

**Roster Book #0.5-B**  
**The Big Bestiary: A Book of Bizarre Beasts**  
**Version 2.0**

**Contact Information & Disclaimer:**

This unofficial resource was created for use with the Marvel Super Heroes Adventure Game™ SAGA Rules. While every effort has been made to make these statistics as accurate as possible, the statistics contained herein are unofficial and represent only one man's opinion on the characters and their capabilities. Although the game is currently out of print, I do encourage you to make every effort to locate and utilize any official materials that you can. For the most part, they are first-rate materials.

I really appreciate any user feedback. If you noticed any errors, or have questions or comments about these statistics, please let me know by sending a clearly labeled (i.e. - won't be mistaken for Spam) e-mail to: [MSHAGLibrarian@wmconnect.com](mailto:MSHAGLibrarian@wmconnect.com).

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*For more information and game materials, please see the Marvel Superheroes Yahoo Group (<http://games.groups.yahoo.com/group/mshag/>) or my website (<http://hl.ripway.com/MSHAGLibrary/index.html>).*

**Summary & Description:**

The *Mythological Beasts Roster Book* is where you will find roster entries for various beasts from myths and fantasy. These types of beasts and monsters are quite common in a *Dungeons and Dragons* type of fantasy campaign, and also in fantasy books and movies, such as the Harry Potter series. I converted a great deal of statistics from *Dungeons & Dragons* and other well-known sources, so if something looks familiar, you can probably guess where it came from. On the other hand, I've had to condense a great deal of information from dozens of conflicting sources, so some compromises had to be made. If something doesn't look quite right, then that's probably why.

In the interest of having one complete work that contains all mythological creatures, I have reintegrated parts of the dragons section into this book. I have included an entry for an adult example of each of the ten “chromatic” types of dragons and removed all other content from what would have been the Dragons Roster Book. The actual Dragons Roster Book includes fourteen age categories for each of the dragon types.

### **Editor’s Notes:**

1) There is often some confusion regarding the names of some mythological creatures, especially when a species comes to be commonly referred to by the name of an individual of that species. Please pay special attention and read the descriptions provided to make sure that you are looking at the correct entry. If the description doesn’t sound like the creature you are looking for, then it probably isn’t. Another good indicator is Edge; basic creatures almost always have an Edge score of 0. If a creature has a higher Edge, then there is a good chance that the entry describes an individual.

*Example 1, Medusas and Gorgons:* In ancient Greek myth, the sea god Phorcys had three daughters, collectively known as gorgons. These gorgons were dragon-like creatures with round, ugly faces; golden scales; living serpents for hair; long, tusk-like teeth; and a gaze that turned mortal creatures to stone. The most famous of these daughters was Medusa, who was killed by the hero Perseus.

Because of the similarities to the original creatures, both the name “Gorgon” and the name “Medusa” have been adopted to describe new species in more modern times. There is a bull-like creature that has similar armored scales and a petrifying breath attack that turns creatures to stone that has come to be called a “gorgon” though it has no direct relation to the gorgons of ancient Greek myth.

Likewise, the name Medusa has been applied to a species of hybrid human/snake creatures. These humanoids have gold scales and snake-like hair, as well as the petrifying gaze of the original Medusa, though they also have no relation to the original Medusa.

*Example 2, The Chimera:* In Greek mythology, the Chimera was the name given to a large magical hybrid of three animals. This enormous creature was thought to be unique, but was later discovered to be the progenitor of an entire race of the beasts. In this case, though there is a direct link and the creatures are of the same species, there might still be some confusion between a random specimen of the chimera species and the original Chimera of Legend.

*Example 3, Winged Horses/Pegasus:* Exactly as with the Chimera (see above), the winged horse is commonly called a Pegasus, after the name of the original winged horse, which sprang from the blood of Medusa when she was slain. In this case, even though the species is actually called a winged horse, the name Pegasus is more often (incorrectly) used.

2) For the purposes of this document, “Average Statistics” are the statistics for an ordinary member of the species. As always, genetic variation will occur within a species. This results in some specimens of that particular species being either weaker or stronger than “normal” in various statistics.

**New Materials:**

**New Calling: *Critter*:** The character is an animal and behaves like an animal. It cares about food, shelter, competition, and maybe its mate or offspring. It does not care about human concerns (money, politics, relationships, etc.) and shows no interest in much of anything other than its own continued survival.

**New Hindrance: *Weakness*:** The hero suffers double intensity damage from successful attacks of a specific type. Unlike Susceptible, however, you must first overcome a target's defense before this Hindrance comes into effect.

**New Limit (Magic): *Magical Echo*:** The hero can only absorb, store, and redirect a spell that has been cast at it. If the hero successfully defends against a magical spell, he can store the spell and redirect it at a new target on the next exchange (or later, if he concentrates). The hero can only absorb and redirect as much magical energy as he has magic intensity. The hero cannot cast spells of his own.

**New Stunt (Additional Limb {Tail}): *Tail Slap*:** A slow but powerful attack in which the dragon batters a single opponent with its tail, causing massive damage. Treat the tail attack as if the dragon had the Bruiser hindrance (An easy Agility {Agility} attack). If the tail attack is successful, however, it adds the dragon's Strength score as a damage bonus to the attack. (For a Great Red Wyrn, that's a lethal +30 damage in addition to the normal damage.)

**New Stunt (Additional Limb {Tail}): *Tail Sweep*:** In this useful attack, the dragon sweeps an area with its tail, knocking opponents off their feet. The affected area extends in a half-circle behind the dragon and goes out to striking distance until it reaches the adult stage and twice striking distance thereafter.

**New Stunt (Life Drain): *Wail of the Banshee*:** The hero can push the power to the limit, affecting everyone within firing distance with a single attack.

**New Stunt (Magic): *Magical Echo*:** The hero can absorb, store, and redirect a spell that has been cast at it. If the hero successfully defends against a magical spell, he can store the spell and redirect it at a new target on the next exchange (or later, if he concentrates). The hero can only absorb and redirect as much magical energy as he has magic intensity.

<b>Roster:</b>		
Banshee	Ghost	Manticore
Basilisk, Common	Giant, Cloud	Medusa
Basilisk, King	Giant, Fire	Minotaur
Behemoth	Giant, Frost	Nymph
Bigfoot (Sasquatch, Yeti)	Giant, Hill	Ogre
Centaur, Average	Giant, Stone	Orc
Centaur, Warrior	Giant, Storm	Phoenix
Chimera	Gnoll	Pixie
Chimera, Legendary	Goblin	Roc
Cockatrice	Golem, Clay	Satyr
Dragon	Golem, Flesh	Sea Serpent
Dragons, Other	Golem, Iron	Siren
Drake, Fire	Golem, Shield Guardian	Sphinx
Drake, Ice	Golem, Steel	Troll
Elemental, Air	Golem, Stone	Unicorn
Elemental, Earth	Gorgon	Vampire
Elemental, Fire	Griffin	Winged Horse (Pegasus)
Elemental, Water	Half-Dragons	Zombie
Ent (Treant)	Half-Giants	Winged Wym
Fairy	Harpy	Wyvern
Gargoyle	Hippogriff	Wym
Genie, Djinni	Hydras	
Genie, Efreet	Kraken	
Genie, Janni	Leviathan	

**Banshee (Average Statistics)**

Calling: Vengeance      Edge 0, Hand Size 2 (10) Hindrances: Monstrous

Strength 0X (), Agility 0X (), Intellect 4X (), Willpower 1X ()

**Powers:** Astral Projection 10, Invulnerability to Energy and Kinetics, Life Drain 15 (Draining Bolt, Wail of the Banshee)

**Equipment:** None

**Description:** A Banshee is an ethereal spirit of death; composed almost entirely of the negative emotions of a damned soul. Unlike a normal ghost, the Banshee does not move on to the afterlife, but is doomed to roam the earth for all eternity.

**Basilisk, Common (Average Statistics)**

Calling: Critter      Edge 0, Hand Size 2 (10) Hindrances: Monstrous

Strength 6X (), Agility 3X (), Intellect 1X (), Willpower 4X ()

**Powers:** Additional Limbs (Four Extra Legs) 6, Transmutation 8 (Limit: Flesh to Stone Only)

**Equipment:** None

**Description:** There are two basic types of basilisk known to paranormal lore. The common basilisk – also known as a thicket basilisk or hedge basilisk – is a six-legged or eight-legged reptilian beast weighing about three hundred pounds. Its dreadful gaze attack can turn any living thing to stone upon making eye contact. As such, hunters of the beast often wear eye gear with mirrored lenses to protect themselves from its gaze. It lives in many climates but prefers areas of thick undergrowth or shallow caves, where it can remain cool.

