



Kingdoms of Novitas

Encounter Codex

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How to Read Entries

Creature Types

Every creature has a creature type. This impacts whether certain spells and abilities work on the creature and can convey special abilities as well. Some creature types have associated subtypes they always possess.

The creature types are Beast, Construct, Elemental, Fae, Goblinoid, Humanoid, Illuminated, Insectoid, Piscene, Plant, Reptilian, Sky Beast, and Undead.

Keywords

At the top of each entry are the creature's type, and any subtypes they may have. Subtypes work just like types (Charm Humanoid works just like Charm Spirit) but an ability that lets you call for any creature type cannot call for subtypes unless it explicitly says so (for example you can only call Charm Monstrous or Charm Spirit if a rule explicitly says you can).

Combat Info

These are the traits players need to know while NPCing to fight as a given creature. Creatures do not have the same caps as players, treat their caps as whatever is listed in their entries. For example if an entry says a creature has 6 body, that is their cap. Effects that buff their body will not increase this further unless they explicitly say they can break caps.

Armor Points

This will list if a creature has natural armor and if they are allowed to wear physical armor. Physical armor listed must be worn to gain the benefit. If monstrous physical armor is listed they need to wear armor that qualifies as monstrous (such as plate). When physical armor lists a range such as "0-4" the zero indicates the armor is optional. If the range starts higher than 0, such as "3-4", armor is standard and should always be worn.

Body Points

These follow all the same rules as body points for player characters.

Damage Requirement(s)

If a creature has any damage requirements (DR) they will be listed here. Remember no combination of effects can make a creature immune to all damage types. Casting an immunity spell on a creature that would make them immune to all damage types has no effect. A special additional rule is that Poison Immunity cannot be cast on creatures that have damage requirement poison as their only DR.

Kill Condition

Basic kill conditions will be listed here. If a creature has a non-standard kill condition (one that doesn't require a specific damage type, or that is an unusual circumstance) it will be listed in special abilities. Creatures who are immune to killing blows can still have their kill conditions met.

Weapons Used

This will list what weapons a creature can use.

Claws are specific props available in the npc weapon pool. Creatures who can use any weapon are not weapon masters unless they can have the “character levels” special ability and the GM opts to make them weapon masters.

Default Attack

This is the default call the creature makes when making weapon attacks. Non-weapon attacks will always be listed as special abilities.

Spell Schools

This lists which schools a creature might know as well as what levels they can know. Some entries list specific spells all creatures of a type will know. When there is an option to give different levels keep in mind that level 4 or 5 spells significantly empower most encounters.

Power Points

This is how many power points a creature typically has access to. Because creatures don't need to manage their power (they only need the power points for one, maybe two encounters) they don't need as many points as player characters. When NPC's have respawns in particular, be careful with how many power points you give to NPCs.

Special Abilities

Any abilities that are unusual will be listed here.

This includes any abilities related to creature type or subtype.

Roleplaying Info

This information is a quick reference to give an idea of common traits when roleplaying a given creature.

Intelligence

Each creature has been assigned a level of intelligence it is capable of, this isn't a matter of smart or not, but rather what the species is capable of achieving. This should be used to guide role-playing.

Controlled Actions: The creature has NO actual thoughts of its own. It is a mindless puppet that follows preset commands. This does not mean it moves slowly though, on the contrary - many such creatures are fast and dangerous.

Animal: The creature lacks higher reasoning, but has free will. They operate on instinct and will to survive only. They are not able to be reasoned with.

Slow: The creature possesses some reasoning capacity, but is limited in what it is able to grasp. It may take a long time for a concept to sink in, or it may not happen at all. These creatures are capable of simple strategies.

Primitive: Creatures in this category aren't unintelligent, they just lack knowledge. They may be able to adapt and learn, but their experience is limited.

Normal: Creatures in this category are capable of normal thoughts and reasoning. They are only limited by the reasoning and strategy of the person playing them.

Languages

The languages listed in this section are spoken by most if not all creatures of the type being described by the entry. Creatures are capable of understanding/ speaking additional languages as plots require (or fewer if a GM wants that). GM's will always instruct NPCs of additional languages when this is the case, if in doubt, you should be sure to ask the GM for assistance.

Movement

This describes the maximum speed at which a creature may move. NPCs are expected to hold to this standard of movement while role-playing the creature. An NPC can always choose to move slower than what is written, but never faster.

Stationary: The creature is rooted in one spot and may not move from it.

Shuffling Walk: The creature may only move as though it had a leg wound (note: it doesn't have a leg wound)

Slow: The creature is only capable of walking at a normal pace at best. Slow creatures may never run.

Normal: The creature is able to move at the same speed any player is capable of, including running.

Standard Habitat

This is where you can typically find this type of creature. It has no impact on the game directly. It is there to give an idea of where the creature can most commonly be found.

Usage Info

Common Loot

This indicates what loot is typically found on a creature. It is a suggestion and nothing more.

Required Loot

Some creatures have special circumstances that require certain items be present on them, or things that they can produce. These items will be listed here.

Associates

Creatures that typically travel with another type of creature will list those others here.

Typical Group

This is how many creatures of this variety that will be part of a typical encounter. Sometimes this is based on game balance reasons and sometimes it's based on story reasons. We don't always have enough costuming to fulfill these numbers (we can't always predict when costumes get damaged).

Frequency

Each creature will have a frequency associated with it. This indicates how frequently AT MOST the creature should appear.

Common: Creatures in this category will be the most frequently encountered of all creatures. They can be encountered any number of times per event. Many common creatures would be impractical to send out every single shift, nor is it necessary. Being

common simply means they COULD appear every single shift.

Uncommon: These creatures are not encountered in daily life, but are not so rare that an adventurer should be surprised to see them. These creatures should not go out more than 3 times a shift without permission from the Plot Marshal/ Second.

Rare: These creatures are not frequently encountered. Gamemasters cannot send them out more than once a shift without permission from the Plot Marshal/ Second.

Extremely Rare: These creatures only appear as part of special stories centered around them. You'll never encounter one of these creatures in a random encounter. Gamemasters cannot use them without the approval of the Plot Marshal/ Second.

Conditional Frequency

Some creatures have conditional frequencies indicating conditions under which the standard frequency is different. For example, cold blooded creatures are always rare or extremely rare in cold weather. Undead can't appear in the daylight.

Complexity

This is a rating between 1 and 5 that is intended to indicate how complicated the creature is in terms of rules understanding and/ or background knowledge needed to play it.

1. Anyone should have a relatively easy time with this creature
2. There are some rules to be aware of in order to play this creature, recommended for players who have a good grasp of the basics.

3. Understanding of more advanced rules or concepts are necessary to play this creature.
4. Elements of this creature require a firm understanding of the rules or setting. Assign with caution to players with some experience.
5. This creature can cause serious issues if played by someone who doesn't understand some aspect of their mechanics or what the creature represents. Cast with extreme caution.

Costuming

Face/ Head

This will list any items that go on the head.

Accessories

Any unusual accessories such as wings, mantles, or other parts will be listed here.

Clothing

If a creature has custom clothing, or a particular style of clothing they should wear it is listed here.

Skin Covered

If this says yes all of a player's skin should be covered. The idea is that the creature's skin doesn't look like human skin, so we don't want any human skin showing.

Hair Covered

If this says yes all of a player's normal hair should be covered. The creature either doesn't have any head

hair or they have a special wig that needs to be worn.

Mask Required

This allows you to quickly see if a mask is needed.

Paint Required

This allows you to quickly see if paint is needed.

Costuming Quantity

At last count how many of this creature we have costuming to field. This can change regularly due to misplaced or damaged costuming. Note that just because we can field a certain number doesn't mean we should regularly, this number exists for special encounter consideration. A creature's "number appearing" entry is how many should be in most encounters. This number may be higher to allow for back ups, or for special plot circumstances.

Creature Subtypes

Subtypes give certain additional rules to a variety of creatures. While some creature types all have particular subtypes, subtypes can be possessed by multiple creature types. For example all Fae are Otherworldly, but not all Otherworldly creatures are Fae.

Amphibious

Amphibious creatures are equally at home in the water and on the land. They are capable of disappearing into nearby water sources for safety.

Aquatic

Any creature labeled as aquatic is capable of breathing underwater. This has relatively little impact on the game because it is live action, and no amount of roleplaying will let someone actually breathe underwater. It is there largely as a reference for roleplaying and for things like lores.

Cold-Blooded

These creatures don't produce their own body heat and rely upon the environment for warmth. As such they are less active during cold weather months, and have increased rarity.

Damaged Spark

Creatures with damaged sparks possess one that isn't properly attached to the body the individual inhabits. With a normal healthy individual a spark will return to the body naturally over time. When undead have their sparks detached that spark will not return naturally. There are powerful rituals that are capable of returning sparks to undead bodies approximating the Revive spell.

Spirits also have the damaged spark subtype. They have, or possibly more accurately are, sparks. These sparks are not healthy, they are in a state of limbo outside of where they are designed to be. Thus, they also qualify as damaged.

Incorporeal

Incorporeal creatures are so insubstantial they can't be affected by any normal means such as weapon attacks or spells.

Lycanthropes

Lycanthropy is a special type of hex that spreads through blood contact. It can infect nearly anything with a full spark.

Monstrous

Monstrous creatures are some of the biggest, most muscular creatures in the world.

Non-Living

A non-living creature may have once been alive (undead) or potentially was never alive (constructs). (Re)animated by powerful sorcery they behave like the living even though they are not.

Otherworldly

There are other places beyond the world. A variety of strange creatures live in these places, capable of visiting through summons or other unique means. These creatures have been labeled as otherworldly. Otherworldly creatures don't actually physically visit Illumina. Instead when they are present it is as a physical, but temporary magical embodiment. Killing such an embodiment leaves behind the illusion of a corpse that will dissolve rapidly without the consciousness holding it together. The animating consciousness will then return to wherever it was it came from. In some cases returning again may be more difficult. The fae for example take a year and a day before they can return from the Fae Realms after being killed while visiting Novitas.

Sparkless

The subtype indicates a creature has no spark at all.

Spirits

Spirits are incorporeal creatures visible to all but only capable of talking to and hearing mediums. Most spirits cannot handle fine motor manipulation of the world around them. They are just solid enough to attack with whatever means of offense they possess, and are vulnerable to some damage as well.

Wild

Creatures with the wild subtype are capable of being influenced by druids and nature magic. Scholars aren't entirely sure exactly what determines what does and doesn't qualify. Primitive creatures who have existed since the beginning of history are part of this subtype, but so are things that have been modified since that time. Beasts, Elementals, Fae, Insectoids, Plants, and Reptilians all qualify as wild.

Beasts

Some animals have evolved through magic or divine intervention into humanoid shapes. Other beasts are simply animals in their natural state. Each one has its own history unique to itself, but they were all once ordinary beasts.

Behavior

Each type of beast has its own habits that likely come from their origins. All of them are a little bit on the feral side by the standards of most of Novitas' civilizations.

Society

There is no one single society of bestial creatures. Each variety has formed its own, often in small isolated units. Some have been integrated into other cultures, for example Kazvaks are often used as slaves by Gersh.

History

Bestial creatures were each impacted at some point in the past by either a higher power or tremendous magic. Whatever their origins each is capable of reproducing, keeping the creatures around generation after generation.

Known Beasts

Corvari

Corvari are a territorial human-like bird creature. They are scavengers who avoid direct confrontation

whenever possible. Instead they prefer to hover at the edge of a battle waiting to pick at the spoils.

Kazvak

Kazvak is a Terran phrase meaning "death hound". These ferocious predators are aggressive and hungry. These monsters are best known for their ability to destroy sparks through the symbolic act of eating a victim's heart. To many this act is enough to warrant killing all of them immediately, which others oppose.

Most Kazvaks are wild, but some are captured, trained, or sometimes bred to serve in military capacity. This is primarily done in Gersh. Training methods are harsh and cruel by most standards.

Ratfolk Ogre

With their complete disregard for the value of life and their skill in alchemy, ratfolk have devised a variety of methods to permanently alter other ratfolk for tactical advantages. These twisted science experiments are known as ratfolk ogres and the transformation empowers them greatly. It however, doesn't always leave their intelligence fully intact. These make very useful warriors to put in the front lines to ensure the leaders of a given group win, or at the very least have more opportunities to flee.

Livestock

This is a generic entry for everyday animals.

Role-playing Advice

You're a simple animal, doing animal things. Walking on all fours would look ridiculous and be tedious, so you don't have to do that, but when standing still if you can hunch over a little, it goes a long way to sell the appearance.

Costuming

Put on an appropriate colored base layer for the type of animal you are, wear fur over that, and the appropriate mask.

Livestock

Beast, Borderline Spark, Wild

Combat Info	
Armor Points: Worn: None	Body Points: 0
Damage Req(s): None	Kill Condition: None
Weapons Used: None	Default Attack: None
Spells Known: None	Power Points: None
Special Abilities: None	
Borderline Spark	<u>Borderline Spark</u> : This creature could have a glimmer or a spark based on what the GM desires for a plot. If this creature has a
Rules:	glimmer it is immune to all restoration spells level 2 or higher.
Wild Rules:	<u>Wild</u> : This creature counts as the Wild Subtype for calls such as 'Pin Wild!'
Roleplaying Info	
Language(s): None	Intelligence: Animal
Std Habitat: Cultivated or Wild	Movement: Normal
Usage Info	
Common Loot: None	Required Loot: None
Associates: Shepard (or other professional)	Typical Group: 1-5
Frequency: Common	Complexity: 1
Costuming	
Face/ Head: Mask	Skin Covered: Yes
Accessories: Fur tabard (Try to match mask color), gloves	Hair Covered: Yes
Clothing: Black, or Brown base layer	Mask Req: Yes
Costuming Qty: 3 sheep, 2 cow, 3 goat	Paint Req: No

Ratfolk

There is one thing every ratfolk cares about before all other things: themselves. Among ratfolk there is no sense of community, only the opportunity for personal gain. Given the opportunity they will steal, stab, enslave, or do whatever else seems convenient to advance their own interests. This often leads to coalitions among them where the most powerful ratfolk at the moment is the defacto leader as others hope to benefit from that leader through feigned loyalty. This lasts until an opportunity presents itself for a new leader to take over. Thus leadership in ratfolk society is about taking steps to maintain power and deflect usurpers. The traditional place of leadership for ratfolk is in the rear of any group.

Ratfolks are masters of alchemy and will regularly poison... anything that could benefit them. Food, blades, anything at all. Those ratfolk who are particularly adept at magical arts are known as shamans and they have a tendency to become leaders through the power they wield.

Nox and Darkness worship are both popular among ratfolk. In Nox's case it is for the poisons. Rarely for the promise of immortality through undead transformation, but this is a risk few want. Darkness' promises of power for servitude fit the ratfolk just fine and they are happy to comply.

Role-playing Advice

You are not trustworthy. Ever. If you see an opportunity to advance your cause, take it. Never worry about long term consequences only short term consequences. It is exceptionally rare for Ratfolk to fight to the death. Those on the front line of a battle will fight as long as they think there is a chance of winning the battle. When it is clear that isn't an option, such as after a few of their friends have been killed, begging and pleading for your life is a valid tactic. Offer all of your possessions to escape.

Ratfolk Costuming

Wear tattered dark colored garb. Add a black fur mantle. Put on a Ratfolk (rat) mask.

Ratfolk Ogre Costuming

As a normal ratfolk, adding shoulder pads.

Ratfolk

Beast, Wild

Combat Info			
Armor Points:	Worn: 0-4	Body Points:	0-4
Damage Req(s):	None	Kill Condition:	None
Weapons Used:	Any	Default Attack:	1-3
Spells Known:	Any	Power Points:	0-20
Ratfolk Special Abilities:	<u>Character Levels:</u> Ratfolk can have character levels up to 20th level. Skill points earned from this can be spent on any skill. This can give access to specialist titles and role-playing skills.		
	<u>Variant Available:</u> Some ratfolk are shamans. They always know at least one school of magic and can bypass the normal character level limit for ratfolk. Ratfolk shamans have uncommon frequency.		
	<u>Variant Available:</u> Some ratfolk are elder shamans. They always have mastered at least one school of magic and can bypass the normal character level limits for ratfolk. Ratfolk elder shamans have uncommon frequency.		
Wild Rules:	<u>Wild:</u> This creature counts as the Wild Subtype for calls such as ‘Pin Wild!’		
Roleplaying Info			
Language(s):	Ratfolk and Common	Intelligence:	Normal
Std Habitat:	Underground, sewers, hidden places	Movement:	Normal
Usage Info			
Common Loot:	Any, commonly alchemical items, particularly poisons	Required Loot:	None
Associates:	None	Typical Group:	Any
Frequency:	Common	Complexity:	1
Costuming			
Face/ Head:	Ratfolk mask	Skin Covered:	Yes
Accessories:	Black fur tabard, gloves	Hair Covered:	Yes
Clothing:	Tattered black or brown garb	Mask Req:	Yes
Costuming Qty:	15	Paint Req:	No

Yeti

Typically yeti dwell in the mountains of Novitas preferring the cold climates there. They roam the lowlands in the winter months seeking additional food sources ensuring they don't over hunt where they reside the rest of the year. Yeti are carnivorous. Most will kill and eat anything bigger than a rabbit. Generally they travel in packs with the most dominant one serving as the leader. Individual yeti tend to be sickly or they failed to challenge a leader and were cast out.

Yeti get into conflict with humanoids because they hunt humanoid food sources, or disrupt communities forcing the issue.

Role-playing Advice

Yeti are animals that happen to look humanoid. They are not intelligent, and educating them is closer in practice to training a dog to do tricks. It's possible, but takes a lot of effort over time. If players try to pantomime basic actions (such as the concept of eating by slowly putting something in their mouth) you might understand that, but language would take months to teach even simple commands.

Yeti are generally afraid of humanoids and will avoid them if possible. Attacks are out of desperation, fear, or clear opportunity.

Yeti Costuming

Wear the white and grey ghillie suit. Put on a white gorilla mask and cover it with the white ghillie hood.

Summer Yet Costuming

Wear the white and grey ghillie suit. Put on a black gorilla mask and cover it with the white ghillie hood.

Yeti

Beast, Monstrous, Wild

Combat Info			
Armor Points:	Worn: None	Body Points:	3
Damage Req(s):	None	Kill Condition:	None
Weapons Used:	Claws	Default Attack:	2
Spells Known:	None	Power Points:	None
Yeti Special Abilities:	<u>Venomous:</u> Yeti’s may throw a ‘Poison Terror!’ tag bag once per game day at will. This represents the fact that all yeti’s exude a powerful natural stench that can nauseate even the strongest warrior.		
	<u>Boulder Thrower:</u> Yeti are strong enough to throw a boulder calling for “Torso Wound!’. Boulders should be used carefully and deliberately as they can easily wipe a party with little interaction.		
	<u>Immunity:</u> Yeti’s are immune to Nature attacks.		
	<u>Variant Summer Coat:</u> Wear the black gorilla mask		
Monstrous Rules:	<u>Monstrous Body and Armor:</u> Monstrous creatures have both the monstrous body and monstrous armor rules.		
	<u>Immunity:</u> Monstrous creatures are immune to the pinned condition, weakened condition, pit traps, and non-magical restraints.		
	<u>Mighty:</u> Monstrous creatures with the correct skills can have up to 4 might with any melee weapon regardless of what is in their offhand, this breaks caps.		
Wild Rules:	<u>Wild:</u> This creature counts as the Wild Subtype for calls such as ‘Pin Wild!’		
Roleplaying Info			
Language(s):	None	Intelligence:	Animal
Std Habitat:	Wild	Movement:	Normal
Usage Info			
Common Loot:	Minimal	Required Loot:	None
Associates:	None	Typical Group:	1
Frequency:	Rare. Common if it is near or below freezing.	Complexity:	2
Costuming			
Face/ Head:	White gorilla mask.	Skin Covered:	Yes
Accessories:	Gloves	Hair Covered:	Yes
Clothing:	White and grey ghillie suit with hood	Mask Req:	Yes
Costuming Qty:	2 yeti, 1 summer yeti	Paint Req:	No

Constructs

Constructs are all artificially created through powerful alchemy, rituals or other magical animation of inanimate matter. Materials used to create constructs vary wildly from stone and metal to formerly living materials like flesh and bone.

