

*Mythos. Particularly vengeful spirits that may appear and wreak havoc on anyone entering their territory. They are usually bound geographically and cannot escape such boundaries unless sent to a single individual. Two subspecies, incubi and succubae, target a single individual and appear as a beautiful man or woman but possess the same malevolent intent.*

## Wraiths

**Personality:** Evil.

**Appearance:** True wraiths appear as humanoid shadows with malevolently glowing red eyes. Incubi and succubi appear as erotic members of the targeted character's species.

**Attack:** Wraiths drain the life from those they encounter by simply moving close enough to touch or be touched by the individual. Incubi and succubi attack victims while they sleep, draining health while the

victim has amorous dreams. Character's attacked by incubi and succubi only receive 1 attack each night

**Talents:** Health Drain 1D6 permanent points of health per turn for the wraith. 2D6 per night for the incubi and succubae (though they will return each night until the creature is dead). Creatures visited by the incubi/ succubi do not rest and so will not restore health during their night time visitations.

Creature's Name			
<b>Agility</b>	1D6+1	<b>Health</b>	20+3D6
<b>Knowledge</b>	-1D3	<b>Mind</b>	1D4
<b>Perception</b>	1D3		
		<b>Size</b>	3D3
<b>Initiative</b>	1D6	<b>Body</b>	3D3
<b>Movement</b>	1D6		

**Vulnerabilities:** Silver, iron, or Magically charged weapons or spells. Silver causes 1D6 damage and iron causes 1D3 (regardless of the damage normally caused by the weapon). Magically charged weapons only cause damage equal to the magical bonus of the weapon (not the total damage). Spells causes the full amount of damage.

*Mythos. Ghosts and apparitions are the disembodied remains of a once living creature that due to fear, terror, hate, or love continues to exist on the mortal plane to spread its message. The only qualitative difference between ghosts and apparitions is that ghosts interact with interlopers whereas apparitions seem oblivious to the presence of intruders.*

## Ghosts & Apparitions

**Appearance:** From an amorphous floating fog to a semi-translucent person or object. Often surrounded by a pale nimbus of energy.

**Personality:** Ghosts become the personified reason for their remaining terrestrial: if hate, then they are creatures of hate, of love then of love, etc...they are single-minded in their pursuit.

**Attack:** They are physically harmless, but can cause mental stress to those who see them, particularly if the ghost is attempting to terrify an individual.

**Talents:** Phobia, a ghost or apparition can attempt to instill terror in a character and in doing cause from 1D3-1D6 points of mind damage to the victim. Since ghost have no corporeal form, they can pass through items and characters without penalty. Character who have a ghost pass through them become incredibly cold and must roll K[10] or become rooted to the spot in terror for 1D3+2 rounds.

**Vulnerabilities:** Mental Attacks. Many ghosts are tied to a specific geographic location. and cannot escape its boundaries.

Ghosts & Apparitions			
<b>Agility</b>	1D3	<b>Health</b>	N/A
<b>Knowledge</b>	1D3	<b>Mind</b>	5+1D6
<b>Perception</b>	1D3		
		<b>Size</b>	Var.
<b>Initiative</b>	1D3	<b>Body</b>	N/A
<b>Movement</b>	1D6		

## Daughters of Entropy a.k.a. DoE

**Appearance:** A pair of swirling globes between six inches and six feet across hovering in space.

**Personality:** None. They simply seek strong emanations of energy and siphon or, failing to find or after being attacked, will choose to siphon that same energy from an item with a high Body or near to them.

**Attack:** The Daughters of Entropy are particularly attracted to sources of energy, where they latch on and begin to siphon. They can however increase the natural entropy of any item, causing a slow deterioration of the items body

**Talents:** Energy drain/ Energy Absorption on touch for 1D3 permanent energy drain/ Body drain per round.

***Mythos.** The DoE are an extraterrestrial force with no known origins. Though most commonly found in interplanetary shipping lanes, they have been known to descend to planets and wreak havoc until being driven off or leaving a desiccated husk. where a thriving planet once existed.*

Creature's Name			
<b>Agility</b>	1D6+2	<b>Health</b>	2D6
<b>Knowledge</b>	N/A	<b>Mind</b>	N/A
<b>Perception</b>	1D3	<b>Size</b>	1D6
<b>Initiative</b>	1D6+2	<b>Body</b>	N/A
<b>Movement</b>	3D3		

**Vulnerabilities:** Any device or talent that absorbs, contains, or transmutes energy can be used effectively against the Daughters.

## Psion Worm

**Appearance:** The worm appears as a glowing millipede approximately a foot in length. It has no corporeal form and this image is merely a manifestation of its psychic form. The appearance its scuttling movement is the mind's interpretation of its movement.

**Personality:** Devour. The creature is drawn to the strongest mind within a radius equal to its perception in hexes/ inches. It will immediately move to the target and attack.

**Attack:** The psion worm attacks by "mentally" attaching itself to the mind of a character and then drawing their mental substance from them. For every three points drawn in this way, the attacked character permanently loses 1 point of knowledge.

**Talents:** Knowledge drain. The worm attacks a character's knowledge/ Mind, drawing memories, knowledge, and intelligence into itself at a rate of 1 point of damage per successful attack.

***Mythos.** The psion worm came into being during the magically charged era of the Poresan. Neither a war machine or creature of the Poresan, both sides during the war feared the worm's appearance.*

Creature's Name			
<b>Agility</b>	N/A	<b>Health</b>	N/A
<b>Knowledge</b>	0	<b>Mind</b>	4D6
<b>Perception</b>	4D3	<b>Size</b>	1D2
<b>Initiative</b>	1D6	<b>Body</b>	N/A
<b>Movement</b>	1D4		

**Vulnerabilities:** The creature is extremely vulnerable to mental attacks directed against itself. Such attacks cause an additional 1D6 damage. Energy fields (or magic) will disrupt the worm causing it to shy away from the source or flee. Such sources do not destroy the worm however.