**Basilisk, King (Average Statistics)**

Calling: Critter      Edge 0, Hand Size 2 (10) Hindrances: Monstrous

Strength 6X (), Agility 7X (), Intellect 2X (), Willpower 2X ()

**Powers:** Animal Control 6 (Limit: Snakes Only, Stunt: Animal Telepathy), Poison 12 (Limit: Contingent on Successful Bite Attack), Resistance +4 to Aging, Teeth +2, Transmutation 12 (Limit: Flesh to Stone Only)

**Equipment:** None

**Description:** There are two basic types of basilisk known to paranormal lore. By far, the rarer and more dangerous of the two is the King Basilisk, also called a Serpentine Basilisk. The Serpentine Basilisk is called The King of Snakes because it has a crown-shaped marking on its head. Though at first glance it may appear to be a common snake, the serpentine basilisk, it does have some extraordinary powers, such as a petrifying gaze, highly potent venom, incredible strength, and the ability to communicate with and control common snakes. Though not immortal, king basilisks have an extraordinarily long lifespan, and can hibernate for years or even decades at a time. King Basilisks usually reach the size of a king cobra; that is, around twelve to eighteen feet in length and a diameter of up to six inches. However, rumors abound of some extraordinary specimens reaching lengths of up one-hundred feet, and weights of up to ten tons, with a body diameter of two-to-three feet.

**Giant Basilisk (Average Statistics)**

Calling: Critter      Edge 0, Hand Size 2 (10) Hindrances: Monstrous

**Strength 18X** (), **Agility 7X** (), **Intellect 2X** (), **Willpower 2X** ()  
**Powers:** **Animal Control 8** (Limit: Snakes Only, Stunt: Animal Telepathy),  
**Poison 16** (Limit: Contingent on Successful Bite Attack), **Resistance +8** to Aging,  
**Teeth +3**, **Transmutation 12** (Limit: Flesh to Stone Only)

### **Behemoth**

Calling: Demolisher      Edge 0, Hand Size 2 (10) Hindrances: Monstrous  
**Strength 20X** (), **Agility 3X** (), **Intellect 2X** (), **Willpower 2X** ()

**Powers:** **Body Armor +6**, **Waterbreathing 4**

**Equipment:** None

**Description:** A behemoth, as the name suggests, is an unbelievably large beast. Though not too bright, the Behemoths immense size and scaly skin makes it incredibly strong and very tough. Behemoths are an aquatic species, but are able to move and breathe on land, which makes them a favored weapon of Atlanteans when attacking the surface world.

### **Bigfoot (Sasquatch, Skunk Ape, Yeti, Abominable Snowman)**

Calling: Critter      Edge 0, Hand Size 2 (10) Hindrances: Monstrous

**Strength 14D** (Natural Weaponry), **Agility 4X** (), **Intellect 3X** (), **Willpower 3D** (Survival)

**Powers:** **Blending 4** (Limit: Only while in Forest), **Claws +2**, **Pheromones 6** (Limit: Malodorous), **Regeneration 4**, **Teeth +3**

**Equipment:** None

**Description:** The North American Sasquatch – more commonly known as Bigfoot – is a large humanoid creature that some suspect as being the link between modern man and his bestial ancestors. Bigfoot is described as being around eight feet tall, and weighing several hundred pounds. His massive size gives him amazing strength compared to ordinary humans. Rumor has it that some Sasquatch can reach sizes of ten to twelve feet and maybe more. These larger specimens tend to be brutish and violent, unlike their more intelligent brethren. *(You may transfer points from Intellect and/or Willpower to increase Strength and/or Agility on a point-for-point basis, but you must have a minimum of 1 point each in both Intellect and Willpower. For the first point in Strength and every other point thereafter, increase both Teeth and Claws by +1 each; Claws +3/Teeth +4 at Strength 15 and 16, Claws +4/Teeth +5 at Strength 17 and 18, and so on. If the Sasquatch's Intellect falls to 1, his calling becomes Demolisher.)*

According to some Native American tribes, the Bigfoot has mystical powers. Regardless of the source of its abilities, the Bigfoot is incredibly elusive while in its forest home.

A subspecies, called a **Yeti** – a.k.a. the **Abominable Snowman** – has been reported in the Himalayas and the colder and mountainous regions of North America. This is the same as a standard Bigfoot, except that its fur is thicker and usually colored white. This grants it the additional power **Resistance +4** to Cold, and its Blending power is replaced with **Blending 4** (Limit: Snowy areas only).

### **Centaur (Average Statistics)**

Calling: Demolisher      Edge 0, Hand Size 2 (10) Hindrances: Monstrous

**Strength 8D** (Spears), **Agility 6D** (Archery), **Intellect 3X** (), **Willpower 5X** ()

**Powers:** **Additional Limbs (Two Extra Legs) 8**, **Leaping 2**, **Lightning Speed 2**, **Magic 5** (Detection {Magic}, Ensnarement)

**Equipment:** None

**Description:** A centaur is a powerful magical woodland creature. It resembles a human/horse hybrid with humanoid arms, torso, and head and the lower body of a horse. Ancient Greek centaurs were well known for their savagery, violence, drunkenness, and lust. More modern centaurs, however, seem to have turned toward more scholarly pursuits and avoid humans whenever possible, preferring the isolation of their forest homes.

### **Centaur, Warrior**

Calling: Soldier      Edge 0, Hand Size 2 (10) Hindrances: Monstrous

**Strength 9B** (Clubs, Shields, Spears), **Agility 7D** (Archery), **Intellect 3X** (), **Willpower 5D** (Military)

**Powers:** **Additional Limbs (Two Extra Legs) 8**, **Leaping 2**, **Lightning Speed 2**, **Magic 6** (Detection {Magic}, Energy Blast, Ensnarement, Force Field)

**Equipment:** None

**Description:** Much like many ancient civilizations, the strongest and fastest among the centaur herds are enlisted into military service and trained to be warriors.

### **Chimera (Average Statistics)**

Calling: Critter      Edge 0, Hand Size 2 (10) Hindrances: Monstrous

**Strength 9D** (Natural Weapons), **Agility 5X** (), **Intellect 1X** (), **Willpower 5D** (*Tracking*)

**Powers:** **Additional Limb (Tail) 8**, **Body Armor +2**, **Enhanced Senses (Hearing and Smell) 11** (), **Fire Control 12** (Limit: Blast Only), **Poison 10** (Limit: Contingent on Bite), **Resistance +12** to Magic, **Teeth +3**, **Wings 10**

**Equipment:** None

**Description:** A chimera is a magical hybrid creature with the head of a lion, the body of a goat, and the tail of a serpent (or dragon). Chimeras are cunning and vicious, and take great pleasure in hunting down prey.

### **Cockatrice (Average Statistics)**

Calling: Critter      Edge 0, Hand Size 2 (10) Hindrances: Monstrous

**Strength 2X** (), **Agility 7D** (Aerial Combat), **Intellect 1X** (), **Willpower 4X** ()

**Powers:** **Teeth +2**, **Transmutation 7** (Limit: Flesh to Stone Only, Touch Only), **Wings 3**

**Equipment:** None

**Description:** The cockatrice is a rooster-like creature with bat-like wings and a razor-sharp beak. The touch of the cockatrice turns its victim to stone. The cockatrice is often confused for the basilisk, and at times the name has erroneously been used interchangeably between the two creatures. Although the two are related to each other as members of the dragon family, there are several key differences between them.

### **Dragon**

Calling: Critter      Edge 0, Hand Size 2 (10) Hindrances: Monstrous

**Strength 16X** (), **Agility 8D** (Aerial Combat), **Intellect 2X** (), **Willpower 4X** ()

**Powers:** **Additional Limb (Tail) 16** (Tail Slap, Tail Sweep), **Claws +4**, **Fire Control 12**

(Limit: Blast Only), **Teeth +5**, **Wings 13**

**Equipment:** None

**Description:** This entry assumes a more reality-based, reptilian take on dragons, such as that seen in movies like *Reign of Fire*. Though fast, strong, and powerful, these dragons are nowhere near as intelligent as some mythical versions, and are also not magical creatures.

### **Dragons, Other**

For more types and variants on dragons, see the *Dragons Roster Book*.