These materials are enhanced at special forges which are nearly impossible to find. First designed in ancient Andar, the knowledge of how to craft these forges has been lost. Those that remain are protected fiercely by their owners which means that to create most constructs requires making some kind of bargain with the owner of a forge.

Behavior

As tools created to serve a master, most constructs have almost no personality of their own. Most mindlessly follow orders as precisely as they are capable.

Society

Constructs have no society of any kind. Many are utilized by the living in their societies however. Evenandra and Terra are the two nations where you are most likely to see constructs in everyday life serving whatever function they were created for. This is not to say the other nations don't also use them, but these two nations find the most uses and the most public uses for them.

History

For many it feels like constructs have always been present in some form or another. Each different construct has its own origin.

Faithful of the Sept often attribute constructs to teachings of the Craftsman but there is no direct evidence to support this. It's possible he taught the original methods to create them, but there are certainly some he absolutely would not approve of.

Constructs In Play

Constructs are generally part of mixed groups, working with a creator or other operator. By themselves constructs are either guardians of objects and places or they are sent to kill people or retrieve missing things. Constructs can also be working on a project where they will attack if disrupted.

Plots might also relate to repairing them, reactivating or deactivating a construct. GMs need to make sure they include in the plot a reason why the players can't ultimately be the ones to control them: we don't want an npc assigned to follow players around for extended periods of time. Having a player control a construct briefly is acceptable however.

Known Constructs

Ethereal Golem

Ethereal golems are the result of necromancers and artificers working in tandem to bind ghosts into constructs. The shell once so possessed becomes only semi-tangible giving ethereal golems amazing advantages. Curiously much like undead, ethereal golems are destroyed in the presence of sunlight, which does not happen to ghosts or constructs. Unlike undead, ethereal golems can remain active during the day so long as they stay out of any direct sunlight.

Gargoyle

Gargoyles are one of the most challenging to produce constructs out there. They are typically used to protect sacred sites or other immovable objects.

Homunculus

Homunculi are extremely expensive and difficult to make. Only the most powerful and well connected mages take the time to construct one. Their primary purpose is always to serve as a power conduit. There are constructs that are better for a fight, which are less expensive. Creating a homunculus requires attaching a spark to the stitched together parts of a variety of corpses. It is difficult to morally defend the existence of a homunculus, and so they are mostly possessed by the morally flexible.

Iron Golem

Many consider iron golem to be the most powerful of all known constructs. Each runs on a central furnace of fiery liquid metal that pumps like blood through their frames. Most of the time iron golems are used for heavy labor or guarding.

Power Golem

Power golems a magical anomaly. They are ensorcelled metal that somehow manages to absorb magic used on them. The more powerful a material used in an attempt to harm them the more likely it is to repair them instead of causing harm.

Scarecrow

Scarecrows are very short lived constructs that are almost exclusively used as assassins. The rituals that create them do not allow them to remain very long. Once formed they are given the name of their current victim and they will single-mindedly proceed to hunt them down. After having been given their target they will not obey commands from anyone, not even their creator. Should they successfully complete their task Scarecrows will quickly fall apart.

Stone Golem

Stone golems are known for being exceptionally hardy. They are built almost exclusively as guards and are designed to take a beating. Most appear as statues at first and will only activate under certain conditions.

Flesh Golem

Flesh golems are just shy of being undead. Their creators use Enchantment rituals instead of Necromancy rituals to attach a spark to the stitched together parts of whatever corpses they have on hand. As they aren't undead, these bodies still decay unless the creator has access to some hard to find rituals that can be used to preserve them longer.

Role-playing Advice

Even the most basic flesh golem has some intelligence. Emphasis on some. They aren't very bright and they are the stitched-together pieces of multiple bodies. Many have bits and pieces of multiple people's minds. In the best of circumstances it's hard for them to think. Flesh golems have some idea what has happened to them and hate being compared to the undead even if it is an appropriate comparison.

More intelligent ones still might possess the thoughts of multiple people and have holes in their memories but they are at least capable of near normal functioning.

Costuming

Wear any clothing as appropriate for the character. Either wear a Flesh Golem mask or go to the make-up desk to have Flesh Golem make-up applied (stitches on face with the appearance of mismatched skin and body parts).

Flesh Golem

Construct, Damaged Spark, Non-Living

Combat Info			
Armor Points:	Worn: 0-4	Body Points:	3
Damage Req(s):	None	Kill Condition:	None
Weapons Used:	Any	Default Attack:	2
Spells Known:	None	Power Points:	None
Flesh Golem Special Abilities:	<u>Life-Like Construct:</u> Flesh golems CAN be affected by Restoration effects (except Resilience), poisons, and ingested alchemicals despite their normal type and subtype rules.		
	<u>Trade Skills:</u> Flesh golems can learn the First Aid or Herbalism skills.		
	<u>Immunity:</u> Flesh golems are immune to Nature attacks.		
	<u>Variant Available:</u> Smart flesh golems exist with “Normal” intelligence. They are Uncommon frequency.		
Damaged Spark	<u>Immunity:</u> Creatures with Damaged Sparks are immune to Restoration effects.		
Rules:	<u>Damaged Spark:</u> Mediums who ask can detect a spark that is damaged. No further detail is available.		
Non-Living Rules:	<u>Immunity:</u> Non-living creatures are immune to Compulsion conditions, ‘Blunt!’ calls, ‘Poison!’ calls, and the <i>Poisoned condition</i> .		
	<u>Immunity:</u> Non-living creatures are immune to all ingested alchemicals, even non-harmful ones.		
	<u>Unhealing:</u> Non-living creatures cannot heal except through a kill condition or another rule that specifically allows them to.		
Roleplaying Info			
Language(s):	Based on life or creator	Intelligence:	Slow
Std Habitat:	Necromancer’s workshops	Movement:	Normal
Usage Info			
Common Loot:	Any	Required Loot:	None
Associates:	Creator, rarely seen around undead.	Typical Group:	1-5
Frequency:	Common. Uncommon if intelligent	Complexity:	1
Costuming			
Face/ Head:	Make-up or Flesh Golem mask., hood	Skin Covered:	Yes
Accessories:	Gloves	Hair Covered:	Yes
Clothing:	Any garb	Mask Req:	Maybe
Costuming Qty:	5	Paint Req:	Maybe

Elementals

Elementals are beings native to one of the Elemental Planes of existence (Air, Earth, Fauna, Fire, Flora, and Water) and usually bear traits in keeping with their plane of origin.

Generally elementals exist on Novitas because they were summoned by powerful casters to perform some task. Other times elementals show up as an unintended side effect of something else. The powerful Archons are capable of traveling to Novitas on their own. Archons will sometimes send elementals to take care of whatever task brought their attention to the world or will bring others with them.

Once their tasks are completed elementals return to their home plane. Only Archons can directly return of their own free will. Others remain for the amount of time allocated to them by whatever brought them. This sometimes leads to elementals running amok having completed their purpose, seeking something else to accomplish.

Behavior

Elementals are beings with a purpose. They know exactly what they want and they will focus on that goal single mindedly. This creates a lot of issues when they are unable to achieve their goal for whatever reason.

Society

Common elementals are the most populous members of elemental plains. They form the 'working class' and are frequently subjugated by the more powerful denizens of the plane. As they aren't really intelligent this isn't an issue, in many ways they are closer to drone insects than anything else. Archons rule over the lesser elementals providing guidance and structure for them. The Archons are autonomous but take periodic direction from the Elemental as she sees fit. In fact her disappearance is proof of just how little they require her to do their jobs. Her role in their society is largely one as the chief architect, giving them a larger purpose.

All elementals are content with their positions, they do exactly what they were created to do and have no desire for anything else. This means their society has no friction of any kind. Elementals do not want anything, they are immortal beings with no needs, only a desire to carry out the duties they were created to perform.

History

When Illumitas created the world he also created the Elemental Planes and their inhabitants. These beings serve to maintain the natural order of the world keeping everything functioning properly. The elementals maintain everything in the world that doesn't have a spark, including those things that possess glimmers.

After the death of Illumitas the elementals continue their work seemingly oblivious to the change. The

Elemental, of the Sept, oversees the elementals and periodically directs them to alter their labor.

Sometimes this is to build new mountains, change weather patterns, or burn down forests. It's not entirely clear if the elementals even realize there is a difference between Illumitas and the Elemental.

Elementals In Play

Elementals aren't native to the world. They come because they are summoned, either deliberately or as a repercussion of something that happened. Once here they either have a single minded purpose or they have a purpose they can't fulfill so they are hopelessly lost. Either way elementals are nearly always defined by their purpose. This makes elementals excellent for stories about dedication, devotion or stubbornness.

Another use for elementals is to tell tales about the people that summon them. This is generally druids, though not all druids are capable of doing it.

Chaos can also be a good sub-theme for elementals. Unable to accomplish their goals they do anything that seems appropriate, seemingly with no understanding of the consequences.

Known Elementals

Archon

Archons are the undisputed masters of the Elemental Planes. Their power is unsurpassed in their native realms where they always have their every need met by other lesser elementals. There they oversee how

their element functions here in the physical world and when needed they travel to Novitas to take matters into their own hands when needed. They hate it when this happens, it almost always means something has gone wrong. Rarely powerful rituals, mostly performed by druids can summon them. This is generally done to call their attention to an issue, or request they change something within their power. Sometimes they grant such requests, but often this too makes them upset. As a result most summoning rituals also include binding to force the Archon to act. Another reason they don't like these summonings.

Archons are capable of traveling back and forth between the Elemental Planes at will and can bring or send others with them. Thankfully those defeated in combat will generally accept such defeats and will not return without good reason.

Greater Elemental

The middle managers of the elemental world. Greater elementals are intelligent and capable of adaptation, something sorely lacking in lesser elementals. They accompany lesser elementals on tasks to ensure that if complications arise new instructions can be given. Like their lesser cousins they are very task oriented and appear on Novitas with specific goals in mind, either assigned to them by an archon or by the being that summoned them.

Lesser Elemental

The most standard and basic elementals of each plane are collectively referred to as lesser elementals. They display no intelligence at all, doing what they are assigned to do as best they are capable. This can often lead to issues if anything at all goes wrong. In these situations they will either continue to do what they were doing before even if it makes the problem worse, or they will adapt in ways that don't actually fix whatever problem forced them to adapt.

Role-playing Advice

Lesser elementals are single minded in their objective; they have nothing they want to accomplish other than the task given to them either by whoever summoned them or an archon. They have no emotions, desires, or motivation other than this task. Communication is possible but complicated because of this single-mindedness. While elementals don't take orders from anyone other than their controller, they might accept suggestions that are phrased well enough to convince them that they will help with the task at hand.

Costuming

First put on a black base layer. Use either a wraith hood or a full face black balaclava to appear "faceless". Then add an elemental skirt and an elemental hood on top. Color is determined by what type of elemental is being played. You'll want a container to hold tag bags.

Lesser Air

Elemental, Otherworldly, Sparkless, Wild

Combat Info			
Armor Points:	Worn: None	Body Points:	3
Damage Req(s):	Magic, Nature, or Primal	Kill Condition:	None
Weapons Used:	Any	Default Attack:	‘3 Nature!’
Spells Known:	None	Power Points:	None
Air Elemental			
Special Abilities:	<u>Elemental Beam:</u> Air elementals can throw a tag bag for ‘3 Nature!’ five times per game day at will.		
Otherworldly Rules:	<u>Magical Shell:</u> Elementals visiting Novitas do so inhabiting a temporary magical construct. When they ‘die’ they will leave this construct behind, resembling a corpse that is not one. It will dissolve to nothing in roughly 10 minutes.		
	<u>Traveling:</u> Lesser elementals must be summoned to Novitas or sent by an Archon. Once present they remain until their form is destroyed or an Archon calls them back.		
Sparkless Rules:	<u>Immunity:</u> Sparkless creatures are immune to Restoration effects.		
	<u>Sparkless:</u> Mediums who check will notice that you do not have a spark. There is no other information available.		
Wild Rules:	<u>Wild:</u> This creature counts as the Wild Subtype for calls such as ‘Pin Wild!’		
Roleplaying Info			
Language(s):	Elemental	Intelligence:	Controlled actions
Std Habitat:	The Elemental Planes	Movement:	Normal
Usage Info			
Common Loot:	None, might be guarding or near loot	Required Loot:	None
Associates:	Summoner or more powerful elementals	Typical Group:	Any
Frequency:	Common	Complexity:	1
Costuming			
Face/ Head:	White air elemental hood, wraith mask or a black balaclava that covers the entire face except eyes	Skin Covered:	Yes
Accessories:	Gloves	Hair Covered:	Yes
Clothing:	Black garb, air elemental skirt	Mask Req:	Yes
Costuming Qty:	8	Paint Req:	No

Air elementals embody the wind itself. They are typically content to fly about minding their own business unless disturbed. They are associated with wind, weather events, erosion, and the cold. Costuming - White.

Lesser Earth

Elemental, Monstrous, Otherworldly, Sparkless, Wild

Combat Info			
Armor Points:	Worn: None, Natural: 2	Body Points:	4
Damage Req(s):	Magic, Nature, or Primal	Kill Condition:	None
Weapons Used:	Any martial	Default Attack:	‘1 Silver!’
Spells Known:	None	Power Points:	None
Earth Elemental Special Abilities:	<u>Elemental Beam</u> : Earth elementals can throw a tag bag for ‘1 Nature!’ five times per game day at will.		
Monstrous Rules:	<u>Monstrous Body and Armor</u> : Monstrous creatures have both the monstrous body and monstrous armor rules.		
	<u>Immunity</u> : Monstrous creatures are immune to the pinned condition, weakened condition, pit traps, and non-magical restraints.		
	<u>Mighty</u> : Monstrous creatures with the correct skills can have up to 4 might with any melee weapon regardless of what is in their offhand, this breaks caps.		
Otherworldly Rules:	<u>Magical Shell</u> : Elementals visiting Novitas do so inhabiting a temporary magical construct. When they ‘die’ they will leave this construct behind, resembling a corpse that is not one. It will dissolve to nothing in roughly 10 minutes.		
	<u>Traveling</u> : Lesser elementals must be summoned to Novitas or sent by an Archon. Once present they remain until their form is destroyed or an Archon calls them back.		
Sparkless Rules:	<u>Immunity</u> : Sparkless creatures are immune to Restoration effects. <u>Sparkless</u> : Mediums who check will notice that you do not have a spark. There is no other information available.		
Wild Rules:	<u>Wild</u> : This creature counts as the Wild Subtype for calls such as ‘Pin Wild!’		
Roleplaying Info			
Language(s):	Elemental	Intelligence:	Controlled actions
Std Habitat:	The Elemental Planes	Movement:	Normal
Usage Info			
Common Loot:	Gems. Might be guarding or near loot.	Required Loot:	None
Associates:	Summoners or more powerful elementals	Typical Group:	Any
Frequency:	Common	Complexity:	1
Costuming			
Face/ Head:	Brown earth elemental hood, wraith mask or a black balaclava that covers the entire face except eyes	Skin Covered:	Yes
Accessories:	Gloves	Hair Covered:	Yes
Clothing:	Black garb, earth elemental skirt	Mask Req:	Yes
Costuming Qty:	8	Paint Req:	No

Earth elementals work with stone and metals. They are all of the inorganic elements of the land, shaping hills, mountains, valleys and caves. Costuming - Brown

Lesser Fauna

Elemental, Otherworldly, Sparkless, Wild

Combat Info			
Armor Points:	Worn: None	Body Points:	3
Damage Req(s):	Magic, Nature, or Primal	Kill Condition:	None
Weapons Used:	Claws or Martial	Default Attack:	3
Spells Known:	Compulsion 1-3	Power Points:	10
Fauna Elemental Special Abilities:	<u>Influencer:</u> May cast Compulsion spells up to level 3 with no incant. <u>Primal Urge:</u> Any Compulsion spell cast by a Lesser Fauna Elemental can add “Nature!” to the call. So Pin could call for “Nature Pin!” or “Pin!”. <u>One with the Elements:</u> Lesser Fauna Elementals can cast Dissipate once per event at will		
Otherworldly Rules:	<u>Magical Shell:</u> Elementals visiting Novitas do so inhabiting a temporary magical construct. When they ‘die’ they will leave this construct behind, resembling a corpse that is not one. It will dissolve to nothing in roughly 10 minutes. <u>Traveling:</u> Lesser elementals must be summoned to Novitas or sent by an Archon. Once present they remain until their form is destroyed or an Archon calls them back.		
Sparkless Rules:	<u>Immunity:</u> Sparkless creatures are immune to Restoration effects. <u>Sparkless:</u> Mediums who check will notice that you do not have a spark. There is no other information available.		
Wild Rules:	<u>Wild:</u> This creature counts as the Wild Subtype for calls such as ‘Pin Wild!’		
Roleplaying Info			
Language(s):	Elemental	Intelligence:	Normal
Std Habitat:	The Elemental Planes	Movement:	Normal
Usage Info			
Common Loot:	None. Can carry any animal byproduct optionally.	Required Loot:	None
Associates:	Summoner or more powerful elementals	Typical Group:	1-2
Frequency:	Uncommon	Complexity:	1
Costuming			
Face/ Head:	Fur fauna elemental hood, wraith mask or a black balaclava that covers the entire face except eyes. Fauna animal mask	Skin Covered:	Yes
Accessories:	Gloves	Hair Covered:	Yes
Clothing:	Black garb, Fauna elemental skirt	Mask Req:	Yes
Costuming Qty:	6	Paint Req:	No

Fauna elementals work with animals who have glimmers. They help these creatures to maintain their population indirectly. The elementals don't breed or directly create animals. When populations get low they will run off predators, create shelters, or find food sources. Costuming - Various natural colored elemental hoods and belts made of fur.

