

A sourcebook for **FANTASY HERO**

MONSTERS

MINIONS & MARAUDERS



STEVEN S. LONG



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Monsters, Minions, and Marauders

A Book Of Monsters
For *Fantasy Hero*

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A WORD OR TWO OF APPRECIATION

Special Thanks: We'd like to thank Bob Greenwade and the other *Digital Hero* playtesters and tereaders who reviewed this book. Their help spotting typos and inconsistencies and, most importantly, checking the math is deeply appreciated.



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Printed in the U.S.A. First printing October 2003
Produced and distributed by DOJ, Inc. d/b/a Hero Games.
Stock Number: DOJHERO502 • ISBN Number: 1-58366-021-6
<http://www.herogames.com>

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INTRODUCTION



In most *Fantasy Hero* campaigns, the monster is a crucial NPC opponent for the player characters. Whether it's an acid-spitting dragon, a scimitar-armed orc, or a giant with magic powers as vast as his strength, the monster holds a place of prominence in gamers' hearts and minds. Not only does he represent a physical challenge to overcome (and the promise of treasure!), but in a more metaphysical or spiritual sense a monster can stand for the fears, uncertainties, and doubts that from time to time assail even the greatest of heroes.

Monsters, Minions, And Marauders is a book of over 100 monsters and opponents for use with any *Fantasy Hero* game. The book focuses largely on humanoid monsters such as orcs, trolls, giants, ogres, cat-folk, nymphs, and the like — though it does have a few more “bestial” monsters to complement the extensive selection of such creatures in *The HERO System Bestiary*.

While many of the monsters in this book are easily recognized standards of Fantasy gaming, you'll also find some more unusual creatures — monsters that feed on dreams or mental energy, horrors from the Qliphothic dimensions, and the like. Additionally, many of the monsters come from non-European cultures, such as the cipactli (Aztec), delgeth (Navajo), erqigdlit (Inuit), and shedu (Assyro-Babylonian). You can simulate dozens, if not hundreds or thousands, of other culture-specific monsters by making slight adjustments to the monsters from this book or the *Bestiary*. For example, the number of monstrous beings from around the world that are little more than oddly-named giants or strange-looking gigantic serpents is enormous.

In the text and sidebars you'll find descriptions of specific, individualized monsters of the type on the same page. These are NPC monsters from Hero's *Turakian Age* setting, presented here to show you the sorts of things you can do with the monsters described in this book.

In addition to the monsters which form the bulk of this book, there are several *Appendices* of useful material. The first contains templates for humans and humanoid monsters (such as orcs, goblins, and trolls). Like the templates in *The HERO System Bestiary*, you can apply them to any appropriate monster to make him more powerful or interesting in some way.

The second appendix contains some “generic”

human adversaries — city guards, soldiers, pirates, and so forth. You can use these as stock enemies and NPCs for your heroes to encounter. Feel free to customize them with templates or other changes.

The final appendix is an alphabetical summary chart of all the monsters in this book, plus other useful reference tables.

THE *BESTIARY* AND THE *GRIMOIRE*

While *Monsters, Minions, And Marauders* is a stand-alone product, it makes reference to two other Hero Games products besides the rulebook and *Fantasy Hero*.

The first is *The HERO System Bestiary*, a sourcebook about animals, fantastic beasts, and other such creatures for your games. The “HSB” also includes over two dozen templates that you could apply to the monsters in this book. For example, if you want to create a Cyclops Demon, you could add the *Infernal* template to the cyclops character sheet in this book.

The second is *The Fantasy Hero Grimoire*, which contains thousands of spells suitable for any *Fantasy Hero* game. Some creatures in this book have spells from the “FHG”; the text of those spells is not reprinted here, but even if you don't have the FHG the name of the spell should make it fairly easy to determine what it does so you can build it yourself.

CHARACTER SHEET NOTATION

Generally, the text of the character sheets in this book should be pretty straightforward and easy to understand. Consult the Glossary in the *HERO System 5th Edition*, and the example powers in that book, if you have any questions about abbreviations, terms, or notations. The *Writer's Guidelines*, available on the Hero Games website (www.herogames.com), also provide some information about character sheet formatting.

In a Multipower, a “u” next to the cost indicates a Fixed (or “ultra”) slot, and an “m” a Flexible (or “multi”) slot.

Under the END column, a number in brackets indicates Charges (however, the bracketed number next to STR is an END cost).

FEARSOME FANTASY FOES!

What's a **Fantasy Hero** game without dragons, giants, and other monsters to fight? **Monsters, Minions, And Marauders** provides you with complete game information for nearly a hundred monsters suitable for any Fantasy game. It includes:

- dozens of humanoid foes, ranging from goblins and orcs to ogres, trolls, and giants
- psionic and extradimensional monsters, such as the devious phantasmite, terrifying Qliphothic hound, or malicious dreamstalker
- spirit creatures like dryads, leshi, and nature spirits
- templates for customizing humanoid monsters, so you can quickly and easily make an average orc into a chieftain, shaman, or war-leader
- character sheets for "generic" human adversaries, such as city guards, pirates, thieves, soldiers, and barbarian warriors

No matter what your campaign or your Fantasy world are like, **Monsters, Minions, And Marauders** has just the right monsters for you!



ISBN: 1-58366-021-6 DOJHERO503 \$26.99 US
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