### **Drake, Fire**

Calling: Demolisher      Edge 0, Hand Size 2 (10) Hindrances: Monstrous  
**Strength 12X** (), **Agility 8D** (Aerial Combat), **Intellect 3X** (), **Willpower 4X** ()

**Powers:** **Additional Limb (Tail) 12**, **Body Armor +3**, **Claws +3**, **Fire Control 14** (Limit: Blast Only), **Teeth +3**, **Wings 12**

**Equipment:** None

**Description:** Drakes are among the smallest and weakest members of the dragon family, but are still not to be trifled with. They are very aggressive, and take pleasure in causing mayhem and destruction. They have a body shape very similar to a lizard, but reach lengths of around 20 feet from nose to tail (with roughly 12 feet of that being tail) and can weigh up to a ton.

There are two basic types of drakes. This one – the Fire Drake – has a breath weapon of searing flame, able to roast victims where they stand.

### **Drake, Ice**

Calling: Demolisher      Edge 0, Hand Size 2 (10) Hindrances: Monstrous  
**Strength 10X** (), **Agility 8D** (Aerial Combat), **Intellect 3X** (), **Willpower 4X** ()

**Powers:** **Additional Limb (Tail) 10**, **Body Armor +3**, **Claws +3**, **Cold Control 14** (Limit: Blast Only), **Teeth +3**, **Wings 10**

**Equipment:** None

**Description:** Drakes are among the smallest and weakest members of the dragon family, but are still not to be trifled with. They are very aggressive, and take pleasure in causing mayhem and destruction. They have a body shape very similar to a lizard, but reach lengths of around 20 feet from nose to tail (with roughly 12 feet of that being tail) and can weigh up to a ton.

There are two basic types of drakes. This one – the Ice Drake – has a breath weapon of purest cold, able to freeze victims in place.

### **Elemental, Air**

Calling: Uncontrolled Power      Edge 0, Hand Size 2 (10)      Hindrances: Monstrous  
**Strength 5-11X** (), **Agility 8-16D** (Aerial Combat), **Intellect 2-3D** (Energy Control),  
**Willpower 3-6X** ()

**Powers:** **Air Control \*** (Air Shield, Downdraft, Flight, Hyper-Breath, Resistance, Tornado); **Invulnerability** to Poison, Paralysis, Sleep, and Stunning

**Equipment:** None

**Description:** Elementals are beings of pure elemental energy, literally a physical

incarnation of the element it represents.

\*An air elemental's Air Control intensity is equal to its Agility

### **Elemental, Earth**

Calling: Uncontrolled Power Edge 0, Hand Size 2 (10) Hindrances: Monstrous  
Strength 8-16D (Brawling), Agility 4X (), Intellect 2-3D (Energy Control), Willpower 3-6X ()

**Powers:** Earth Control \* (Digging, Earthquake, Earth Armor, Entrapment, Groundwave, Resistance); Invulnerability to Poison, Paralysis, Sleep, and Stunning

**Equipment:** None

**Description:** Elementals are beings of pure elemental energy, literally a physical incarnation of the element it represents.

\*An earth elemental's Earth Control intensity is equal to its Strength

### **Elemental, Fire**

Calling: Uncontrolled Power Edge 0, Hand Size 2 (10) Hindrances: Monstrous  
Strength 5-11X (), Agility 6-14D (Aerial Combat), Intellect 2-3D (Energy Control), Willpower 3-6X ()

**Powers:** Fire Control \* (Fireball, Fire Shield, Flight, Nova Flame, Resistance); Invulnerability to Poison, Paralysis, Sleep, and Stunning

**Equipment:** None

**Description:** Elementals are beings of pure elemental energy, literally a physical incarnation of the element it represents.

\*A fire elemental's Fire Control intensity is equal to its Agility

### **Elemental, Water**

Calling: Uncontrolled Power Edge 0, Hand Size 2 (10) Hindrances: Monstrous  
Strength 7-14X (), Agility 5-11X (), Intellect 2-3D (Energy Control), Willpower 3-6X ()

**Powers:** Water Control \* (Drowning, Waterbreathing, Waterwalking, Resistance); Invulnerability to Poison, Paralysis, Sleep, and Stunning

**Equipment:** None

**Description:** Elementals are beings of pure elemental energy, literally a physical incarnation of the element it represents.

\*A water elemental's Water Control intensity is equal to its Strength

### **Ent (Treant)**

Calling: Vengeance Edge 0, Hand Size 2 (10) Hindrances: Monstrous, Susceptible to Fire

Strength 15D+ (Natural Weapons), Agility 3X (), Intellect 5D (Biology), Willpower 6X ()

**Powers:** Plant Control 13 (Limit: Trees Only); Invulnerability to Poison, Paralysis, Mental Control (Except Plant Control), and Stunning

**Equipment:** None

**Description:** Legends speak of ancient forest with living guardians. These tree-herders are called ents or treants.

**Fairy (Average Statistics)**

Calling: Protector      Edge 0, Hand Size 2 (10) Hindrances: Monstrous

Strength 1X (), Agility 9X (), Intellect 8X (), Willpower 8X ()

**Powers:** Flight 2, Invisibility 10, Magic 8 (Ensnarement, Healing, Illusion, Telekinesis, Teleportation {Self})

**Equipment:** None

**Description:** Fairies are small, powerful magic creatures that protect all good-hearted people they come across. Fairies are known for hiding or healing wounded heroes during their time of need. Fairies are among the smartest and wisest members of the fey family, and also some of the most kind-hearted.

**Gargoyle (Average Statistics)**

Calling: Demolisher      Edge 0, Hand Size 2 (10) Hindrances: Monstrous

Strength 8D (Natural Weapons), Agility 7D (Aerial Combat), Intellect 3D (Energy Control), Willpower 4X ()

**Powers:** Blending 2 (Limit: Stone or Darkness Only), Body Armor +3, Claws +3, Enhanced Senses 4 (Infravision), Life Support 15 (Suspended Animation), Teeth +3 (Matter Consumption), Wings 7 (Protected Wings)

**Equipment:** None

**Description:** Gargoyles are large, winged beasts with a very monstrous appearance. They appear to be made out of stone, and enjoy pretending to be statues while unwary victims pass by. Though Gargoyles don't need to eat to survive, they greatly enjoy attacking and eating prey, merely so they can take pleasure in the struggle.

**Genie, Djinni (Average Statistics)**

Calling: Varies (Any Good)      Edge 2, Hand Size 4 (25) Hindrances: Grounded (Prime Dimension), Hateful (Efreet)

Strength 9X (), Agility 9D (Aerial Combat), Intellect 7X (), Willpower 10D (Mental Control {*Illusion*})

**Powers:** Air Control 12 (Air Shield, Tornado), Body Transformation 4 (Gaseous Form), Dimensional Travel 6 (Dimensional Detection, Passengers), Flight 5, Invisibility 7, Magic 10 (can duplicate any *Intellect* or *Willpower* power), Resistance +7 to Fire, Telepathy 8

**Equipment:** None

**Description:** Djinn despise physical combat, preferring to keep a distance and pelt foes with magic. Djinn are the 'good' branch of genies, but they are still proud, vain, and aloof toward humans, who they view as lesser beings. Djinn hate their arch-rivals, the Efreet, and they will attack each other on sight. Djinn have a vaguely humanoid head and torso, which fades into a whirling mass of clouds just below the hips. Djinn usually have light skin with a lightly tanned or pale blue hue, but otherwise appear as humans with a thick beard and bald head.

Some genies, called the noble genies (those with Edge 3 or higher, and Magic 15+), are able to grant wishes to non-genies. A genie will only grant a wish if it is compelled to, and then only to its captor. A person may make up to three wishes, and the genie is released from captivity upon granting the third wish. A genie must grant any wish that it is capable of, but some things may be beyond a genie's power, because it is still bound

by the laws of magic (as outlined within the game). A hero may use a wish to compel the genie to use any power that he possesses (magical or otherwise), or alternately, it may be used like Reality Warping in which the player suggests an action/event and the Narrator approves or vetoes the action. The effects of a wish are permanent unless the nature of the wish requires it to be temporary, the wisher specifies that it should be temporary, or it is countered by more powerful magic.

While not as deceptive as their evil cousins, one should still be extremely careful in asking for wishes from Djinn. A Djinni is liable to grant the wish exactly as you ask for it, so the phrasing of your wish is extremely important. For example, if you make the wish “I wish I was rich” the genie might take you literally and make it where you had been rich in the past because your wish was phrased in the past tense.

