HYPERTELLURIANS

FANTASTICAL THRILLS THROUGH THE ULTRACOSM

USEFUL ULTRACOSMIC CRITTERS

HUMANS WITH WEAPONS

A lot of the humans and humanoids get the full NPC statblock treatment (such as it is), but a few bullet points about how they kick butt is sometimes plenty. Use the statblock below for aggressive humanoids with dangerous implements and attitudes.

GOTH PRINCESS

The prim, royal function is finally over and now it's time to let the hair down. White princess gown, ripped to reveal a leg in torn fishnet stockings and knee-high high-heeled boots. Big hair, black make-up, and a spiky halberd on the side.
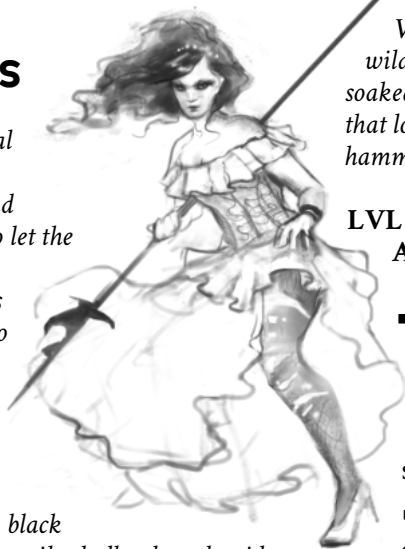
LVL 1; **hp** 3; **Defense** 13; **Armor** 0; **Attack** +1.

- High heeled kick and pin (1d4; Brawn 9 check or deal damage to free)
- Halberd ham carve (1d10, *long*)
- Eye lash flutter (decent chance of convincing others of your innocence, even next to fresh murder)

SMALL BUT VICIOUS CRITTERS

Goblins, kobolds, deranged anthropomorphic badgers—you know the type.

REDCAP WRECKER

Vicious gnome-like creature with a wild white hoarding beard, a blood-soaked wooly hat, and big, metal boots that look far more dangerous that the hammer it wields.

LVL 2; **hp** 6; **Defense** 10; **Armor** 1; **Attack** +2.

- Boot stomp (1d6, *blunt, backswing*)
- Terrifying, evil shenanigans, like pulling soaked hat over target's head
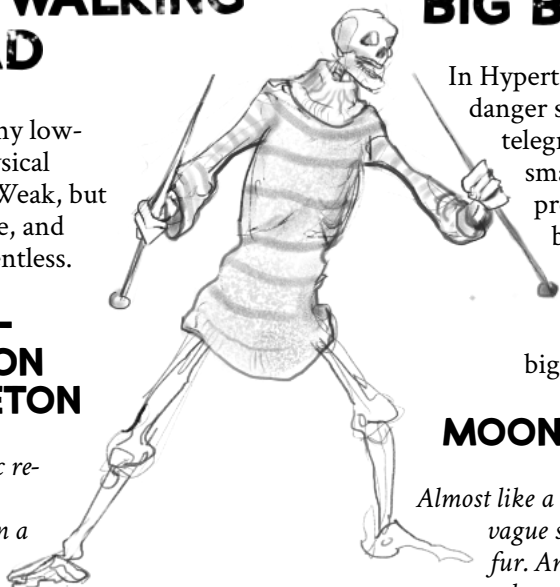- Surprise possession of dangerous, experimental item

THE WALKING DEAD

Use for any low-level, physical undead. Weak, but aggressive, and often relentless.

STOP-MOTION SKELETON

The classic re-animated skeleton. In a roll-neck cozy jumper dress, wielding big knitting needles.

LVL 1; **hp** 3; **Defense** 11; **Armor** 0; **Attack** +4.

- Stabbedy stab stab (1d6, *armor-piercing*)
- Back from the dead, again (50% to return with 1 hp when downed)
- Lurch to unlife in surprise attack from apparently just being a corpse (3d6)

BIG BEASTIES

In Hypertellurians a creature's danger should be obviously telegraphed to the players. A small thing should probably be frail, while a big thing should be tough. Here's a statblock that should work for most such big beasts.

MOON BEAR

Almost like a normal bear, but with vague spiral-like patterns in its fur. And from its open mouth emerges a cluster of probing tentacles instead of a tongue. So only a bit like a normal bear.

LVL 5; **hp** 20; **Defense** 9; **Armor** 2 (*attached*); **Attack** +5.

- Claw, claw, bite (1d10, *brutal*, *spread*)
- Immobilize, for reasons (Mind 11, free action)
- Light up spirals in multi-hued lights and bend or push nearby flora
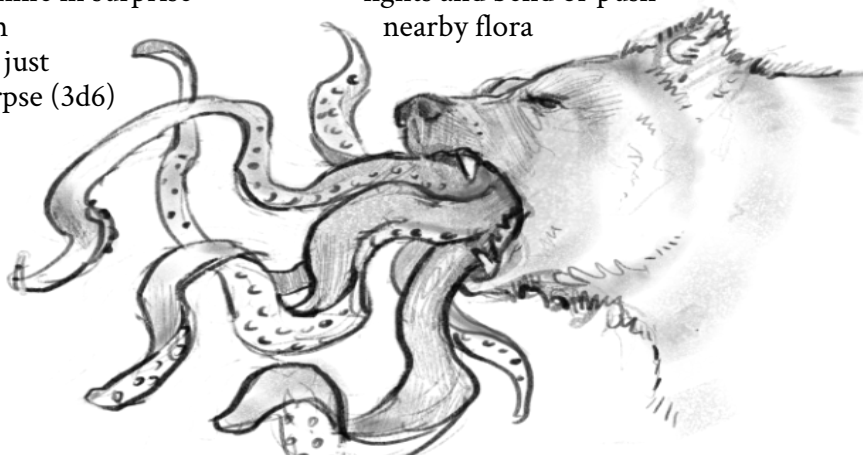
AUTOMATON

At this level most creatures should probably be unique, but you can nevertheless reskin this block to other danger automatons.

UNSTOPPABLE ANUBIS AUTOMATON

Semi-futuristic jackal-headed black armor assassin bot, with a wicked glaive.

LVL 8; **hp** 24; **Defense** 12; **Armor** 2 (*attached, magic, reflecting*); **Attack** +8.

- Unstoppable machine of war, no distractions, no feelings
- Phase through walls
- Soar through space and time like a fire bullet (effective, not graceful)
- Produce glaive from armor reconfiguration and proceed to sow suffering through slicing or shooting (1d12, *backswing, forceful, long, magic*)

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