swarm Cloud – opponents in melee with a Dimitri Swarm have -5 Perception and -2 to all weapon skills. Also, because of the nature of the Swarm Cloud, the Dimitri Swarm cannot be stunned and is always able to use ranged attacks, even if they are in melee.

Equipment - The entire swarm is equipped with Swarm Laser Pointers. These are pathetic weapons on their own, but when multiple members of the swarm use them, they count as a gun that deals 2d10+5 Ranged damage. The Swarm has no real melee capabilities beyond the standard 1d10 damage.

Elariels

are found in the hidden fairy groves. These graceful protectors ensure that no evil can defile the groves of their sisters. They typically take the form of willowy blonde females wearing sheer gowns made of leaves to distract their opponents.

Tactics: The Elariel begins combat with Immovable Shield before Levitating. While Levitating they will blast their opponents with Psychic Attack. If low on Psi, the Elariel will consume a small ball of rolled up lichen (equivalent to a Psi Crystal). If low on Health, the Elariel rubs some sap from a curious looking twig onto their body (equivalent to a DIY First Aid Kit).

Variations: More potent Elariel also carry poison darts (DEX to use, Target must roll under their Resilience on a d10 or be poisoned) or have additional skills from the Pathways of the Mind skill tree.

Elariel

PHY 9, MTL 12

Stack 0, Resilience 3, Health 9, Psi 12.

Species - Humanoid

Abilities- Humanoid, Psychic Awakening, Immovable Shield, Elariel Mind Blast.

Elariel Mind Blast (WIL vs. WIL) – The Elariel deals 2d10 damage to the target of this ability. This ability ignores Armour if the character is levitating. Characters with Psychic Awakening cannot be the target of this ability.

Equipment - The Elariel will usually carry a variety of herbs on their person equivalent to 2 DIY First Aid Kits and 2 Psi Crystals. They carry no armour or weapons.

Fernling

Fernlings are vines that have grown in a place where a powerful creature of magic has died. This magic has granted the Fernling sentience, predatory instincts and some resilience to magic.

Coloured Fernlings travel in groups of 1d3+2. Fernlings band together in like colours – two mixed colours will never associate with another, although they are not likely to attack each other or non-aggressive strangers on sight. The exception is the Fernling Queen, which travels with 2d3+4 other Fernlings of a different type. Fernlings under the control of a Fernling Queen are fiercely loyal to the Queen and will attack anything – Fernling, another Fernling Queen, any living creature – and fight to the death.

Tactics: In combat, Fernlings attack the closest threat first. If targeted by abilities they have special resistance against, they will attempt to bring that character down first. Fernlings with a Kata will always attempt to use it at least once each round, but only one Fernling in each group will use the ability more than once each round. Fernling Queens will order Fernlings without a Kata to attack the closest targets and provide a distraction for Fernlings with a Kata to charge up their abilities. When led by a queen, each Fernling will attempt to stack their Kata up to three times before attacking.

Variations: Skull-marked Fernlings have Stack 5 and Kata: Dim Mak 9. Empowered Red, Blue or Yellow Fernlings gain +4 to all rolls when using a Kata. Empowered Green or Violet Fernlings gain Kata: Ether-Splitting Kick 11. Empowered Queens are accompanied by Empowered Fernlings.

Treasure: Fernlings will sometimes have small trinkets worth 1gp buried in their nests.

Empowered Fernlings are generally a sign of a powerful magic relic or the grave of a powerful magical creature, and thus point the way to a more powerful treasure (which will probably necessitate the defeat of a more powerful guardian, but hey! Treasure, whee!)

Fernling

PHY 11, MTL 9.

Stack 1, Resilience 4, Health 11.

Species - Animal

Abilities- Unarmed 17, Combat Nerves, Perception 7.

Choose One:

[Red Fernling- 2x Resilience when targeted by abilities that deal Fire damage. The Fernling may use Kata: Flaming Fist 13]

[Blue Fernling- 2x Resilience when targeted by abilities that deal Cold damage and cannot be Chilled. The Fernling may use Kata: Icy Vice 13]

[Yellow Fernling- 2x Resilience when targeted by abilities that deal Lightning damage. The Fernling may use Kata: Lightning Lash 13]

[Green Fernling- +2 Resilience. Immune to disease and poison.]

[Violet Fernling- +5 Stack. The Fernling has Lethal Nonweapon]

[Fernling Queen- Leadership 13. The Fernling Queen will be accompanied by an additional 1d3+2 Fernlings of mixed type]

Equipment- Fernlings have many small, sharp growths on their body which provide them with the ability to deal 1d10+4 Normal damage (1d10+5 after stack). They do not wear armour.

Garumel

A tripedal tongue. A Garumel looks like three legs built entirely out of boulders piled on top of each other to a height of about three metres. The legs come together in a spherical rock that acts like the creature's 'head'. On the underside of the Garumel is a cross-shaped mouth. The Garumel has a tongue that measures a couple of metres in length and can be used to trip up foes.

Tactics: Garumel are massive, lumbering bullies. Upon becoming aware of another creature entering its territory, it will sneak into a good ambush location and do its best to look like a strange rock. As soon as the creature enters within 10m of the Garumel, it will lash out with its tongue. Some creatures are confused by the sight of the organic tongue lashing out at them from rocks a pile of rocks and will venture closer to work out where the tongue is coming from (allowing the Garumel a second attack).

Variations: An empowered Garumel gains *Arcane Knowledge, Wizard's Path (10 Mana)*
Spell: Boulder and Enchantment: Strength of Earth.

Garumel

PHY 15, MTL 10.

Stack 5, Resilience 5, Health 15.

Species – Elemental (Earth)

Abilities – Elemental (Earth), Child of Gaia, All Legs, Unarmed 15, Combat Nerves, Fortitude 7.

Elemental (Earth) – The Garumel is immune to damage from all abilities with "School - Earth". Their elemental attack does Normal damage.

Child of Gaia – The Garumel is immune to Lightning and Death abilities.

All Legs – the Garumel is made entirely out of legs. All damage against the Garumel is done to one of its three legs. Disabling a Leg has the same effect as normal.

Equipment – the Garumel wears no armour, but its tongue deals 1d10+5 Normal damage (1d10+10 after Stack) and can be used to attack opponents up to ten metres away.

Hrothvigar

in the mind of this lizard, it is a mighty heir of the draconic race. In the eyes of everyone else, they're arrogant and foolish lizards who draw too much attention to themselves. That said, although Hrothvigar are guilty of perhaps talking up their abilities a little too much, they are still powerful commandants of the icy magic of their dragon forebears.

Tactics: The Hrothvigar begins a fight by barrelling into the midst of combat and unleashing a Squall. This is followed by a Blizzard. If the enemy appears to be equipped with magical powers, the Hrothvigar will use Ice Pendant or Frost Shield at this point. They prefer to Blizzard large numbers of enemies but will use Coldsnap against single targets.

Variations: Martialy focused Hrothvigar are equipped with armour especially made for their Draconian frame (+10 Armour). Instead of focusing on spells, they have (using 34 Skill points) Unarmed 19, Kata: Flurry of Blows, Kata: Shoryuken! Kata: Lethal Nonweapon and Kata: Icy Vice 13. These powerful beasts will begin with an Icy Vice-enhanced Flurry of Blows followed by Icy Vice-enhanced Shoryukens to powerful combatants.

Treasure: Hrothvigar carry their entire hoard around on their backs. This is usually equivalent to 2d10 gp.

Hrothvigar

PHY 17, MTL 17

Stack 7, Resilience 6, Health 17, Skills (34), Mana 28, Armour 5.

Species – Humanoid (they look draconic but their blood is too watered-down to claim all of their powers)

Abilities- Fortitude 5, Arcane Knowledge (6/8 spells), Wizard's Path, Arcane Reservoir, Spell: Blizzard, Spell: Frost Shield, Spell: Squall, Frostgrip, Spell: Coldsnap, Enchantment: Ice Pendant.

Equipment- Hrothvigar have a thick scaly hide that provides them with natural Armour of 5. Their claws are capable of dealing 1d10+7 Normal damage (1d10+14 after Stack), but they are not naturally skilled in combat.

Illyrian

The evil adventurer's version of Goblins. The Illyrians are eagle-headed men who are naturally attuned to the forces of goodness. That said, their belief in pure good and their insistence on rigid moral codes make them welcome almost exactly nowhere. The Illyrians live as nomads.

Tactics: The Illyrians do not have a reputation for stealth, but at the same time, they do have a reputation for catching foes off-guard. This is because the Illyrians always carry their clubs in hand even when sitting amongst family and do not have a war-cry to announce the beginning of a fight. Thus, the first warning anyone gets that they're under attack from the Illyrians is that an Illyrian has just smacked them in the face with a club. In groups, Illyrians will nominate one member of the band to hang back in order to heal the first Illyrian to take damage. Once healed, that Illyrian falls back as the healer takes their place in combat and will look for another kinsmen to heal. Illyrians will use the damage ability granted by Piety to take out a chunk of damage from a particularly tough opponent. As with healing, the Illyrians take turns to smite their opponent.

Illyrians never engage in combat with characters that have Luck 15+.

Variations: Illyrian Clan Chieftains are devout individuals who only leave their post as guardian of the Illyrian camp sites when a matter of grave importance arises. The Illyrian chieftain has *Luck 18, Epiphany (2 Ranks), Atonement, Breaching and Judgment* in addition to the normal statistics and abilities of an Illyrian. Any Illyrians tasked with accompanying their chieftain into battle will be equipped with the finest goods. These Illyrians will be wearing Obsidian Chestplates (Torso Armour, Armour 10) and wielding Obsidian Maces (2H Mace, 1d10+15 Normal

damage). The chieftain uses Breaching to support his kinsmen, followed by Judgment if the chieftain has reason to believe they are crusading against wrongdoers. Chieftains are empowered by their deities to provide Atonement, but this rarely comes up in combat situations.

Treasure: Illyrian equipment is generally worth about 3gp. A chieftain's tent will contain goods worth about 7gp.

Illyrian

PHY 12, MTL 12.

Stack 2, Resilience 4, Health 12, Luck 15, Armour 5, Faithful.

Species - Humanoid

Abilities –Weapon Skill (2H mace) 15, Combat Nerves, Piety, Healing.

Equipment - The Illyrians rely on massive wooden clubs with stone tips in combat that deal 1d10+10 Normal damage (1d10+12 after Stack). Their armour is mostly made from the plumage of their ancestors, which looks cool, but doesn't provide much in the way of protection (Armour 5)

Jujumanche (or Juju Munch)

A jujumanche is a zombie like product of a voodoo ritual that asphyxiates a man, leaving him with a permanent hue around his lips and eyes before resuscitating the victim and continuously feeding them on herbs as the resuscitation continues. The herbs reduce the mind to a permanent child like state and burn excess gray matter. The jujumanche is typically decorated with feathers which are driven forcibly into the skin and then allowed to heal over (or fester) and garish paint. A Jujumanche is not truly alive or truly dead but obeys its creator until it is dismembered.

Tactics: Jujumanche operate as a swarm of 10 or 20. When they see an opponent, they attack with their balled up fists and their rotting teeth and fight to the death.

Variations: Jujumanche can be painted in phosphorescent paint for a terrifying effect. Characters damaged by a Phosphorescent Jujumanche must take a WIL save or be panicked. Some Jujumanche are accompanied by a Leashmaster.

Leashmasters have (*PHY 12, MTL 10, Weapon Skill (Exotic) 17, Combat Nerves*) and carry a whip which can be used both in and out of Melee to deal 1d10+15 Ranged damage. A Leashmaster can whip a Jujumanche into a frenzy. The Jujumanche loses 2 Health and quadruples the damage done by their next attack.

Treasure: A swarm of 10 Jujumanche will usually have some small beaded trinkets attached around the necks of prime specimens worth a total of 2gp.

Jujumanche

PHY 15, MTL 7

Stack 5, Resilience 6, Health 15.

Species - Undead

Abilities- Unarmed 15, Juju, Lethal Nonweapon.

Juju- Jujumanche are created by the use of forbidden psychic techniques.

Psychic abilities used on the Jujumanche must oppose the creator's WIL of 17 to have any effect.

Equipment- Jujumanche do not use weapons or armour. Their fists deal 1d10 Normal damage (1d10+5 after Stack)

Krillik

The Krillik are a thuggish group of froglike humanoids who offer their services as mercenaries to the highest bidder.