*To make a wish, the hero must make a challenging Intellect (Intellect) action versus the Djinni. If the action is successful, your hero phrased the wish correctly and gets exactly what he wanted. If the action fails, then your hero messed up, his wish goes horribly awry, and the wish is wasted.*

### **Genie, Efreeti (Average Statistics)**

Calling: Varies (Any Evil)      Edge 2, Hand Size 4 (25) Hindrances: Grounded (Prime Dimension), Hateful (Djinn), Weakness (Fire)

Strength 9X (), Agility 9D (Aerial Combat), Intellect 7X (), Willpower 10D (Mental Control {*Illusion*})

**Powers:** Dimensional Travel 6 (Dimensional Detection, Passengers), Fire Control 12 (Heat Sphere), Flight 5, Immunity to Fire, Invisibility 7 (Limit: Charged: 3/day), Magic 10 (can duplicate any *Intellect* or *Willpower* power), Telepathy 8

**Equipment:** None

**Description:** Efreet use trickery and deception in combat, shying away from a straight-up fight. Efreet are the ‘evil’ branch of genies, well known for their trickery, cruelty and pettiness. Efreeti hate their arch-rivals, the Djinn, and they will attack each other on sight. Efreet have a vaguely humanoid head and torso, which fades into a whirling mass of flames and smoke just below the hips. Efreet usually have dark skin with a bronze or reddish hue, and sometimes have what appear to be demonic features, such as horns and fangs.

Some genies, called the noble genies (those with Edge 3 or higher, and Magic 15+), are able to grant wishes to non-genies. A genie will only grant a wish if it is compelled to, and then only to its captor. A person may make up to three wishes, and the genie is released from captivity upon granting the third wish. A genie must grant any wish that it is capable of, but some things may be beyond a genie’s power, because it is still bound by the laws of magic (as outlined within the game). A hero may use a wish to compel the genie to use any power that he possesses (magical or otherwise), or alternately, it may be used like Reality Warping in which the player suggests an action/event and the Narrator approves or vetoes the action. The effects of a wish are permanent unless the nature of the wish requires it to be temporary, the wisher specifies that it should be temporary, or it is countered by more powerful magic.

One must be extremely careful when asking for a wish from an Efreeti, because if there is a way for the Efreeti to ruin the wish, it will do so. For example, if you wished for money, an Efreeti might give you stolen money and send the police hot on its trail.

*To make a wish, the hero must make a desperate Intellect (Intellect) action versus the Efreeti. If the action is successful, your hero phrased the wish correctly and gets exactly what he wanted. If the action fails, then your hero messed up, his wish goes horribly awry, and the wish is wasted.*

### **Genie, Janni (Average Statistics)**

Calling: Varies      Edge 2, Hand Size 4 (25) Hindrances: Grounded (Prime Dimension)

Strength 8D (Swords), Agility 7D (Archery), Intellect 7X (), Willpower 9D (Mental Control {*Illusion*})

**Powers:** Dimensional Travel 6 (Dimensional Detection, Passengers), Flight 2, Invisibility 7 (Limit: Charged: 3/day), Magic 9 (Detection {Magic}, Energy Blast, Ensnarement, Force Field, Illusion, Telekinesis, Teleportation {Self}, Teleportation {Summoning}), Resistance +7 to Fire, Telepathy 8

**Equipment:** Body Armor +2, Scimitar +3, Shield +2

**Description:** Jann revel in physical combat, but also possess potent magical abilities. Jann are a “neutral” branch of genies, and they run the whole gamut of human personalities from good to evil. Jann appear human in every respect, and indeed often pass themselves off as humans unless attacked. Jann are sometimes confused with wizards because of their magical abilities and humanoid appearance.

Some genies, called the noble genies (those with Edge 3 or higher, and Magic 15+), are able to grant wishes to non-genies. A genie will only grant a wish if it is compelled to, and then only to its captor. A person may make up to three wishes, and the genie is released from captivity upon granting the third wish. A genie must grant any wish that it is capable of, but some things may be beyond a genie’s power, because it is still bound by the laws of magic (as outlined within the game). A hero may use a wish to compel the genie to use any power that he possesses (magical or otherwise), or alternately, it may be used like Reality Warping in which the player suggests an action/event and the Narrator approves or vetoes the action. The effects of a wish are permanent unless the nature of the wish requires it to be temporary, the wisher specifies that it should be temporary, or it is countered by more powerful magic.

Very few Jann ever become powerful enough to grant wishes, but those who do are only as trustworthy or tricky as his personality allows, so one should be certain that a Jann is trustworthy before asking him to grant a wish.

*To make a wish, the hero must make a challenging Intellect (Intellect) action versus the Djinni. If the action is successful, your hero phrased the wish correctly and gets exactly what he wanted. If the action fails, then your hero messed up, his wish goes horribly awry, and the wish is wasted.*

### **Ghost (Average Statistics)**

Calling: Vengeance      Edge 0, Hand Size 2 (10) Hindrances: Monstrous

Strength 0X (), Agility 0X (), Intellect 4X (), Willpower 1X ()

**Powers:** Astral Projection 10, Invulnerability to Energy and Kinetics, Mind Control 15 (Possession)

**Equipment:** None

**Description:** A ghost is an ethereal entity; usually a person that died with unfinished

business. Once a ghost settles the affair, his spirit is able to move on.

### **Giant, Cloud (Average Statistics)**

Calling: Peace of Mind    Edge 0, Hand Size 2 (10) Hindrances: Monstrous  
**Strength 17D** (Clubs), **Agility 6D** (Flinging), **Intellect 6X** (), **Willpower 6X** ()

**Powers:** **Body Armor +6**, **Weather Control 6** (Fog Cloud)

**Equipment:** **Body Armor +3**, **Club +3**

**Description:** Cloud Giants are peaceful by nature, generally wishing for nothing more than to be left alone, but they are masterful strategists in combat when provoked. Cloud giants are intellectuals, favoring the finer things in life, such as wine, art, and food. Cloud giants are elitists, and look down on nearly every other species, including other types of giants (except for the storm giants).

Cloud Giants are the second-largest type of giant, standing between twenty-seven and thirty feet tall, and weighing around five tons.

These giants should not be confused with Asgardian giants (see Avengers Roster Book pg. 21).

### **Giant, Ettin**

Calling: Demolisher    Edge 0, Hand Size 2 (10) Hindrances: Monstrous  
**Strength 11X** (), **Agility 3X** (), **Intellect 2X** (), **Willpower 4X** ()

**Powers:** **Additional Limb (Head) 2**, **Enhanced Senses 4** (Infravision)

**Equipment:** None

**Description:** Ettins are ferocious two-headed giants. They reach heights of about thirteen feet and weight up to two and a half tons.

### **Giant, Fire (Average Statistics)**

Calling: Demolisher    Edge 0, Hand Size 2 (10) Hindrances: Monstrous, Weakness (Cold)

**Strength 16D** (Clubs), **Agility 4D** (Flinging), **Intellect 5X** (), **Willpower 5X** ()

**Powers:** **Body Armor +4**, **Invulnerability to Fire**

**Equipment:** **Body Armor +3**, **Club +3**

**Description:** Fire Giants are brutal and militaristic, attacking and raiding for the sheer joy of destruction. Fire Giants are powerfully built with a thick, sturdy frame. Though they stand only about eighteen to twenty feet tall, they are disproportionately heavy, and weigh around seven tons. Owing to their powerfully built structure, Fire Giants are extremely strong for their size.

These giants should not be confused with Asgardian giants (see Avengers Roster Book pg. 21).

### **Giant, Frost (Average Statistics)**

Calling: Demolisher    Edge 0, Hand Size 2 (10) Hindrances: Monstrous, Weakness (Fire)

**Strength 14D** (Clubs), **Agility 4D** (Flinging), **Intellect 5X** (), **Willpower 5X** ()

**Powers:** **Body Armor +4**, **Invulnerability to Cold**

**Equipment:** **Body Armor +3**, **Club +3**

**Description:** Frost Giants are built with a tall, thin frame, standing about twenty-five feet

tall, and weighing about three tons.

These giants should not be confused with Asgardian giants (see Avengers Roster Book pg. 21).