Lesser Fire

Elemental, Otherworldly, Sparkless, Wild

Combat Info			
Armor Points:	Worn: None	Body Points:	2
Damage Req(s):	Magic, Nature, or Primal	Kill Condition:	None
Weapons Used:	Any except shields	Default Attack:	'4 Nature!'
Spells Known:	None	Power Points:	None
Fire Elemental	<u>Elemental Beam:</u> Fire elementals can throw a tag bag for '4 Nature!' five times per game day at will.		
Special Abilities:	<u>Incinerate:</u> Fire elementals can throw a tag bag for '4 Nature Slay!' once per game day at will.		
Otherworldly Rules:	<u>Magical Shell:</u> Elementals visiting Novitas do so inhabiting a temporary magical construct. When they 'die' they will leave this construct behind, resembling a corpse that is not one. It will dissolve to nothing in roughly 10 minutes.		
	<u>Traveling:</u> Lesser elementals must be summoned to Novitas or sent by an Archon. Once present they remain until their form is destroyed or an Archon calls them back.		
Sparkless Rules:	<u>Immunity:</u> Sparkless creatures are immune to Restoration effects. <u>Sparkless:</u> Mediums who check will notice that you do not have a spark. There is no other information available.		
Wild Rules:	<u>Wild:</u> This creature counts as the Wild Subtype for calls such as 'Pin Wild!'		
Roleplaying Info			
Language(s):	Elemental	Intelligence:	Controlled actions
Std Habitat:	The Elemental Planes	Movement:	Normal
Usage Info			
Common Loot:	None. Sometimes guarding or nearby loot.	Required Loot:	None
Associates:	Summoner or more powerful elementals	Typical Group:	Any
Frequency:	Common	Complexity:	1
Costuming			
Face/ Head:	Red fire elemental hood, wraith mask or a black balaclava that covers the entire face except eyes	Skin Covered:	Yes
Accessories:	Gloves	Hair Covered:	Yes
Clothing:	Black garb, fire elemental skirt	Mask Req:	Yes
Costuming Qty:	8	Paint Req:	No

Fire elementals are consumption and cleansing. When land needs to be cleared for something new it is the fire elementals who pave the way. They also bring with them warm summer weather. Costuming - Red (with orange and yellow accents)

Lesser Flora

Elemental, Otherworldly, Sparkless, Wild

Combat Info			
Armor Points:	Worn: None, Natural: 2	Body Points:	2
Damage Req(s):	Magic, Nature, or Primal	Kill Condition:	None
Weapons Used:	Any non-martial or martial (wood if possible)	Default Attack:	2 Poison or Nature
Spells Known:	None	Power Points:	None
Flora Elemental	<u>One with the Elements</u> : Lesser Flora Elementals can cast Dissipate once per event at will.		
Special Abilities:	<u>Poisonous</u> : May throw tag bags for ‘2 Nature!’ or ‘2 Poison!’ 5 times per event at will.		
Otherworldly Rules:	<u>Magical Shell</u> : Elementals visiting Novitas do so inhabiting a temporary magical construct. When they ‘die’ they will leave this construct behind, resembling a corpse that is not one. It will dissolve to nothing in roughly 10 minutes.		
	<u>Traveling</u> : Lesser elementals must be summoned to Novitas or sent by an Archon. Once present they remain until their form is destroyed or an Archon calls them back.		
Sparkless Rules:	<u>Immunity</u> : Sparkless creatures are immune to Restoration effects. <u>Sparkless</u> : Mediums who check will notice that you do not have a spark. There is no other information available.		
Wild Rules:	<u>Wild</u> : This creature counts as the Wild Subtype for calls such as ‘Pin Wild!’		
Roleplaying Info			
Language(s):	Elemental	Intelligence:	Normal
Std Habitat:	The Elemental Planes	Movement:	Normal
Usage Info			
Common Loot:	None. May carry any quest or scarce plant or spawn one nearby.	Required Loot:	None
Associates:	Summoner or more powerful elementals	Typical Group:	1-2
Frequency:	Uncommon	Complexity:	1
Costuming			
Face/ Head:	Green flora elemental hood, wraith mask or a black balaclava that covers the entire face except eyes.	Skin Covered:	Yes
Accessories:	None	Hair Covered:	Yes
Clothing:	Black garb, flora elemental skirt	Mask Req:	Yes
Costuming Qty:	6	Paint Req:	No

Flora elementals support plants who have glimmers, which is a majority of them. They nurture new growth every spring, oversee summer bounties, and help spread seeds in the fall. Costuming - Green

Lesser Water

Elemental, Otherworldly, Sparkless, Wild

Combat Info			
Armor Points:	Worn: None	Body Points:	4
Damage Req(s):	Magic, Nature, or Primal	Kill Condition:	None
Weapons Used:	Up to 2 non-martial weapons	Default Attack:	‘2 Nature!’
Spells Known:	None	Power Points:	None
Water Elemental Special Abilities:	<u>Elemental Beam:</u> Water elementals can throw a tag bag for ‘2 Nature!’ five times per game day at will.		
	<u>Pacification:</u> Water elementals can throw ‘Nature Disengage!’ tag bags four times per game day at will.		
	<u>Variant Available:</u> Some water elementals are ice elementals. In extremely cold weather water elementals become ice elementals. Ice elementals gain 4 points of natural armor and have permission to use snowballs instead of tag bags.		
	<u>Immunity:</u> Water Elementals are immune to ‘Acid!’ calls.		
Otherworldly Rules:	<u>Magical Shell:</u> Elementals visiting Novitas do so inhabiting a temporary magical construct. When they ‘die’ they will leave this construct behind, resembling a corpse that is not one. It will dissolve to nothing in roughly 10 minutes.		
	<u>Traveling:</u> Lesser elementals must be summoned to Novitas or sent by an Archon. Once present they remain until their form is destroyed or an Archon calls them back.		
Sparkless Rules:	<u>Immunity:</u> Sparkless creatures are immune to Restoration effects.		
	<u>Sparkless:</u> Mediums who check will notice that you do not have a spark. There is no other information available.		
Wild Rules:	<u>Wild:</u> This creature counts as the Wild Subtype for calls such as ‘Pin Wild!’		
Roleplaying Info			
Language(s):	Elemental	Intelligence:	Controlled actions
Std Habitat:	The Elemental Planes	Movement:	Normal
Usage Info			
Common Loot:	None. Sometimes guarding or nearby loot.	Required Loot:	None
Associates:	Summoner or more powerful elementals	Typical Group:	Any
Frequency:	Common	Complexity:	1
Costuming			
Face/ Head:	Blue water elemental hood, wraith mask or a black balaclava that covers the entire face except eyes.	Skin Covered:	
Accessories:	Gloves	Hair Covered:	Yes
Clothing:	Black garb, water elemental skirt	Mask Req:	Yes
Costuming Qty:	8	Paint Req:	No

Water elementals are the rain, rivers, lakes, and oceans. They alter the course of water and bring rain and snow where it is needed. Costuming - Blue

Fae

Fae are capricious creatures perpetually getting in the way of mortals who they emulate but don't seem to truly understand. Many humans choose to hunt fae for sport or simply because they don't wish to tolerate their antics. It is common knowledge that poisoned weapons or blades made of Goblin Iron are the best weapons to use against the Fae.

Fae are not native to Novitas. They arrive when sent there by High Fae, summoned intentionally, or most commonly summoned by accident through particular behaviors. Once they arrive, fae remain on Novitas indefinitely. The only reasons they leave is when a high fae pulls them back or the form they inhabit is killed. Getting killed is temporary, they will reform immediately in the fae realms where they are unable to return for a year and day.

Behavior

Each fae is bound by arcane rules that they stick to perfectly... technically. This leads many to be very careful when dealing with the fae, assuming they deal with the fae at all. For example it is well known that the Fae don't lie. However, the Fae can, and often do, mislead.

Fae are often infatuated with the idea of mortality. They simply don't understand it at all, but they desperately want to. This leads many fae to follow mortals about, emulating them perfectly in some ways, and terribly in others. Secure in the knowledge that they can't truly die, at least not by

mortal standards the Fae behave with reckless abandon. They also are unaccustomed to actions having consequences. In the Fae Realms things change regularly and their actions have few if any correlation to these changes.

Society

The Fae have divided themselves into the Seelie and Unseelie courts or as most refer to them the Light and Dark fae. This is very different from good and evil. Dark fae can do good deeds, just as light fae can act harmfully. A better association might be that light fae have more in common with emotions generally considered positive and the dark fae are associated with emotions that are generally considered to be negative.

The two courts get into conflict regularly. That conflict can be quite dangerous to the mortals caught on the sidelines. Among the rules they follow to the letter is that they do not harm one another directly. This can lead them to bring unwitting mortals in to get around this constriction.

The courts are each led by the dark and light high fae respectively. Non-high fae each serve one of the high fae in some capacity. This can be as complex as following the orders of a particular high fae or as simple as living in that high fae's realm.

In the Fae Realms it is believed that each high fae has its own sub-realm. There any further rules are determined by that High Fae. This can be simple things like all colors being shades of purple, or

complex things like gravity behaving differently. For mortals the Fae Realms are a quite deadly place.

History

There are many stories about the origins of the Fae, and the Fae are happy to share them. The trouble is the Fae are very unreliable, and many of these stories conflict with each other. Given that Fae can't knowingly lie it must be assumed that either the Fae don't know the truth themselves or the truth is subject to change like so much of the Fae Realms.

The fact that nymphs create new fae is something that has plagued scholars for as long as they've studied the fae. If the Fae are immortal beings, how are nymphs creating new ones? They don't procreate by any mortal method. Do the Fae Realms get progressively more crowded over time? Are they infinitely large? Do they change size to accommodate the number of Fae?

Fae In Play

Fae don't understand mortals at all... but they think they do. Each Fae is the embodiment of a thoroughly mortal concept removing all context then taken to extremes. Use Fae for stories that take a concept to an extreme measure. Boggarts embody mischief, they are used to tell stories of tricksters with no inhibitions or limits. Bagmen embody fear, they are used as bogey men to spook and startle. Brownies are dedicated workers, they are used to describe situations that go way past simply getting the job 'done'.

Dark Fae

The dark fae are malicious by their nature. They each have different means of enacting this maliciousness. Some will murder casually or betray on a whim. This isn't all of them though. There are dark fae who can be completely trusted as long as you are useful to them. What they have in common is that they are metaphors for the darker aspects of human nature. The dark fae court is full of high intrigue as different dark high fae jockey for standing each working towards whatever goal suits their current moods. While they can't harm each other directly they have all developed other methods of indirect challenges.

Known Dark Fae

Bagmen

Bagmen are the dark fae embodiment of fear. Everywhere they go they endeavor to inspire fear in others. They have stitched mouths that prevent them from talking. It is believed that they are called from the Fae Realms whenever someone is terrified without cause, such as being spooked by shadows.

Fiend

Fiends are the dark fae embodiment of menace. They are outsiders who don't really understand mortals, and don't care to. Even other fae dislike fiends for their constant predatory acts. On Novitas they wander the edges of civilization hunting for food, prowling darkened woods or alleys, searching for easy victims to eat. Most will disguise themselves as

humans without having a good understanding of what that means. They like to wear discarded clothes they find in trash heaps or off the bodies of victims. If the parts match it's a coincidence, a fiend would never think to check such a thing.

Gortach

Gortach are the dark fae embodiment of concealment. As dark fae they are the darker aspects of the concept. They hide in the woods and sneak around, scaring those who run into them. Slowly they show themselves enticing people to follow them. Then they vanish again. Repeating this several times suddenly the victims will realize they've been led deeper and deeper into the wilderness. At this point one of two things will happen. Either the Gortach will attack themselves or the victim will discover they've been led into some kind of trap. Physical traps are possible but fairly uncommon, the Gortach's aren't skilled at making them. More likely it will be a wild animal attack, or other Gortach's waiting. Gortach frequently work with other creatures, fae or not, often without the other creature's knowledge or agreement.

Hag

Hags are the dark fae embodiment of desire. They are masters of illusion and can change how they appear and with enough power can even disguise their followers. Naturally they appear old, embodying stereotypes of undesirability. Their disguises will go to the opposite extreme trying to appear like what they think people want. Hags love fine jewelry, gems, and magical items. They often

are experts in crafting alchemicals and potions. They use these items to entice people into trading away even more valuable items. Many hags will work in covens of three or more hags. These covens can perform more powerful rituals, allowing them to use their illusions on their followers.

It is very common for hags to trick Ogres into working for them. They appreciate them for their combination of stupidity and muscle.

Harpy

Harpies are the dark fae embodiment of control. They want nothing more than to make all others their puppets. Often they can be found in command of other fae, in addition to any other victims they come across. Once in Novitas harpies seek to build a following who they will keep dominated as long as they possibly can. As they don't need to sleep and have a mastery of the 'dominate' spell, this can be quite a few people for quite some time.

Siren

Siren are the dark fae embodiment of lust. They inspire passion, not just of the sexual variety, but any kind. The desire to perform, to write music, create art are all things Sirens seek to instill in others. Then they seize upon it and spring their trap, consuming the flesh of those they lure towards them.

Boggart

Boggarts are the dark fae embodiment of mischief. They are known for their cruel sense of humor. Anything that doesn't cause a permanent disabling injury is considered fair play for them in their nasty games. Outright murder is not their goal, but a good temporary maiming is hilarious. Bribing people to participate in terrible games is a boggart classic and gets people to take part in otherwise much too dangerous ideas.

Boggarts rarely attack directly, they want to play games and combat isn't fun by itself. Getting friends to attack each other for "prizes" that's fun. Convincing people to drink alchemist's fire or poison is fun. Trying to get someone to cut their own leg off then have a race is fun. Stabbing someone is over much too quickly.

Role-playing Advice

Some players love interacting with boggarts, others will kill them on sight. For this reason a wise boggart approaches with caution to allow for running away if need be. Boggarts play cruel games and tricks that will eventually wear out their welcome. Start slow and build up to that.

When a boggart is asked if it is trying to trick someone, they will freely admit that they are. They are ALWAYS out to trick someone. Even when they are telling the truth about something not being dangerous, they are still out to trick someone somewhere.

Costuming

Put on black clothing, including a hood. Go to the make-up desk to get painted.

Boggart

Fae (Dark), Otherworldly, Sparkless, Wild

Combat Info			
Armor Points:	Worn: None	Body Points:	1-4
Damage Req(s):	Poison or Blight	Kill Condition:	None
Weapons Used:	One non-martial or one martial	Default Attack:	1-4
Spells Known:	Commonly: Compulsion (0-5). Alternately: Aegis (0-5), Enchantment (0-5)	Power Points:	10-20
Special Abilities:	<u>Shadowstep In:</u> Boggarts can travel through shadows and pop in and out of them. When first entering play they can arrive at their destination by calling a time stop and positioning themselves in any shadowed area.		
	<u>Shadowstep Out:</u> Boggarts may cast leylines once per game day while they are in a shadowy area.		
	<u>Trade Skills:</u> Boggarts can learn the Herbalism skill.		
Fae Rules:	<u>Fae Geas:</u> Fae cannot lie and must behave to the letter of anything they say.		
	<u>Fae Oaths:</u> Fae can't willfully injure each other but can be compelled to do so by magic		
	<u>Immortality:</u> Fae are truly immortal and cannot be permanently killed by any means short of a powerful ritual or divine intervention. Those struck down while in mortal lands will instantly return to the fae realms restored to full health.		
Otherworldly Rules:	<u>Magical Shell:</u> Fae visiting Novitas do so inhabiting a temporary magical form. When they 'die' they will leave this form behind, resembling a corpse that is not one. It will dissolve to nothing in roughly 10 minutes.		
	<u>Traveling:</u> Fae are capable of entering Novitas when summoned or when sent there by a High Fae. Summoning is not always deliberate, there are non-magical ways to call any given fae from the fae realms. Once present they will remain until they choose to leave, their forms are destroyed or they are called back by a High Fae. If they leave because their forms are destroyed they may not return for a year and a day.		
Sparkless Rules:	<u>Immunity:</u> Sparkless creatures are immune to Restoration effects.		
	<u>Sparkless:</u> Mediums who check will notice that you do not have a spark. There is no other information available.		
Wild Rules:	<u>Wild:</u> This creature counts as the Wild Subtype for calls such as 'Pin Wild!'		
Roleplaying Info			
Language(s):	Diabolic and Common	Intelligence:	Normal
Std Habitat:	The Fae Realms	Movement:	Normal
Usage Info			
Common Loot:	Anything interesting, generally harmful things.	Required Loot:	None
Associates:	Other dark fae, sometimes.	Typical Group:	1-3
Frequency:	Common	Complexity:	1
Costuming			
Face/ Head:	Painted white face with black highlights.	Skin Covered:	Yes
Accessories:	Gloves	Hair Covered:	Yes
Clothing:	Black clothing.	Mask Req:	No
Costuming Qty:	3	Paint Req:	Yes

Light Fae

The light fae represent the positive ideals of mortal existence, yet they are separate from that mortality. Though many light fae are cheerful and helpful, not all of them are. They don't always agree and periodically come into conflict with each other. The light fae court is civil and organized, but the light high fae are just as much in conflict with one another as the leaders of the dark fae court. Different leaders each have views over what the correct course of action is, shaded by their own perspectives. The infighting may not be violent, but it certainly can be quite dramatic.

Known Light Fae

Dryad

Dryads are the light fae embodiment of desire. They love freely, almost always forming a polygamous relationship with individuals from any species that catches their interest. Despite their ability to charm others around them, Dryads do not rely upon this to form long term relationships: they would rather build their romance on firmer foundations. Anyone who does willingly engage in a longer term relationship with a dryad will begin to slowly transform into a treeman (or woman).

When Dryads first arrive upon Novitas, whatever the cause of that arrival, the first thing they do is select a life tree to bond with. Their presence on Novitas becomes intertwined with the tree. Damage to the tree will not harm the dryad, but should it be

destroyed they will ultimately wilt and return to their home realm just as surely as killing them directly would cause that.

Nyad

Nyads are the light fae embodiment of contentment. They live idyllic lives, simple but incredibly satisfied. Nyads are known for their carefree nature, hunting and gathering the plentiful food in the waters they live in. Periodically they barter with those on the surface or the piscenes for items they are unable to forage for themselves.

Most Nyads do not approve of fishing with nets, they consider it cheating. Fishers who use nets will periodically find them cut when they wander too close to a Nyad's territory. Anything that sinks to the bottom of the water the Nyad's will declare as their own property. Unlike the Piscenes who often get upset at such things being cast into the water, Nyad's enjoy treasure hunting among objects cast into their waters.

Nymph

Nymphs are the light fae embodiment of creation. They create continuously in everything they do. In fact they are always pregnant with new fae life. This includes both new light and dark fae. Other fae tend to treat them with great reverence for this reason, even the dark fae. Often this plays out like naughty children on their best behavior in the presence of their mother.

Nymphs take great care of their offspring and will watch over them. When they conclude one is in need of assistance they will find a way to deliver it, even sometimes asking for help from mortals to do so.

Pixie

Pixies are the light fae embodiment of whimsy. Considering fae are already known for being whimsical, this can be extra extreme. There is an unspoken connection between the pixies and the elementals from the plane of air. No known treaties or agreements exist between the two creatures, but it is unheard of to see them in conflict. Severe weather conditions are a natural high for pixies, and they often reach an almost religious fervor during storms. Pixies are known for their enjoyment of song and it is quite common for them to only speak in sing-song voices. Many refuse to accept communication from others unless it is sung in a melody. They have a love of wind-based instruments, such as flutes or wind chimes.

Sprite

Sprites are the light fae embodiment of communication. They don't like staying still and travel extensively. Many make homes for themselves in the elemental plane of fire, and they are known for disliking the cold a great deal. Fae and elemental alike will use the Sprites as messengers to send their most important of missives.

Wood Owl

Wood owls are the light fae embodiment of wisdom. They dislike gifts given freely, they prefer exchange.

They delight in mortals able to answer difficult questions or riddles and will sometimes trade information in these instances. Other times they charge mortals with uncovering secrets or lost history.

By night wood owls will sometimes hunt poisoners, corruptors and those who raise the dead. In particular they hunt the dark fae and those touched by the Dark Three. They also hunt those who have lied to other light fae. Their particular favorite thing though are ratfolk who they will often attack on sight with no deliberation or hesitation. Wood owls are the sworn enemies of harpies.