Tactics: Krilliks travel in mercenary cadres of 5-10 Krilliks (2+ Soldiers, 2+ Sorcerers and 0-2 Operatives). In combat, the Krillik Soldiers will drop to one knee and begin unloading fire into the enemy, beginning with a Plasma Cell barrage in the direction of the biggest target. Operatives will engage their Stealth fields and move into position to pick off stragglers – after the plasma cell barrage, they will use a Fuel Injector to power their Electroshock Katars and Backstab an unprotected target before engaging in melee. Sorcerers provide the staying power of the Krillik fighting force, beginning by activating Death Auras and then using their Reaper ability to weaken targets. Wounded enemies will be ignored by the Krilliks to make way for a Death Gnawing, while impervious targets will meet a Death Finger. Soldiers use their Launcher Sabatons to find favourable firing positions, to retreat, or to come to the aid of an Operative.

Variations: Krilliks are sometimes accompanied by a Froglich – A Krillik who has completed the ritual of Lichdom.

Frogliches have (*PHY 16, MTL 16, Stack 6, Resilience 6 (8), Health 16, Undead, Enchantment: Horrid Wilting and Enchantment: Life's Bane, 8 Power Dice, may use the Reaper three times a day*) in addition to the normal Sorcerer skills and equipment. Frogliches generally use Operatives as their Phylacteries -

These Operatives are zombified as a part of the process and have (*PHY 15, MTL 15, Stack 5, Resilience 6 (20), Health 15 (50), Battery 5, Undead, Kata: Shoryuken, Kata: Lethal Nonweapons and Battery Pack (3 Ranks)*) in addition to the normal Operative skills and equipment.

Treasure: Operatives carry 5gp on their bodies. Frogliches carry 10gp.

Krillik War Group

PHY 14, MTL 14

Stack 4, Resilience 5 (7), Skills (28), Health 14.

Species - Humanoid

Abilities- Krillik are generally soldiers, sorcerers or operatives. Choose one:

[Soldier - Guns 16, Mechasuit, Battery Pack, Launcher Sabatons, Weapons Systems, Plasma Cells, Auto-Reload Device]

[Sorcerers- Mechasuit, Battery Pack (Battery 3), Launcher Sabatons, Arcane Knowledge, Sorcerer's Path (4 Power Dice), Spell: Death Aura, Spell: Death Gnawing, Spell: Death Finger, The Reaper]

[Operatives- Unarmed 16, Mechasuit, Battery Pack (Battery 3), Aug: Stealth Field, Weapons System, WS: Electroshock Katars, Dodge 11, Stealth 13, Backstab (Unarmed 11)]

Equipment - All Krilliks carry 2 DIY First Aid Kits. Sorcerers carry 2x Magic Rocks and a Sorcerer's Staff, Soldiers and Operatives carry 2x Fuel Injectors as well as an AKA-47.

Type Two

Type Two monsters are generally human or near-humans. A Type Two monster could almost be a player character – they use the normal prime statistics, they have secondary statistics and they will mostly use abilities from the standard skills list. A Type Two monster will have a decent range of abilities, some standard equipment and may even carry some supplies which can easily be sold for 'treasure'.

A well-deployed squad of type two monsters is generally a credible threat to players of an equivalent level. At the end of an adventure featuring a number of Type Two monsters, somewhere between two to four skill points should suffice as decent recompense for the threats the characters have endured.

Type Two Monsters really come into their own when they exist in an environment that they know and their opponents do not, or when you fiddle around with their equipment.

Incidentally, most monsters in this bestiary are decidedly equipment-light. This is to save on space, because monsters are *not* people too and giving each one the two pages necessary to fully describe each one as a character would make this book the size of a house. This also gives the Overseer freedom to improve each monster without inadvertently replacing a vitally important feature of the monster in the search of ways to boost armour values that tiny bit higher.

City Guard

When dragons attack the town, everyone knows the heroes will do it, and get all the credit, while the guards hide in a barracks somewhere. When a bandit makes off with the duchess' jewellery, a hero will discover the culprit and get all the credit while the guards scratch their heads. Why are they hiding? Possibly the hero commandeered the City Guard's ballistae and used them to launch themselves into the dragon, rather than letting trained crewmen take the dragon down safely. Why are they stumped? Because a hero messed up the crime scene by treading all over the evidence with their Impregnable Freaking Launcher Sabatons of Shooting Lightning Out Your Backside, that's why. The City Guard are very competent individuals; they just don't adventure as much as heroes do. They are, however, supported by the full weight of the law and can requisition some fairly impressive gear.

Tactics: City Guards always travel in pairs. When pursuing an armed criminal, no less than ten City Guards are dispatched. If the players have frequent dealings with the City Guard, the city will equip a special team with additional items such as DIY First Aid Kits, Manraker Crossbows and Zweihanders. The City Guard will always try to convince a suspected criminal to come along quietly, even though they know they won't get the same compassion. If the criminal resists, they attack en masse hoping to bring them down. If outnumbered, they beat a retreat back to the guardhouse where d10 other guardsman will be on duty. There are rarely more than 30 guardsmen in a medium-sized town.

Variations: The more wanted a criminal gets, the higher the calibre of guard sent after them. Variations include Mechasuit-wearing, Gun-wielding cops from higher-tech cities, Disruptor Guards with access to Counterspell

for dealing with wizards, Psi-ops training (+4 WIL) for guards routinely tasked to deal with Psychics.

Treasure: A pair of City Guardsmen will usually have 1gp between them (they take it in turns to bring the beer money for the end of their shift). Their armour can be looted, but all are emblazoned with the insignia of the city guard. It will be very hard to sell them.

City Guard

STR 12, CON 12, DEX 12, WIL 14, INT 11, MAG 11 (8).

Stack 2, Resilience 5, Health 12, Skills (22), Armour 11.

Species - Humanoid

Abilities – Weapon Skill (Any) 11, Combat Nerves, Perception 7, Archery 7.

Equipment – City Guards are equipped with whatever their city provides them with. Typically, this is a Chain Shirt (Armour 6, MAG -3) and an Iron Helmet (Armour 5) as well as either a Hearth Spear (1d10+5 Normal damage, opponents are at -2 to block or dodge and cannot Riposte) or a Double-Headed Axe (1d10+10 Normal damage, this axe disables limbs if it removes 2 or more Health (instead of 3 or more Health)) or a Spiked Mace (1d10+10 Normal damage). Half the guardsmen are also equipped with Simple Crossbows.

Discorporate

The Discorporate are Mentalists who spent too long delving into the secrets of their own minds, who waited that extra moment before returning to the cold shell of their bodies, who ventured that little too far while using astral projection, and now... they can never come back. A Discorporate is an Energy Wraith who has permanently been locked out of their normal bodies. They are unable to rejoin the world of the living and they will never die, they will simply cease to see or feel anything in perhaps a thousand million years. Until that happens, they claw and scratch at reality.

Tactics: The Discorporate enjoys chaos and terror. A Discorporate will generally use Stealth to flank their prey and Dominate an opponent without being noticed by others in the vicinity. The Dominated character then causes a distraction while the Discorporate drains its victims of Psi with Forbidden path before Dominating a second target into wandering away from the group. Sometimes, the Discorporate will possess a hostile creature for use as a decoy. In any case, the Discorporate will continue to drain Psi and distract characters with Dominate until it reveals itself with a Lobotomy attack.

Variations: Discorporates working in groups are thankfully rare as even one is capable of draining the unprepared adventurer into a dry husk. However, the group tactics for Discorporates involve each Discorporate attempting to Dominate their foes before flinging them about using Telekinesis. In between Telekinetic brawling, the Discorporates will always have a possessed creature being dragged along in order to drain it of Psi.

Treasure: Discorporates turn into dust on death, which can be sold to interested parties for 3gp (what they use it for is best left unsaid). Mentalists are able to use this

psychic residue to return themselves to full Psi immediately (although the process gives them a headache resulting in -2 WIL for five rounds). The residue loses potency if it isn't used almost immediately, so it is not possible to bottle the residue up.

Discorporate

STR 1, CON 1, DEX 1, WIL 12, INT 12, MAG 12.

Stack -9, Resilience 2, Health 1, Psi 12.

Species – Humanoid

Abilities- Discorporate, Forbidden Path, Telekinesis (5 Ranks), Domination (5 Ranks – up to three people for four rounds), Possession, Nightmare Mask, Lobotomise, (Stealth 20)

Discorporate – the Discorporate cannot be harmed by normal or ranged weapons. Modified weapons, including blessed weapons, deal half damage. Magic and Psychic abilities deal half damage.

Equipment- The Discorporate's shadowy ethereal form lends itself well to hiding and counts as providing Stealth 20. The Discorporate's cold touch causes the loss of 1 Health on a successful WIL check when in melee.

Fairy

The misbehaving little sisters of the Elariel. The fairy population is 90% female. The 10% of males are essentially treated as puppy dogs or a favoured teddy-bear. A fairy's small stature is misleading. Yes, they are a few inches tall. This has no effect on the potency of the poisons they use on their daggers, nor their ability to hurl lightning.

Tactics: Fairies generally lie in wait, using their Stealth abilities to provide a favourable chance to attack. In battle, Assassins are fast and agile, using their flight to get close to an enemy before unleashing a surprisingly devastating attack. Wizards will generally blast an area with lightning bolts before attempting to hide again. Fairies panic easily, in which case they will flee to the safety of their Fairy Circle.

Variations: Some Fairy Assassins favour the use of tiny little crossbows or bows. Such a fairy may take the Devotee of the Arrow ability to increase their damage potential. In this case, their Poison abilities become applied to ranged attacks.

Treasure: Fairies carry a great deal of equipment, most of which is really only useable by other Fairies. These items together are usually worth about d3gp.

Fairy

STR 8, CON 8, DEX 15, WIL 8, INT 15, MAG 15.

Stack -2, Resilience 3, Health 8, Skills (30), Mana 39.

Species - Humanoid

Abilities- Fairy.

Fairies are generally Wizards or Assassins. Choose one:

[Wizards- Arcane Knowledge, Arcane Reservoir, Wizard's Path, Spell: Lightning Bolt, Arcane Sensitivity, Arcane Reservoir, Counterspell 8.]

[Assassins- Weapon Skill (Dagger) 15, Dodge 13, Poison.]

Fairy – This creature is a fairy. They double all penalties when wearing armour. Fairies have natural flight. (If a fairy is not engaged in melee combat, they may declare that they are flying, in which case they can neither attack in melee nor be attacked in melee until they stop flying). Characters larger than a fairy are at -5 to hit them.

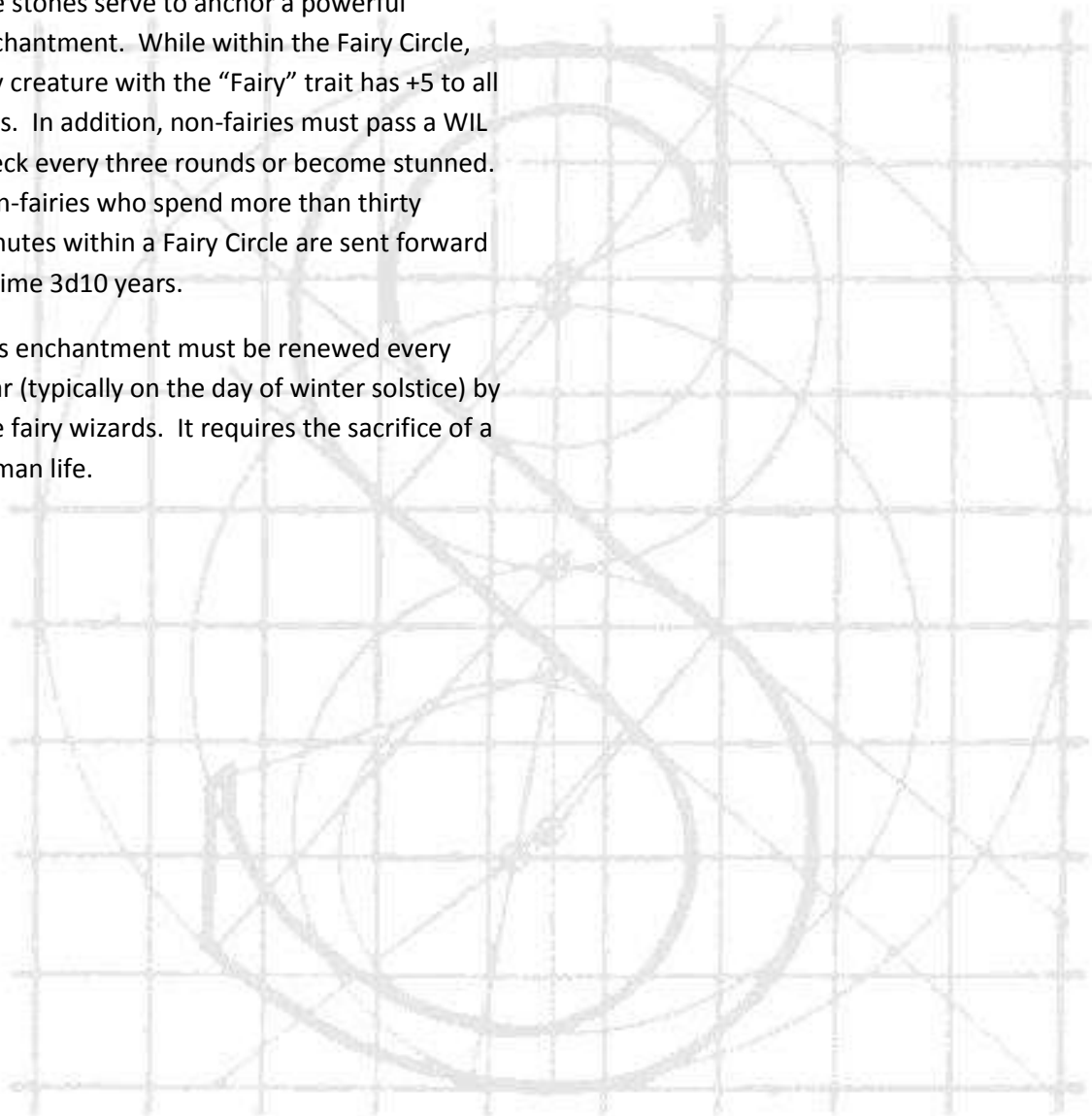
Poison – Whenever a Fairy Assassin rolls a 5 or less to hit with a dagger, the target of their attack becomes poisoned.