### **Giant, Hill (Average Statistics)**

Calling: Demolisher      Edge 0, Hand Size 2 (10) Hindrances: Monstrous  
Strength 12D (Clubs), Agility 4D (Flinging), Intellect 3X (), Willpower 7X ()

**Powers:** Body Armor +3

**Equipment:** Body Armor +3, Club +3

**Description:** Hill Giants are by far the smallest giants, reaching heights of only ten to twelve feet, and weighing about half a ton. Though it may be technically possible to mix a humanoid with other types of giants by magic or science, only the Hill Giant is small enough to reproduce naturally with humans, and even so, the humanoid partner commonly sustains bone-crushing injuries during the mating (which is often an act of rape). Humanoid females rarely survive giving birth to a baby of a half-giant's size, and in most cases, a "natural" birth is not possible, so surgical intervention is necessary. These giants should not be confused with Asgardian giants (see Avengers Roster Book pg. 21).

### **Giant, Stone (Average Statistics)**

Calling: Vestige of Humanity      Edge 0, Hand Size 2 (10) Hindrances: Monstrous  
Strength 13D (Clubs), Agility 7D (Flinging), Intellect 5X (), Willpower 5X ()

**Powers:** Body Armor +4

**Equipment:** Body Armor +3, Club +3

**Description:** Stone Giants stand about fifteen feet tall and weigh around one and a half tons.

These giants should not be confused with Asgardian giants (see Avengers Roster Book pg. 21).

### **Giant, Storm (Average Statistics)**

Calling: Peace of Mind      Edge 0, Hand Size 2 (10) Hindrances: Monstrous  
Strength 19D (Clubs), Agility 7D (Flinging), Intellect 8X (), Willpower 8X ()

**Powers:** Body Armor +6, Invulnerability to Electricity, Weather Control 8 (Fog Cloud, Lightning Bolts), Waterbreathing 6

**Equipment:** Body Armor +3, Club +3

**Description:** Storm Giants are by far the largest of the giants, standing at roughly thirty feet tall and weighing around twelve tons.

These giants should not be confused with Asgardian giants (see Avengers Roster Book pg. 21).

### **Gnoll (Average Statistics)**

Calling: Demolisher      Edge 0, Hand Size 2 (10) Hindrances: Monstrous  
Strength 6X (), Agility 4X (), Intellect 3X (), Willpower 3X ()

**Powers:** Claws +3, Enhanced Senses 6 (Infravision), Teeth +3

**Equipment:** None

**Description:** Gnolls are magical hybrids between humans and hyenas. Vicious,

bloodthirsty beasts by nature, they typically travel in packs to overpower prey.

### **Gnome (Average Statistics)**

Calling: Investigator or Explorer      Edge 0, Hand Size 2 (10) Hindrances: None

Strength 3X (), Agility 4X (), Intellect 4X (), Willpower 4X ()

**Powers:** Enhanced Senses 2 (Infravision)

**Equipment:** None

**Description:** Gnomes are curious by nature.

### **Goblin (Average Statistics)**

Calling: Demolisher      Edge 0, Hand Size 2 (10) Hindrances: Monstrous

Strength 3X (), Agility 5X (), Intellect 4X (), Willpower 3X ()

**Powers:** None

**Equipment:** None

**Description:** Goblins are small creatures that are cowardly by nature, but also prone to great violence. Goblins are weak and stupid, but they reproduce at an incredible rate, which makes them a threat by sheer force of numbers. Goblins travel in enormous hordes, which they use to make up for their relatively weak physical and mental abilities.

### **Golem, Clay**

Calling: Soldier      Edge 0, Hand Size 2 (10) Hindrances: Frenzied, Monstrous,  
Physically Disabled: Mute

Strength 12X (), Agility 3X (), Intellect 0X (), Willpower 0X ()

**Powers:** Body Armor +2; Invulnerability to Disease, Magic, Poison, and Psionics;

Resistance +4 to Kinetics

**Equipment:** None

**Description:** A golem is a mechanical construct magically infused with the spirit of an elemental. A golem is a mindless servant, blindly obeying the orders of its master. A clay golem is usually about seven feet tall and weighs around six-hundred pounds. Clay golems look like clay pots with vaguely humanoid features. Like most golems, it is slow and clumsy, traveling at about half of normal human speed.

### **Golem, Flesh**

Calling: Soldier      Edge 0, Hand Size 2 (10) Hindrances: Frenzied, Monstrous,  
Physically Disabled: Mute

Strength 10X (), Agility 3X (), Intellect 0X (), Willpower 0X ()

**Powers:** Invulnerability to Disease, Magic, Poison, and Psionics; Resistance +3 to Kinetics

**Equipment:** None

**Description:** A golem is a mechanical construct magically infused with the spirit of an elemental. A golem is a mindless servant, blindly obeying the orders of its master. A flesh golem is a reanimated corpse, composed of stitched-together pieces recovered from various bodies (much like Frankenstein's monster). Flesh golems generally stand about eight feet tall and weigh as much as five-hundred pounds. Like most golems, it is slow and clumsy, traveling at about half of normal human speed.

### **Golem, Iron**

Calling: Soldier      Edge 0, Hand Size 2 (10) Hindrances: Monstrous, Physically Disabled: Mute

Strength 16X (), Agility 3X (), Intellect 0X (), Willpower 0X ()

**Powers:** Body Armor +4; Invulnerability to Disease, Magic, Poison, and Psionics; Resistance +12 to Kinetics

**Equipment:** None

**Description:** A golem is a mechanical construct magically infused with the spirit of an elemental. A golem is a mindless servant, blindly obeying the orders of its master. As the name suggests, iron golems are composed of solid iron. Standing at about eleven-and-one-half feet tall and weighing up to two-and-one-half tons, the iron golem is the largest and strongest of the common golems. Iron golems look much like a fully-armored human of giant proportions. Like most golems, it is slow and clumsy, traveling at about half of normal human speed.

### Golem, Shield Guardian

Calling: Soldier      Edge 0, Hand Size 2 (10) Hindrances: Frenzied, Monstrous

Strength 11X (), Agility 5X (), Intellect 1X (), Willpower 1X ()

**Powers:** Absorption (Magic) 11 (Absorption Boost, Absorption Conversion, Absorption Healing); Body Armor +5; Energy Blast 14 (Limit: Powerless Without Converted Energy); Invulnerability to Disease, Magic, Poison, and Psionics; Magic 11 (Limit: Magical Echo) Resistance +7 to Kinetics

**Equipment:** None

**Description:** A golem is a mechanical construct magically infused with the spirit of an elemental. A golem is a mindless servant, blindly obeying the orders of its master. Unlike most golems, however, a Shield Guardian is semi-sentient and capable of independent thought, though it will still unfailingly follow the orders of its master. A Shield Golem is highly prized among wizards because of its ability to absorb magic to become more powerful. A shield guardian is about eight feet tall and weighs about eight-hundred pounds. It has large, flat shields covering its arms, legs, and torso; making it much like a living, moving wall that guards its master. Shield guardians are the fastest and nimblest of golems, and though they appear weak at first, they can boost their strength with absorbed magical energy.

### Golem, Steel

Calling: Soldier      Edge 0, Hand Size 2 (10) Hindrances: Frenzied, Monstrous

Strength 18X (), Agility 4X (), Intellect 0X (), Willpower 0X ()

**Powers:** Body Armor +5; Invulnerability to Disease, Magic, Poison, and Psionics; Resistance +14 to Kinetics

**Equipment:** None

**Description:** A golem is a mechanical construct magically infused with the spirit of an elemental. A golem is a mindless servant, blindly obeying the orders of its master. Steel golems were extremely rare in antiquity, owing to the lack of readily-available steel. Due to the primitive steel creation techniques, gathering steel in amounts ample enough for golem creation was prohibitively expensive. Although steel is now a common material, the lack of quality spells and texts on steel golem creation still limits their numbers. Steel golems can reach heights of up to fourteen feet, and weights of up to one-and-one-half

tons. Although larger than previous golems, the relative light weight and durability of steel makes steel golems faster, stronger, and tougher than golems fashioned from any other natural material.

### **Golem, Stone**

Calling: Soldier      Edge 0, Hand Size 2 (10) Hindrances: Frenzied, Monstrous  
**Strength 14X** (), **Agility 3X** (), **Intellect 0X** (), **Willpower 0X** ()

**Powers:** **Body Armor +3**; **Invulnerability** to Disease, Magic, Poison, and Psionics;  
**Resistance +7** to Kinetics

**Equipment:** None

**Description:** A golem is a mechanical construct magically infused with the spirit of an elemental. A golem is a mindless servant, blindly obeying the orders of its master. A stone golem is carved from a single block of heavy stone, such as granite or marble. A stone golem is around nine feet tall and weighs about one ton. The appearance can vary from statuesque realism to extremely stylized chiseling, though all are humanoid in shape (two arms, two legs, etc.). Like most golems, it is slow and clumsy, traveling at about half of normal human speed.