Brownie

Brownies are the light fae embodiment of dedication. They are consummate professionals who take everything they do with the utmost care and sincerity. If a job is worth doing it's worth doing well, and if it isn't worth doing then you should find a different job to work on. Even when they are relaxing, brownies take everything very seriously and professionally.

Among the populace brownies are known for being incredibly helpful if you can convince one to assist you with some task. What they want in return will differ from Brownie to Brownie.

Role-playing Advice

Brownies are very focused on their current task. They are aware of other things, but they place very low value on anything other than what they are working on at that moment. Sometimes they will do things to accomplish the task at hand that will cause them issues later and that's ok, the current job is what matters most.

When someone does right by a brownie they will return the favor, often through improving the person's armor. If someone takes advantage of them they will remember that too.

Costuming

Put on brown, grey or other earth tone colored clothing. Wear armor if you can. Get a phrygian cap. Go to the make-up desk to get painted.

Brownie

Fae (Light), Otherworldly, Sparkless, Wild

Combat Info			
Armor Points:	Worn: 0-4	Body Points:	1-4
Damage Req(s):	Poison or Blight	Kill Condition:	None
Weapons Used:	Any	Default Attack:	1-2
Spells Known:	Commonly: Enchantment (0-5). Alternatively: Battle (0-5), Nature (0-5)	Power Points:	10
Brownie Special Abilities:	<u>Armorer</u> : Any armor worn by a brownie counts as having the enchant armor spell on it.		
	<u>Ritualist</u> : Brownies may learn the Rituals of Battle, Enchantment or Nature skills.		
	<u>Custom Ritual - Advanced Armor</u> : Two or more brownies can ritualistically work on an unworn piece of armor for 10 minutes. Once completed the armor is improved by one point, breaking cap. This effect lasts until the end of the NEXT event.		
	<u>Trade Skills</u> : Brownies can learn the Estimate Value and First Aid skills.		
Fae Rules:	<u>Fae Geas</u> : Fae cannot lie and must behave to the letter of anything they say.		
	<u>Fae Oaths</u> : Fae can't willfully injure each other but can be compelled to do so by magic		
	<u>Immortality</u> : Fae are truly immortal and cannot be permanently killed by any means short of a powerful ritual or divine intervention.		
	Those struck down while in mortal lands will instantly return to the fae realms restored to full health.		
Otherworldly Rules:	<u>Magical Shell</u> : Fae visiting Novitas do so inhabiting a temporary magical form. When they 'die' they will leave this form behind, resembling a corpse that is not one. It will dissolve to nothing in roughly 10 minutes.		
	<u>Traveling</u> : Fae are capable of entering Novitas when summoned or when sent there by a High Fae. Summoning is not always deliberate, there are non-magical ways to call any given fae from the fae realms. Once present they will remain until they choose to leave, their forms are destroyed or they are called back by a High Fae. If they leave because their forms are destroyed they may not return for a year and a day.		
Sparkless Rules:	<u>Immunity</u> : Sparkless creatures are immune to Restoration effects.		
	<u>Sparkless</u> : Mediums who check will notice that you do not have a spark. There is no other information available.		
Wild Rules:	<u>Wild</u> : This creature counts as the Wild Subtype for calls such as 'Pin Wild!'		
Roleplaying Info			
Language(s):	Sylvan, Common	Intelligence:	Normal
Std Habitat:	The Fae Realms	Movement:	Normal
Usage Info			
Common Loot:	Trade Goods (valuable items), crafting or production related items are best.	Required Loot:	None
Associates:	None, sometimes constructs.	Typical Group:	1-10
Frequency:	Common	Complexity:	1
Costuming			
Face/ Head:	Green and yellow swirls with brown dots on the forehead	Skin Covered:	No
Accessories:	Phrygian cap. At least half of group in armor	Hair Covered:	No
Clothing:	Brown, gray, or other earth toned clothing	Mask Req:	No
Costuming Qty:	3	Paint Req:	Yes

Satyr

Satyrs are the light fae embodiment of lust. While this includes sexual lust, it extends to many other passions too. They drink to excess, party to excess, eat to excess, and anything else that might bring joy. Some mortals enjoy their company, and more than a few faekin can trace their lineage back to a satyr. It is also common for mortals to seek Satyrs out for their extensive knowledge of the forests they've lived in. Many are quite skilled at finding alchemical components locally.

Role-playing Advice

Satyrs party, and flirt to excess. They do this in a positive manner. "No", is a complete and acceptable answer to a proposition. If someone doesn't have fun that's their choice and pushing the matter isn't what satyrs are after. Better to move on to someone who's interested.

Costuming

Put on a vest and fur pants. Wearing a shirt under the vest is optional. Males may sometimes be shirtless.

Put on short to medium length horns.

Satyr

Fae (Light), Monstrous, Otherworldly, Sparkless, Wild

Combat Info			
Armor Points:	Worn: None	Body Points:	5
Damage Req(s):	Poison or Blight	Kill Condition:	None
Weapons Used:	Any	Default Attack:	1
Spells Known:	Compulsion (1-5)	Power Points:	5
Satyr	<u>Immunity:</u> Satyrs are immune to all Compulsion effects. This ability does not work if the Satyr is physically attracted to the compulsion's source.		
Special Abilities:	<u>Professional:</u> Satyrs may have ranks of the Druid role-playing skill.		
Fae Rules:	<u>Fae Geas:</u> Fae cannot lie and must behave to the letter of anything they say.		
	<u>Fae Oaths:</u> Fae can't willfully injure each other but can be compelled to do so by magic		
	<u>Immortality:</u> Fae are truly immortal and cannot be permanently killed by any means short of a powerful ritual or divine intervention. Those struck down while in mortal lands will instantly return to the fae realms restored to full health.		
Otherworldly Rules:	<u>Magical Shell:</u> Fae visiting Novitas do so inhabiting a temporary magical form. When they 'die' they will leave this form behind, resembling a corpse that is not one. It will dissolve to nothing in roughly 10 minutes.		
	<u>Traveling:</u> Fae are capable of entering Novitas when summoned or when sent there by a High Fae. Summoning is not always deliberate, there are non-magical ways to call any given fae from the fae realms. Once present they will remain until they choose to leave, their forms are destroyed or they are called back by a High Fae. If they leave because their forms are destroyed they may not return for a year and a day.		
Sparkless Rules:	<u>Immunity:</u> Sparkless creatures are immune to Restoration effects.		
	<u>Sparkless:</u> Mediums who check will notice that you do not have a spark. There is no other information available.		
Wild Rules:	<u>Wild:</u> This creature counts as the Wild Subtype for calls such as 'Pin Wild'		
Roleplaying Info			
Language(s):	Sylvan, Common	Intelligence:	Primitive
Std Habitat:	The Fae Realms	Movement:	Normal
Usage Info			
Common Loot:	Any. Flowers are common.	Required Loot:	None
Associates:	Nymphs, Dryads, lovers.	Typical Group:	1-5
Frequency:	Common	Complexity:	2
Costuming			
Face/ Head:	Short to medium length horns	Skin Covered:	No
Accessories:	None	Hair Covered:	No
Clothing:	Vest with fur pants.	Mask Req:	No
Costuming Qty:	2	Paint Req:	No

Ghosts

Ghosts are a subgroup of spirit that have a single standard appearance regardless of which variety of ghost they are. NPCs in this standard costuming are always immune to physical attacks, and the costuming is standardized to make that clear to players. Sometimes ghosts have unusual additional costuming added. This is to indicate they can be defeated through normal combat like other spirits.

Because ghosts aren't defeated in a standard fashion, it's important for NPCs playing a ghost to always keep in mind that it is part of their job when playing the ghost to drop hints to players about exactly how they can be sent away. The more obscure the solution to a ghost encounter the more important it is that an NPC give hints regularly and with less subtlety than for a ghost with a more obvious solution.

Behavior

Ghosts are the remnants of a formerly living individual who either couldn't let go for some reason or whose spark didn't make it to the Well. What exactly causes the rise of a ghost is not completely clear, some ghosts remain because they want to care for a loved one, some seek justice for how they died, emotion is a common theme amongst them. Why they remain behind has a drastic influence on their behavior. Ghosts exist because of what they want or because of what happened to them. Everything they do seeks to further this purpose. Many seem to

forget everything else in pursuit of this singular goal which can make talking to them difficult at times.

Society

For most ghosts there is no society. They exist on the fringes, appearing when it suits them to try to have their goals met. Only in places like Gersh do ghosts have a place in society. In Gersh ghosts have no legal standing, but they are respected members of families and they are often sought for advice.

Around the rest of Novitas ghosts are often considered to be sparks that are missing from the Well. It is therefore the duty of anyone who considers themselves Septly to help those sparks find peace and move on.

In the Dellan Tribelands each tribe has their own stance on the matter and they often find themselves somewhere between these two positions.

History

For as long as there has been recorded history there have been ghosts. If they are part of the natural order or not isn't clear, but devotees of the Stranger have long contended that she believes they should be helped along on their way when they are encountered.

Ghost

A “standard” ghost has no special abilities. These are the most common ghosts people might encounter.

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Role-playing Advice

Ghosts exist because of what they want or because of what happened to them. Everything they do seeks to further this purpose. Many seem to forget everything else in pursuit of this singular goal which can make talking to them difficult at times.

Costuming

Put on white robes. Make sure the only colors showing are black, white or grey. Get white gloves from the make-up desk and have your face painted white. If you've been instructed to show a cause of death, have them do make-up for that as well. Add a veil.

Ghost (Humanoid)

Humanoid, Spirit (Ghost), Damaged Spark, Incorporeal, Non-Living

Combat Info			
Armor Points:	Worn: None	Body Points:	None
Damage Req(s):	None	Kill Condition:	None
Weapons Used:	None	Default Attack:	None
Spells Known:	None	Power Points:	None
Ghost			
Special Abilities:	<u>None</u> : Ghosts have no special abilities not related to their type or subtypes.		
Damaged Spark	<u>Immunity</u> : Creatures with Damaged Sparks are immune to Restoration effects.		
Rules:	<u>Damaged Spark</u> : Mediums who ask can detect a spark that is damaged. No further detail is available.		
Incorporeal Rules:	<u>Incorporeal</u> : This creature cannot take damage of any kind. It is immune to all calls unless a relevant type or subtype is part of the call (such as Spirit).		
	<u>Intangible</u> : This creature can dissipate at will as many times as it wishes. While dissipated it is capable of slow movement.		
Non-Living Rules:	<u>Immunity</u> : Non-living creatures are immune to Compulsion conditions, ‘Blunt!’ calls, ‘Poison!’ calls, and the <i>Poisoned condition</i> .		
	<u>Immunity</u> : Non-living creatures are immune to all ingested alchemicals, even non-harmful ones.		
	<u>Unhealing</u> : Non-living creatures cannot heal except through a kill condition or another rule that specifically allows them to.		
Spirit Rules:	<u>Spirit</u> : Spirits can see and be seen by anyone, but can only hear or be heard by those who identify themselves as able to communicate with a spirit.		
	<u>Sanctify Vulnerability</u> : Spirits are affected by “Sanctify!” calls.		
	<u>Ephemeral</u> : Spirits can pass through physical barriers, but are still stopped by <i>Sanctuary</i> , and <i>Sanctified</i> as normal.		
Roleplaying Info			
Language(s):	As in life.	Intelligence:	Normal
Std Habitat:	Near where they lived.	Movement:	Normal
Usage Info			
Common Loot:	None. Sometimes guarding items.	Required Loot:	None
Associates:	People they knew in life.	Typical Group:	1
Frequency:	Common	Complexity:	1
Costuming			
Face/ Head:	White paint covered by a white veil masking face, white hood optional	Skin Covered:	Yes
Accessories:	White gloves, optionally show the cause of death	Hair Covered:	Yes
Clothing:	White flowing robes with only grayscale colors showing	Mask Req:	No
Costuming Qty:	1	Paint Req:	Yes

Goblinoids

The various goblin species, such as Orcs, Trolls, and Ogres all cause a great deal of trouble for civilizations throughout Novitas. They reproduce frequently, rapidly and their young grow to full maturity faster than nearly any other species. By itself this might create an overcrowding issue, and sometimes it does, but the bigger issue is that they are a recklessly aggressive warlike culture who then use their numbers to attack anything they can.

While academics have dissected and categorized these creatures, the easiest way to tell if something is a Goblinoid is to follow your nose. If something smells like a bad night at the tavern that you'd rather forget, chances are fairly good that the lumbering idiotic thing in front of you is a goblinoid. And, chances are just as good that they aren't alone.

Most of the civilized nations of Novitas have their uses and solutions to the Goblinoid threat. The Kingdom of Terra has instituted a bounty on these creatures, who periodically find their way into the tunnels. Elven hunters maintain patrols around the Fionn A'ilean to protect against any incursions. The legions of Civen use them for training exercises for their new recruits. Vleanoan clergy use tales of raids by these creatures to maintain their grip on the frightened peasantry. To the Dellin tribesmen, the number of Goblinoid heads brought back after a raid grants respect, titles, and choice of spouses. Gersh enslaves them, and under pain of the lash, puts them to hard work in their mines and sewers.

Behavior

Goblinoids are almost always uncivilized, wild savages who do what they want when they want. They respect strength and aggression, with all non-goblinoids being viewed as universally weak by comparison. Most have spent their entire lives fighting near constantly with anything they can and it shows in what little personality they have. Sometimes people try to civilize goblinoids, but these attempts always end in failure.

Being a warrior culture, goblinoids rarely place much value on learning to cast spells. Those that do often follow different paths than their brethren. Orcs who are able to wield spells are known as Shamans and they can be identified by their distinctive white hair. It is nearly unheard of for goblinoids of any species to practice Restoration magic. Most prefer Battle or Enchantment spells.

Society

Goblinoids barely have a society to speak of. Each group of them will form small tribes ruled by the strongest among them. Tribes will generally include any species of goblinoid in the area, not just one type, but some are exclusively one species. You can identify different tribes based on their war paint used.

It's unusual for tribes to grow particularly large. This is in part because of the short brutal lives of most goblinoids but also because as their numbers grow the likelihood for internal conflict grows as well.

Periodically tribes will organize under a particularly powerful ruler, but these larger groups don't tend to last long. Eventually someone defeats the leader and the whole thing falls apart.

It is very common for goblinoids to worship Grak in particular among the Dark Three, though not all of them are religious. Goblinoids do have free will, but as creatures directly touched by Darkness they are more prone to the darker aspects of mortality.

History

During the war of the gods the Goblinoid species were the troops of the Dark Three. Originally created by corrupting the existing Humans, Earthkin and Elves of Vargainen (orcs, trolls, and snow goblins respectively). Other species were corrupted as well and it's possible that some of those species don't exist any longer. At this point it is unknown exactly what species resulted in the creation of ogres and cyclops.

When the war ended the gods haphazardly deposited their followers on Novitas including the goblinoids. Without the Dark Three to lead them directly the goblinoids do what they know best: fight. This has prevented them from ever carving out a civilization of their own. They remain a constant thorn in the side of everyone else instead.

Saturday Morning Orcs

For years Novitas had a tradition known as "Saturday Morning Orcs". The game used the fact that orcs are quick to costume, and the fact that goblinoids often use drums to wake up the player

base and get some combats started to get 2nd shift rolling faster. This however had some issues most notably that the orcs always invaded the merchant's stands every single event which is tiresome and repetitive, effectively punishing those players for doing what they enjoy (which is not to say their stands shouldn't get raided, but doing it like clockwork every month is not ideal). Now at Camp Kingsley another issue has developed where players sleep in very spread out locations so the orcs don't really serve to wake everyone up as effectively, resulting in orcs wandering aimlessly for an hour banging some drums. Because of these things Saturday Morning Orcs has ceased to be a thing and should likely stay dead except for the occasional reference.

Known Goblinoids

Cyclops

Cyclops are warlike and brutal. They live in caves, venturing forth for food and combat. When they do, they are a truly terrifying force, often crushing entire villages, enslaving the survivors to eventually use for food.

Among goblinoid tribes orcs revere cyclops for their massive bodies and unmatched strength. Those tribes that contain a cyclops will frequently be led by them. The cyclops revel in this and seek to be fed fresh meat daily.

Ogre-Magi

Ogres sometimes manage to learn magic from the shamans of the tribes. These magi you might expect to be more intelligent than other ogres, but you'd be wrong. Ogre-magi are just as dimwitted as other ogres, they just have the added danger of magic.

Ogre Ettin

Ogres can be born as conjoined twins known as ettins just like other goblinoids. One twin traditionally is trained to be a combatant while the other is trained in spell casting. Ogre Ettins are known for not being able to agree on anything, often having conflicting opinions on how to proceed.

Oni

Oni are snow goblins who have deliberately performed rituals to further mutate themselves. They have given themselves over to Darkness through deep devotion and been empowered as a result. The transformation is purely of the body leaving their minds intact. Oni are one of the most scary members of the goblinoid hordes, though they typically operate by themselves. Many continue to serve Gersh in some capacity, though this is not universally true. Some go off on their own to accomplish whatever it is Darkness wants, or at least what they think Darkness wants.

Orc Champion

An orc champion is one of the most experienced fighters a tribe has. They are also more cunning than other Orcs. It's debatable if they are more intelligent because they have lived longer, or if they live longer

because they are more intelligent. Orc champions use tactics other orcs would never think to use and in some cases will get other orcs to follow them in those tactics.

Orc Ettin

By fluke of birth it is more common than for other species that goblinoids are conjoined twins. Known as Ettins these orcs also grow stronger than others. It is tradition among goblin tribes to teach one of the twins to fight and the other twin to cast magic.

While Ettins are prone to being the most comically perceived of all the goblinoids (due to one head arguing with the other) it shouldn't be forgotten that they are capable combatants with strong magic and skilled weapon use.

Troll, Ancient

Troll regeneration can even defeat aging assuming they aren't killed in battle by people who know how to deal with them. These trolls become known as ancients and the regeneration actually becomes more potent in time.

Grem

Grem are a timid member of the otherwise aggressive goblinoid tribes. They are treated terribly but stick to their tribes nonetheless. During normal daily life, outside of combat Grem are given all the worst jobs in the tribe. In fact many tribes would fall apart without them. However, few orcs realize this, and they spend most of their time mocking the Grem for their cowardly tactics.

Role-playing Advice

Grem prefer to hide behind shields or the more melee proficient goblinoids. From the back they hurl rocks and if given time will set up traps before a battle. Unlike other goblinoids Grem will flee from battle if they think death is coming for them.

When setting up traps keep them simple and straightforward. Pick the same trap tag and use it repeatedly so that it's easier to communicate with players what they triggered. You may also want someone in an orange hat available to adjudicate when someone has triggered a trap, especially if using pit traps.

Costuming

Wear a tan ghillie suit. Put on a grem mask. Get a satchel to hold tag bags.