Equipment- Fairies generally wear armour crafted from bark or nut shells. This is incredibly effective when fighting rats, somewhat useful against pigeons (the dragons of the fairy world) but less effective in combat with human-sized opponents. A complete set of bark armour covering arms, legs, torso and head provides Armour 5. Fairy Daggers deal 1d10 + 2 Normal damage (1d10-1 after Stack).

Fairy Circle

The Fairy Circle is the sacred hub of the Fairy culture. While many fairies live in trees or tiny villages or by a river side, all of these places will be within line of sight to the Fairy Circle. The Fairy Circle is a ring of five or more stones forming a perfect circle that covers an area anywhere between 30cm and 50m wide. The stones serve to anchor a powerful enchantment. While within the Fairy Circle, any creature with the "Fairy" trait has +5 to all rolls. In addition, non-fairies must pass a WIL check every three rounds or become stunned. Non-fairies who spend more than thirty minutes within a Fairy Circle are sent forward in time 3d10 years.

This enchantment must be renewed every year (typically on the day of winter solstice) by five fairy wizards. It requires the sacrifice of a human life.



Cacophoni, Greater

The malevolent three storey tall brood-parents of the lesser cacophoni, these lumbering beasts appear to be a massive rib cage, host to a pair of obese but powerful lungs, straining against their bony exterior. A flesh sac covers the entirety of the Cacophoni's face, leaving only the tiny beak visible in the middle of the pustulent flesh. The creature's tiny leathery talons are similarly overgrown, barely visible underneath the morbid flesh that coats the Cacophoni's legs. Driven by a sense of greater good to protect their species as a whole, a Greater Cacophoni carries several weaker offspring on their back, securely fastened by gaping pores in the creature's skin. When engaged in combat, the Cacophoni will launch its weak, detested offspring in the direction of their assailants, triggering their self-destruct impulses for the good of those who will survive them.

Tactics: A Greater Cacophoni will usually be accompanied by its two strongest offspring (Lesser Cacophoni), carrying the rest of its brood on its back. In a battle, it will rely on its young to disrupt enemy spell casters while taking out martial opponents in close range by alternating with its Ground Stomp and normal melee attacks. If one of its precious offspring is destroyed, the Greater Cacophoni will begin to use the "Launch Offspring" ability, targeting 1) whoever killed their young, anyone in melee range of their young and 3) anyone close to itself. When the Greater Cacophoni has depleted its entire Offspring or is reduced to 5 Health, it will begin to use Spell: Phoenix Circle at maximum power until dead.

Variations: Volatile Greater Cacophoni explode on death, casting Spell: Phoenix Circle using four power dice regardless of how many power dice they had left.

Treasure: A Greater Cacophoni may have absorbed a small selection of weapons or ammunition from past combats up to a value of 20gp.

Cacophoni, Greater

PHY 14, MTL 14

Stack 4, Resilience 5, Health 14, Armour 10, 4 Power Dice, 2d6 Offspring.

Species - Demonic

Abilities- Unarmed 15, Combat Nerves, Arcane Sensitivity, Arcane Knowledge, Spell: Phoenix Circle.

Launch Offspring: The Cacophoni loses d3 Offspring. For each Offspring lost in this way, the Greater Cacophoni deals 2d10 Fire damage to a creature within 50m.

Release Offspring: The Cacophoni loses 1 Offspring, creating a Lesser Cacophoni.

Ground Stomp (STR): Stuns a character in melee range.

Raucous Squawk: All characters within hearing range of the Squawk must succeed a WIL check at -2 or be unable to cast spells or use psychic abilities for d6 rounds.

Equipment- A Cacophoni's rib cage provides it with Armour 10. Their powerful stomps deal 1d10+9 damage (1d10+13 after Stack).

Gnoll

These dog-headed wretches hide in the ruins of jungle temples with their rusty knives and their spider mounts. Gnolls are not popular – when their Gods created them to guard the temple, they were not allowed inside or within 15m of the entrance. When their Gods were slaughtered in the cataclysm, the Gnolls took shelter in the temples, assuming that their Gods would have wanted them to inherit the Temple sites to preserve the spark of their creation. They are wrong. Their Gods would have much preferred that they stay outside of the temple and perish so that the Gnolls were not their last surviving creation.

Tactics: Gnolls roam in packs of 3-10. Gnolls prefer to fight on Spiderback to provide them with the opportunity to charge. Spiders will fight on without Gnolls, but Gnolls will generally beat a hasty retreat at the first opportunity if their mount is killed. Both Gnoll and Spider receive an action during combat, but they always attack the same target.

Variations: Some Gnolls carry Hunting Spears for a ranged volley before closing with Charge. Some Spiders can spit poison – on a 5 or less on a 20-sided dice, the spider can spit a globule of poison at their target with unerring accuracy, forcing the target to save against poison. A few Gnoll Priests have taken on the role of their old masters, leading their kindred into battle. Gnoll Priests have *Luck d20, Holiness, Healing and Protection*. Gnolls accompanying a Priest are considered Faithful. Death's Head Commando Gnolls each carry a jar of poisonous gas which can be smashed on the ground. The jar of poisonous gas deals 2d10 damage ignoring armour to everyone within melee range of the gnoll using it (including the gnoll)

Treasure: The simplest of tools used by the Gnolls are actually ancient relics of a bygone

age. Constant misuse and poor treatment have ground them down to mere curiosities, making an entire squad of Gnoll equipment worth approximately 5gp.

Gnolls

PHY 13, MTL 9.

Stack 3, Resilience 4, Health 13, Armour 5.

Species - Humanoid

Abilities- Weapon Skill (Polearm) 15, Weapon Focus (Polearm, 5 Ranks), Athletics 5, Steed 10, Spider Charge. Spider Charge – when riding a spider mount, the Gnoll is capable of Charging as though they had the Charge! Skill, and may do so across horizontal surfaces, up vertical surfaces or along uneven ground.

Equipment- Gnolls wear the ritual armour of their creators. It's tattered and faded, but enough residual magic remains to provide Armour 5. They also carry Halberds (1d10+10 Normal damage, reduces opponent's armour by 5. 1d10+38 Normal damage after Stack and Weapon Focus).

Spider Mount

These chitinous beasties serve as the ignoble steeds to the Gnolls. The spiders are natural climbers, and they are one of the few animals who can tolerate the Gnollish race.

Species- Animal **PHY 14, MTL 10**
Stack 4, Resilience 4, Health 14.

Abilities: Unarmed 15, Poison, Athletics 5, Climb 20.

Poison – on a 5 or less to hit, the target of the Spider Mount's unarmed attack becomes poisoned.

Equipment: None to speak of. A Spider's bite does 1d10+4 Normal damage (1d10+8 after Stack).

Mimic

Children of the fey are beautiful, exotic creatures. Mimics are known for having the appearance of a babbling brook – their skin looks to be nothing more than the reflection of sunlight on rushing water. When calm, the mimic sighs and laughs with a watery sound. An angered Mimic sounds like the crash of waves on the ocean, complete with a murderous streak hidden underneath...

In combat, mimics shift fluidly from one form to another, taking on the shape of their foes in order to more easily copy the stance of a seasoned warrior or better mouth the words of a powerful magic incantation.

Tactics: Mimics prefer to copy the biggest, most powerful character around, launching a copy of that character's favourite attack at them. For defence, it relies on the assumption that someone close by will have access to blocks, dodges or a 'magical shield' ability, copying that skill constantly when not on the offence and leaving that target to last.

Variations: Some powerful sorcerers and magical beasts keep caged mimics to copy their own abilities. D3+1 Mimics added to just about any monster encounter are a nice way to tell your players that you hate them.

Treasure: Mimics will generally leave behind some crude copy of an item that a player within 20m already has (worth -1gp when sold). After one day, the item's shape becomes more realistic (worth +1 gp on top of normal selling price when sold). There is a 25% chance that the item is a mimic's egg which will hatch into another mimic, increased to 50% if the item was modified or 100% if it was a Legendary/Item Set item.

Mimic

PHY 2d10 MTL 2d10

Stack d10 Resilience d10, Health 2d10

Species – Humanoid

Abilities – Mimic

Mimic: The Mimic instantly uses any one ability known by any character within 20m. The Mimic counts as having statistics and equipment equal to the copied character's statistics (except resilience and health) and equipment for the purpose of using this ability, but the armour/statistic copying does not persist after this action. If it is not the Mimic's action, they are limited to dodging/ripostes/blocking (other skills at the Overseer's discretion)

Skeletal Guardians

These are typical undead warriors. The skin is no longer present and the bones have been polished until they acquired an eerie shine. Their facial expressions are subtly altered – a shadow about the brow suggests a frown. Regardless of any cosmetic changes, a skeletal guardian is the equal of any trained warrior.

Skeletal Guardians are most common in Dead Morasses (see Type Three)

Tactics: Skeletal Guardians operate in groups of 2-5. At least one will attempt to split off from the main group in order to deal with secondary threats such as ranged attackers or wizards while the remainder maintain a tight formation and march towards their primary objective (or hang back to defend their charge).

Variations: Skeletal Archers are provided with longbows which they maintain with mechanical fervour. A Skeletal Archer replaces their skill set with (Archery 15, Devotee of the Arrow, Measured Shot) and carries a Composite Bow (100 arrows) as well as Archery Gloves.

Treasure: the arms and armour carried by Skeletal Guardians are usually of high quality and can be looted. In addition, some may have two coins in the eye sockets or one in the mouth (these skeletons hailed from a culture where a small supply of cash was required to ensure safe passage to the afterlife)

Skeletal Guardian

PHY 15, MTL 20.

Stack 5, Resilience 7 (9), Health 15 (16), Armour 10 (17).

Species - Undead

Abilities- Combat Training (1H Sword, 15), Weapon Focus (1H Sword, 3 Ranks), Combat Nerves, Shield Defence (Block 15 (22)), Stamina, Resistance, Undead.

Equipment- Skeletal Guardians wear the remnants or armour they wore in life. Combined, it provides Armour 10. In addition, they generally carry a Bastard Sword (1d10+12 Normal damage, 1d10+32 after Stack and Weapon Focus) and a Tower Shield.

Vampire

The Vampire is the obligatory stalker of the night. Their cool looks, clammy skin and the bluish tinge that permeates their flesh make them incredibly unnerving. A typical vampire is generally bedecked in the finest of clothing. This 'fine clothing' may range from contemporary fashions, or the fashions worn by the most powerful aristocrats in the Vampire's native time. Vampires are not really exceptional fighters, but their exceptional will power gives them a devastating array of tricks.

Tactics: A typical Vampire is never alone – they are typically the landed aristocrats and as such have enough money to employ a few guards. In addition to this, their lairs are usually fortified castles or mansions. When a character has the opportunity to face a vampire in single combat, they are usually bloodied and war wearied. The vampire will begin a fight by using Misdirection on any injured characters or any melee characters before engaging that character in melee to get the benefits of Nightmare Mask. Once the character is suitably weakened, the vampire will use Domination to command the character to attack their team mates (if the character resists, or the group is unable to intervene, the vampire will instead feed on the character). If locked into a combat, the Vampire will use their Swordsmanship to whittle away at their opponent's health before closing in with a Terrify / Feed attack. If the vampire runs out of Psi points, it will attempt to remove itself from melee and use Forbidden Way to replenish its Psi reserves and then focus on Dominating for the rest of the fight.