### **Gorgon (Average Statistics)**

Calling: Demolisher      Edge 0, Hand Size 2 (10) Hindrances: Monstrous  
**Strength 11X** (), **Agility 5X** (), **Intellect 1X** (), **Willpower 4X** ()

**Powers:** **Body Armor +4**, **Horns +6**, **Transmutation 8** (Limit: Flesh to Stone Only)

**Equipment:** None

**Description:** Gorgons are large, bull-like creatures with massive horns, armor-like scales, and breath that can turn you to stone.

### **Griffin – Average Statistics (Griffon, Gryphon)**

Calling: Demolisher      Edge 0, Hand Size 2 (10) Hindrances: Monstrous  
**Strength 10D** (Natural Weapons), **Agility 7D** (Aerial Combat), **Intellect 3X** (), **Willpower 6X** ()

**Powers:** **Claws +3**, **Enhanced Senses 4** (Limit: Sight & Smell Only), **Teeth +4**, **Wings 8** (Power Dive)

**Description:** Griffins are large, majestic creatures, with the body and tail end of a lion, and the head, wings, and forelimbs of an eagle.

### **Half-Dragons (Template)**

Calling: Varies      Edge: Varies      Hindrances: Monstrous (usually)  
**Strength +4**, **Agility** (stays the same), **Intellect +1**, **Willpower +1**

**Powers:** A half-dragon has all of its base creature's racial powers and abilities at full intensity, plus the appropriate Dragon Racial Abilities at one-half intensity.

**Description:** Half-dragons are the product of the mating of a dragon (in its humanoid form) and a humanoid. Half-dragons are usually outcasts from both human and dragon societies. Dragon society often views them as unworthy and looks down on the weakness of their human blood, while human society often views them as monstrous and fears the unnatural strength of their draconic heritage.

### Half-Giants (Template)

Calling: Varies      Edge: Varies      Hindrances: Monstrous (usually)

**Strength** +2, **Agility** (stays the same), **Intellect** -1, **Willpower** (stays the same)

**Powers:** **Body Armor** +2, A half-giant has all of the normal human/mutant racial powers and abilities of its parent at full intensity, plus the powers and ability bonuses listed above.

**Description:** A half-giant is the product of the mating of a Hill Giant and a rather unfortunate humanoid. Half-Giants typically reach sizes of at least eight feet and can weigh upwards of five-hundred pounds. Though it may be technically possible to mix a humanoid with other types of giants by magic or science, only the Hill Giant is small enough to reproduce naturally with humans, and even so, the humanoid partner commonly sustains bone-crushing injuries during the mating (which is often an act of rape). Humanoid females rarely survive giving birth to a baby of a half-giant's size, and in most cases, a "natural" birth is not possible, so surgical intervention is necessary.

### Harpy (Average)

Calling: Demolisher      Edge 1, Hand Size 3 (17)      Hindrances: Monstrous

**Strength** 5D (Natural Weapons), **Agility** 7D (Aerial Combat), **Intellect** 3X (), **Willpower** 6X ()

**Powers:** **Body Armor** +5, **Claws** +2, **Wings** 6 (Protected Wings)

**Equipment:** None

**Description:** Harpies are wicked, ugly creatures, with the head of an old woman and the body of a giant bird. Their feathers are said to be like armor, and according to legend could not be pierced. They can, however, be killed by decapitation, since their human heads have no such protection.

### Hippogriff (Average Statistics)

Calling: Demolisher      Edge 0, Hand Size 2 (10)      Hindrances: Monstrous

**Strength** 9D (Natural Weapons), **Agility** 8D (Aerial Combat), **Intellect** 3X (), **Willpower** 6X ()

**Powers:** **Claws** +5, **Enhanced Senses** 4 (Limit: Sight Only), **Leaping** 2, **Lightning Speed** 2, **Teeth** +2, **Wings** 8 (Wing Slash)

**Description:** Hippogriffs are proud, noble creatures, with the body and tail end of a horse, and the head, wings, and forelimbs of an eagle.

### Hydras

See the section on Hydras, below.

### Kraken

Calling: Demolisher      Edge 0, Hand Size 2 (10)      Hindrances: Monstrous

**Strength** 18D (Wrestling), **Agility** 10X (), **Intellect** 1X (), **Willpower** 0X ()

**Powers:** **Additional Limbs** 18 (Constriction, Telescopic Attack), **Quills** +4 (Limit: Only on two tentacles), **Waterbreathing** 1

**Equipment:** None

**Description:** Often mistaken for a giant squid, a Kraken has a few subtle differences. A Kraken has only six sucker-lined tentacles (a squid has eight) in addition to the two

longer, barbed contractile tentacles. Additionally, the Kraken is much larger; a giant squid reaches lengths of about sixty to seventy feet, while a Kraken reaches lengths of ninety to one-hundred feet.

### **Leviathan**

Calling: Critter      Edge 4, Hand Size 6 (40) Hindrances: Monstrous

**Strength** 28X (), **Agility** 8D (Aerial Combat), **Intellect** 2X (), **Willpower** 4X ()

**Powers:** **Additional Limb (Six Extra Heads)** 10 (Unique Power: Each of the seven heads may attack separately), **Air Control** 16 (), **Claws** +4, **Earth Control** 16 (), **Electrical Control** 16 (), **Fire Control** 16 (), **Light Control** 16 (), **Shadow Control** 16 (), **Teeth** +5, **Water Control** 16 (), **Wings** 23

**Equipment:** None

**Description:** The Leviathan is a seven-headed dragon. Each of the seven heads represents a different type of elemental energy.

### **Manticore (Average Statistics)**

Calling: Critter      Edge 0, Hand Size 2 (10) Hindrances: Monstrous

**Strength** 12D (Natural Weapons), **Agility** 7X (), **Intellect** 4X (), **Willpower** 5X ()

**Powers:** **Claws** +3, **Poison** 8 (Soporific, Limit: Contingent on successful Quills attack), **Quills** +8 (Volley{Limit: Charged - 4 times per day}), **Wings** 10

**Equipment:** None

**Description:** The manticore is a huge hybrid beast, measuring about twenty to twenty-five feet from the tip of its snout to the end of its spiked tail. A manticore has a roughly feline appearance, with the basic body shape of a lion, save for the head (which is vaguely humanoid) and enormous, dragon-like wings. Manticores have a series of poisonous spines along their backs and on the chin, mane, and tail. A manticore can launch the spikes from its tail with deadly accuracy.

### **Medusa, Common (Average Statistics)**

Calling: Demolisher      Edge 0, Hand Size 2 (10) Hindrances: Monstrous

**Strength** 5D (Natural Weapons), **Agility** 7X (), **Intellect** 6X (), **Willpower** 7X ()

**Powers:** **Prehensile Hair** 7 (Limit: cannot elongate past striking distance), **Poison** 7 (Limit: Contingent on biting attack), **Teeth** +1, **Transmutation** 8 (Limit: Flesh to Stone Only)

**Equipment:** None

**Description:** A medusa has a humanoid physique, but is covered with golden snake-like scales, its mouth has snake-like fangs, and its hair is replaced with living snake-like appendages. A medusa also has a petrifying gaze that turns mortals to stone. Because of these similarities to the ancient draconic monster, Medusa, this species was named after her.

### **Minotaur (Average)**

Calling: Varies      Edge 0, Hand Size 2 (10) Hindrances: Monstrous

**Strength** 9D (Clubs), **Agility** 5X (), **Intellect** 3X (), **Willpower** 4X ()

**Powers:** **Horns** +3 (Impalement)

**Equipment:** None

**Description:** Minotaurs are humanoid, half-bull creatures. They walk on two legs, but their legs are large and bull-like, with hooves for feet.

### **Nymph (Average Statistics)**

Calling: Guardian      Edge 0, Hand Size 2 (10)      Hindrances: None  
**Strength 5X** (), **Agility 6X** (), **Intellect 8D** (Lore {Olympian}), **Willpower 8D**  
 (**Manipulation**)

**Powers:** **Body Armor +2**, **Immortality**; **Invulnerability** to Disease and Poison

**Equipment:** None

**Description:** Nymphs are guardian spirits that are both part and protectors of certain aspects of nature. They are semi-divine beings, more than mortals, but lesser than gods.

