

The Super Mage Bestiary

by Dean Shomshak



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Introduction



Welcome to THE SUPER MAGE BESTIARY. As one might guess from the title, the SUPER MAGE BESTIARY (or “SMB”) is a collection of creatures for GMs to use in magic-oriented superhero campaigns. THE ULTIMATE SUPER MAGE (USM) included many magical creatures, but there just wasn’t enough space to provide a really good assortment. Some types of creatures had to be ignored completely. Now, however, the GM of a Super Mage campaign has scads of spirits, magical races, and monsters available at his or her fingertips. What’s more, GMs will have patterns they can use to design more monsters of their own.



That term “monsters” needs a little explanation. Quite a few of the creatures in SMB *are* monsters that exist to fight the heroic PCs. Such creatures need not be simple berserkers. Some of them attack in peculiar ways: there are ways to hurt a person other than a straightforward beating. Similarly, PCs can defeat some creatures without brute force, by taking advantage of their weaknesses and motivations. Still other creatures only become hostile if their interests happen to conflict with the PCs — one can negotiate with such adversaries. A few “monsters” might even become allies. After all, good-guy mages can summon spirits and recruit magical entities too!

While it would certainly help GMs to have read USM, this is not strictly necessary. The writer and editors have made every effort to give capsule explanations of the necessary concepts. If anything remains obscure, ignore it or invent your own background for the creature. If a USM rule isn't explained (we writers and editors are only human), you can probably figure out the rule from context.

Nor are the writeups themselves sacred and graven in stone. GMs should feel free to adjust the writeups to suit their own campaigns. These creatures were designed to mesh with superheroic-level characters built on about 250 points, with 60-some Active Point attacks. If a monster seems like a cool idea but the writeup makes it too powerful or not powerful enough for your own campaign, go ahead and change it. It's pretty easy to raise or lower attacks, defenses, and Characteristics to fit the standards of your own campaign.

Contents

THE SUPER MAGE BESTIARY is divided into five chapters.

Chapter One describes entities from “the Inner Planes.” These Angels, Atavisms, Ethnic Demons, and Magical Races all come from dimensions closely associated with the Earth, such as the Lower Astral Plane or the Land of Legends.

Chapter Two gives a set of “Standard Elementals,” all built on a base of 75 points for ease of summoning. Some exotic types supplement the basic set of air, earth, fire, and water elementals.

Chapter Three describes “Spirits of the Zoas” allied to the cosmic forces of Order, Chaos, Art, and Nature. Even if player mages don't owe allegiance to any of the Four Zoas, they will often meet mages and dimension lords who do. These spirits can be minions, companions, advisors, or perhaps even supervisors.

Chapter Four's denizens are united by story function rather than origin. Edomites and Qliphothic entities come from the foulest and most remote recesses of the

Multiverse. Draconic monsters and Constructs are home-grown on Earth. They are all “Eldritch Horrors” — implacable monsters with a touch of the strange.

Finally, Chapter Five comes back to Earth with “People.” Here is a cult of werewolves and the evil goddess they serve, followed by more “supernatural super-thugs” to assist villainous mages.

Use In Other Genres

STRAIGHT SUPERHERO: Any of these creatures might turn up in normal superhero campaigns. Now and then, even the most non-magical superheroes might visit other dimensions or fight magical invaders. A GM could also use some of the creatures in this book as creatures from space instead of from other dimensions. (You might have to change some of the Disadvantages, but that's easy enough to do.)

HORROR HERO: Everything in the “Eldritch Horrors” chapter could be used in supernatural horror campaigns. So could the Ethnic Demons, Atavisms, and the cult of the Hunter's Moon.

FANTASY HERO: Classic “high fantasy” wizards need critters to summon just as much as supermages do. Elementals, angels, demons, and assorted servitor spirits and uncanny monsters can all find use in a fantasy campaign.

EVERYTHING ELSE: The kuei, oni, and maybe a few other monsters might find occasional use in wilder, more fantasy-oriented martial arts campaigns. Creative GMs might adapt some creatures as gene-spliced monsters, robots, or alien horrors for sci-fi campaigns. As for contemporary spy, cop and military adventures, westerns, and the like? Sorry, probably nothing here...unless the GM is doing something *very* strange as a change of pace. It sounds like fun!

Where They Come From

THE SUPER MAGE BESTIARY supplies creatures from throughout the Multiverse — or at least from every section of the Multiverse that Super Mages will frequently encounter.

EARTH itself is the first important source of magical creatures. Some of the entities described in this book are people with magical powers of some sort. Human wizards created other entities: elementals, Draconic monsters, and various constructs.

The INNER PLANES comprise the Lower Astral Plane and the four “Parterre” dimensions: the Land of Legends (or Faerie), Babylon, Elysium, and the