Aristocratic Vampire

STR 12, CON 12, DEX 12, WIL 19 (22), INT 19, MAG 19 (16). Psi 19, Stigma 5. Stack 2, Resilience 6, Health 12.

Species – Undead.

Abilities –Weapon Skill (1H Swords) 19 (34), Weapon Focus (5 Ranks, 1H Swords), Stealth 15, Perception 15. Leadership 19, Terrify, Forbidden Way, Misdirection, Domination, Nightmare Mask,

Stigma – The Vampire has the Stigma class statistic but does not suffer from the Soulscour effect. As a balancing factor, they are unable to gain more than 1 Stigma per round.

Feed (DEX vs. DEX) – the vampire can snatch a target in an attempt to suck its blood. The snatched target must pass a (STR vs. STR) check to break free. If they fail, the vampire steals d3 points of Health from their total and adds it to their own, and the victim loses their action for that round. Panicked or Dominated targets make both rolls at -5.

Equipment- A vampire can generally afford the very best equipment there is to wear. The Vampire has a Crystal Circlet of the Sundering Mind (+5 to WIL when using Domination), a Bloodthirsty Longsword (provides +15 Weapon Skill, 1d10+10 Normal Damage, for a total of 1d10+37 damage), including stack and weapon focus), Leader's Cloak (Armour 1, +3 WIL) and an Impregnable Chain Shirt (Armour 16, -3 MAG).

Notes on Dying: A vampire reduced to 0 HP does not die and cannot be harmed without a modified weapon, magic spell or psychic ability. Instead it disperses into a gaseous cloud and after 1 round returns to its grave (or coffin), where it will arise after d3 nights fully healed. If the grave or coffin is pierced by a blessed weapon or a piece of wood is interred with the vampire, it will achieve final death.

Variations: A vampire who favours having the edge in melee will have the statistics used in the column opposite. These Vampires favour engaging an opponent in melee, Disarming, Terrifying it and then feeding.

Treasure: The vampire's equipment is a nice treasure trove, but for the truly avaricious the family vault will (on a successful Burglary check) have 2d10+50 gp. Failing to check for traps or failing the burglary check results in an explosion that deals 2d10+50 Fire damage followed by triggering the electric floor around the vault (2d10+80 Lightning damage), rendering the treasure inaccessible.

Warrior Vampire

STR 12, CON 12, DEX 12, WIL 19 (22), INT 19, MAG 19 (16). Psi 19, Stigma 5. Stack 2, Resilience 6, Health 12.

Species- Undead.

Abilities –Weapon Skill (1H Swords) 19 (34), Weapon Focus (5 Ranks, 1H Swords), Stealth 15, Perception 15.

Leadership 19, Terrify, Disarm, Combat Style (Serpent Style), Dodge 19, Riposte!, Stealth 19, Backstab, Athletics 15 (climb 20),

Stigma – The Vampire has the Stigma class statistic but does not suffer from the Soulscur effect. As a balancing factor, they are unable to gain more than 1 Stigma per round.

Feed (DEX vs. DEX) – the vampire can snatch a target in an attempt to suck its blood. The snatched target must pass a (STR vs. STR) check to break free. If they fail, the vampire steals d3 points of Health from their total and adds it to their own, and the victim loses their action for that round.

Panicked or Dominated targets make both rolls at -5.

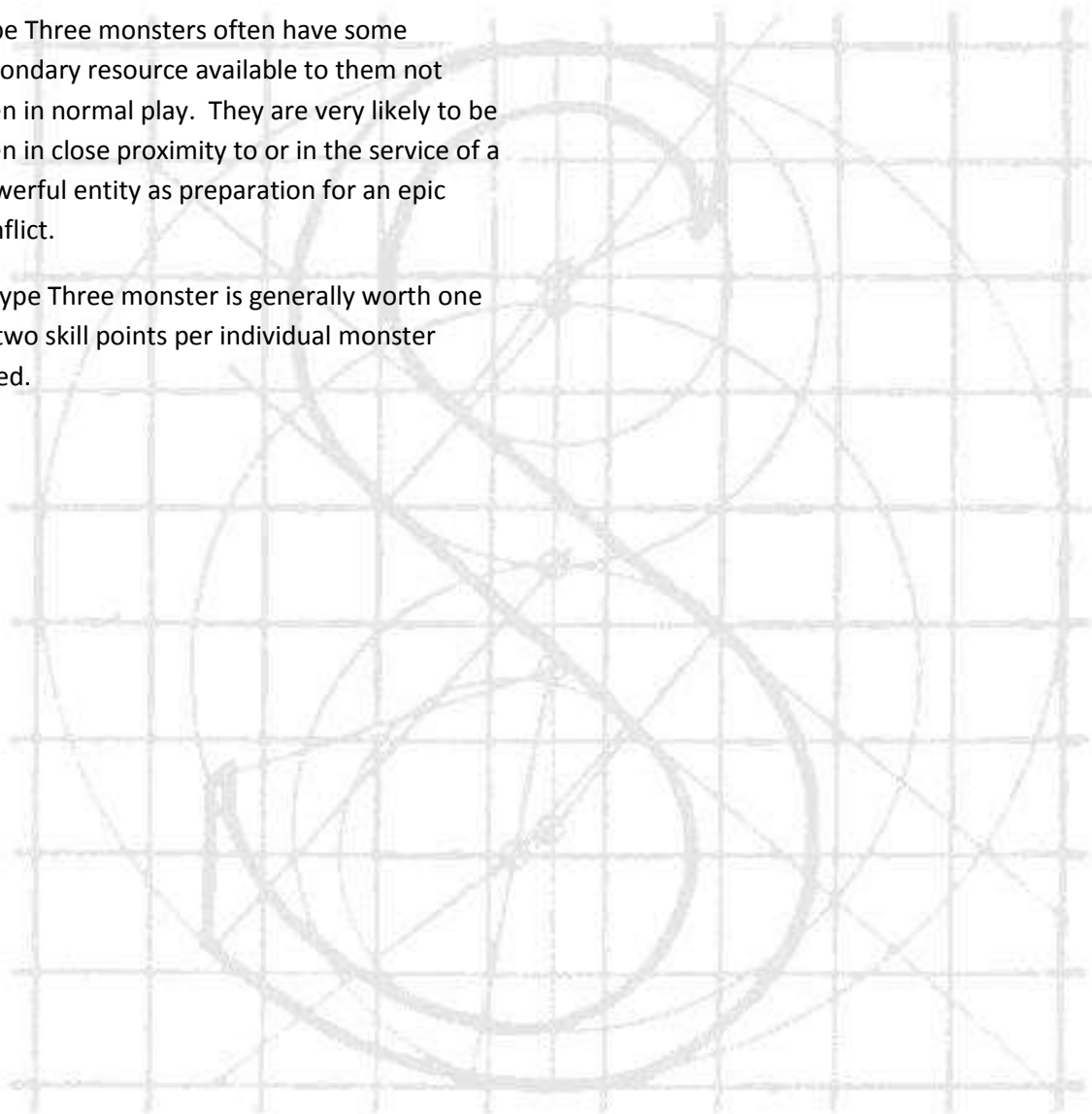
Equipment- A vampire can generally afford the very best equipment there is to wear, such as: Impregnable Steel Full-helm (Armour 19, Perception -2), a Bloodthirsty Longsword of Titans (+15 Weapon Skill, +15 Stack, 1d10+10 damage so 1d10+59 damage including Stack and Weapon Focus) and an Impregnable Chain Shirt (Armour 16, -3 MAG)

Type Three

A monster in this classification is a decent way to finish off an adventure, though not a campaign. A Type Three monster is designed as a challenge to certain gameplay philosophies and character styles. Type Three monsters may be very difficult for extremely focused skillsets to defeat.

Type Three monsters often have some secondary resource available to them not seen in normal play. They are very likely to be seen in close proximity to or in the service of a powerful entity as preparation for an epic conflict.

A Type Three monster is generally worth one or two skill points per individual monster killed.



Dead Morass

Not a true creature but a dangerous area to be in, the Dead Morass is a powerful Death enchantment cast many years ago – perhaps in an ancient temple where the Finger of Death could be used to ease the suffering of a human near death, etc. Regardless, it was never turned off, the society that fashioned it got sick of dying and became immortal, or simply left one day but somehow kept the mana flowing. Regardless, the result is a Dead Morass: an area where powerful undead arise spontaneously and without masters.

Tactics: The Morass is sentient and can communicate telepathically. It warns the living to stay away and warns that it is not to be trifled with both to avoid contaminating its power with the souls of the easily scared and out of pride in its own power. If truly threatened, the Morass will offer the closest Death using wizard the secrets of untold power in exchange for aid, or try to tempt the character threatening it with the same offer. The Skeletal Guardians will simply attack their closest foes until they have nothing left to attack.

Variations: The power of the Skeletal Guardians grows in proportion to the power of the Dead Morass. Empowered Guardians have Resilience 13 (up to 15) and gain Ice and Death immunity. Arcane Guardians have Arcane Sensitivity, Bolster Magic 10, Arcane Knowledge, Wizard's Path (Mana 20), Spell: Shards of Frost, Spell: Frost Shield, Spell: Squall and Frostgrip.

Treasure: The heart of a Dead Morass is a black diamond worth 20gp.

Dead Morass

PHY 0, MTL 20.

Health (Special).

Species- Undead

Abilities- Empower Death, Plague of Undeath, Life's Bane, Death Aura.

The Dead Morass counts as a permanent Death Aura and Life's Bane enchantment over a 100m area.

Empower Death: Death spells cast in the Dead Morass area cause the target to suffer a -2 penalty. Casting the Ritual: Lichdom spell in a Dead Morass allows the caster to use a dead body as the phylactery. At the end of the ritual, the phylactery returns as a revenant with all of the statistics and skills it had in life.

Plague of Undeath: Any creature killed within the zone of a Dead Morass returns as a Shambling Dead in one round. The Dead Morass is in full control of all Undead who enter its borders, excepting Liches.

Killing a Dead Morass: The zone can only be destroyed if a character with the Piety skill Atonement passes a WIL check versus the zone's MTL (maximum one attempt per round), or if 3 successful Disperse Magic attempts are made in the zone in the space of one day. Otherwise, it becomes dormant when there are no dead in the area for 24 hours, at which point it will regain sentience and start probing for more undead creatures to draw into its zone of control.

Guardians: The Dead Morass is always populated with at least 2 Skeletal Guardians and may have other dead creatures within it as well.

Ghouls

When the dead first rose in Tira Glam, they found themselves with an abundance of lords, generals and high priests and a bevy of resurrected serfs, soldiers and acolytes originally sacrificed to their beloved masters now eagerly awaiting instructions. Of course, no-one had thought to have their middle management conveniently interred in a corner grave. Thus, the vampires proposed a solution: they would construct a cadre of sentient, loyal individuals to serve as elite warriors, personal servants and occasionally body doubles. These creatures would be imbued with lightning fast regeneration to avoid having to engage in costly healing or resurrection and a fiendish cunning and sense of initiative – the go-getter of the undead hordes. The resultant magic was so highly detailed and so very powerful that the force of the conflicting demands the enchantments made on the subject's mind tore it apart, replacing it with the personality of the ghoul. Their flesh was similarly afflicted, becoming misshapen and covered in welts. The ghoul's regeneration is so fast that its skin alternates between baby pink and an elderly blue over the space of a few minutes.

Only among the vampires has the concept of a crazed, bestial nosferatu with such a distinctive appearance really taken off – the ghouls are equal parts misinformation and bodyguard. Many an adventurer has walked in, killed the ghoul and left without any further violence, convinced they've killed a 'real vampire'.

Tactics: Ghouls are deployed strategically by their vampire overlords, sometimes accompanied by other dead things but never other ghouls. They prefer fighting in enclosed spaces where they can get to grips with their opponents and make full use of their regeneration (they're a tiny bit masochistic).

Ghouls will always flee anything that causes them to lose their regeneration.

Treasure: None. They're essentially pets.

Ghoul

**STR 16 CON 16 DEX 16 WIL 8 INT 8
MAG 8**

**Stack 6 Resilience 4 Health 16 Armour
5**

Species – Undead

Abilities- Unarmed Combat 18, Kata: Flurry of Blows, Kata: Lethal Nonweapon, Dodge 15, Regeneration, Vulnerabilities.

