

Capes & Cloaks & Cows and a Park

HYPERTELLURIANS STATBLOCKS

ACELDAMA DRUID (ANY)

Wild, dangerous looking human with painted and carved skin, wrapped in a cloak of furs, crowned with antlers.

LVL 1; hp 3; Defense 11; Armor 1; Attack +1

p. 39

- Slash with wicked dagger (1d4 damage, *ongoing*)
- Control fast, shooting, grabbing vines (1d8, *armor piercing, long*)
- Move unseen, know about the environs

ADELINE NOBILIS (SHE/HER)

Voluptuous vaguely pearlescent, half-fae woman in gem-studded gown, whose blood is intoxicating to vampires.

p. 78

LVL 4; hp 12; Defense 9; Armor 0; Attack +4

- Sing folk to tears with soulful voice
- Know a ton about magical capes and cloaks in the realm
- Cast a handful of spells manipulating fashion or voice

AGA ANTABELLA, THIRD TO THE COSMIC THRONE (SHE/HER)

Young seamstress and space witch, with long, black hair, dark and stark makeup, pale skin, in a long, black crushed velvet dress, with lizard-like movements.

LVL 2; hp 6; Defense 13; Armor 1 (magic); Attack +2

- Surprise piercing hidden dagger or razorblade (1d4 damage, *excruciating, ongoing*)
- Hover small objects about her person in tight orbits
- Cause folk to stumble, stop, or generally falter
- Be stealthy, in an unexpected, creepy way

p. 82

ALVA GALA PIXIE (SHE/HER)

Tiny, curvaceous, fair-skinned woman with gossamer wings, a figure-hugging black evening dress with a long slit (up to 1cm) and a low-cut back, a small arsenal of disproportionate weapons, and a fickle attitude.

p. 56

LVL 1; hp 3; Defense 16; Armor 0; Attack +1

- Sweetest, cutest thing, to furious flying rampage (wee halberd under fingernail or heeled kick in the nose, 1d4 eye-watering damage, *excruciating*)
- Bitsy purse with bitty lipstick and spare war knife, or similar
- Wee skein of near indestructible and nigh endless wool

ANIMATRONIC BEAR (ANY)

Loudly clanking, bear-sized automaton with matted fur, unconvincing recorded growls, but very real metal claws.

LVL 3; hp 12; Defense 8; Armor 2 (medium, attached); Attack +5

- 2 side-swiping metal claws (1d8 damage, *brutal, forceful*)
- Bone-crunching metal bear hug (3d6 damage)
- Return kindness

p. 78

AUBREE OF THE BEYOND (SHE/HER)

Powerful necromancer seamstress, who created and wears a haunting netted cape, a figure-hugging white dress, and the coldest, deepest stare on her ivory skin.

p. 21

LVL 4; hp 12 (turn into ghost upon death); Defense 11; Armor 1 (magic); Attack +4

- Wave of icy-cold, soul-grabbing trapped spirits (3d6 psychic damage, *spread*)
- Command ghostly entities
- Call upon instantly answered favor from Halethmor
- Know an awful lot about the goings-on in the realm

BLACK METAL SKELETAL GUARD (ANY)

A scorched skeleton with corpse paint in blackened scraps of armor with altogether too many spikes.

p. 50

LVL 1; hp 3; Defense 11 (shield); Armor 2; Attack +1

- All the expected undead things
- Axe slash or wobbly tooth bite or grabby hands (1d8 damage)
- Unholy symphony choir (requires at least 2 of them) for 3d6 psychic damage and auditory ecstasy to all who hear it
- 1d8 spike damage to anyone close landing a blow on it

CADORIEL (SHE/HER)

p. 27

Dark-skinned fashion icon elegance, capable of standing perfectly still, then moving with unnatural fluidity and speed.

LVL 2; hp 8; Defense 13; Armor 1 (magic); Attack +6

- Loyalty of young spider witchlings
- Web spinning, all sorts of climbing and web walking
- Form arachnid legs from spinnerets with sewing needle points (melee or shooting, 1d8 damage, *fated* [3 damage on miss])
- *Book of Liphistii* grimoire, knows all its spells (p. 98)

CAMBROS (HE/HIM)

p. 9

Tall and bulky automaton in a stylish sari, with a pilot cabin shaped like an oversized helmet with a springy flag.