### **Ogre (Average Statistics)**

Calling: Demolisher      Edge 0, Hand Size 2 (10)      Hindrances: Monstrous  
**Strength 10X** (), **Agility 4X** (), **Intellect 3X** (), **Willpower 4X** ()

**Powers:** **Body Armor +1**, **Teeth +1**

**Equipment:** None

**Description:** Ogres are slow and relatively dim-witted, leading a very simple existence. An ogre is sort of a giant version of a goblin, and they are very strong and have tough skin. Ogres have a characteristic powerful odor and only the unwary could be caught unawares by an approaching ogre.

### **Orc (Average Statistics)**

Calling: Demolisher      Edge 0, Hand Size 2 (10)      Hindrances: Monstrous, Susceptible  
 (Blinding by Light)

**Strength 6X** (), **Agility 4X** (), **Intellect 3X** (), **Willpower 3X** ()

**Powers:** **Enhanced Senses (Vision) 6** (Limit: Infravision Only), **Teeth +1**

**Equipment:** None

**Description:** Orcs are strong, fast, cunning, and extremely violent by nature. They are primarily nocturnal or subterranean, and have excellent low-light vision, but are also extremely sensitive to light.

### **Phoenix (Average Statistics)**

Calling: Guardian      Edge 0, Hand Size 2 (10)      Hindrances: None

**Strength 7X** (), **Agility 10X** (), **Intellect 4X** (), **Willpower 4X** ()

**Powers:** **Claws +2**, **Emotion Control 8** “Phoenix Song” (Unique Trait: Instills Hope in the good and Despair in the wicked.), **Immortality**, **Teleportation 10** (Limit: Once per day), **Wings 9**

**Description:** A phoenix is an immortal bird of prey that immolates upon death and is then reborn from the ashes. Phoenixes are known for being loyal companions, as well as for being very intelligent. As far as birds go, phoenixes are incredibly strong and agile.

### **Pixy (Pixie)**

Calling: Thrill-Seeker      Edge 0, Hand Size 2 (10)      Hindrances: Physically Disabled  
 (Mute)

**Strength 1X** (), **Agility 10X** (), **Intellect 4X** (), **Willpower 6X** ()

**Powers:** **Flight 2**, **Invisibility 5**, **Illusion 12** (Prolonged Images), **Magic 6** (Ensnarement, Telekinesis, Teleportation {Self})

**Equipment:** None

**Description:** Pixies are small, powerful magic creatures that enjoy playing pranks on humans.

### **Roc (Average)**

Calling: Critter            Edge 0, Hand Size 2 (10) Hindrances: Monstrous, Physically Disabled (Mute)

**Strength 17X** (), **Agility 7X** (), **Intellect 1X** (), **Willpower 6X** ()

**Powers:** **Claws +4**, **Wings 17** (max speed: Flight 8)

**Description:** Rocs are enormous birds that look similar to eagles, but have a wingspan of up to one-hundred-and-twenty feet, and can be up to sixty feet from beak to tail feathers. Their feathers vary in shade from a mottled brown to a burnished gold. Rocs hunt cows, sharks, or horses in much the same way that eagles hunt mice, fish, or rabbits.

### **Satyr (Average Statistics)**

Calling: Varies            Edge 0, Hand Size 2 (10) Hindrances: Monstrous

**Strength 5D** (Knives), **Agility 6D** (Archery), **Intellect 6X** (), **Willpower 7B** (Manipulation, Mental Control, Performing {Music})

**Powers:** **Horns +2**, **Leaping 2**, **Magic 5** (Detection {Magic}, Ensnarement)

**Equipment:** **Pan Pipes** (Emotion Control 8 {Limit: Spell-Focused})

**Description:** Also called a faun, a satyr is a humanoid creature with the upper body of a man and the legs of a goat. Male satyrs have rounded goat horns that they use to headbutt unwary foes.

### **Sea Serpent**

Calling: Critter            Edge 0, Hand Size 2 (10) Hindrances: Monstrous

**Strength 20X** (), **Agility 8D** (Aerial Combat), **Intellect 2X** (), **Willpower 4X** ()

**Powers:** **Claws +4**, **Lightning Speed 8** (Limit: Swimming Only), **Teeth +5**,

**Waterbreathing 10**, **Water Control 12\*** (Limit: Blast Only)

**Equipment:** None

**Description:** The sea serpent is a massive aquatic dragon. Perfectly adapted to life in the sea, the sea serpent can breathe underwater and swim at incredible speeds. In the water, a sea serpent is a force to be reckoned with. They tend to avoid the surface, and particularly land, where they are slower and their vision is less acute.

Though they usually keep to themselves, they are fiercely territorial. Historically, some specimens have been known to venture to the surface to attack ships that invade their waters, but reports of this have tapered off in recent years, possibly because of the improvements in human weapons technology.

*\*Some species have a fire or acid breath weapon*

### **Sirens (Average Statistics)**

Calling: Varies            Edge 0, Hand Size 2 (10) Hindrances: None

**Strength 5X** (), **Agility 8X** (), **Intellect 7X** (), **Willpower 8B** (Manipulation, Mental Control, Performing {Singing})

**Powers:** **Life Drain 12** (Limits: Ritualistic {Singing}, Stunts Only; Stunts: Braindrain,

Draining Bolt, Telepathic Control), **Waterbreathing 6**

**Equipment:** None

**Description:** Sirens are playful aquatic creatures that enjoy laughing, dancing, and swimming. Sirens have been known to entice humans into their parties and games, and then enthrall them until bored of their company. Despite their reputation among ancient Greek sailors, sirens are not violent or bloodthirsty by nature, and do not purposely lure men to their deaths. However, if a human should happen to follow one home, be drawn in by the singing, or even stumble upon a siren community, they will defend their home with whatever force is necessary.

### **Sphinx (Average Statistics)**

Calling: Demolisher      Edge 0, Hand Size 2 (10) Hindrances: Monstrous  
**Strength 12D** (Natural Weapons), **Agility 6X** (), **Intellect 9A** (Cryptography, Lore {All}, Occult, Trivia {Hodgepodge}), **Willpower 10D** (*Tracking*)

**Powers:** **Body Armor +6**, **Claws +5**, **Enhanced Senses (All) 10** (), **Magic 10** (can duplicate any *Intellect* or *Willpower* power), **Sonic Control 15** (Limit: Sonic Scream Only), **Teeth +3**, **Wings 10**

**Equipment:** None

**Description:** A sphinx is a magical hybrid creature with a humanoid head and the body of a lion, with huge eagle-like wings. Sphinxes are incredibly intelligent and powerfully magical. Sphinxes delight in capturing humans and taunting them with mind games, such as pranks, riddles, and puzzles.

### **Thunderbird (Average)**

Calling: Critter      Edge 0, Hand Size 2 (10) Hindrances: Monstrous, Physically Disabled (Mute)

**Strength 17X** (), **Agility 7X** (), **Intellect 1X** (), **Willpower 6X** ()

**Powers:** **Claws +4**, **Weather Control 17** (Limit: Lightning Bolts Only), **Wings 17** (max speed: Flight 8)

**Description:** Thunderbirds look very much like Rocs, save that they are slightly larger and have bright yellow-gold feathers. They have a wingspan of up to one-hundred-and-thirty feet, and can be up to sixty-five feet from beak to tail feathers. Unlike Rocs, however, Thunderbirds are able to emit powerful blasts of electricity (from which they gain their name).

### **Troll, Earth (Average Statistics)**

Calling: Demolisher      Edge 0, Hand Size 2 (10) Hindrances: Monstrous

**Strength 11D** (Natural Weapons), **Agility 7X** (), **Intellect 1X** (), **Willpower 3X** ()

**Powers:** **Body Armor +3**, **Claws +4**, **Enhanced Senses (Smell & Vision) 9** (Infravision Only), **Invulnerability** to non-magical weapons with a damage bonus of +4 or less, **Regeneration 12** (Limit: Triggered-Powerless vs. Fire or Acid), **Teeth +2**

**Equipment:** None

**Description:** Trolls are mindless engines of destruction. They fear nothing, and blindly attack anything that gets in their way. Even fire or acid – a troll's only weaknesses – will not dissuade a troll from attacking.

These trolls should not be confused with the Asgardian trolls (see Avengers Roster Book

pg. 21).