Regeneration – The Ghoul regains three Health each round even if reduced to 0 Health. Any disabled limbs return to normal operation after one round.

Vulnerabilities- Ghouls are the source of many old wives' tales about dealing with the undead. They take double damage from faithful characters and blessed weapons, are allergic to garlic and a variety of other herbs (they're pure carnivores), have a fear of running water, daylight and wide open spaces and silver. If exposed to anything they're allergic to or afraid of their regeneration ceases to function until removed. In short, if you're fighting a 'vampire' and any of the above work, it's actually a ghoul. If you're fighting a real vampire and expect any of this to work, you're doomed.

Equipment- Ghouls will be outfitted in armour that closely resembles their master, although this armour will only provide Armour 5. They use their fists in combat.

Promethite

The Promethite is one of the Stein Laboratories' earliest creations. The Promethite is a wire endoskeleton supporting rejuvenated necrotic tissue co-ordinated by the workings of sophisticated clockwork mechanisms inside the creature's ribcage. A Promethite will generally be constructed from human remains or canine remains. In either cases the imitation would be flawless but for the jaundiced skin and browning teeth and eyes.

Tactics: Promethites are constructed for simple guarding duties. As soon as they are made aware of an outside presence they will wait for 1 round for the intruder to identify themselves and provide a password before attacking. Promethites always attack the closest intruder with a charging attack (using their Polearm) before dropping their weapon and relying on their Shoryuken attacks to finish the closest opponent off. Promethites do not pursue a fleeing foe unless there are no targets in range or the escaping opponent is fleeing in the direction of whatever the Promethite was guarding.

Variations: A Prototype Promethite has 4 Resilience but gains +1 Resilience every time they take Lightning damage. If they reach 6 Resilience, they will Overload, dealing 100 Lightning damage to everything within 50m each round for 3 rounds before resetting to 0 Resilience. Several Prototypes in a row can demolish themselves in a short chain reaction.

Treasure: The Promethite's equipment is easily looted and easily sold (even if they are slightly large and smell odd).

Promethite

**STR 14 CON 15 DEX 11 WIL 15 INT 12
MAG 12 (9)**

**Stack 4 Resilience 6 Health 15 Armour
11**

Species- Construct

Abilities- Unarmed Combat 15, Kata: Shoryuken!, Weapon Skill (Polearms) 15, Charge, Bile Strike.

Bile Strike – When rolling to hit with an unarmed attack, the Promethite has a 25% chance to expose their opponent to a CON-based disease.

Equipment- Promethites are generally equipped in the same manner as a typical guardsman: Chain Shirt (Armour 6, MAG -3) and an Iron Helmet (Armour 5) and Hearth Spear (1d10+5 Normal damage, opponents are at -2 to block or dodge and cannot Riposte)

Type Four

As stated in the main rulebook, a monster under this classification is intended to represent the most powerful and fatal threats a game of Superliga has to offer. In other fights, things like 'rules' and 'combat etiquette' are considered important. Learned scholars believe that one can be adequately assured of victory in most combat if only one is sure to be properly supported by good armour and friends and supplied with good weapons and needed combat restoratives.

"So, do these theories apply to foes like Tranix the Shifter? What about Arklug, the legendary wolf shaman? Can one adequately prepare for these fights with any degree of certainty?" you might ask.

At this point, a learned scholar will sit down and push his bespectacled nose back into order. "The thing is, young one, combat is an inexact science..."

"But you said..."

"Our current does not encompass this end of the spectrum!" many will snap. Some will regain their composure. "We cannot in good conscience give advice on how to vanquish these foes, because to the best of our knowledge, no-one has ever done so. You would need a small band of experienced veterans, armed to the teeth and enchanted from here out to their ninth aura just to have a slightly uneven playing field."

A Type Four monster is unique. There are no others even remotely like it. Not all are evil – in fact, anything that doesn't mention eating its own young could conceivably be a viable non-combat NPC in-game, either as a political friend or foe. But if they are in combat, they're expected to be lethal to anyone who isn't intimately aware of the capabilities of their character.

In short, any battle against these beasts will

take quite a while to complete. If you are aware that one of your players has peered into the forbidden depths of this section without your explicit permission, kick them in the shins and then messily rewrite the rules for each monster, making them do more damage, changing the elemental damage types they deal, blatantly ignore the given tactics and substitute your own, or adding a plethora of type three monsters to the combat as bodyguards.

Always ensure that your players are fully healed and at least vaguely aware of the preparation they will need to succeed in a battle such as this. Generally, at the conclusion of the battle, all survivors should gain three to four skill points.

At a bare minimum, players should be able to take fifty damage without seriously injuring them, deal fifty damage each round consistently, have some counter to most damage types and be able to hit something with weapon skill 30. A second good sign is whether or not the players have started using the "Improved Statistics" skill in the general skills section of the main rulebook.

Got all that? Ok, strap your Impregnable Steel Full-helm of Grand Cross firmly to your chin before entering. Good luck, have fun!

Arklug the Wolf Shaman

Arklug was a green skinned brute who claimed parentage from a race of long dead green skinned brutes called "Orcs". Arklug is long-dead, having perished on a lonely mountain top on the end of a soldier's longsword in the ages before the splintering of the worlds. However, his numerous deeds (and perhaps, his iconic insanity) have lingered on. To this day, echoes of his personality sometimes coalesce into being, for the most part targeting murderers and those who make deals with demons.

Legend speaks also of Arklug's mighty wolf companion, though never by name. This wolf was entirely unlike the wolves of this age: It burned with elemental fire, a gift to Arklug from his ancestors. The wolf was not beside him when he died, but perished in the exact instance that Arklug died, all the same.

Tactics: The ghostly presence of Arklug is usually to be spotted roaming about the ruins of old battle-fields where a great evil was vanquished. If he is spotted, he will disappear after three rounds unless attacked. If attacked, he begins by activating Gaian Shield (9 round duration). During the next round, he will call the Forgotten Wolf to his side (it will take d6 rounds to appear). During the third round, he will attack his nearest opponent with his Totem. If no-one is in range, he will use his Firebolt spell at maximum power. When the Forgotten Wolf at last arrives, it will use Howl of Fire on Arklug's current adversary before leaping into combat with Kata: Ether Splitting Kick and continuing with Kata: Flaming Fists. As soon as Arklug spots his wolf companion, he will begin summoning the Wolfwind and continues alternating between Firebolts at maximum power or swinging his club. If Arklug's powers are depleting, the Forgotten Wolf will use Ether-Splitting Kick to attack his opponent in order to allow Arklug

Arklug

STR 17, CON 17, DEX 17, WIL 17, INT 17, MAG 17, Luck 15, Faithful, Power Dice 14.

Stack 7, Resilience 30, Health 80.

Species- Humanoid

Abilities- Weapon Skill (1H Mace) 20, Combat Nerves, Piety, Healing, Protection, Smiting, Breaching, Epiphany (5 Ranks), Arcane Knowledge, Sorcerer's Path, Spell: Firebolt, Enchantment: Circle of Protection, Spell: Gaian Shield, Wolfwind, Revenge of the Lone Wolf.

Wolfwind – Arklug practises old magic no longer native to this universe. Each turn, Arklug makes a MAG check to summon and control the powers of the Wolfwind. If successful, the spirit of his wolfish brethren will surround the battlefield with their ancient howl, causing 2d10+30 Ranged damage to enemies within 100m of Arklug. During this period, attacks from outside this area cannot penetrate the biting winds.

Madman – Arklug believes (more or less truthfully) that the spirits of his ancestors protect him far better than any mere piece of metal could ever hope to achieve. He wears a simple loincloth and leather boots into combat. He never wears armour, although he does utilise some protective spells.

Revenge of the Lone Wolf: If the Forgotten Wolf dies before Arklug does, Arklug will assume its spirit into his own, gaining 20 Temporary Health and becoming immune to fire. He will no longer cast spells normally, but his weapon skill is doubled and each hit of his totem has a 25% chance to hit the target with an additional Howl of Fire effect that will always cause the target to catch fire.

to administer first aid kits or consume his magic rocks.

Variations: Arklug's sadly aborted destiny was to become the avatar of his patron totem, the wolf. Some of the imprints of his memory seem to be future echoes of this fate that was never achieved. "Wolf Spirit Arklug" loses his Revenge of the Lone Wolf ability. He has a permanent Gaian Shield effect and has a 25% chance each turn to cast Firebolt with 5 power dice without using an action. "Wolf Spirit Arklug" is accompanied by 3 Forgotten Wolf companions. Whenever one of these companions dies, they are reknit in the Wolfwind and reappear, fully healed, one round later. If all three companions are killed in the same turn, the Wolfwind disintegrates, Arklug loses 20 Health instantly, the Gaian Shield and catches fire as though Howling Wind had just been cast on him.

Treasure: Arklug's Totem is a powerful 2H Mace that does 1d10+45 Normal damage. Once per day, it can deal its damage as either Fire or Lightning damage.

Arklug, Continued

Equipment- Arklug carries the totem pole of his ancestors into combat. It is treated as a 1H Mace that deals 1d10+45 Normal damage in combat. (1d10+92 after Smiting and Stack). Arklug's control over the elements allows him to treat the damage done by the mace as Fire, Lightning or Ice damage. In addition, he carries 5 DIY First Aid Kits and 3 Magic Rocks.

Forgotten Wolf

STR 17, CON 17, DEX 17, WIL 17, INT 17, MAG 17, Luck 15, Faithful. Stack 7, Resilience 12, Health 30.

Abilities- Unarmed 20, Kata: Lethal Nonweapon, Kata: Flaming Fists, Kata: Ether-Splittng Kick, Howl of Fire, Linked Spirit.

Howl of Fire (MAG): Deals 1d10+25 Fire damage to a target. On a critical success, the target catches fire, losing d3 Health each round until extinguished (usually d6 rounds) and panicking unless they pass a WIL check.

Linked Spirit: The Forgotten Wolf is forever linked to Arklug's soul. The wolf takes no damage from Arklug's Wolfwind. If Arklug is vanquished, the wolf crumples into nothingness as though it were a sheet of paper held in a candle.

Equipment: The Forgotten Wolf uses no equipment but for its powerful bite (1d10+20 Normal damage, 1d10+27 after Stack) when making Unarmed attacks.

Vlad Dracul Tepes

The legendary father of vampires. Once a knight of Tevrash and a devoutly religious man, Lord Tepes was ambushed by a jealous neighbour in the dead of night and forced to watch as his family was murdered before his eyes before he was gutted and his still-thrashing body was thrown into the Serpentine. There he lay for a hundred years or more until the Order of Koschei accidentally rose every deceased mortal from the grave as their rituals shook the river. Tepes arose from his watery grave like an avenging angel of death, his eyes burning like hot coals. In the fight over Tira Glam, Tepes struck down four liches and ten times as many vampires, mummies and skeletal knights. Since that fight, he has retreated to his ancestral castle Aku-Majo, reclaiming the lands around it and the bodies of his fallen servants. Tepes directs his minions in raids against the undead warlords and the liches with equal ferocity, fervently hoping that one amongst his fallen rivals will know the whereabouts of his forgotten and beloved family.

Tepes will not leave his castle without credible proof that some ancient enemy of his has been discovered or a lead on the location of his missing family. Finding him requires venturing into Aku Majo, dealing with zombie retainers, skeletal guardians and of course an epic climb through the clock tower as dismembered heads shriek their way through the rotating gears...

Tactics: Dracula begins each fight the same way, launching three firebolts at a time (1d10+40, copied twice = 47 mana cast on all power dice), blinking (5 mana on 3 power dice) and then casting his Twin Meteors (6 mana on three dice). Once he reaches 0 Power dice or he is reduced to 7 or less Health, he disappears! Allow the party a

Dracula

STR 24 CON 19 DEX 19 WIL 24 INT 19 MAG 24

Stack 14, Resilience 8, Health 19, Armour 50, Power Dice 14, Luck 4.

Species – Undead

Abilities- Unarmed 25, First Form, Arcane Knowledge, Sorcerer's Path, Spell: Fire-bolt, Spell: Twin Meteors, Spell: Blink, Arcane Sensitivity, Analyse Magic, Disperse Magic 20, Counterspell 20, Arcane Mastery.

First Form: In his first form, Dracula can only be injured if hit in the head (if the character has no appropriate skill, they are at -7 to hit).

Spell: Twin Meteors: 6 mana: summons two meteors that deal 2d10+35 Fire damage each.

Equipment: Dracula's Robe is Twisted and Evil and as such provides its suitably evil wearer with 50 armour. It also allows him to deal +5 damage with fire spells.