Grem

Goblinoid

Combat Info			
Armor Points:	Worn: 0-2	Body Points:	2
Damage Req(s):	None	Kill Condition:	None
Weapons Used:	Shield only.	Default Attack:	None
Spells Known:	Conjure Stones	Power Points:	10
Special Abilities:	<u>Trade Skills:</u> Grem's can learn the tinkering skill up to level 3. It is rare that their tribes allow them to produce particularly complex traps, but if left to their own devices they can be quite clever.		
Roleplaying Info			
Language(s):	Goblinoid	Intelligence:	Primitive
Std Habitat:	Wilderness	Movement:	Normal
Usage Info			
Common Loot:	Any	Required Loot:	None
Associates:	Other goblinoids	Typical Group:	1-3
Frequency:	Common	Complexity:	1
Costuming			
Face/ Head:	Grem mask, hood	Skin Covered:	Yes
Accessories:	Gloves	Hair Covered:	Yes
Clothing:	Black or brown garb	Mask Req:	Yes
Costuming Qty:	3	Paint Req:	No

Ogre

Ogres are among the largest and strongest of the goblinoids, but the most intelligent ogre would meet their match against an 8-year-old child. They are content to be part of the group, and hate when they aren't included. Most can easily be set to work doing menial labor, thrilled to be "participating" in what everyone else is doing. It's for this reason other species such as hags love convincing ogres to follow them as "helpers".

Role-playing Advice

Ogres are not at all intelligent. They do tend to be somewhat peaceful when left alone, it isn't until their tribe riles them up that they get violent. Most have the emotional maturity of a child as well, leading to many tantrums. An ogre's idea of a tantrum has a tendency to be fatal to more fragile creatures.

Ogre Costuming

Put on a dark or neutral base layer (tattered if possible). Add on shoulder pads, cover them with an orc fur mantle, the fur on the shoulder pads alone is insufficient. You may put on a dark colored wig if you wish at this time. Next add a black or brown bandana and strap horns around it. You can add lower jaw fangs if you have them. Finally go to the make-up desk to get war paint.

Ogre-Magi Costuming

Dress as a standard ogre but wear an ogre-magi mantle. They also prefer large hats to hold in all the "brains stuff".

Ogre Ettin Costuming

Two players should each dress up as standard ogres but use the ettin mantle instead of the typical ogre mantles.

Ogre

Goblinoid, Monstrous

Combat Info	
Armor Points: Worn: 0-2	Body Points: 4
Damage Req(s): None	Kill Condition: None
Weapons Used: Any, great weapons are preferred.	Default Attack: 4
Spells Known: None	Power Points: None
Ogre	<u>Boulder Thrower:</u> Ogres are strong enough to throw a boulder calling for "Torso Wound!". Boulders should be used carefully and deliberately as they can easily wipe a party with little interaction.
Special Abilities:	<u>Stubborn:</u> Ogres are very focused when they want to be and ignore the first Compulsion call to hit them each game day.
Monstrous Rules:	<u>Monstrous Body and Armor:</u> Monstrous creatures have both the monstrous body and monstrous armor rules. <u>Immunity:</u> Monstrous creatures are immune to the pinned condition, weakened condition, pit traps, and non-magical restraints. <u>Mighty:</u> Monstrous creatures with the correct skills can have up to 4 might with any melee weapon regardless of what is in their offhand, this breaks caps.
Roleplaying Info	
Language(s): Goblinoid	Intelligence: Slow
Std Habitat: Wilderness	Movement: Normal
Usage Info	
Common Loot: Any. Generally scavenged goods.	Required Loot: None
Associates: Other goblinoids.	Typical Group: 1-3
Frequency: Common	Complexity: 2
Costuming	
Face/ Head: War paint, horns, optional wig and/ or fangs	Skin Covered: No
Accessories: Shoulder pads with fur mantle	Hair Covered: No
Clothing: Dark or neutral garb (tattered if possible)	Mask Req: No
Costuming Qty: 2	Paint Req: No

Orc

Among the goblinoid species, Orcs are far and away the most numerous. They are brutish, unclean thugs who survive almost entirely through theft and plunder. The strongest goblinoid is always the leader, but which individual is perceived to be strongest can change rapidly.

Role-playing Advice

Orcs exist to fight. Be as savage and primitive as you can muster. Do your best not to play anything up for laughs ever when playing an orc. Few players will find Orcs intimidating (they are the most common non-human opponent players will fight), but they can still be used to set the atmosphere of an encounter.

If people give you peace offerings, take them... then attack anyway. They are proving how weak they are giving you things. Keep taking more. Orcs have no idea how to be civilized and if they did, they wouldn't want it.

Do not use tactics in combat. Line fighting should be avoided, be undisciplined (but still fight safe). Orcs win through strength of numbers.

Orc Costuming

Wear dark or neutral colored clothing as a base layer, use tattered clothing if possible. On top of this add an orc fur or goblinoid mantle. Wear a tooth necklace. You can wear an orc wig if you wish, dark colors preferred. You may wear lower jaw fangs if you have them. Finally get some warpaint from the make-up desk.

Champion Costuming

Dress as an orc. Add an Orc champion mask. If you have lower jaw fangs you may wear them as well.

Ettin Costuming

Have two individuals dress as orcs, making sure to wear matching base layers. Add an Ettin tunic on top.

Shaman Costuming

Dress as an orc choosing white mantles or wigs. You may need a container for tag bags depending on the school of magic you will be casting.

Orc

Goblinoid

Combat Info			
Armor Points:	Worn: 0-2	Body Points:	2
Damage Req(s):	None	Kill Condition:	None
Weapons Used:	Any, except shields	Default Attack:	1-2
Spells Known:	None	Power Points:	None
Orc	<u>Immunity</u> : Orcs are immune to the <i>Terrorized Condition</i> .		
Special Abilities:	<u>Battle Cry</u> !: After letting out a howling battle cry an orc gains +1 might and accuracy for 10 minutes.		
Roleplaying Info			
Language(s):	Goblinoid	Intelligence:	Primitive
Std Habitat:	Wild	Movement:	Normal
Usage Info			
Common Loot:	Orcs are scavengers who will pick up anything they think has value	Required Loot:	None
Associates:	Other Goblinoids	Typical Group:	Any size
Frequency:	Common	Complexity:	1
Costuming			
Face/ Head:	War paint, optional wig and/or fangs	Skin Covered:	No
Accessories:	Tooth necklace	Hair Covered:	No
Clothing:	Dark/neutral garb, tattered recommended, orc fur or goblinoid mantle	Mask Req:	No
Costuming Qty:	Many	Paint Req:	Yes

Orcs are known for their savagery. Their raiding parties often commit unspeakable acts upon their victims simply for their own amusement.

Orc Shaman

Goblinoid

Combat Info			
Armor Points:	Worn: None	Body Points:	0-4
Damage Req(s):	None	Kill Condition:	None
Weapons Used:	One non-martial weapon	Default Attack:	1
Spells Known:	Battle (0-3), Aegis (0-3), and Enchantment (0-3)	Power Points:	10
Orc Shaman	<u>Immunity:</u> Orc Shamans are immune to the <i>Terrorized Condition</i> .		
Special Abilities:	<u>Battle Cry!</u> : After letting out a howling battle cry an orc gains +1 might and accuracy for 10 minutes.		
Roleplaying Info			
Language(s):	Goblinoid	Intelligence:	Primitive
Std Habitat:	Wild	Movement:	Normal
Usage Info			
Common Loot:	Orcs are scavengers who will pick up anything they think has value.	Required Loot:	None
Associates:	Orcs, other goblinoids	Typical Group:	Any
Frequency:	Common	Complexity:	1
Costuming			
Face/ Head:	War paint, optional white wig and fangs	Skin Covered:	No
Accessories:	Tooth necklace	Hair Covered:	No
Clothing:	Dark/neutral garb, tattered recommended, white orc fur or goblinoid mantle	Mask Req:	No
Costuming Qty:	Many	Paint Req:	War paint

Most orcs don't have the patience to learn magic. Shamans are those unusual orcs who took the time to figure it out. Roughly 1 in every 5 orcs will learn to become a shaman. Many are old by orc standards and have slightly more wisdom than other orcs as a result. When there isn't another stronger leader present the shamans will lead orc warbands. Orcs respect a shaman's ability to kill with a few words.

Troll

Trolls were once earthkin, transformed by the dark three to serve in the gods war. Now they have powerful regenerative abilities that allow them to recover from most forms of damage. This regeneration is so strong it keeps them from learning as well, they can learn things in the short term, but it rarely makes it to their long term memory. This makes trolls almost incapable of functioning without other goblinoids there to assist them. Many trolls name all of their children the same name, forgetting they already used it previously.

Role-playing Advice

Left to their own devices trolls will wander, graze and play with rocks. They heal from most injuries and don't even stop to think if that might not be true for others. Playing for a troll can be quite violent. Frequently trolls will find their way into orc tribes where they are reminded daily it's their job to follow the orc leadership.

Troll Costuming

Wear dark or neutral colored tattered clothing. Furs can optionally be worn as well. Put on a troll mask.

Troll Ancient Costuming

Dress as a troll but add shoulder pads and a mantle.

Troll Ettin Costuming

Two players should each dress as trolls, then put on an ettin tabard.

Troll Ancient Ettin Costuming

Two players should each dress as troll ancients, then put on an ettin tabard.

Troll

Goblinoid

Combat Info			
Armor Points:	Worn: None	Body Points:	3
Damage Req(s):	Nature or Primal	Kill Condition:	Nature, Primal, or Reap Spirit
Weapons Used:	Any	Default Attack:	2
Spells Known:	None	Power Points:	None
Troll Special Abilities: <u>None</u> : Trolls have no special abilities.			
Roleplaying Info			
Language(s):	Goblinoid	Intelligence:	Slow
Std Habitat:	Wilderness	Movement:	Normal
Usage Info			
Common Loot:	Any. Often scavenged goods.	Required Loot:	None
Associates:	Other goblinoids	Typical Group:	Any
Frequency:	Common	Complexity:	1
Costuming			
Face/ Head:	Troll mask, hood	Skin Covered:	Yes
Accessories:	Gloves	Hair Covered:	Yes
Clothing:	Dark or neutral colored tattered clothing	Mask Req:	Yes
Costuming Qty:	5	Paint Req:	No

Humanoids

Humanoid is a catch-all term for the dominant species and cultures of Novitas. It covers everything that doesn't fall into another category of species.

The term humanoid is a generic one describing many of the sentient bipedal beings who roam the lands of Novitas. Humanoids are spread all throughout the world, living in nearly every environment possible.

Behavior

The many different species that collectively make up humanoids have a wide variety of behaviors from culture to culture. There are no broad guidelines that apply to all of them.

Society

Humanoids more than any other creature type form large societies and tend to be the dominant cultures of the world. For more information on these societies see the world book.

History

See the world book for the history of humanoid societies.

Humanoids In Play

Humanoid creatures make up the largest populations in the world. Humans or other player character species are fast and easy to get plots into play. They can be used for just about any purpose you can think of.

Known Non-PC Humanoids

Mind Eater

Mind eaters are sadistic and self-serving. They are only ever willing to work with each other to accomplish their goals. Slavery is common practice amongst them and they are almost always accompanied by enthralled slaves. The slaves will always seek to protect their masters at all costs to ensure that if things go poorly the mind eater has time to try to escape.

Minotaur

Minotaurs aren't seen very often in the lowlands of Novitas. They are renowned as highly intelligent and quite powerful, capable of shrugging off the most powerful of attacks. Loners by nature Minotaurs rarely leave their mountain habitats. When they do it is generally for a specific reason, knowledge, practice, to find a mate, or in search of some particular item of value.

Illuminated

Tales of the Illuminated are incredibly rare. These beings seem to be made of light and according to myth show up in times of great need to aid the faithful of the Sept - at least that is how the stories go. Legend holds that they were present during the Gods War and fought for the Sept during those battles.

Behavior

The legends of the Illuminated hold them as benevolent beings who bring joy and harmony in their wake. How much of this is based on fact and how much is myth is impossible to prove.

Society

Sightings of the Illuminated are so rare that stories featuring more than one at once are almost unheard of. As such, no one can say for certain if they have a society or not.

History

Unconfirmed sightings of the Illuminated have existed over the entire history of Novitas. Before that when all mortals lived on Vargainen, rumors still persist that the Illuminated would periodically appear during battles in the Gods War fighting on the side of the Sept.

Insectoids

Of the wild and dangerous flora and fauna of Novitas, the Insectoids are perhaps the most bizarre creatures wanderers may encounter. These giant bugs, beetles, and the like are found seemingly at random throughout the lands, though curiously they are most numerous in the Free Lands themselves. Many are resilient to poison, and armored with natural chitin.

Behavior

Each member of an insectoid collective has a role to perform and they often perform it with single minded dedication. Oftentimes certain Insectoids will fight and die while their allies continue with their work, ignoring their compatriots' fates. However, these creatures are not merely automatons, as they have been witnessed to respond to stimuli directly interacting (or to be specific, interfering) with them.

Most insectoids do not like winter weather but they still may appear from time to time in the snow.

Society

Each species of insectoid is prone to creating its own cluster or hive. These hives each have their own personality generally based on the species who created it. There are no societies of different insectoids living together, though it is possible for them to work together on occasion.

History

As far as anyone can remember insectoids have been around for as long as humanity has. In that time they have never built anything of note by the standards of the humanoid species.

Known Insectoids

Buzzer Queen

Each buzzer hive is led by a single buzzer queen (or occasionally a buzzer king). It is their job to make all the decisions for the hive. If the queen dies hives may disperse, get absorbed by other hives or sometimes a new buzzer will use the royal jelly of the previous queen to become one themselves.

Ettercap

Ettercaps could be part of the civilizations of Novitas if they wanted to be. However, they are isolationists who prefer to stay in small clusters building intricate traps and ambushes while hunting for prey. In this case prey could mean a meal or wealth. In some ways ettercaps behave just like sophisticated bandits.

Vargainen Sand Slug

These creatures are new to Novitas. Their eggs were either deliberately brought over from Vargainen or more likely they were in some produce or other goods brought over and they went unnoticed for too long. Now they are present in Novitas and won't be going away any time soon.

Buzzer

Buzzers are human sized bees known for their incredibly cheerful disposition. During the spring and summer buzzers gather pollen for their hives. Periodically two buzzer hives will get into conflict when two queens try to claim the same territory. Waspoids and Buzzers also are notorious for getting into conflict with each other.

Each buzzer hive is led by a single buzzer queen (or occasionally a buzzer king). It is their job to make all the decisions for the hive. If the queen dies hives may disperse, get absorbed by other hives or sometimes a new buzzer will use the royal jelly of the previous queen to become one themselves.

Role-playing Advice

Buzzers are eternally optimistic. They approach every scenario with a look to the positive, even situations of conflict or sadness. Most of the time buzzers are quite peaceful but they can be quite ferocious if their queen or hive are threatened. Most will be entirely selfless, more concerned with the queen first and the hive second. Buzzers universally love flowers.

Buzzer Queen Role-playing Advice

Buzzer queens can be just as optimistic as other buzzers, but they may also wind up being the more pragmatic member of the hive. It is their job to make any tough decisions that have to be made. Queens sometimes get into conflict with one another, with predators in the area or any other normal conflict a creature in the wild might run into. This can lead to queens having a much wider array of personalities.

Costuming

Put on a black base layer then add a yellow and black striped buzzer tunic over it. Go to the make-up desk to get painted. Afterwards get a yellow buzzer wig, an antenna, and buzzer wings from the make-up desk.

Go to the logistics desk to get a vial of buzzer honey and a single tag bag.

Buzzer Queen Costuming

Put on a black base layer, add a yellow and black striped buzzer tunic over it. Go to the make-up desk to get painted first, then get buzzer queen wings, a yellow buzzer wig and a crown from them.

Go to the logistics desk to get a vial of Royal Jelly and a single tag bag.

Buzzer

Insectoid, Cold-Blooded, Wild

Combat Info			
Armor Points:	Worn: None, Natural: 4	Body Points:	None
Damage Req(s):	None	Kill Condition:	None
Weapons Used:	Claws	Default Attack:	2
Spells Known:	None	Power Points:	None
Special Abilities:	<u>Stinger</u> : Buzzers can throw a tag bag for ‘2 Poison Pierce!’ then immediately take a <i>Torso Wound</i> . This represents them shooting their stinger at someone.		
	<u>By-Product</u> : Buzzers can choose to produce a vial of buzzer honey if they wish. This can be done at any time. The item will generally not be available to be looted off a corpse, it must be secreted while living. This item should be obtained with other loot before leaving logistics.		
Cold-Blooded Rules:	<u>Cold-Blooded</u> : Prevent the first thrown ‘Poison!’ call or harmful ingested alchemical that affects you.		
Insectoid Rules:	<u>Insectoid</u> : Insectoids count as insects for calls such as ‘Disengage Insect!’		
	Cold-Blooded		
	<u>Pest</u> : Insects call no effect to the first Nature attack that hits them each event.		
Wild Rules:	<u>Wild</u> : This creature counts as the Wild Subtype for calls such as ‘Pin Wild!’		
Roleplaying Info			
Language(s):	Apian, Common	Intelligence:	Primitive
Std Habitat:	Wilderness. Access to flowers is critical.	Movement:	Normal
Usage Info			
Common Loot:	Flowers, colorful items.	Required Loot:	0-1 Buzzer honey vials
Associates:	Buzzer queens	Typical Group:	2-10
Frequency:	Common. Rare when it is near or below freezing.	Complexity:	1
Costuming			
Face/ Head:	Yellow face makeup with a black buzzer stencil, yellow buzzer wig	Skin Covered:	Yes
Accessories:	Yellow and black wings, antenna, gloves	Hair Covered:	Yes
Clothing:	A black garb with a buzzer tunic	Mask Req:	No
Costuming Qty:	5	Paint Req:	Yes

Waspoid

Waspoids are malicious predators. They hunt in packs, using poisons to weaken their prey. Once captured they don't consume, but rather lay eggs in paralyzed victims.

Waspoids are also known for their deep love of buzzers and their honey. Druids will also periodically deliberately try to keep the waspoid population up. They may be malicious but they are still part of the natural order.

Waspoids are also useful for keeping goblinoid numbers down. Orcs are a favored victim of waspoids because they are too stupid to fix the problem and relatively easy to trap.

Role-playing Advice

Waspoids are aware of the impact their procreation has on the victims. They don't particularly care. Most waspoids care only for their hives.

Costuming

Put on the black and grey striped waspoid costume. Grab a waspoid mask and a black hood. Either wear a balaclava or get your lower face painted, then put on the mask and hood.

You'll need a container for tag bags.

Waspoid

Insectoid, Cold-Blooded, Monstrous, Wild

Combat Info			
Armor Points:	Worn: None, Natural: 6	Body Points:	None
Damage Req(s):	None	Kill Condition:	None
Weapons Used:	Claws	Default Attack:	'2 Blunt!'
Spells Known:	None	Power Points:	None
Special Abilities:	<u>Egg Laying:</u> Waspoids will implant their eggs into nearby victims who are <i>Helpless</i>. To do this they stand over their victim and loudly count "Egg laying ONE, egg laying TWO", etc, until they reach a count of five. The victim has until the end of the next full game day to be healed. If they are not they will become permanently dead when the eggs hatch. Removing the eggs can only be done by the Purify Spirit spell. Anyone who casts the spell Diagnosis on the victim will learn this. The character knows that something is wrong, but will not know what. The NPC playing the Waspoid should make sure the victim's player understands all of this. <u>Venomous:</u> Waspoids may throw a tag bag for 'Poison Pin!' unlimited times at will. Waspoids often open combat by hurling a flurry of these then moving in to finish off victims with 'Blunt!' damage.		
Cold-Blooded Rules:	<u>Cold-Blooded:</u> Prevent the first thrown 'Poison!' call or harmful ingested alchemical that affects you.		
Insectoid Rules:	<u>Insectoid:</u> Insectoids count as insects for calls such as 'Disengage Insect!' <u>Pest:</u> Insects call no effect to the first Nature attack that hits them each event.		
Monstrous Rules:	<u>Monstrous Body and Armor:</u> Monstrous creatures have both the monstrous body and monstrous armor rules. <u>Immunity:</u> Monstrous creatures are immune to the pinned condition, weakened condition, pit traps, and non-magical restraints. <u>Mighty:</u> Monstrous creatures with the correct skills can have up to 4 might with any melee weapon regardless of what is in their offhand, this breaks caps.		
Wild Rules:	<u>Wild:</u> This creature counts as the Wild Subtype for calls such as 'Pin Wild!'		
Roleplaying Info			
Language(s):	Apian	Intelligence:	Primitive
Std Habitat:	Wilderness.	Movement:	Normal
Usage Info			
Common Loot:	Minimal. No reason to carry most goods. Victims may have loot.	Required Loot:	None
Associates:	None	Typical Group:	1-5
Frequency:	Common. Rare when it is near or below freezing.	Complexity:	2
Costuming			
Face/ Head:	Waspoid half mask with black/gray paint on the chin or balaclava, black hood	Skin Covered:	Yes
Accessories:	Gloves	Hair Covered:	Yes
Clothing:	Black and gray waspoid garb	Mask Req:	Yes
Costuming Qty:	4	Paint Req:	Maybe

Yeb

Yeb's are human sized beetles that dwell in the ground and forage above ground for food. They feed primarily on vegetation and rotten carrion, using gems they consume underground to aid in digestion. Their homes are often around large pits.