### Unicorn (Average Statistics)

Calling: Guardian Edge 0, Hand Size 2 (10) Hindrances: Triggered-Powerless (Loss of Horn), Grounded\*

**Strength 10D** (Natural Weapons), **Agility 9X** (), **Intellect 5X** (), **Willpower 11D** (Mental Control)

**Powers:** **Detection 10\*** (Evil Detection, Life Detection, Magic Detection); **Hooves +2** (Unique Power: A Unicorn's hooves count as +2 weapons during a kicking or trample attack); **Horn +5** (Impalement); **Magic 11\*** (can duplicate any *Intellect* or *Willpower* power); **Invulnerability\*** to Ensnarement, Mind Control, and Poison; **Leaping 4\***; **Lightning Speed 4\***; **Teleportation 9** (Limits: Once per day, Only within boundaries of its forest); **Regeneration 11\*** (Disease Remission, Healing)

**Equipment:** None

**Description:** Unicorns are wise and benevolent creatures, guardians of their forest homes, and of all innocent life within them. They rarely venture outside of their forest homes, where they are protected.

*\* When not in its forest or a similarly magical place (for example, a friendly unicorn's forest), all of the asterisked powers drop by 1 point per day. If a power reaches intensity zero then it is lost forever. If a unicorn loses all of its powers, its horn falls off and it becomes a horse.*

### Vampire (Generic Vampire)

Calling: Demolisher Edge 0, Hand Size 2 (10) Hindrances: Addicted (blood), Fatally Vulnerable (sunlight, running water), Phobic (crosses, garlic, entering a building without permission), Triggered-Powerless (stake through the heart)

**Strength 11X** (), **Agility 13X** (), **Intellect 4X** (), **Willpower 1X** ()

**Powers:** **Animal Form 10** (Limit: Bat or Wolf only), **Body Armor +10**, **Body Transformation 10** (Limit: One form only, Stunt: Gaseous Form {Mist or Gas}), **Immortality**, **Invulnerability** to Mental Control (Limit: Not Vampires'), **Invulnerability** to non-silver weapons of less than +6, **Life Drain 8** (Telepathic Control 15), **Life Support 20**, **Regeneration 10**, **Teeth +2**

**Description:** A vampire is an undead creature with virtual immortality.

*For more information on vampires, check out these other materials: Marvel Monsters Roster Book, Midnight Sons Roster Book, Slayers' Guide to Slaying*

### Winged Horse ("Pegasus")

Calling: Guardian Edge 0, Hand Size 2 (10) Hindrances: Monstrous

**Strength 10X** (), **Agility 8D** (Aerial Combat), **Intellect 1X** (), **Willpower 6X** ()

**Powers:** **Leaping 2**, **Lightning Speed 2**, **Wings 4** (Wing Slash)

**Description:** A winged horse isn't much different from a regular horse, save that it has been magically endowed with exceptional strength, willpower and large feathery wings.

### Winged Wurm

Calling: Critter Edge 0, Hand Size 2 (10) Hindrances: Monstrous

**Strength 20X** (), **Agility 8D** (Aerial Combat), **Intellect 2X** (), **Willpower 4X** ()

**Powers:** Claws +4, Fire Control 12 (Limit: Blast Only), Teeth +5, Wings 13

**Equipment:** None

**Description:** The winged wyrm is much like a step between a normal wyrm and the traditional European dragon. It has the long serpentine body of the wyrm, along with a pair of bat-like wings as forelimbs and a pair of strong, muscular legs with clawed feet.

### Wyrm

Calling: Greed     Edge 0, Hand Size 2 (10) Hindrances: Monstrous

Strength 17X (), Agility 7X (), Intellect 7X (), Willpower 7X ()

**Powers:** Additional Limb (Tail) 12 (Barb +5), Body Armor +7, Digging 8 (Direction Sense, Earth Consumption), Poison (Paralytic) 14 (Limit: Contingent upon successful tail attack), Sonar 6 (Back Attack), Teeth +5 (Matter Consumption)

**Equipment:** None

**Description:** As the name might suggest, Wyrms are massive draconic beasts with a very worm-like body, measuring about 5 feet in diameter, 80 feet in length, and weighing up to 20 tons. Resembling a giant snake more than a dragon – they have no arms, legs, or wings – the Wyrm nevertheless has many draconic features.

### Wyvern

Calling: Critter     Edge 0, Hand Size 2 (10) Hindrances: Monstrous

Strength 13X (), Agility 5X (), Intellect 2X (), Willpower 4X ()

**Powers:** Additional Limb (Tail) 12 (Barb +3), Claws +4, Poison 10 (Limit: Contingent upon successful tail attack), Teeth +5, Wings 13

**Equipment:** None

**Description:** The wyvern is a draconic beast that is sometimes mistaken for a dragon. A wyvern has powerful hind legs, a strong tail, and enormous dragon-like wings, but has no forelimbs. The tail is tipped with a curved barb that injects a strong poison into its victims. Though slightly quicker than dragons, wyverns do not get as strong or intelligent as their larger cousins, nor are they able to perform magic.

### Zombie (Average Statistics)

Calling: Soldier     Edge 0, Hand Size 2 (10) Hindrances: Monstrous

Strength 8X (), Agility 1X (), Intellect 0X (), Willpower 0X ()

**Powers:** Immortality, Life Support 20

**Equipment:** None

**Description:** A zombie is a corpse that has been animated (usually by magic) to return it to a form of life. Zombies are not typically sentient, but mere puppets of their controllers. However, a zombie may be resurrected to true life by a person with the power of Raising the Dead.

## Hydras

Hydras are draconic beasts that present something of a problem to classify in a single entry.

<b>Hydra Racial Abilities:</b>	Hydras have unmarked powers and traits as racial abilities (denoted as Hydra Racial Abilities below). Powers marked with an asterisk (*) are unique to certain kinds of hydras. A hydra may have any number of unique abilities (i.e. a hydra can have the cryo, pyro, and Lernaean abilities in any combination).
Cryo-Hydra*	Each of a cryo-hydra's heads can breathe a blast of cold out to firing distance. Each head can use this power, but once used, that head cannot use this power again for an aura duration. A cryo-hydra has the Hindrance Weakness (Fire). <b>Cold Control 13</b> (Limit: Blast Only)
Head Regeneration	A normal hydra will eventually regenerate a lost head. <b>Regeneration 1</b> (Limit: Heads Only)
Lernaean Traits*	A Lernaean hydra regenerates a lost head in a unique way. After an aura duration, 2 heads grow in to replace any lost head, up to a maximum number of double the original number of heads. So a 5-headed Lernaean hydra would have a maximum of 10 total heads. Dealing fire or acid damage to the stump can prevent any new heads from growing. A Lernaean hydra is immune to normal weapons. <b>Invulnerability</b> to Non-magical Weapons of +4 or less.
Massive Body	A hydra has an enormous dinosaur-like body and weighs several tons. It has a thick hide, providing it with a measure of protection. <b>Body Armor +4</b>
Multiple Heads	Hydras have multiple heads, each with a long serpentine neck. Each head can attack separately, granting hydras multiple attacks per round. A hydra can attack a single opponent with more than one head, gaining a pile-on bonus to the attack as if it were multiple opponents. Each head attacks with a Strength score equal to the body's main strength score. <b>Additional Limb (Head) X ()</b>
Pyro-Hydra*	Each of a pyro-hydra's heads can breathe a blast of fire out to firing distance. Each head can use this power, but once used, that head cannot use this power again for an aura duration. A pyro-hydra has the Hindrance Weakness (Cold). <b>Fire Control 13</b> (Limit: Blast Only)
Teeth	Each head has massive jaws with rows of sharp teeth and can eat almost anything. <b>Teeth +3</b> (Matter Consumption)

<b>Hydra</b>	Calling: Critter				
<b>No. of Heads</b>	<b>Strength</b>	<b>Agility</b>	<b>Intellect</b>	<b>Willpower</b>	<b>Edge</b>
<b>5</b>	8	4	1	4	2
<b>6</b>	8	4	1	4	2
<b>7</b>	9	4	1	4	2
<b>8</b>	9	4	1	4	2
<b>9</b>	10	4	1	4	2
<b>10</b>	10	4	1	4	2
<b>11</b>	11	4	1	4	2
<b>12</b>	11	4	1	4	2
<b>Powers:</b> <i>Hydra Racial Abilities</i> (see above)					
<b>Hindrances:</b> Monstrous					