Dracula's Soul

STR 30 CON 25 DEX 25 WIL 24 INT 19 MAG 24

Stack 20 Resilience 9, Health 25, Armour 35.

Species – Demon

Abilities- Unarmed 25, Second Form, Kata: Lethal Non-Weapon, Kata: Ether-Splitting Kick, Aura of Regret, Arcane Sensitivity, Analyse Magic, Disperse Magic 20, Counterspell 20, Arcane Mastery.

Aura of Regret: Any character who starts their action in melee range of the Soul must take a WIL check or lose 1 Health.

Note: All of Dracula's abilities can be dodged even though they are magical in nature.

round to congratulate themselves. After this, the walls crack asunder to reveal a magnificent technicolour battle-field with disturbing brightly coloured patterns dancing over the walls of the cell. This is the holding space of Dracula's Soul, a dark and twisted thing resembling a gigantic gargoyle constructed from the flesh of a dead alligator. Each turn, the soul will leap into the air (Kata: Ether-splitting Kick) and return to the ground with a powerful attack in the direction of a randomly chosen opponent. Once reduced to low health, Dracula's Soul disperses for a hundred years, fleeing deeper into the Etherium. For his "killers", however, the trouble isn't really over – they're still stuck in a remote corner of the Etherium with gibbering horrors surrounding the walls on all sides...

Variations: In the past, Dracula's Soul has been granted the ability to steal the souls of the damned. Whenever Dracula damages a character without the *Faithful* statistic, he can choose a skill or ability that the character has access to and use it immediately. The character pays all costs associated with that ability.

Treasure: There are four candelabras on the walls of Dracula's phantasmal castle. Each one reveals either 10gp or a concealed DIY first aid kit when broken. After Dracula is killed, a red orb descends from the ceiling, healing all characters to full health and restoring all mana, Psi and power dice.

Dracula also drops either

Dracula's Robe (125/500gp, Torso, Twisted and Evil, +15 damage when casting Fire spells)

Scourge of Vampires (125/500gp, 1H Exotic (whip), 1d10+35 Normal damage, Destined, take half damage from ranged attacks, deals double damage to undead)

Arcane Grimoire (This book contains the theories behind Dracula's magical studies. A gifted Wizard could glean quite a bit from this

tome. By absorbing the knowledge contained within this book (and destroying it so no-one else can learn its secrets) the character can learn:

Spell: Twin Meteors

2 Skill Points

Requires Wizard's Path

School - Fire

6 mana: summons two meteors that deal 2d10+15 Fire damage each.

3 mana: +10 damage.

Primopticon

The Primopticon was a remote-activated Titan Class Exploration/Combat Walker developed by Stein Laboratories to determine the exact location and nature of the planar boundaries that surrounded Cardin. Initial tests of the Primopticon were incredibly promising: despite its complex machinery and complicated logic circuits, the umbilical tethers that connected the Primopticon to the central control station kept the complex construct under the watchful eye of its creators.

Ever leery of the possibility that the Primopticon might be hijacked or some form of sentience might awaken within the creature, its creators took the time to build shielding on to the titan's hull in order to dissuade outside interference. Concerned that the control centre might be tampered with, the Primopticon was outfitted with the finest Sturgeon Laser Goods.

Several months later, a representative of Stein Laboratories requested permission to inspect the Primopticon. Shortly before he was disintegrated, the scientists (by now quite mad with paranoia) pointed out that their construction was a few kilometres taller than initially planned and possessed approximately five fully functional cannons and was 'prepared for absolutely anything'. The blue-helmeted crimson-armoured behemoth now crusades throughout the known reaches of Cardin, looking for terrorists who might try to mess with it.

Tactics: The Primopticon is a ludicrously massive monolith floating through the void of endless clouds on the boundaries of Cardin. Special preparation must be made to actually reach its normal hunting grounds and any melee attackers will require some sort of flight ability to reach the Primopticon (for added flavour, why not design some sort of

Primopticon

**STR 35 CON 35 DEX 7 WIL 35 INT 35
MAG 7**

Stack 25 Resilience 14 Health 35

Armour 0 (50)

Species – Construct

Abilities – Firearms 20, Big Guns 30, Prismatic Shielding, Missile Massacre.

Prismatic Shielding – The Primopticon has Armour 50 on any turn in which it chooses not to fire.

Missile Massacre – The Primopticon can fire all five of its missiles at once. It takes two rounds to reload all missiles after using this ability.

Equipment – The Primopticon has several weapons attached to its shoulders. All of these count as 'readied' at all times.

Swamp Dragon Flamethrower

Big Gun

3d10+55 Fire damage.

Sturgeon ShockJump Chainlauncher

Big Gun

3d10+55 Lightning damage, 25% chance to hit an extra target.

Steiner Freeze Ray

Big Gun

3d10+55

3d10+55 Cold damage. Target is 'Chilled' for 3 rounds.

Lacrimosse Darter

Big Gun

Applies Heartstopper poison to three targets.

Mouth of Ruin Machine Cannon

Big Gun

3d10+555 Ranged damage to all targets in range.

creepy crawly robot to crawl about on the master robot tasked with booting off foreign bodies?) The Primopticon begins each fight by hailing its target over a loud-hailer placed as an approximation to a mouthpiece. It instructs every living thing within two kilometres to leave or be met with extreme prejudice. After two rounds of waiting, it fires everything in its expansive arsenal using Missile Massacre. If injured and near complete termination, the Primopticon will turn its guns on itself in an attempt to destroy its hardware before anyone else gets their hands on it. If the control centre is present during the fight, it will only engage in melee in the turns between the Primopticon firing its missiles.

Variations: The Control Centre is the original laboratory in which the Primopticon was first conceived. The two entities are connected by an umbilical cord through which the mad scientists can issue their nefarious commands to the machine. The control centre is an awkwardly large red ball with a viewing screen taking up a full quarter of its surface. From within, one can just barely make out the scientists scurrying about operating the complicated control systems. The Centre adds a melee threat to the Primopticon fight as well as some other options – rather than kill the Primopticon, one can simply disable it. All it takes is a bit of well-aimed damage and a character fast enough to leap through any breach in the hull. None of the researchers are combatants – they will either surrender or attempt to scuttle the control centre.

Treasure: The scientists of the control centre have about 50gp between them. The Primopticon's armour plating can be harvested and used to create up to 6 pieces of armour (any piece of armour made with this plating has the "Impregnable" modifier") and if you can disable the weapons before the Primopticon scuttles itself, they're all Big Guns that sell for 100gp each (the 'magazine' value of each weapon is (1).)

Primopticon Control Centre

STR 20(25) CON 15 DEX 20 WIL 15 INT 20 MAG 20

Stack 10(30) Resilience 6 Health 15

Armour 20

Species – Construct

Abilities – Unarmed 25, Kata: Flurry of Blows, Kata: Lethal Nonweapon, Dodge 35, Flight, Pilot 20, Mechanowalker, Lead-lined Compartment, Crush Gauntlet, Megasword.

Equipment – The centre's massive bulk and reinforced plating provide Armour 20. In addition, unarmed attacks made by the control centre do 3d10+Stack Normal damage.

Dr. Victor Ronwyn, the Artificer

Ronwyn is one of the finest minds in Stein Laboratories. He has been credited with the creation of the Promethites, patenting the Belisar Wargear (named after a good friend, Alessio Belisarius) and the crystal cannon project and a slew of civil engineering triumphs in Cardin. Ronwyn is not just a scientific genius – he is also a crack shot with his pistols and quite dangerous in an armed conflict. Despite this fearsome reputation, he is generally a man of peace and good humour.

Tactics: Ronwyn is more than accustomed to being ambushed by luddite factions in Cardin's industrial district. He cheerfully deploys the Belisar Wargear before firing a shot at the biggest, baddest foe he can lay eyes on. In melee he relies on the Belisar's many duelling pistols. Whenever Ronwyn takes damage, take care to describe his determined grimace but don't make any mention of 'blood', 'vital organs' or other precious bodily fluids. For you see, Ronwyn has been injured quite a bit in numerous ambushes over the years and the strain on his body has forced him to consider alternatives to painful death or life in a wheel-chair. Mindful that his public image wouldn't really allow him to become a construct the size of a sky-scraper, he has covertly replaced his innards with *steam-punk era cybernetics* (which explains his recent weight gain). When injured, his fleshy exterior no longer constrains his powerful metallic body from operating to its fullest capacity. In his Cybernetic form, Ronwyn will hit some kind of heavy, crumbly-looking object with his Megasword ability (any building in Cardin would work), escape to the top of some kind of shelter (same) and finally lay down enough fire on his assailants to level a skyscraper with Missile Hell (at this point, his boost of adrenaline will run out and Dr. Victor Ronwyn

will collapse to the ground, breathing through emaciated ribs).

Variations: Victor is one of the finest minds of Stein Laboratories and as such constantly updates his gear. He has access to most battlesuit technology, guns and a punishing variety of big guns.

Treasure: Alive, Victor is worth a few thousand gold pieces to his employers in ransom money (they will try to recover it later. In fact, when Victor feels better, he'll try to help). If dead, you can recover enough cybernetics to make 100gp or permanently restore up to 3 missing/disabled limbs (requires Surgery)

Dr. Victor Ronwyn

**STR 14 CON 14 DEX 18 WIL 18 INT 18
MAG 11**

**Stack 4 Resilience 6 (8) Health 14
Armour 10**

Species – Humanoid (Construct)

Abilities – Guns 18, Big Guns 16, Battlesuit, Dodge 18, Dual-Wield, All "Gunslinger" abilities, Alternate Form (Disadvantage: Desperate)

Equipment – Belisar Wargear.

Cybernetic Ronwyn

**STR 14 (19) CON 14 DEX 18 WIL 18 INT 18
MAG 14**

Stack 4 (9) Resilience 6 (11), Health 14 (19), Armour 20

Species- Construct

Abilities – Pilot 20, Crush Gauntlets, Lead-lined Compartment, Shoulder Cannon, Stabilisers, Missile Hell, Rocket Jumper, Plasmaguard Warden, Megasword, Cannon Running Robomoney, The Sturgeon Laser Cannon

Equipment – Sturgeon Laser Cannon, The Lobster, Tripartite Artillery.

Tranix the Shifter

An elemental is theoretically a creature composed of one of the four classical elements of the universe and given sentience by one of the Prime Elemental Lords at the time of creation. This theory is still struggling to deal with the problems that Tranix poses. Tranix claims to have existed for only a few months and is clearly a construction made of several different elements with all the strengths of each. His body is mostly sculpted earth baked into the semblance of the famous terracotta warriors of Vulodin. His face is somewhat malleable but tends to revert to a Cheshire cat grin when he's not engaged in conversation. With no more than a sigh, Tranix fades from sight and becomes one with the air, bursting into view as a pillar of fire a moment later before impaling his foes on spikes of ice. Worse than all this is that Tranix' physical form has *no correlation* to his elemental weakness. His cheeky countenance and unpredictable combat styles make him an aggravating foe.

Tactics: A war against Tranix is psychological as well as physical. Any place he makes his home will usually contain numerous statues in his likeness of varying sizes. Similarly, Tranix will occasionally shout out misleading phrases such as "Oh, Ice-father, do not forsake me", before switching his vulnerability to something else entirely. Tranix alters his weakness every two rounds and unless the party is assisted by someone with Analyze Magic, they'll find it difficult to put a dint in him. Tranix uses his Elemental Changeling ability every three rounds, generally just cycling through each one till he gets bored. While in Earth Form, he will deal with any potent melee opponents. In Air Form, he will be able to instantly use his stealth to move behind some unwary or fragile character. To prepare for his burning form he will usually run into the middle of the greatest

Tranix

STR 32, CON 32, DEX 20, WIL 20, INT 20, MAG 32.

Stack 22, Resilience 10, Health 32.

Abilities – Elemental Changeling, Elemental Protection, Shifting Weakness, Unarmed Combat 32, Kata: Flurry of Blows, Kata: Lethal Nonweapon, Kata: Flaming Fist 20, Kata: Icy Vice 20, Kata: Lightning Lash 20, Kata: Ether-splitting kick 20.

Elemental Changeling – Tranix can assume one of four different forms at will during his action. As he transforms, he becomes temporarily insubstantial, allowing him to escape any enchantments or effects he may be under and allowing him to use his Stealth abilities.

Earth Form: deals normal damage. +10 Resilience, may use any Kata.

Air Form: deals all damage as lightning damage. Stealth 30, Backstab (Weapon Skill of 20, triple stack + 15 extra damage). Can only use Lightning lash and Ether-splitting kick Katas.