LVL 4; hp 16; Defense 7; Armor 3 (attached, magic); Attack +4

- Cockpit for 4 humanoids
- Riblerim's cloak that contains the whole realm
- Single or double fist pounding (2d8 damage, *brutal, knockback*)

DAEMON OF THE DIVINE

p. 40

(ANY)

The ghost of a skeleton of a monk or nun, with tattered, demonic wings.

LVL 1; hp 3; Defense 14 (ghost); Armor 3 (magic); Attack +1

- Surprise attacks by gliding through walls
- Tear and rip with bony, sharp claws (1d8 damage, *armor piercing*)
- Drop monk or nun habit upon being dispatched (see *Solemn Scriptures of the Battle Nuns of the Merciful Sepulcher* for interesting habits)

DARK WICKHAM (HE/HIM)

p. 72

Finger-licking, wooden-leg-walking man of style, charm, and implied danger, with dark and flawless skin.

LVL 2; hp 6; Defense 11, Armor 1 (straps and buckles); Attack +4

- Has the *Concordant Cowl of Teeth* (p. 88)
- Oozes charm, in a malevolent smirk kind of way
- Richly filigreed rapier attack to the face (2 attacks, 1d8 damage, *forceful*)
- Appetite for forbidden flesh

DARLING DEAD SERVANT (ANY)

Cute and cuddly before undeath, with useful limbs for menial work, surprisingly pleasant to smell and touch for a diminutive, decaying deadite.

LVL 1; hp 3; Defense 12; Armor 1 (attached); Attack +1

- Useful implement like ladle, cleaver, or duster
- Has a pretty bow, apron, or dress, and size-inappropriate spunk
- Does its job studiously, but is disproportionately aggressive at interruptions or intruders (1d4 damage, *brutal*)

DEMON-PLAGUED (ANY)

p. 50

Badly bruised and torn person with black eyes and tears of blood streaming down their face.

LVL 1; hp 3; Defense 10; Armor 0; Attack +1

- Limbs continue on their own if hacked off
- Gore, claw, or bite (2d4 damage)
- Terrifying to behold if a loved one, or resembling them

DISEASED GIANT FLYING GALAPAGOS TURTLE (ANY)

Indistinguishable from its healthy brethren at first glance, but closer inspection reveals brittle, ashen skin, and sunken eyes.

p. 18

LVL 3; hp 12; Defense 7; Armor 2 (attached); Attack +3

- 4 distinct organs, each with the above stats
- Collapse shell to drop creatures inside
- Vent foul air from diseased lungs (3d6 damage, *armor piercing, spread*)
- Entangle with intestines
- Engulf and sear with stomach and its contents (1d8 damage, *ongoing*)
- Spew humors from necrotic liver (1d10 damage, *psychic*)

DREAM DEFALCATOR (IT/ITS)

A slithering, serpentine mass of darkness salted with wilting feathers, growing with each dream it crushes.

p. 83

LVL 4; hp 12; Defense 15;
Armor 0; Attack +4

- Wants to live among the cabaret's elite and guzzle their most inspired ideas
- Multiple thin, sticky tendrils that overwhelm people with concentrated bouts of genius (3d8 damage, *exhilarating* [as *excruciating* but profundity instead of pain], *magic*, *psychic*)

ELISABETA THE CARMINE COSTUMIER (SHE/HER)

Wild-haired ghost sorceress in a crimson gown haunting and protecting the entrance to the Dungeon of Alternative Arts.

LVL 2; hp 6; Defense 11;
Armor 6 (magic); Attack +2

- All the powers you'd expect from a ghost
- Self-appointed guardian of the Dungeon of Alternative Arts; wants to keep folks away from its dangers
- Uses *Writ of the Otherworld* scroll to summon 1d4 Demon-plagued, Malevolent Orbs or Black Metal Skeletal Guards (once each)

p. 50

FRUITS OF THE LOOM (IT/ITS)

p. 28

Narrow tapestries, lithe shawls, long scarves, and ghost sheets.