Role-playing Advice

Yeb's are very territorial. They will attack any who come in range of their homes. In combat they don't use tactics outside of their pits. Swarm opponents if possible. When talking add a clicking noise in random spots in your sentences. If you are using a pit, take advantage of it. As a monstrous creature it doesn't impact you, fight from inside of it, draw your opponents into it. Conceal it if possible. Be sure to call leg wounds if someone steps into the pit.

Costuming

Wear the yeb costume, brown with a yellow spot on the chest. Attach a yeb shell to your back. Put on a yeb mask.

Yeb's frequently are accompanied by a pit. If your encounter will be using one be sure to get it.

Yeb

Insectoid, Cold-Blooded, Monstrous, Wild

Combat Info			
Armor Points:	Worn: None, Natural: 10	Body Points:	0
Damage Req(s):	None	Kill Condition:	None
Weapons Used:	Claws	Default Attack:	4
Spells Known:	None	Power Points:	None
Special Abilities:	<u>Resilient</u> : Yebs may ignore the first ‘Pierce!’ call that hits them.		
	<u>Vulnerability</u> : Yebs are covered in an extremely hard brown carapace. The yellow patch on the front of their torso is a soft spot that is unarmored. Any hit to the yellow patch automatically causes a <i>Torso Wound</i> .		
	<u>Venomous</u> : Yebs may throw a tag bag or make a melee strike calling for ‘Poison Weaken!’ three times per game day at will. This represents the yeb’s venom causing nausea in the victim.		
	<u>Digger</u> : Yebs are commonly encountered with a pit.		
	<u>Immunity</u> : Yebs are immune to ‘Acid!’ calls.		
Cold-Blooded Rules:	<u>Cold-Blooded</u> : Prevent the first thrown ‘Poison!’ call or harmful ingested alchemical that affects you.		
Insectoid Rules:	<u>Insectoid</u> : Insectoids count as insects for calls such as ‘Disengage Insect!’		
	<u>Pest</u> : Insects call no effect to the first Nature attack that hits them each event.		
Monstrous Rules:	<u>Monstrous Body and Armor</u> : Monstrous creatures have both the monstrous body and monstrous armor rules.		
	<u>Immunity</u> : Monstrous creatures are immune to the pinned condition, weakened condition, pit traps, and non-magical restraints.		
	<u>Mighty</u> : Monstrous creatures with the correct skills can have up to 4 might with any melee weapon regardless of what is in their offhand, this breaks caps.		
Wild Rules:	<u>Wild</u> : This creature counts as the Wild Subtype for calls such as ‘Pin Wild!’		
Roleplaying Info			
Language(s):	Apian	Intelligence:	Animal
Std Habitat:	Wild	Movement:	Normal
Usage Info			
Common Loot:	Any standard loot. Frequently contain gems.	Required Loot:	None
Associates:	None	Typical Group:	1-5
Frequency:	Common. Rare when it is near or below freezing.	Complexity:	1
Costuming			
Face/ Head:	Yeb mask	Skin Covered:	Yes
Accessories:	Yeb shell, gloves	Hair Covered:	Yes
Clothing:	Yeb garb (Brown tunic with yellow spot and brown pants)	Mask Req:	Yes
Costuming Qty:	4	Paint Req:	No

Lycanthropes

Lycanthropy is a special kind of plague that has existed for as long as anyone can remember. Lesser lycanthropes are infected, true lycanthropes are those born with the plague. The plague is spread through blood to blood contact, generally when someone who already has it inflicts wounds upon a new victim. If they aren't cured the victim will eventually turn into a lycanthrope as well. Lesser lycanthropes transform at fixed intervals, but different strains follow different patterns. Transformations may occur nightly, when the moon is full, when they get angry. Each strain is consistent but different from other strains. A group infected from the same source will all transform under the same conditions.

Many lycanthropes will retreat to the wilderness to create their own culture there. They gather together in the hopes of collective survival. While all lycanthropes are naturally good at learning the Canine language, none know the language as a matter of culture. They still have to be in a situation where it gets taught.

Role-playing Advice

Lesser Lycanthropes might not even know they are infected, so traumatized by the experience they block it out except for when it is happening. Those who know want to survive and refuse to take responsibility for their actions, or maybe they know and have deep regrets. In any case lesser lycanthropes give themselves over to animal instinct when they transform. Lesser lycanthropes can rarely control their transformations and lose all control over themselves when they do transform.

True lycanthropes always know what they are and have complete control over the experience. In their transformed state, true lycanthropes still have complete control over themselves.

Many lycanthropes turn to Nox who ostensibly created the plague in the first place. Occasionally lycanthropes turn to Draconus due to the moon's influence on their transformations.

Costuming

Wear any type of clothing appropriate for the base creature. Alternatively wear dirty/ torn clothing or wear a black, brown, or gray base layer with matching fur. If you are not wearing the mask, bring a container for the mask. Make sure any skin will be covered when the mask is put on.

Lycanthrope, Lesser (Humanoid)

Lycanthrope, Monstrous

Combat Info	
Armor Points: Worn: 0-4, Natural: 2	Body Points: 2-6
Damage Req(s): Silver or Elven Steel	Kill Condition: None
Weapons Used: Any (in normal form) or claws (in bestial form)	Default Attack: 2-4
Spells Known: Any	Power Points: 0-20
Lesser Lycanthrope <u>Character Levels:</u> Humanoid Lesser Lycanthropes can have character levels up to any level. Skill points earned from this can be spent on any skill. This can give access to specialist titles and role-playing skills. Special Abilities: <u>Lycanthrope:</u> Any benefits gained from being a lycanthrope apply in all forms unless otherwise specified. <u>Lycanthropy Infection:</u> While in bestial form all melee attacks inflict the <i>Lycanthropy condition</i>. Monstrous Rules: <u>Monstrous Body and Armor:</u> Monstrous creatures have both the monstrous body and monstrous armor rules. <u>Immunity:</u> Monstrous creatures are immune to the <i>pinned condition</i>, pit traps, and non-magical restraints. <u>Mighty:</u> Monstrous creatures with the correct skills can have up to 4 might with any melee weapon regardless of what is in their offhand, this breaks caps.	
Roleplaying Info	
Language(s): Common. Elvish, Gershan, Terran if appropriate. Canine is popular to learn.	Intelligence: Normal (in humanoid form) Animal (in Bestial form)
Std Habitat: Outskirts of civilization, where they can hide outbursts.	Movement: Normal
Usage Info	
Common Loot: Any. Commonly scavenged goods.	Required Loot: None
Associates: Bandits and other trouble makers.	Typical Group: 1-4
Frequency: Common	
Costuming	
Face/ Head: Lycanthrope (werewolf) mask or none.	Skin Covered: Yes
Accessories: None	Hair Covered: Yes
Clothing: Dirty or torn clothing. Alternatively black, brown or gray fur over a matching base layer.	Mask Req: Yes
Costuming Qty: 16	Paint Req: No

Piscenes

Piscenes are all either aquatic or amphibian creatures. They live underwater in the oceans, rivers, and lakes. They are all members of the Piscene Empire.

Behavior

Many find piscene behavior to be odd at best, incredibly rude at worst. This is largely because their culture is so foreign to land dwellers that cultural errors are almost inevitable.

Because most conflicts in Piscene society are due to their interactions with land dwelling species, there's something of an innate hostility from them towards species who exclusively are air breathing. In turn the people on the land who are completely unaware of the havoc they regularly inflict on the Piscenes think that this behavior is unwarranted and perceive the Piscene people as cruel and rude. The Piscenes then see this response and are amazed at just how ignorant the land dwellers are, and the cycle continues.

Add to this that the Piscene Empire has many customs of its own. Each custom has completely foreign roots to the nations on the land. The end result is that encounters with the Piscenes are always deeply complex and often quite strange.

Society

It isn't entirely clear exactly how large the Piscene Empire is but evidence suggests it's at least as large

as all the nations of Novitas combined. There is certainly conflict among the Piscene people but they are more prone to group loyalty than land dwelling groups of comparable size. Traveling by river and sea they have robust internal trade largely unplagued by predations like bandits. Most of the time challenges to the Piscenes come from the land dwellers who use the water ways to dispose of things they don't want found. It's no wonder they don't have a generally positive outlook on outsiders.

History

The earliest known records of the Piscenes date from the first years NL, when mortals arrived on Novitas. They claim to be descendents, or possibly the creations (the translation is always a bit fuzzy) of the Great Dragon Pisces. According to the Piscenes their empire has existed for millennia, but there is little evidence on the surface to prove this.

Known Piscenes

Benthic

Benthic were originally evolved from dolphins and whales. They are among the most intelligent members of piscene society and to this day are among the most well educated. They tend to be powerful magicians, savvy generals, brilliant scholars, masterful alchemists, or talented artists. It's rare to see them alone, typically they will be in the company of other piscenes.

Kelpie

Kelpies are the result of a long ago experiment to try to interbreed Piscenes and either humans or elves. Unlike other interbreeding it was successful because of the sorcery Pisces brought to bear to make it work. The experiment was ultimately discarded, but there were enough kelpies that they have continued to propagate in the thousands of years since.

In the Piscene Empire they are used as diplomats and spies. As the most human looking of piscenes they are also occasionally used to lure ships off course or trick people into thinking a landwalker is drowning.

Krabbe

Krabbes unsurprisingly were evolved by Pisces from Crabs and lobsters. They are a lumbering defensive troop used by the Piscene Empire when conflict seems inevitable. With their huge claws, which have been adapted for weaponry, and tough shell they can take a tremendous amount of punishment. Unfortunately they aren't the brightest, so they require oversight by either a Benthic or a Ichthyes

Ichthyes

When people think of Piscenes most of the time they are thinking of Ichthyes. These piscenes were evolved from various types of fish which have been interbreeding for thousands of years. The Ichthyes are the most populous citizens of the Piscene Empire. Most jobs are carried out by them, and their military is filled with Ichthyes.

Role-playing Advice

As a piscene you are accustomed to how things are underwater. The landwalkers are strange, they do things so differently. Play up these differences. Piscenes live in schools (in the group of fish sense) they work together and rarely question their superiors. Piscenes live in better harmony with their environment and the idea of discarding things in the lake is disgusting to you, not just because it causes problems for the piscenes who live there.

Costuming

Wear a sequin tunic first and put other garments over it leaving some showing to create the illusion of scales. Next, put on an Ichthyes mask.

Ichthyes

Piscene, Amphibious, Aquatic, Cold-Blooded

Combat Info			
Armor Points:	Worn: 0-3	Body Points:	0-2
Damage Req(s):	None	Kill Condition:	None
Weapons Used:	Any	Default Attack:	1-2
Spells Known:	Any up to level 3	Power Points:	0-10
Ichthyes Special Abilities: <u>None</u> : Ichthyes have no special abilities that don't come from their type or subtypes.			
Aquatic Rules: <u>Aquatic</u> : Piscenes can't drown.			
Amphibious Rules: <u>Amphibious</u> : Piscenes can dissipate an unlimited number of times at will while directly adjacent to a body of water large enough for them to fit into.			
Cold-Blooded Rules: <u>Cold-Blooded</u> : Prevent the first thrown 'Poison!' call or harmful ingested alchemical that affects you.			
Roleplaying Info			
Language(s):	Draconic	Intelligence:	Normal
Std Habitat:	Underwater (rivers, lakes, seas, oceans)	Movement:	Normal
Usage Info			
Common Loot:	Any water safe items.	Required Loot:	None
Associates:	Other piscenes	Typical Group:	1-10
Frequency:	Common. Less frequent away from water. Rare if it is near or below freezing.	Complexity:	1
Costuming			
Face/ Head:	Ichthyes mask, hood	Skin Covered:	Yes
Accessories:	gloves	Hair Covered:	Yes
Clothing:	Black garb, sequin tunic or tabard, add garments over this, picene belt	Mask Req:	Yes
Costuming Qty:	5	Paint Req:	No

Tiburon

Tiburons were evolved by Pisces from Sharks. They have retained their tough skin and predatory nature. Because of their aggressive nature and low intelligence Tiburons are always kept accompanied by either an Ichthyes or a Benthic.

Role-playing Advice

Tiburons don't understand the surface and this makes them angry. Be generally aggressive and try to exploit any weaknesses you see. You'll listen to your handlers, but only just barely. If something happens to them all bets are off. Whatever happens next it will likely end in violence.

Costuming

Wear a sequined tunic under garments. The sequins should be partially exposed to give the illusion of scales. Put on shoulder pads and cover it with a mantle. Put on a Tiburon mask.

Tiburon

Piscene, Amphibious, Aquatic, Cold-Blooded, Monstrous

Combat Info			
Armor Points:	Worn: None, Natural: 2	Body Points:	2-4
Damage Req(s):	None	Kill Condition:	None
Weapons Used:	Any except shields or bows	Default Attack:	4
Spells Known:	None	Power Points:	None
Tiburon			
Special Abilities:	<u>None</u> : Tiburons have no special abilities that do not come from their type or subtypes.		
Aquatic Rules:	<u>Aquatic</u> : Piscenes can't drown.		
Amphibious Rules:	<u>Amphibious</u> : Piscenes can dissipate an unlimited number of times at will while directly adjacent to a body of water large enough for them to fit into.		
Cold-Blooded Rules:	<u>Cold-Blooded</u> : Prevent the first thrown 'Poison!' call or harmful ingested alchemical that affects you.		
Monstrous Rules:	<u>Monstrous Body and Armor</u> : Monstrous creatures have both the monstrous body and monstrous armor rules.		
	<u>Immunity</u> : Monstrous creatures are immune to the pinned condition, weakened condition, pit traps, and non-magical restraints.		
	<u>Mighty</u> : Monstrous creatures with the correct skills can have up to 4 might with any melee weapon regardless of what is in their offhand, this breaks caps.		
Roleplaying Info			
Language(s):	Draconic	Intelligence:	Slow
Std Habitat:	Underwater (rivers, lakes, seas, or oceans)	Movement:	Normal
Usage Info			
Common Loot:	Any water safe items. Minimal	Required Loot:	None
Associates:	Always with ichthyies or benthics.	Typical Group:	1-4
Frequency:	Common. Rare when it is near or below freezing	Complexity:	2
Costuming			
Face/ Head:	Tiburon mask	Skin Covered:	Yes
Accessories:	Shoulder pads with a mantle	Hair Covered:	Yes
Clothing:	Black garb, sequin tunic or tabard, add garments over this, picene belt	Mask Req:	Yes
Costuming Qty:	3	Paint Req:	No

Plants

This category covers all creatures that originate from plant life. Not all plants are rooted and some creatures of the plant type can move around like humanoids. Plants have vastly different biological processes than most living creatures and so are not affected by many attacks in the same way as other creatures.

Behavior

Most rooted plants have very specific behaviors that they will act on repetitively as long as they grow undisturbed.

Plant creatures that are not rooted are capable of being just as intelligent as humans, forming whole societies of their own with the full range of diverse behavior that can come with that.

Society

Rooted plants have no societies to speak of, they grow wherever is best for them and typically remain there for life.

Other plant species build much more complex cultures of their own. Myconids are known for having nocturnal habits focused on harvesting decaying organic matter for consumption.

History

For as long as people have been on Novitas there have been intelligent and dangerous plants as well. In

all probability they have existed as long as all the fauna of Novitas have.

Known Plants

Puppet Weed

Puppet weeds are a variety of malignant plants that can grow quite rapidly in unusual locations. Once grown they will sit dormant waiting for an unsuspecting victim to fall asleep nearby. Victims can be nearly anything if the right opportunity presents itself. The weed attaches a vine to the victim's central nervous system and takes over control of the host's body.

Treeman

Tree men (and women) are the willing mates of dryads who transform into treepeople after living in the dryad's grove long enough. Once transformed they stop aging at their previous pace and begin aging like a tree for as long as the Dryad is present to sustain them.

Twig Blight

Twig blights are those treemen who lost access to their dryads and were unable to find a replacement. Overcome with grief and loss, plus losing proximity to the magical nature of the dryad twists them into twig blights. They become mad and wicked. Many will attempt to kidnap dryads to force them to stay with them. This won't reverse the transformation and only results in a terrified and/or upset dryad.

Myconid

Myconids are a nocturnal mushroom-people originally from the Great Forest. They can sometimes come across as slightly sinister, but are generally friendly in practice. This reputation comes about in part because they like to stand around in graveyards to feed on the rich soil (which as they are nocturnal, frequently happens at night). They also like to use fire exclusively to worship the Elemental and believe that larger fires are more pleasing to their goddess. This sometimes results in huge brush or forest fires that threaten the habitats of others.

Many species consider myconid spores to be a delicacy useful as a hallucinogen. The myconids don't condone this use of their spores, but are sometimes willing to supply them nonetheless.

Role-playing Advice

Myconids are a very laid back species. They don't take things too seriously, food and water is generally easy enough for them to get, and they don't really need shelter either. Their culture is largely built around the worship of the elemental which is directed by the shamans among them.

Myconids feed on decaying matter, and this can sometimes lead to them being played for poop jokes. Try to steer clear of using too many of these. It's funny in small doses, but gets tiresome if that is all Myconids do.

Myconid Costuming

Wear brown clothing. Go to the make-up desk to get painted white with a dusting of brown to create a vertical stripe pattern. Put on a Myconid hat.

Go to the logistics desk to get a spore pod. You'll also need several tag bags.