Burning Form: deals all damage as fire damage, causes opponents in melee range to take 30 fire damage at the start of his action. May only use Kata: Flaming Fist and Flurry of Blows.

Frozen Form: deals all damage as cold damage. 25% chance to reflect spells at the caster. Gains 3 free Icy Vice effects at the start of each action.

May only use Kata: Icy Vice.

Elemental Protection- Tranix takes half damage from normal and ranged attacks. He is immune to death spells. Tranix is immune to all other kinds of damage.

concentration of foes before transforming. If he comes under heavy fire from spells he will deduce that his opponents are tracking his weaknesses and transfer immediately to frost form for three rounds before switching back to something else.

If Tranix panics, he'll switch to air form and stealthily make his way to a line of statues before camouflaging himself in earth form.

Tranix is able to fake his death while in his burning form just by screaming out "What? No! This cannot be!" and switching to air form. To complete the illusion he usually drops a small magical trinket to dissuade his enemies from following him. The trinket is usually a cursed item or enchanted to explode when touched.

Variations: Some scholars believe that Tranix may someday reach his apex of power by combining the all of the elements he represents into a single body. When this happens, he will no longer be an elemental, but a demigod.

Apex Tranix' Shifting Weakness now only allows 50% of the damage through. Tranix' abilities are treated as being fire ice and lightning damage and remove any Gaian shields, Frost shields or Mantles of Flame on the target.

Treasure: Tranix' Heart is a powerful orb that can be affixed to any 1H Sword, Axe or Mace. When dealing damage, the character can choose to deal fire, ice or lightning damage. If attached to a staff, it causes fire/ice/lightning spells that deal damage to deal an additional 10 damage of each type. It can also be fashioned into an amulet, in which case it provides a 25% chance to reflect any spell back at the person who cast it.

Tranix Continued

Shifting Weakness- Tranix must secretly choose one damage type (out of normal, ranged, fire, cold and lightning) every two rounds. For the next two rounds, his elemental protection does not protect against that damage type and he takes double damage from that damage type. A successful Analyse Magic check is needed to identify his current weakness.

Equipment- Tranix has no real need for armour and does not carry weapons.

Unclean One

This gibbering horror is the originator of all Cacophoni, genderless and featureless. The Unclean One is a festering mass of corpulent flesh forever burrowing deeper into its abyssal lair. Adventurers hoping to do battle with the Unclean One will generally have to arrange their own transport into Mal Dorno. The pit itself is covered by the wreckage of the Iron Temple (built to honour the Unclean One but tragically unable to support its enormous bulk).

Tactics: On first breaking into the Iron Temple, the party will find themselves in an antechamber covered in Greater Cacophoni. In the Seat of the One, the party will find themselves in a gigantic iron-domed chamber with marble flooring. The edge of the room is intact, as is a mezzanine level. The middle of the floor has collapsed, leaving a gigantic pit from which one can clearly see the gigantic mouth of the great demon. The Unclean One defends itself against intruders with 2d6 enormous tentacles. If each tentacle is destroyed, the Unclean One will squirm uncomfortably and burrow a little further into the ground, snapping shut its impenetrable jaws (Armour 1000, lasting approximately three millennia) and ending the fight prematurely.

Prior to this, it is actually possible to jump the 20m down to the Unclean One's oesophagus and land in its squishy midsection (normal falling damage still applies). Once there, a new brand of problems become apparent – for example, the Unclean One could easily eat the sun and you're in its stomach. Lesser Cacophoni line the interior of the Unclean One, all severely injured from being half-digested but none-the-less capable of utilising their squawks and self-destructive abilities. The stomach is also a source of disease (STR, CON or WIL again)

Unclean Tentacles

PHY 15 MTL 0

Stack 5 Resilience 3 Health 15.

Abilities - Unarmed 25, Diseased, Grasping, Tentacle.

Diseased – The tentacles count as a source of disease to everything in melee range (STR, CON or WIL, chosen by Overseer or a d3).

Grasping (Unarmed vs. DEX)- If successful, the tentacle's target has 0 actions next turn. A STR vs. Unarmed check can break this effect.

Tentacle- The tentacle is a gigantic arm. Do not roll for location (it always hits an arm) and ignore limb disabling effects.

Unclean Heart

Resilience 10 Health 25 Armour 25

Notes: Characters attempting to use melee abilities on the Unclean Heart must climb the walls of the stomach or jump really high before doing so (opposed roll vs. Unclean Heart's Resilience). Ranged attacks deal twice as much damage to the Heart (because the chunk of lead / sharp wooden implement stays lodged in the heart)

Unclean Bowels

(Resilience 25, Health 25, Armour 25, although if you're in the bowels either you're dead or the Unclean One is dead)

Gas: Any sort of naked flame in this area will cause the Bowels to explode, dealing 15,000 Fire damage ignoring armour to everything within 1km, vaporising metal and stone as it goes.

The Unclean One's heart is located just above the stomach, separated by a thin wall of phosphorescent muck. Breaking this layer will bombard the party with poisonous ichor dealing 2d10+25 Normal damage and exposing them to yet more diseases.

Damaging the heart of the ancient gargantuan beast is a difficult task – it is coated in a few aeons of hatred and the fatty deposits from ages of poor eating habits provide it with a ridiculous amount of armour. As soon as the heart takes damage, the Unclean One will call on its children to defend it, either swallowing several (d6) Greater Cacophoni or allowing 2d10 newly-hatched Lesser Cacophoni to crawl through its digestive system, surfacing at the bottom of the stomach. If the heart reaches 50% health, the Unclean One will suffer cardiac arrest. For the next three rounds, the Unclean One's stomach will fill with acid and bile, dealing 10 Fire damage (ignoring armour) each turn. At the end of this period, the Unclean One will void the contents of its stomach, flushing the party into a lower section of its body (any character with a cursory understanding of anatomy will recognise this as the rectum and note that there are several pockets of gas. Casting any fire spells, lighting a match etc deals approximately fifteen thousand points of fire damage, ignoring armour, to everything within 1km and launching it to a height several metres above the Iron Temple's ruins. Frost Shield will protect against this damage). Here, the killers will be confronted by the distressed children of the Unclean One (about ten Greater Cacophoni, each with a full complement of offspring). Beyond the opening of the Unclean One lies the emptied chamber in which its eggs are deposited. There are ten thousand eggs in here at any given moment as well as the litter from countless vanquished heroes.

Variations: For additional trouble, have the Unclean One swallow something whole just before the party attacks – a dragon, or a machine king construct. This monster will wait for them in the stomach if they arrive. While the party is adventuring deep within the bowels of the Unclean One, why not re-introduce an old villain defeated by the party previously (they arrived in Mal Dorno via the more traditional route of dying), who may prove only too willing to light a match if the fight isn't brought to an end quickly.

If the party proves unwilling or unable to exit via flaming explosion, a similarly heroic exit can be made by climbing back the way they came using either rope or exceptional climbing skills (vs. The Resilience of the monster, representing all the slippery bits and organ-divisions designed to stop this kind of thing from happening. 'Killing' the bowels area by reducing it to 0 Health provides a +10 bonus to all athletic checks used to exit that region and causes the gas to disperse harmlessly)

Treasure: Dispatching the Unclean One is worth four skill points. Exiting via explosion and *surviving* is worth a further four skill points.

There are a plethora of valuable items lying scattered on the floor of the nest beneath the Unclean One's bowels. For each turn spent searching, the character will discover an item that they can use (it will have one modification. The character chooses the table to roll on but the Overseer makes the roll in secret). Searching carries a great deal of risk. At the start of every round, there is a 5% chance that the cavern will awaken, spewing about 10,000 Cacophoni. Each character searching increases the chance that the entire cavern will hatch by 10% (if this happens and the players don't immediately run for the 'exit', don't roll to hit, roll for new characters).

Comprehensive Inventory

This armoury is intended to be an add-on to the items already detailed in the *Superliga Errata Edition*.

A few notes:

Dexterity penalties and Magic penalties from armour do not work the same way as diseases – for one thing, they don't kill you if you reach 0 in either statistic.

Being reduced to DEX 0 by your armour simply means you declare your actions first, and resolve them last all the time. The character cannot use any dexterity based abilities.

Being reduced to MAG 0 by your armour does not affect your mana or power dice reserves, but it makes it impossible for a wizard to cast spells or for a character to use Magic based abilities (sorcerers being the talented fiends that they are can go right on using their power dice).

The word 'armour' appears a fair bit in the armoury section of the *Superliga Errata Edition*. It doesn't really serve a purpose given that 99% of the items you equip to any area are a piece of armour and only 1 or 2 items of 'clothing' or 'armour accessory' exist. Thus, no space will be wasted reminding you that an item is armour. If there is an item that doesn't count as armour or has special rules for equipping it, this will be noted.

Normal Items

"Normal" items are non-magical. Any bonus they confer is purely party of their physical construction.

Expanded Armoury

Sparring Wraps

2/8gp

Hands

Armour 1. +3 Stack when making unarmed attacks.

Boxing Gloves

3/12gp

Hands

Armour 1. +5 Stack when making unarmed attacks.

Punch-Daggers

5/20gp

Hands

Armour 1. +10 Stack when making unarmed attacks. The character can't equip weapons. This item can also be used as though it was a dagger, dealing 1d10+10 Normal damage.

Brass Knuckles

7/28gp

Hands

Armour 2. +15 Stack when making unarmed attacks.

Wrist Spikes

9/36gp

Hands

Armour 2. +20 Stack when making unarmed attacks. The character can't equip weapons. This item can also be used as though it were a dagger, dealing 1d10+15 Normal damage.

Tonfa

10/40gp

Hands

Armour 4. +25 Stack when making unarmed attacks. The character can't equip weapons. This item can also be used as though it were a shield, providing +5 Block.

Expanded Arsenal

Chain Launcher

5/20gp

1H Gun (X)

The Chain Launcher launches chains (it's this kind of descriptive naming process that has propelled Cardin to the top of the arms race). If it can embed itself in a solid enough surface, it provides +5 to Climbing along that surface. The chain can be used in this manner any number of times without reloading.

The chain has limited combat applications - if the chain collides with another character, it will drag them into melee range and deal 20 ranged damage, but the chain launcher will become useless until the mechanism is replaced (the same cost as a normal ammo clip)

Cardin Pride

8/32gp

2H Gun (6)

2d10+25 Ranged damage. The character does not suffer from fumbles when using the Cardin Pride.

Item Sets

Item Sets are already-potent items that become even more effective when combined with other similar items. Items that cost less than 80gp apiece can generally be found in some specialist market places, such as capital cities. Items with a price over 200gp should be treated as a 'hypothetical' price. The only way that price could be paid is if a character slew a mighty opponent (Dragon, Type Four monster etc), sold it to a shady merchant in order to get really wasted during the post-battle celebrations and wanted to buy back the item the next day.

For the most part, it is up to the Overseer to determine when and where these items can be found. Players wanting to acquire these items should consult their Overseer to see if there's a way to 'work the item in' some place.

Arcanist's Kit

For the Arcanist, nothing is more fascinating than the chance to explore some new magical field, or to throw around complicated jargon. The Arcanist's Kit is designed to ensure that when the researching is over, the Arcanist has retained all of their limbs and body parts.

3 Items

(2): +2 Counterspell

(3): +2 Counterspell

Hands-free Magnifying Glass

5 / 20gp

Head

Armour 2. +2 Analyse Magic.

Life Support Belt

5 / 20gp

Waist

Armour 2. +2 Disperse Magic.

Regulation Arcane Manipulation Safety Gloves

5 / 20gp

Hands

Armour 2. +2 Bolster Magic.

Assassin's Shroud

To number among those secretive few known as the assassins, one must be silent, one must be deadly, but even then, one is not an assassin. To be an assassin, you need the Assassin's Shroud.

3 Items

(2): +2 Stealth

(3): Whenever you use Backstab, Measured Shot and Sniper while Stealthed, you have a 50% chance to remain in Stealth.

Assassin's Cowl

12 / 48gp

Head

Armour 4, +2 Bows, +2 Perception

Assassin's Cape

12 / 48gp

Back

Armour 4, +2 Guns, +2 Stealth

Assassin's Clutch

12 / 48gp

Hands

Armour 4, +2 Weapon Skill (Daggers), +2 Athletics.

Brutal Gladiator

Any warrior will tell you that war is hell. The Brutal Gladiator was a figure of myth who dedicated himself to ensuring that other people experienced more hell than he did. The existence of this armour suggests he may have succeeded.

5 Items

(2) +10 Stack

(5) +10 Stack

Samite's Helmet

15 / 60gp

Head

Armour 5. +5 Stack.