LVL 1; hp 3; Defense 11;
Armor 0; Attack +1

- Unwavering loyalty to the Loom
- Made of potentially nice fabric
- Float, strangle, bind, towel-whip, or gag (1d4 damage where appropriate, possibly *excruciating*)

HALETHMOR (HE/HIM/THEY/THEM)

Tall, lithe, elfin man, wrapped in hair and a cloak that seems to echo his movements a moment after he actually makes them.

p. 56

LVL 3; hp 9; Defense 13;
Armor 2 (magic); Attack +3

- Wants to be entertained by seeing other people fall over, be bewildered by tricky pixies, and to find a means for his pixies to reproduce
- Call upon his *Alva Socage Cloak* (p. 88) to unleash a small army of alva gala pixies
- Guerrilla cheek slaps (1d4 damage, *embarrassing* [not a real tag])

INCUBUS (HE/HIM)

p. 67

Sentient cactus, evolved into the magnificent form of a man, with indigo skin, and black hair, lips, eyes, and spikes.

LVL 6; hp 18; Defense 15;
Armor 1 (attached, concealable, spiked); Attack +6

- Has caches of magical gear throughout the biomes
- Expert at intimidation and seduction
- If all else fails, claw out eyes or impale on spikes (1d12 damage, *brutal*, *fated*)

KAISER CALEB THE WHITE, SECOND TO THE COSMIC THRONE (HE/HIM)

Red robed, dark skinned, with ivory hair, and an aversion to bright light.

p. 82

LVL 3; hp 9; Defense 10;
Armor 0; Attack +3

- Has a bunch of failed, experimental undead abominations (LVL 4) stashed in nooks and crannies of the cabaret
- Wants to create a flawless undead abomination under his control to use in plays and to defend him
- Knows the cantrip and all the spells from the *Venusial Vantripydy* grimoire
- Grimoire with an imprecise ritual to create undead abominations

LA MÂTRESSE (SHE/HER)

A stunning vision in white, with porcelain skin, black hair, and ruby lips. Exudes both innocence and domination at the same time.

p. 79

LVL 4; hp 16; Defense 13;
Armor 1 (attached, magic);
Attack +8

- All the vampiry powers you'd expect
- Wears the *Connubial Train of the Vernal Czarina* (p. 90), dangerous bejewelled gloves, a claw ring
- Cruelly flog with currently favored whip (1d2 damage, *excruciating*, *long*)
- Toss people about with stupendous strength (1d12 damage, *forceful*)
- Dominate from afar or point blank during intimate encounters

LION (ANY)

p. 72

Post-apocalyptic/Regency aesthetic gang member.

LVL 1; hp 3; Defense 10; Armor 1; Attack +1

- Confident in numbers, bad attitude
- Too many straps, buckles, studs
- Stabbing or slicing implement (1d4 damage, light, throwing)

MALEVOLENT ORB (IT/ITS)

Hovering, translucent ball of light whose mere presence makes hair stand on end.

LVL 1; hp 3; Defense 13; Armor 3 (magic); Attack +1

- Moves with amazing speed
- Can enter and possess people (Mind 13 to resist)
- Obeys owner of the *Writ of the Otherworld*

p. 50

MELUSINE, LADY OF THE LAKE (SHE/HER)

Intriguing young woman with moss-colored hair and skin, worried brows, in a dress made of morning dew.

p. 39

LVL 5; hp 20; Defense 11; Armor 0; Attack +5

- Has many limnad friends in the lake
- Wants to find a worth hero to wield the legendary sword *Galatine* that bypasses the *Rhinemaidens' Anhelion* and makes the wielder near invincible in sunlight if they're worthy of it, or else burns them
- As a last resort, can awaken the Evil of the forest
- Yearns to break free of her bond to Moronoe

MICHAELA

p. 84

(SHE/HER/IT/ITS)

Hyper realistic life sized, clockwork doll. Cute, creepy, torn, broken and cracked in several places. Lurches to life (and attacks) if one of the *Vaticinal Venus' possessions* is touched.