Myconid Shaman Costuming

There is no difference in costuming for myconid shamans

Myconid

Plant, Wild

Combat Info			
Armor Points:	Worn: None	Body Points:	4
Damage Req(s):	None	Kill Condition:	None
Weapons Used:	Any (typically wooden staves or clubs)	Default Attack:	2-4
Spells Known:	Any up to level 3	Power Points:	0-20
Myconid Special Abilities:	<u>Character Levels</u> : Myconids can have character levels up to level 20. Skill points earned from this can be spent on any skill. This can give access to specialist titles and role-playing skills.		
	<u>Variant Available</u> : Some myconids are shamans. A shaman can take spells of any level and can have character levels up to level 40. They have an uncommon frequency.		
	<u>Venomous</u> : Myconids can spew toxic spores when threatened. Throw a tag bag for ‘Poison Pin!’ twice per game day at will.		
	<u>Death Attack</u> : Myconids have one minute after dying to throw a ‘Poison Pin!’ tag bag.		
Plant Rules:	<u>Immunity</u> : Plants are immune to Compulsion conditions, ‘Blunt!’ calls, ‘Poison!’ calls, and the <i>Poisoned condition</i> . <u>Hardy</u> : Plants prevent the first Nature attack that hits them each event.		
Wild Rules:	<u>Wild</u> : This creature counts as the Wild Subtype for calls such as ‘Pin Wild!’		
Roleplaying Info			
Language(s):	Apian, Common	Intelligence:	Normal
Std Habitat:	Trash heaps, compost piles, places with a lot of decomposition	Movement:	Normal
Usage Info			
Common Loot:	Any. Often scavenged items.	Required Loot:	1 Myconid Spore Pod
Associates:	None	Typical Group:	1-10
Frequency:	Common. Nocturnal: Rare during the day.	Complexity:	1
Costuming			
Face/ Head:	White face paint with a dusting of brown to create vertical stripes and a myconid hat	Skin Covered:	Yes
Accessories:	Gloves	Hair Covered:	Yes
Clothing:	Brown clothing.	Mask Req:	No
Costuming Qty:	4	Paint Req:	Yes

Myconid Shamans

Shamans are the spiritual and secular leaders of myconid society. These are the myconids who demonstrate skills beyond the basic magic others learn. Myconids consider this a gift from the Elemental who has graced them with such abilities and elevate these individuals to positions of leadership.

Role-playing Advice

Shamans are the leaders of myconid society. It is their duty to find new and innovative ways to worship the Elemental and continue to earn her favor. Other myconids will follow shamans without question and this leads shamans to a deep sense of need to continue earning that through ever more elaborate prayers (typically fires or anything else that will lead to fresh nutrient rich soil).

Ooze

Oozes are a slow moving, creeping pile of slimy plant life with a voracious appetite for carrion. In the wild oozes hunt by expelling small parts of themselves at their prey with great force. When captured at a young age oozes have been known to be domesticated by dedicated farmers who sell the oozes services in cleaning up battlefields, and as a supplier of some alchemical components.

Role-playing Advice

Oozes are scavengers who will defend themselves as needed. As a creature that can permanently kill a character be extra careful if you find yourself in a situation where that is possible/ probable.

When used for an “ooze farmer” plot the farmers will likely use mundane weapons that can’t hurt you to poke and prod you to influence where you go. These oozes don’t throw many tag bags and mostly meander where they are aimed. Stay out of the inn.

Costuming

Wear black, brown, green, or gray clothing. Your goal is to conceal yourself as much as possible. Wear a full face covering black balaclava. Put the camo net over yourself.

You'll need a container for many tag bags.

Ooze

Plant, Borderline Spark, Wild

Combat Info			
Armor Points:	Worn: None	Body Points:	7
Damage Req(s):	Nature or Primal	Kill Condition:	None
Weapons Used:	Claws	Default Attack:	'1 Acid!'
Spells Known:	None	Power Points:	None
Ooze	<u>Digestion:</u> Oozes are capable of completely digesting a corpse, permanently killing the character and destroying any possessions. To digest a body they must stand over the corpse doing nothing else but loudly counting 'Digesting ONE, digesting TWO", etc. until they reach a count of sixty at which point the digestion is complete		
Special Abilities:	<u>Acid Spit:</u> Oozes can throw a tag bag for "1 Acid!" unlimited times at will.		
	<u>Corrosive Body:</u> For up to 1 minute after being struck by a melee attack an Ooze may throw one tagbag that calls for "4 Acid!". This ability can stack with itself allowing for multiple tag bags. These tag bags can be thrown even after the ooze has been killed.		
	<u>Immunity:</u> Oozes are immune to 'Acid!' calls.		
Borderline Spark	<u>Borderline Spark:</u> This creature could have a glimmer or a spark based on what the GM desires for a plot. If this creature has a		
Rules:	glimmer it is immune to all restoration spells level 2 or higher.		
Plant Rules:	<u>Immunity:</u> Plants are immune to Compulsion conditions, 'Blunt!' calls, 'Poison!' calls, and the <i>Poisoned condition</i> .		
	<u>Hardy:</u> Plants prevent the first Nature attack that hits them each event.		
Wild Rules:	<u>Wild:</u> This creature counts as the Wild Subtype for calls such as 'Pin Wild!'		
Roleplaying Info			
Language(s):	None. Can be trained to understand commands like a pet.	Intelligence:	Animal
Std Habitat:	Bog, swamps, sometimes cultivated for waste disposal.	Movement:	Shuffling walk
Usage Info			
Common Loot:	None. can only carry things it can't digest.	Required Loot:	None
Associates:	Alone or with farmers.	Typical Group:	1
Frequency:	Common. Rare when it is near or below freezing.	Complexity:	2
Costuming			
Face/ Head:	Concealed, full face covering black balaclava	Skin Covered:	Yes
Accessories:	Plain camo net, gloves	Hair Covered:	Yes
Clothing:	Blacks, browns, greens and dark grey garb	Mask Req:	No
Costuming Qty:	1	Paint Req:	No

Stinging Nettle

Stinging nettles are plants that grow quickly in inconvenient locations. They sit idle until disturbed and then they start to shoot thorns at high speeds at anything nearby. Druids will often plant stinging nettles in places they don't want others approaching. Some Druids even go so far as to cast spells on the stinging nettle to give them alternate damage types (or mixing potions into their soil).

Role-playing Advice

You aren't intelligent at all, not even animal intelligence. Sit idle until someone approaches, especially if they don't see you due to the camouflage. When they get close enough start to pelt them with tag bags. Sometimes stinging nettles are sent out in the company of druids who have managed to train them with very basic tricks like not shooting after a particular command word, or only shooting after a particular command word.

Costuming

Wear dark or camouflaged clothing, add a full face covering black balaclava if available. Put the red flowered camouflage net over yourself. The goal is for the person to not stand out. Multiple people can be under one net at once for a larger stinging nettle.

If you are playing a variant type of stinging nettle, weave other colored flowers into the netting as appropriate .

- The standard version wears red flowers.
- Forget-Me-Nows wear yellow flowers.
- Tangle vines wear blue flowers.
- Vampire Weeds wear purple flowers.
- Witchbanes wear orange flowers.

Stinging Nettle

Plant, Borderline Spark, Wild

Combat Info			
Armor Points:	Worn: None	Body Points:	10
Damage Req(s):	None	Kill Condition:	None
Weapons Used:	Tag Bags	Default Attack:	1
Spells Known:	None	Power Points:	None
Stinging Nettle Special Abilities:	<u>Needles:</u> Stinging nettles can throw tag bags that call for ‘1!’ at any time. If they run out of tag bags they may call a “Time Stop!” to reload.		
	<u>Variant Forget-Me-Now:</u> Some stinging nettles are forget-me-nows. A forget-me-now uses the same stats but their tag bag attack calls for ‘Poison Memory Loss!’ or ‘Nature Memory Loss!’ instead of damage. Add yellow flowers to the netting to identify them as a forget-me-now. Forget-me-nows have uncommon frequency.		
	<u>Variant Tanglevine:</u> Some stinging nettles are tanglevines. A tanglevine uses the same stats but their tag bag attack calls for ‘Poison Pin!’ or ‘Nature Pin!’ instead of damage. Add blue flowers to the netting to identify them as a tanglevine. Tanglevines have rare frequency.		
	<u>Variant Vampire Weed:</u> Some stinging nettles are vampire weeds. A vampire weed uses the same stats but their tag bag attack calls for ‘Poison Weaken!’ or “Nature Weaken!’ instead of damage. Add purple flowers to the netting to identify them as a vampire weed.		
	<u>Variant Witchbane:</u> Some stinging nettles are witchbanes. A witchbane uses the same stats but their tag bag attack calls for ‘Poison Enfeeble!’ or “Nature Enfeeble!’ instead of damage. Add orange flowers to the netting to identify them as a witchbane. Witchbanes have uncommon frequency.		
Borderline Spark Rules:	<u>Borderline Spark:</u> This creature could have a glimmer or a spark based on what the GM desires for a plot. If this creature has a glimmer it is immune to all restoration spells level 2 or higher.		
Plant Rules:	<u>Immunity:</u> Plants are immune to Compulsion conditions, ‘Blunt!’ calls, ‘Poison!’ calls, and the <i>Poisoned condition</i> . <u>Hardy:</u> Plants prevent the first Nature attack that hits them each event.		
Wild Rules:	<u>Wild:</u> This creature counts as the Wild Subtype for calls such as ‘Pin Wild!’		
Roleplaying Info			
Language(s):	None	Intelligence:	Controlled actions
Std Habitat:	Wilderness	Movement:	Stationary
Usage Info			
Common Loot:	Ritual components, production items. Victims may have belongings nearby.	Required Loot:	None
Associates:	Druids	Typical Group:	2-10
Frequency:	Common	Complexity:	1
Costuming			
Face/ Head:	None or full face covering black balaclava	Skin Covered:	No
Accessories:	Flowered camo net (Flower colors should match above description), gloves	Hair Covered:	No
Clothing:	Anything dark or camouflaged	Mask Req:	No
Costuming Qty:	2	Paint Req:	No

Reptilian

The reptilian species are cold blooded creatures believed to have been uplifted and modified by the Brown dragons that once resided in what is now Terra. In the years since gaining their freedom they have adapted but still maintain a general social structure amongst themselves. It's worth noting that drakes are descended from dragons, and thus warm-blooded, which means they are not classified as reptilian.

Behavior

There is a wide variety of intelligence levels among the reptilian creatures and that intelligence dictates a great deal of how they act. Collectively reptilians tend to form tribal units. There is no single reptilian society. Each tribe is unique in its exact structure and behaviors, but the different reptilian species tend to fulfill similar roles in each tribe.

Centuries of conflict with the humanoid species of Novitas have also left them wary of outsiders, just as much as most outsiders are wary of them. There is no innate hostility at play. Most reptilians are quite capable of behaving in a civilized fashion, however as they aren't allowed to be part of society they have developed their own customs in the wild.

With survival as a key goal for most tribes, they all focus on the good of the community before the individual. If a member of the tribe knows they have a plague they will leave the tribe rather than risking infecting others with it. Food is shared, nothing is

hoarded. Internal conflict does exist, but it is never to a level that will threaten the tribe.

Society

Reptilians generally have a matriarchal power structure. Gorgons are the leaders of most tribes. Salient serve as advisors in the rare tribes they are present in. These two species are always the most educated in any given tribe, and the most likely to be literate.

Years of ancestral suffering at the hands of dragons has not turned the reptilians off of Draconus worship. Many reptilians worship him. Others have turned to a variety of other potential beneficiaries. The Elemental and Grak are the most common other gods for them to turn to, but the reptilians will also sometimes worship any being with sufficient power, such as the Illuminated. Sometimes things that have no power, such as local landmarks or animals will also be worshiped. The Gorgons know better, but they are willing to let the basks believe whatever keeps them in line.

History

When humanity first arrived on Novitas the Draconic empire was already long established there in the western mountains of the continent. The brown dragons there had "created" these species to act as their servants. They had little choice in the matter, the dragons were incredibly powerful.

As the dragons began to decline in power the reptilians rose up in 992NL and overthrew them. Either because the uprising wasn't a complete success

or fear of the Terran Kingdom beneath the surface the reptilians opted not to stay in the Thunderguard mountains. They poured forth to the east, overrunning the human nation of Quaradar, ending it completely. For the next ten years they laid siege to Nalbendel and Civen. When the siege broke the will of the reptilians was broken with it and they dispersed into the wilds to survive the hunts that followed.

Since that time they have lived in exile, fighting for territory in the undeveloped parts of the world. Often they build nests just beneath the surface using either natural caves or excavating just deep enough to house those present.

Known Reptilians

Doppelganger

Doppelgangers once served the Draconic Empire as assassins and they were the best treated of the reptilian species for it. When the rebellion happened some joined their reptilian cousins and continue to be part of their warrens. Others took the chance to blend into humanoid society and never looked back.

The ones that still associate with other reptilians act as spies and assassins, gathering information on neighbors as needed to help advance whatever goals they may have. In humanoid society most doppelgangers act as thieves duping others to get whatever advantage they can.

Gorgon

Gorgons are the most intelligent members of the Reptilian species and in the absence of the nearly extinct salient they serve as the leaders. In most reptilian warrens the gorgons will hoard knowledge to the best of their ability, gathering up whatever old books they can find to educate themselves. This often leads them to being educated, but perpetually working off of obsolete world news. It is almost always the women who lead while the males are treated as expendable leaders when they are needed. Gorgons can be quite ruthless about leadership, encouraging members of their warrens to turn in, or just immediately kill, dissenters.

Saurian

Saurians were originally bred to be warriors and they have continued to fill that niche to this day. They are powerful, naturally simple-minded, and easy to control. In modern warrens they act as hunters and protectors when not in active times of war.

Salient

Of all the creatures the dragons experimented with, none were as successful as the salient. Evolved from frogs, the salient were designed to have the most advanced brains possible. The dragons were so successful that the salients are capable of understanding advanced magical principles lost to anything else alive.

Bask

Basks are the lowliest members of Reptilian society. They serve as the workers, and in times of desperation warriors. They are carnivores who have no issues with what most species would consider cannibalism, eating the flesh of other sentient species.

It's unusual to run into Basks without some kind of leader to guide them, typically a Troglodyte for civilian tasks or a Saurian for military oriented tasks.

Role-playing Advice

Basks aren't just uneducated, they are generally unintelligent. They are accustomed to following the orders of their superiors to the best of their limited ability. This is why they are generally assigned to basic physical tasks that require little thought. Remember not to be so dumb your continued survival is in question. Be loyal to whoever it is that leads you.

Costuming

Wear any clothing, generally something neutral or with a woodland tone. Put on a bask mask then a hood. You may need paint to cover your chin.

Bask

Reptilian, Cold-Blooded, Wild

Combat Info			
Armor Points:	Worn: None, Natural: 1-3	Body Points:	None
Damage Req(s):	None	Kill Condition:	None
Weapons Used:	Single non-martial or martial weapon.	Default Attack:	1
Spells Known:	None	Power Points:	None
Bask Special Abilities: <u>None</u> : Basks have no special abilities that do not come from their type or subtypes.			
Cold-Blooded Rules: <u>Cold-Blooded</u> : Prevent the first thrown 'Poison!' call or harmful ingested alchemical that affects you.			
Wild Rules: <u>Wild</u> : This creature counts as the Wild Subtype for calls such as 'Pin Wild!'			
Roleplaying Info			
Language(s):	Draconic	Intelligence:	Slow
Std Habitat:	Wilderness. Often build underground burrows.	Movement:	Normal
Usage Info			
Common Loot:	Any	Required Loot:	None
Associates:	Other reptilians.	Typical Group:	1-15
Frequency:	Common. Rare when it is near or below freezing.	Complexity:	1
Costuming			
Face/ Head:	Bask mask, hood	Skin Covered:	Yes
Accessories:	Gloves	Hair Covered:	Yes
Clothing:	Any, preferably neutral colors or woodland tones	Mask Req:	Yes
Costuming Qty:	15	Paint Req:	No

Bog Lurker

In the great diaspora of the reptilians from the Draconic Empire, the bog lurkers had the least need for their cousins. More suited to colder climates they were able to live in the most extreme environments where they excelled as hunters. To this day they are the reptilian species most likely to be completely independent.

Bog lurkers stalk the forests for prey. They use their natural camouflage to their advantage to ambush their targets. Bog lurkers also spit globs of mucus with great force to break shields and cause wounds.

Role-playing Advice

Hide, sneak and ambush anyone you can. If you're caught, fight and if you aren't alone lure your opponent into a position where your allies can get surprise attacks in. Should players try to engage you in dialog you aren't accustomed to it, but you can be reasoned with if they make a tempting enough offer. Bog lurkers aren't feral, they are intelligent, uneducated hunters who don't need others, but they are completely capable of communicating if they want to. Most have minimal social skills though, after years of only interacting with other bog lurkers.

Costuming

Put on the ghillie suit (jacket and pants) except for the hood, then put on the mask then put on the hood.

Bog Lurker

Reptilian, Cold-Blooded, Monstrous, Wild

Combat Info			
Armor Points:	Worn: None	Body Points:	6
Damage Req(s):	None	Kill Condition:	None
Weapons Used:	Claws	Default Attack:	2
Spells Known:	None	Power Points:	None
Bog Lurker Special Abilities:	<u>Acid Spit:</u> Bog lurkers can throw a tag bag for ‘2 Acid!’ five times per game day at will. This represents their ability to spit snot. <u>One with the Elements:</u> Bog lurkers can Dissipate twice per event at will. This represents their mastery of moving through forest and swamps, melding with the foliage or burrowing with tremendous speed. <u>Winterized:</u> Bog lurkers are resistant to cold weather and have normal frequency in the cold. <u>Immunity:</u> Bog Lurkers are immune to ‘Acid!’ calls.		
Cold-Blooded Rules:	<u>Cold-Blooded:</u> Prevent the first thrown ‘Poison!’ call or harmful ingested alchemical that affects you.		
Monstrous Rules:	<u>Monstrous Body and Armor:</u> Monstrous creatures have both the monstrous body and monstrous armor rules. <u>Immunity:</u> Monstrous creatures are immune to the pinned condition, weakened condition, pit traps, and non-magical restraints. <u>Mighty:</u> Monstrous creatures with the correct skills can have up to 4 might with any melee weapon regardless of what is in their offhand, this breaks caps.		
Wild Rules:	<u>Wild:</u> This creature counts as the Wild Subtype for calls such as ‘Pin Wild!’		
Roleplaying Info			
Language(s):	Draconic	Intelligence:	Primitive
Std Habitat:	Wilderness. Tends to find hunting grounds where prey can be isolated.	Movement:	Normal
Usage Info			
Common Loot:	Scavenged items.	Required Loot:	None
Associates:	None	Typical Group:	1-2
Frequency:	Common	Complexity:	2
Costuming			
Face/ Head:	Bog lurker mask	Skin Covered:	Yes
Accessories:	Gloves	Hair Covered:	Yes
Clothing:	Ghillie suit (pants, jacket, hood)	Mask Req:	Yes
Costuming Qty:	4	Paint Req:	No

Troglodyte

Troglodytes are the artisans, craftspeople, and thinkers of reptilian society. If a job requires thought, odds are it's a troglodyte doing it. Basks and saurians are too stupid to handle such work, gorgons act as the leadership, salient are too rare to do any form of labor, and both bog lurkers and doppelgangers are barely part of most warrens. Most troglodytes are uncomfortable in sunlight and prefer to go out at night. Unlike other reptilians they are comfortable in cold weather and they will tend the warren while the others hibernate in winter. Troglodytes are omnivorous and don't enjoy meat anywhere near as much as the rest of reptilian society. Insects, fruits and vegetables are the primary food sources for troglodytes.

Role-playing Advice

Troglodytes would be considered quite intelligent if they had the opportunity to be educated. However, as most reptilian warrens don't have such opportunities, and gorgons prefer to keep the populace from being too knowledgeable, most troglodytes only know matters related to their expertise. When in a mixed group saurians will often attempt to boss the troglodytes around. The troglodytes know how useful a good saurian can be, and know better than to upset them. For these reasons they generally play along with such orders while carefully convincing the saurian that it was their idea to do what the troglodyte actually wants.