Lambent Scale Armguards

15 / 60gp

Arms

Armour 5. +5 Stack.

Golden Greaves

15 / 60gp

Legs

Armour 5. +5 Weapon Skill (any weapon)

Legionnaire's Shield

15 / 60gp

Shield

+2 Resilience, +5 Block. +5 Weapon Skill (any weapon)

Conqueror's Cloak

20 / 80gp

Waist

Armour 5. +5 Stack. Whenever an opponent damages the character in melee, they take 20 Normal damage, ignoring armour.

Crazed Jaguar Hide

The Jaguar tribe were once a peaceful family of nomads who knew nothing of violence. They survived by foraging in the quiet parts of the forest surrounding an ancient temple of long-forgotten gods. Upon wandering too close to the ancient site, they inadvertently attracted the attention of some gnollish bullies, who whipped and spat on the defenceless Jaguars before sending them, traumatised, on their way. The next morning, every gnoll in one thousand metres of that fateful meeting place was torn to pieces by unseen claws.

3 Items

(2): The character's Rage lasts an additional 2 rounds.

(3): Whenever the character is injured in combat or falling asleep, they must pass a WIL check or go into a state of Rage, attacking every living thing in 100m until the effect ends.

Jaguar Mask

10 / 40gp

Head

Armour 2. +10 Stack when in Rage. This item is 'Clingy'.

Jaguar Pelt

10 / 40gp

Back

Armour 2. +10 Stack when in Rage. This item is 'Clingy'.

Jaguar Claws

10 / 40gp

Hands

Armour 2. +10 Stack when in Rage. This item is 'Clingy'.

Damned Soul Plate

The demons of Mal Dorno are exceptionally fond of their ability to smith armour from the stuff of souls. The longer the list of sins attached to the soul, the bigger the armour. Only rarely can an entire suit be fashioned in this way. A finished suit is a deep black and on every surface one sees the contorted face of the damned soul begging for release.

6 Items

(3) +2 Resilience.

(6) Each piece of the Damned Soul Plate becomes Twisted and Evil (this gives a suitably evil character a total of 306 Armour).

Mask of Anguish

1,000 gp / 4000 gp

Head

1 Armour. +5 Terrify.

Defiled Lorica

1,000 gp / 4000 gp

Torso

1 Armour. +5 Fortitude.

Damned Shackles

1,000 gp / 4000 gp

Arms

1 Armour. +5 Block.

Manacles of Sin

1,000 gp / 4000 gp

Leg

1 Armour. +5 Dodge.

Grips of Iniquity

1,000 gp / 4000 gp

Hands

1 Armour. +5 Weapon Skill (choose a weapon).

Dance Macabre

1,000 gp / 4000 gp

Feet

1 Armour. +5 Athletics.

Hoplite Wargear

The standard arms and armour of the Ancorian Army. Hoplite armour is generally constructed from heavy bronze plate and has a distinctive crest running from the left to the right of the helmet. Each Ancorian man wishing to serve his country must procure his own set.

4 Items

(2): +2 to Block.

(4): +5 to Armour.

Hoplite's Crest

5 / 20gp

Head

Armour 4.

Hoplite's Breastplate

5 / 20gp

Torso

Armour 6. -2 DEX -2 MAG.

Hoplite's Shield

5 / 20gp

Shield

+1 Resilience, Block +9

Hoplite's Pike

5 / 20gp

1H Polearm

1d10+10 Normal damage, +10 damage for each other Hoplite item.

Illyrian Priestly Robes

The pious of Illyria are richly blest with this mark of their God's favour. The robes of their priesthood are woven from the plumage of the Illyrian's ancestors and from what appears to be the very rays of the sun.

3 Items

(2) The character restores an extra 1 Health whenever they use a healing ability on another character.

(3) The character's *Divine Attack* deals twice the amount of bonus damage it would normally do.

Sunwheel Headdress

20 / 80gp

Head

4 Armour. The character may re-roll a failed Luck check. The second result is final.

Feathered Robe

20 / 80gp

Torso

4 Armour. Once per day, the character may place a holy ward on a Faithful character. The next time the target of this ability would be damaged, it is ignored and the ward is destroyed.

Divine Gavel

20 / 80gp

1H Mace

1d10+10 Normal damage. Once per day, the character may use the Breaching* prayer with a skill of 15.

*found on pg. 59 of *Superliga Errata Edition*.

Jujuman Robes

The uniforms worn by the Jujuman Slavers are known for their ability to greatly increase the potency of a psychic mind at the cost of one's emotions.

3 Items

(3) The character can spend 1 skill point to Dominate a corpse. The corpse becomes a Jujumanche under full control of the character. The Jujumanche has 3 Luck points.

Slaver's Collar

20 / 80gp

Head

The character gains +2 WIL when using Domination on another character.

Slaver's Smock

20 / 80gp

Torso

The character gains +2 WIL. All domination abilities last an additional round.

Slaver's Shackles

20 / 80gp

Arms

Opponents attempting to resist or break the character's Domination abilities are at -2 to all rolls.

Katana and Wakizashi

Many a proud native of Vulodin has claimed that the Katana, properly wielded, is the ultimate weapon. They are true, after a fashion. The greatest swordsmith in the world is a Vulodin man named Masamune and he specialises in Katanas. But not every Katana is made by Masamune. Those few that are, are the last word in swords.

2 Items

(2) Increases the chance to receive a critical success in melee combat by 5%. If the character has the dual-wielding skill, they gain 'this character gains an additional 5% chance to receive an extra attack when dual-wielding'.

Masamune's Katana

12 / 48 gp

1H Sword

1d10+20 Normal damage.

Masamune's Wakizashi

12 / 48gp

1H Sword

1d10+20 Normal Damage

This item can be carried in the left hand if the character is using a 1H weapon in their right hand (even if the character cannot dual-wield). It adds ten points to the damage done by the right handed weapon and the character may block as though they had a shield.

Lightgiver Armour

The Lightgiver is tempered in the tears of dying angels who have given their lives in the defence of Bel Honor. Many mortal heroes are occasionally blessed with some suitably powerful relic to mark them as a servant of goodness, but only rarely is a full suit of Lightgiver seen to grace the mortal world.

7 Items

(3) The character counts as having the Holiness skill if they do not already.

(5) The *Divine Attack* ability can be used an additional two times a day.

(7) The entire set is considered Destined.

Thus, when completed, it yields 350 Armour to a suitably virtuous character.

Helm of the Chorus

400 / 1600gp

Head

+1 Resilience. +2 Leadership.

Banner of the Host

400 / 1600gp

Back

+1 Resilience. +2 Leadership.

Chest-plate of the Seraphi

400 / 1600gp

Torso

+1 Resilience, Grand Cross.

Bracers of the Grigori

400 / 1600gp

Arms

+1 Resilience. +5 Block.

Blessed Sash of the Cherubim

400 / 1600gp

Waist

+1 Resilience. +5 Dodge.

Sandals of Righteousness

400 / 1600gp

Feet

+1 Resilience. +2 WIL

Gauntlets of the Lightgiver

400 / 1600gp

Hands

+1 Resilience. *Divine Attack* does +5 damage.*Mighty Defender*

In ages past, a king without a throne led his men over a battlefield, through fire and across rivers, pursued by arrows, creatures of the night and the teeth of despair. When morning broke, the king had died in his sleep, torn and bloody, but there was not a scratch on his men or his armour. His armour was interred in his barrow with the words “this armour is to be worn by more worthy men than us”.

4 Items

(3) Armour 5

(4) Halve ranged damage that would be done to the character.

Mighty Defender's Circlet

15 / 60gp

Head

Armour 5. +2 Taunt.

Mighty Defender's Hauberk

15 / 60gp

Torso

Armour 5. -2 DEX – 2 MAG. +2 Taunt.

Mighty Defender's Shelter

15 / 60gp

Shield

+2 Resilience, +10 Block. +2 Taunt.

Mighty Defender's Lament

15 / 60gp

Back

Armour 5. +2 Taunt. This item is 'Clingy'.

If a ranged attack would strike an ally in the same melee as this character, it strikes this character instead.

P-39 Battlesuit Accessory

The Standard-Issue Battlesuit is just a baseline model – a gateway, if you will, into some truly bewildering accessories.

3 Items

(Requires Battlesuit to receive set bonus)

(2) +1 Resilience

(3) +1 Resilience

Targeting Reticule

4 / 16gp

Accessory

Arms

Armour 2. Provides +2 Perception and +2 to rolls when attacking with a Gun or Big Gun.

Turbine Pack

6 / 24gp

Accessory

Back

Armour 2. Provides +2 Battery.

Field Stabiliser

10 / 40gp

Accessory

Legs

Armour 2. Attunement Defenders, Cloaking Fields and Plasmaguard Defenders last an additional round when activated.

Samurai Armour

The armour of the samurai consists of lacquered wood and leathers more than it does metal. Nevertheless, the talented artisans of Vulodin are not held back by the lack of heavy metals with which to smelt armour – though cumbersome to foreigners, a well-trained Samurai fights as though they are wearing nothing heavier than their kimono.

5 Items

(2) Whenever the character gains a skill point, they gain an additional point of honour (if they have honour).

(5) Increases chance to get a critical success in melee combat by 5%

Samurai Chest-piece

20 / 80gp

Torso

10 Armour. -4 DEX, -4 MAG. Damage taken from Guns or Big Guns is reduced by 10.

Samurai Kilt

20 / 80gp

Legs

8 Armour. -3 DEX, -3 MAG. Damage taken from Guns or Big Guns is reduced by 10.

Samurai Clasp

20 / 80gp

Belt

6 Armour. -3 DEX. Whenever the character gains Luck, they gain an additional point of Honour (if they have honour).

Samurai Gloves

20 / 80 gp

Hands

3 Armour. -3 DEX. +2 to rolls when attacking with a sword or bow.

Samurai Boots

20 / 80gp

Feet

6 Armour. -3 DEX. +2 to rolls when attacking with a sword or bow.

Wizard's Finery

The popular image of the wizard is that of the emaciated old man in his long robes and wizard hat, forever perverted by a jarring lack of underpants. This image is not really appropriate to the wizards of Superliga – for the most part they are sombre researchers of magic, not kooky old men in brightly coloured robes. The Wizard's Finery is a respectable black jacket and trousers, completed by a bowler hat. Walking sticks and monocles are considered an optional extra.

3 Items

(2) Damaging spells deal an additional 5 damage.

(3) +10 Mana.

Wizard's Jacket Suit

10 / 40gp

Torso

Armour 2. +1 MAG.

Wizard's Matching Pants

10 / 40gp

Pants

Armour 2. Damaging spells deal an additional 5 damage.

Wizard's Bowler Hat

10 / 40gp

Head

Armour 5. +5 Mana.

Legendary Items

It should be noted that a single Legendary Item makes for a great centrepiece to a mini-campaign. Allowing the party to keep one on a permanent basis practically qualifies them for taking on a type four monster in and of itself. Allowing every party member a legendary item means that they should routinely venture forth into the abyss, the Mezzohyr, the prime elemental planes just to find challenges that won't fall over and die to them. More than one Legendary Item in the hands of each player means that the players should become boss fights for parties of type four monsters.

Legendary Items cannot be modified, although a character who would normally be able to modify a non-Legendary version of that item can pay 2 skill points and 1 WIL point to destroy it permanently.

Corvus Injector Harness

100/400gp (75gp if anyone died while wearing it)

Torso

The Corvus is the ultimate word in combat superiority for the lifespan-challenged grunt. The Corvus provides a harness for the automatic injection of Courvoisier pharmaceutical projects in combat situations. At will, the wearer can activate one of several different stimulants, although side-effects are practically guaranteed –

“Rampage”: +20 Stack for 3 rounds. The wearer contracts a STR-based disease.

“Mountain”: +10 Resilience for 3 rounds. The wearer contracts a CON-based disease.

“Celerity”: +10 DEX for 3 rounds. The wearer contracts a DEX-based disease.

“Intractable”: +10 WIL for 3 rounds. The wearer contracts a WIL-based disease.

“Arcanitrix”: +20 Spell damage for 3 rounds. The wearer contracts a MAG-based disease.

The Harness also provides +2 Resilience as a

booster against all side-effects. This booster makes it impossible to medicate the side-effects using traditional means. First Aid rolls can be made at -5 to stall all Corvus-related diseases for one day. This item is ‘clingly’.

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Final Words

Thank you, as always, for reading and playing.

The Compendium is by far the most difficult book to write, so any feedback or additional monster / item ideas would be especially appreciated and are three times more likely to see use (with credit for each individual monster, too) than any other piece of feedback.

Please send any words you have to share on the subject of Superliga to:

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