LVL 5; hp 15; Defense 11; Armor 1 (attached); Attack +5

- Has a very pretty dress, broken fingernails, a cracked forearm, and exposed gears in places
- Can interface with all clockwork in the cabaret
- Slashes or kicks with very high heels (1d8 damage, brutal, knockback)
- Squirts oil and sets it alight with grinding friction (3d6 damage, ongoing, once only then needs refilling)
- When she severely injures an opponent, she magically transposes her clockwork innards with those of her target (Mind 15 to resist), which become fused to the ceramic doll exterior; this leaves Michaela's gears and spirit draped in probably poorly fitting skin

MINION OF EVIL (IT/ITS)

Eight barbed spider legs, each as tall as a horse, sprout from the back and carry aloft, a vine-wrapped human body.

p. 39

LVL 2; hp 6; Defense 11; Armor 0; Attack +4

- Tricks heedless victims into mistaking it for a person in distress
- Can utter a couple of phrases of its deceased host
- Climbs pretty much any surface
- Pierces with sharp legs or rakes with barbs (1d8 damage, brutal, destructive, long)

MORONOE "QUEEN BENEVOLENT" (SHE/HER)

Beautiful, young witch ruler of the Island, with cruel but easily distracted eyes, sun shunning bleached complexion, bedecked in the finest of frocks, currently rocking a bespoke wheelchair.

LVL 3; hp 12; Defense 9; Armor 3 (magic ring); Attack +3

p. 36

- Political and scheming mastermind, knows much of what's happening in the realm
- Wears *Zenobia's Undeginous Cape* (p. 88) to control the lake creatures
- Sports the *Rhinemaidens' Anthelion* (+3 armor, *magic*, attracting and vulnerable to *Galatine* [see Melusine, the Lady of the Lake])
- Immediate access to countless sycophants and admirers ready to defend her honor or herself (even as a reaction)
- Drives a kick-ass wheelchair powered by her sense of self-importance

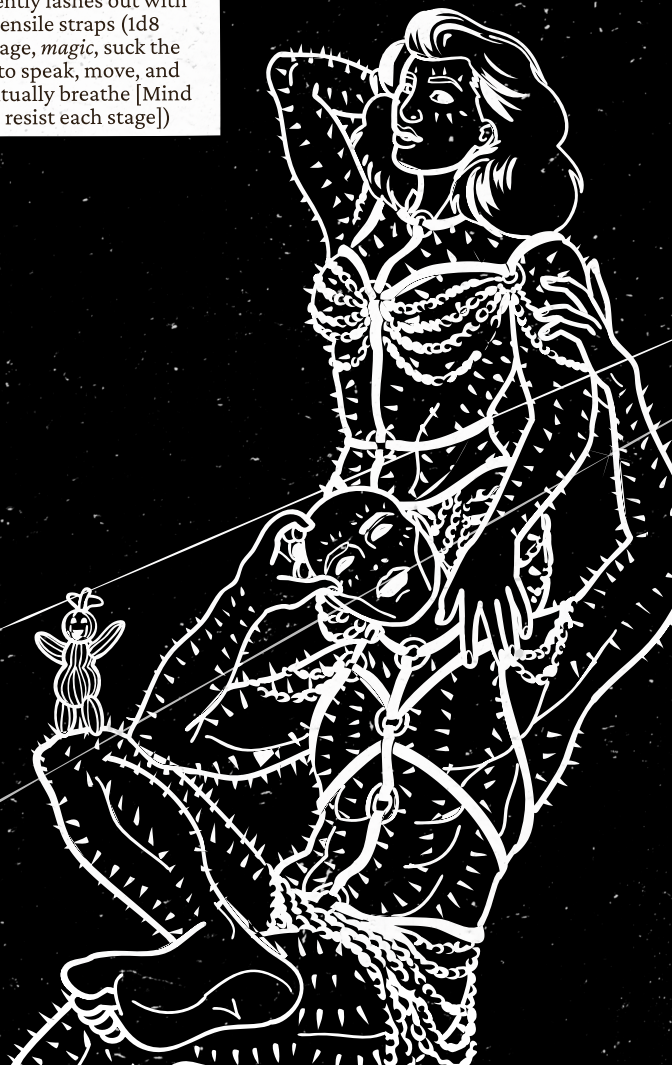
MUMMIFIED ENSORCELING SEAMSTRESS (SHE/HER)

p. 40

Translucent, shifting image of a woman veritably mummified with straps, clothes, mouth and all. Vengeful demeanor.