Bonded Troglodytes

The bonded troglodyte is just like any other troglodyte except they are telepathically bonded to a salient. Effectively the troglodyte's mind has been completely displaced by the salient. Any action they take is what the salient wills them to do. They follow their salient around at all times, only taking care of themselves because the salient wills it. It isn't clear if the troglodytes in these situations object to this treatment: they can't be asked. As salient are near mythical figures in reptilian society most troglodytes have a mixture of awe and fear at the idea of this happening to them. Even with free will most would have a hard time deciding if it's a good or a bad thing.

Bonded Troglodyte Role-playing Advice

As a bonded troglodyte you are the one actually roleplaying the Salient. You do all of the speaking, while the NPC playing the salient does the body language. Act wise, ancient, and knowledgeable. When inevitably the players start talking to you and not the salient, berate them to pay attention to "you" and not your troglodyte. If a fight breaks out remember you will do ANYTHING it takes to ensure the salient can escape. Salient are known for a love of hallucinogens, talk to the person playing the salient to decide if behaving high is appropriate to the scene.

Troglodyte

Reptilian, Cold-Blooded, Wild

Combat Info			
Armor Points:	Worn: None	Body Points:	3
Damage Req(s):	None	Kill Condition:	None
Weapons Used:	Non-martial or martial. May dual wield or use a shield.	Default Attack:	1
Spells Known:	None	Power Points:	None
Troglodyte Special Abilities:	<u>Trade Skills:</u> Troglodytes can learn any Knowledge skill, language skill, the production points skill and/ or Alchemy ranks 1-4.		
	<u>Venomous:</u> Troglodytes may throw a tag bag that calls for ‘Poison Disengage!’ once per game day at will.		
	<u>Winterized:</u> Troglodytes are resistant to cold weather and have normal frequency in the cold.		
	<u>Variant:</u> Salients bond with Troglodytes telepathically and use the Troglodyte to speak for them. These troglodytes have Normal intelligence.		
Cold-Blooded Rules: <u>Cold-Blooded:</u> Prevent the first thrown ‘Poison!’ call or harmful ingested alchemical that affects you.			
Wild Rules: <u>Wild:</u> This creature counts as the Wild Subtype for calls such as ‘Pin Wild!’			
Roleplaying Info			
Language(s):	Draconic	Intelligence:	Primitive
Std Habitat:	Wilderness, underground burrows.	Movement:	Normal
Usage Info			
Common Loot:	Any. Beneficial alchemicals are common.	Required Loot:	None
Associates:	Other reptilians	Typical Group:	1-10
Frequency:	Common. Nocturnal: Rare during the day.	Complexity:	1
Costuming			
Face/ Head:	Black base paint with green scales, hood	Skin Covered:	Yes
Accessories:	None	Hair Covered:	Yes
Clothing:	Fine clothing	Mask Req:	No
Costuming Qty:	10	Paint Req:	Yes

Troglodyte Costuming

Wear fine clothing with a hood. Go to the make-up desk and get painted with a black base layer covered in green scales.

Bonded troglodytes dress the same as other troglodytes.

Sky Beasts

Few people truly know who or what the sky beasts are. Tales of them live vividly in the imaginations of many. Stories tell of these horrid beasts falling from the sky and leaving a trail of destruction in their wake, thus their common name. Thankfully such encounters are quite rare.

Behavior

Every encounter with sky beasts has featured incredible violence and destruction. Most stories of these encounters end just as abruptly as they begin. Depending on the tale, the creature is either defeated or simply disappears leaving a few incredibly lucky survivors behind. In both cases the only thing anyone who witnesses them walks away with is the feeling of incredible hatred and anger for everything that pours out of these things.

Society

If the Sky Beasts have a society, no one has learned anything about it; they are too busy killing to strike up conversations.

History

It has only been a few years since the sky beasts first started appearing regularly around Novitas. Prior to that they hadn't been seen before. There are rumors that claim these creatures aren't new, but rather very old and they have only recently reappeared.

Undead

There are a wide variety of undead you can encounter in the world, all of them bad. Thankfully undead only come out after the sun has gone down. Though the sun itself will not destroy them, it does cause them to become dormant - even when indoors.

Undead are the reanimated corpses of once living creatures. The most basic ones have no sparks attached at all, but the magics that create these don't last very long.

Slightly more complex ones are the bodies of people desecrated in death. Sometimes it is a person left to rot who's sparks linger rather than moving on, reanimating their corpses into something new. Others are bodies left to rot somehow claimed by sparks unknown. These wretched dead had nothing done to them deliberately (in most cases), but the right actions happened to create the conditions for them to rise. Curiously it is possible for a dead person's body to become one of these undead and for that same person to have a ghost. The same cannot be said for more complex undead, such as lich's.

Other undead are created by attaching the spark of a victim or calling a specific spark of a dead warrior to an available corpse. Nox cultists will sometimes kidnap people to transform them into undead. Dark magic will claim the sparks of fallen soldiers and attach them to a worthy body raising them to continue fighting. These undead are considerably more powerful than run-of-the-mill undead.

Finally some of the most powerful undead undergo the transformation from living to undead voluntarily to achieve a form of immortality or in service to the dark gods. These are among the most potent beings in all of Novitas. Made powerful from the transformation they gather further strength over time.

For most of the living, undead are enemies to be dispatched or avoided. While necromancy magic itself is not an inherently evil practice, most Sept doctrine holds that undead are against the natural order and should be killed so that the sparks reanimating them can be returned to the Well.

Behavior

The lesser types of undead typically act as primitive hunters who exist only to kill. They are evil by nature and hostile to all life.

Intelligent undead are capable of scheming for centuries (or sometimes longer) and are often the most selfish of beings. These undead have survived through exercising risk avoidance, using their long unlives to gather more power. Thankfully not all of them are good at such things, and some will get quite aggressive out of a feeling of superiority.

Society

There is no society among the undead. Lesser undead are nearly completely mindless and will either wander attacking whatever they find or will be subjugated by necromancers or more powerful undead.

Those undead capable of thought are independent by nature. They might gather followers, but rarely do they follow others.

History

Most consider the origin of the undead to be something designed by the Dark Three. Darkness corrupts and there is nothing more corrupt than twisting life into undeath. However, Darkness is second to Nox, god of Undeath, in this regard. Nox regularly comes up with new ways to corrupt the dead according to his whims. Among followers of Grak, like most topics, there isn't much agreement on the subject of undeath. Some see the undead as displays of power and that power as a form of strength. Others see using undead as tools to be a weakness; only one's personal strength counts.

In any case, undead have a long history of being associated with the Dark Three.

Known Undead

Bodak

Bodaks are a type of naturally occurring undead. They come about when humanoids die due to unspeakably evil acts, objects or places. These are not simply the victims of torture or suffering. Bodaks are side effects of sacrifices for dark magics. When a powerful hexed object or a tainted location claims a life it can bring about a bodak. Once created bodaks are doomed to walk the land thirsting for the taste of life. The bodies bodaks feast on often rise as bodaks

themselves, the evil propagating through the bodaks actions.

Bodaks can be controlled by powerful undead or dark necromantic rituals to stand guard over objects.

Caten

Caten are a type of naturally occurring undead. When they were alive they were convicted (justly or not) of heinous crimes which offended communities so much that they suffered some kind of horrific punishment. Being covered in chains and drowned, tied to a tree and burnt, locked away in a dungeon to starve, any of these situations with an outpouring of communal vitriol can lead to a caten. Rewarded by the dark 3 they are given the opportunity to either continue what they were doing or to get revenge. Either way the dark ones are happy. Most caten will become part of a larger operation happy to serve a community that is oriented against whoever condemned them to their fate. Some caten instead focus on getting revenge, hunting down one of the jurors who condemned them each night they come back.

Corpse Shambler

Created by foul necromantic rituals, a corpse shambler is a perverse mass of flesh and bone. It rolls in a mess of gore leaving a trail of blood, as well as bits of flesh, in its wake. Necromancers use them to gather the bodies of the newly slain together quickly so they can later remove the newly acquired components for other projects.

Ghoul

Ghouls are wild undead created by dark necromancy rituals. They act as soldiers, pets or hunting beasts for their masters so long as they are regularly fed. They don't "need" food, but they constantly crave it and cannot be satiated without it. When left unattended the hunger will ultimately overtake them and they will cease to follow any commands as they seek fresh meat to consume. Ghouls naturally tend to flock into hunting packs if there are several of them on the loose. When they can't find fresh prey digging up bodies is a perfectly acceptable alternative for them.

Grave Spawn

Grave spawn are naturally occurring undead that rise from the horribly evil in life. The worst murderers, assassins, immoral mercenaries, and the like will rise as grave spawn not long after they pass. Once risen they will return to their evil, purely self centered ways.

Grotesque

Necromancers create grotesques from the corpses of any of the largest beasts they can find. They are twisted, disease ridden undead used as shock troopers to weaken the opposition quickly.

Lich

The pinnacle achievement by Nox amongst all undead is the lich. Necromancers spend their whole lifetime searching for the necessary components to transform themselves into a lich. Nox prefers it that

way, demonstrating their willingness to suffer the fear of not being able to complete the rituals in time, proving that they will do anything for the chance to live as undead forever. Nearly all liches are horribly evil creatures who were willing to do whatever it took to extend their lives. Every once in a while a lich comes about with good intentions, but the dark things they had to do to become one scar them forever.

The transformation into a lich inevitably resulted in the creation of a phylactery, a dedicated object tied to their unlife. As destruction of this object, though difficult, will result in a true death to a lich they will protect this object at all costs.

Mummy

Mummies are undead created by necromancers from the carefully preserved corpses of long dead individuals. The use of particularly ancient bodies gives them certain properties that are more difficult to create in freshly dead corpses. Because of their age, most mummies do not contain the same spark in undeath they possessed in life. This leads to a disconnection between the body and mind.

Mummies are simple undead who follow the commands of their creators, or are simply left to guard a single location against intruders.

Mummy Lords

Rarely the preserved dead are extra well preserved. The spark of the original owner is available and hasn't moved on yet. This could be because it was bound into an object kept with the body, or because

the ghost of the owner can be used when the ritual to animate the mummy is performed. The result of these conditions is a mummy lord. Unlike the more primitive variety, Mummy Lords retain their full intelligence and are capable of plotting their own goals.

Mummy lords can lead their own forces or serve in the schemes of others. The circumstances of their creation have a great deal of impact on what their goals are.

Rot Harbinger

Rot Harbingers are naturally occurring undead that rise after being killed unexpectedly by terrible plagues. They also rise from those who were particularly evil and died of some disease or another. In either case the individual is filled with wrath and they seek to cause others the pain they felt in their fleeting lives. Nox created rot harbingers to spread rot and disease. Their touch spreads illness wherever they go.

Succubus

Succubi are all female, the male equivalent are Incubi, both are covered by this one entry. They are created by necromancers purely for the sake of cruelty. This could be pure undirected malice for its own sake (typically on behalf of Nox), or it could be because the victim upset the necromancer in some fashion. Victims are driven to madness and depression and then just before they take their own lives the necromancer steps in and forcefully performs the ritual to transform them.

Once the victim becomes undead they become evil shadows of what they once were, forced to consume pieces of sparks to survive, which they now desire more than anything else. Succubi will gather up small harems of victims. These harems serve both as guardians to fight on their behalf and as snacks to be consumed as needed.

Vampire

Vampires are each the victim of another vampire all the way back to the first one who was cursed by Darkness itself. They are somewhat intelligent, but are filled with an animalistic urge to consume the blood of mortal, sentient beings. This urge is overpowering, and will drive them to take unnecessary risks. These risks keep them from establishing in one area for too long and as a result most vampires migrate regularly to avoid being tracked back to their lairs. Many choose to burrow into the earth to rest during the day in order to avoid being discovered in an abandoned building.

Vampire, Nosferatu

When vampires survive long enough, or rarely when they are transformed by powerful rituals, they become Nosferatu. Overtime the battle between conscious thought and bestial impulse is won. They restore full use of their mind and learn to wield magic. With this control they no longer have to maintain a migratory lifestyle. They still hunt for blood, but they can control when and where they do it.

Wight

Wights are naturally occurring undead that rise from warriors who die on the battlefield after committing horrible atrocities. Fear of retribution in the afterlife leads them to stay, rising as undead instead. They must continue to destroy and kill to maintain their undead presence, feeding on the pain and suffering they cause. The terrible irony is that their fear of retribution causes them to commit more atrocities which only further magnifies their fear of death.

Wight King

Wight kings are created by necromancers from the most incredible warriors who died unremarkable deaths. These ignoble deaths grab the attention of the Dark 3 who send their followers to raise the warriors to serve again. The ritual transforms the body and spark of the warrior. That spark is imbued into their weapon, known as a spirit blade, upon completion of the ritual. Many, but not all, wight kings have special conditions required to permanently kill them, usually linked in some way to the destruction of the sword.

Wraith

Wraiths are created by necromancers from living volunteers who wish to sacrifice themselves to become undead. They are intelligent, but intangible. In this state they can't pursue their own schemes any longer, they can only serve the purposes of the Dark Three as assassins and killers. Those who become wraiths accept this destiny. Many wait until they are about to die naturally to make this transition, but

some can't delay and will sacrifice themselves at a young age just to prove their devotion to the cause.

Wraith Lord

There are many different rituals that can be used to create wraiths and not all of them are created equally. The darkest, most powerful rituals create wraith lords a far more powerful incarnation of a wraith.

Skeleton

Skeletons can be either naturally occurring undead or be intentionally created. They occur naturally from the dead left unceremoniously who get desecrated and eaten by wild animals. Areas tainted by large amounts of dark magic can also lead to the dead locally rising as skeletons. Necromancers will also sometimes deliberately create them as they are one of the easiest varieties of undead to raise.

Naturally occurring skeletons only seek to kill whatever life they come across. They will relentlessly patrol the area they rose, never thinking to look elsewhere for victims. Those raised by necromancers are typically used for some specific purpose, guarding, labor or some further plan.

Role-playing Advice

You cannot speak, but you can understand the commands of any controller or creator you have. Skeletons don't have desires of any kind beyond killing. If given commands they will follow them as best they are able, but they don't have any knowledge or understanding to work with.

Skeleton Costuming

Wear tattered clothing. Put on a skeleton mask.

Skeleton, Humanoid

Undead (Primitive), Damaged Spark, Non-Living

Combat Info			
Armor Points:	Worn: 0-2	Body Points:	0-2
Damage Req(s):	None	Kill Condition:	Silver, Magic, or Elven Steel
Weapons Used:	Any	Default Attack:	1-2
Spells Known:	None	Power Points:	None
Skeleton	<u>Immunity:</u> Skeletons are immune to ranged weapons.		
Special Abilities:			
Damaged Spark	<u>Immunity:</u> Creatures with Damaged Sparks are immune to Restoration effects.		
Rules:	<u>Damaged Spark:</u> Mediums who ask can detect a spark that is damaged. No further detail is available.		
Non-Living Rules:	<u>Immunity:</u> Non-living creatures are immune to Compulsion conditions, ‘Blunt!’ calls, ‘Poison!’ calls, and the <i>Poisoned condition</i> .		
	<u>Immunity:</u> Non-living creatures are immune to all ingested alchemicals, even non-harmful ones.		
	<u>Unhealing:</u> Non-living creatures cannot heal except through a kill condition or another rule that specifically allows them to.		
Undead Rules:	<u>Primitive Undead:</u> This creature is affected by the ‘Brains!’ call. This is either because it is not intelligent or because it acts on a more instinctive level.		
	<u>Immunity:</u> Undead are immune to ‘Blight!’ calls.		
	<u>Sanctify Vulnerability:</u> Undead are affected by ‘Sanctify!’ calls.		
	<u>Spark Dependant:</u> Reap spirit can be used against any undead instead of meeting a damage type Kill Condition.		
Roleplaying Info			
Language(s):	Can’t speak. Understands controller or creator.	Intelligence:	Controlled actions
Std Habitat:	Areas of strong evil. Alternately with controller or creator.	Movement:	Normal
Usage Info			
Common Loot:	Grave goods	Required Loot:	None
Associates:	Other undead. Controller.	Typical Group:	1-10
Frequency:	Common. Can’t appear during daylight.	Complexity:	1
Costuming			
Face/ Head:	Skeleton mask, hood	Skin Covered:	Yes
Accessories:	Gloves	Hair Covered:	Yes
Clothing:	Black or tattered garb	Mask Req:	Yes
Costuming Qty:	14	Paint Req:	No

Zombie

Zombies can be ‘naturally occurring’ undead or they can be created by evil necromancers. They sometimes occur naturally when fresh bodies are left in particularly unsanctimonious ways. Fresh bodies that are in particularly evil locations (such as hexed tombs, sites of powerfully evil necromancy, etc) can also result in ‘naturally occurring’ undead. Necromancers might make zombies when they need guards or incredibly simple labor.

Role-playing Advice

Zombies are unintelligent and clumsy, but they can follow directions of their controllers or creators. This often leaves them as guards to protect important locations or fodder to use in battle. They are never assigned to sensitive tasks, a sure recipe for failure. About the only word you’ll ever hear a zombie say is “brains...”.

Zombie Costuming

Wear tattered clothing. Either wear a zombie mask or go to the make-up desk to get bruised make-up and maybe fake blood effects.

Zombie, Humanoid

Undead (Primitive), Damaged Spark, Non-Living

Combat Info			
Armor Points:	Worn: 0-2	Body Points:	1-2
Damage Req(s):	None	Kill Condition:	Magic, Silver, or Elven Steel
Weapons Used:	Non-martial weapons	Default Attack:	'1 Disease!'
Spells Known:	None	Power Points:	None
Zombie			
Special Abilities:	<u>None</u> : Zombies have no special abilities that are not due to their type or subtypes.		
Damaged Spark	<u>Immunity</u> : Creatures with Damaged Sparks are immune to Restoration effects.		
Rules:	<u>Damaged Spark</u> : Mediums who ask can detect a spark that is damaged. No further detail is available.		
Non-Living Rules:	<u>Immunity</u> : Non-living creatures are immune to Compulsion conditions, 'Blunt!' calls, 'Poison!' calls, and the <i>Poisoned condition</i> .		
	<u>Immunity</u> : Non-living creatures are immune to all ingested alchemicals, even non-harmful ones.		
	<u>Unhealing</u> : Non-living creatures cannot heal except through a kill condition or another rule that specifically allows them to.		
Undead Rules:	<u>Primitive Undead</u> : This creature is affected by the 'Brains!' call. This is either because it is not intelligent or because it acts on a more instinctive level.		
	<u>Immunity</u> : Undead are immune to 'Blight!' calls.		
	<u>Sanctify Vulnerability</u> : Undead are affected by 'Sanctify!' calls.		
	<u>Spark Dependant</u> : Reap spirit can be used against any undead instead of meeting a damage type Kill Condition.		
Roleplaying Info			
Language(s):	Can't speak. Understands controller.	Intelligence:	Controlled actions
Std Habitat:	Locations with strong evil energy. Or with controller.	Movement:	Shuffling walk
Usage Info			
Common Loot:	Grave goods.	Required Loot:	None
Associates:	Other undead. Controller or creator.	Typical Group:	Any number
Frequency:	Common. Can't appear during daylight.	Complexity:	1
Costuming			
Face/ Head:	Zombie mask or make-up, hood	Skin Covered:	No
Accessories:	None	Hair Covered:	Yes
Clothing:	Black or any tattered garb	Mask Req:	Maybe
Costuming Qty:	Many	Paint Req:	Maybe