LVL 4; hp 12; Defense 10; Armor 3 (magic); Attack +4

- Traumatic memories of being entombed alive manifest as physical tears that could be weaponized, as explosions of overwhelming emotions
- Knows the location of a *grand treasure* in the tomb
- Violently lashes out with prehensile straps (1d8 damage, *magic*, suck the will to speak, move, and eventually breathe [Mind 14 to resist each stage])



MUSTAFO (THEY/THEM) p. 29

Venetian clockwork couturier obsessed with style, colors, and masks.

LVL 1; hp 3; Defense 13; Armor 2 (attached); Attack +2

- Can create amazing garments, even magical ones
- Focused on recreating *The Baetylic Thearch's Cape of Office* (p. 86)
- Is derisive towards anyone unfashionable
- Hurts with words (1d4 psychic damage, *spread*)

SENTIENT COLORS (IT/ITS)

Beautiful, colored gases formerly displaying beautiful sunsets, now rogue and evil.

LVL 1; hp 3; Defense 9; Armor 3 (magic); Attack +1

- Mesmerize onlookers with beautiful sunsets p. 64
- Zhuzh up lungs and veins (*ranged*, discolor all organs)
- Enter lungs and veins and poison (*ranged*, 1d4 damage, ongoing)
- Penetrate lungs and veins and pervert (*melee*, give additional weakness)

SUCCUBUS (SHE/HER)

Sentient cactus, evolved into the breathtaking form of a woman, with russet skin, and black hair, lips, eyes, and spikes.

LVL 6; hp 18; Defense 15; Armor 1 (attached, concealable, spiked); Attack +6

- Has the loyalty of all the Succulents p. 67
- Knows all about any attempted heists, even encourages them, as the resulting dead bodies produce excellent fertilizer
- Super good at intimidation and seduction
- If all else fails, claw out eyes or impale on spikes (1d12 damage, *brutal, fated*)

THE LOOM (IT/ITS) p. 28

Large, terrifying loom golem, with a hatred of all living things.

LVL 4; hp 16; Defense 10; Armor 1 (attached); Attack +8

- At least 2 *treasures* stuck in its machinery
- Any 4 attacks a round
- Shoot warp beam (on successful hit, target trades a limb with a nearby inanimate object)
- Trap finger in heddles (1d4 damage, *excruciating*)
- Whip or smack with harnesses or shafts (1d8 damage, *backswing*)
- Eject shuttle (3d6 damage, *ranged*, once only)
- Ecstatic combing with reed (1d10 *psychic* damage)
- Mummify with cloth take-up roll

VATICINAL VENUS, MAGNA DUCISSA, FIRST TO THE COSMIC THRONE (SHE/HER)

Head of the space witch coven running the cabaret, playwright and judge, clothier and bonne vivante. Voluptuous form, dusky skin, piercing eyes.

LVL 4; hp 16; Defense 12; Armor 1 (concealable, attached); Attack +4 p. 81

- Has the *Venusial Vantripidy* grimoire and knows all of its spells
- Wears a gilded mask that protects against all mind control
- Can dramatically float for short periods of time



Characters with the cloak icon are in possession of one of the marvelous capes, cloaks, or cowls, but all of them carry awesome stuff. See the book for details.

C R E D I T S**Hypertellurians statblocks by Frank Reding.**

For use with *Capes and Cloaks and Cowls and a Park* by Frank Reding, Katie Wakelin, and Diogo Nogueira. Published by Mottokrosh Machinations.

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