

# FANTASY COMPENDIUM

A supplement for use with the MEP Light System.

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Each creature's statistics are listed as level, points, any talents, powers, or gear, then a brief description. Occasionally, a number will appear in parenthesis beside the creature's level. This number is bonus battle points received for defeating the creature. All characters that make at least one attack on a creature receive the total battle points rewarded for its defeat.

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## Basilisk

Level: 3

Points: 18

T Quick Attack: once per confrontation, gains +1 turn.  
T Powerful Bite: scores +2 points.  
P Stone Gaze: May use this power twice per confrontation. Requires the targeted victim to make a successful roll or turns to stone. The target is considered beaten until this condition is reversed through magical means.

Basilisks are large reptilian creatures, normally grayish-brown in color, with large brown spots on them. They have an incredible biting power, and the ability to turn others to stone.

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## Bast

Level: 2

Points: 10

T Draining Bite: must make a successful roll to use. Once this roll is made, the bast bites into its victim with its fangs, and holding him with its powerful grip begins draining his life. The victim may only take one turn per round. The bast drains one point per round. For each point drained, it gains a point, up to its maximum. Breaking free requires a successful roll.  
G Clawed Attack: scores +1 point  
T Strong: Scores +1 point  
P Fly: same as the power

Basts have the body of a human and the wings and head of a bat. They are very strong usually overpowering their to feed off them.

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## Beholder

Level: 4

Points: 24

A large, grayish, fleshy orb, with an eye fixated in the center, beholders are creatures that strike terror in the hearts of even the bravest men.

Extending from the globular are six randomly positioned stalks, each with an eye of its own. Each eye has its own special power.

- 1: Charm (as the magic)
- 2: Gaze (as the magic)
- 3: Pain (as the Touch of Pain gift)
- 4: Sleep (as the magic)
- 5: Telekinesis (as the magic)
- 6: Fear (as the magic)

Central Eye: Dispel Magic (as the magic)

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## Brownie

Level: 1

Points: 1

M Select any 5 magic that may be used for practical joking. One of these must be Matter Manipulation.  
FL Physical attacks never score over one point.

Brownies are fairies that have a love for practical jokes. Never outright attacking unless threatened, brownies prefer to use their limited magic to play mischievous pranks on others.

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## Centaur

Level: 2

Points: 12

G Bow  
G Spear  
T Quick Attack: once per confrontation, gains +1 turn.

Half-man, half-horse, centaurs are denizens of the forest. Centaurs consider themselves protectors of the wild. Preferring to mingle only with their own kind, centaurs shy away from others. They will associate with elves, druids, and rangers, as well as their companions, however, woe is he that wanders uninvited into one of their villages hidden deep in the forest.

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## Chimera

Level: 4 (+3)

Points: 22

RT Three Heads  
1 Dragon: may bite scoring +2 points  
2 Goat: butt for +1 point  
3 Lion: bite for +1 point  
G Clawed Attack: scores +1 point  
T Strong: scores +1 point with all attacks  
T Multiple Attacks: may take two turns per round.  
P Fly: same as power

With the body of a lion, three heads (lion, goat, and dragon), and the wings of a dragon, the chimera is a fierce creature. A fierce fighter, chimera have ended the early careers of many an adventurer. They are wild and ill-tempered, but do make exceptional treasure guardians.

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## Creep

Level: 1

Points: 2

G Shortsword

Creeps are distant cousins of the goblin; with basically the same features, except lighter skin and measuring about 1/2 foot shorter than normal goblins. The mannerisms of creeps are just as atrocious as those of their cousins.

Because of their smallness, creeps tend to be faster and more agile than goblins, able to flee from combat at a quicker pace. Creeps usually arm themselves with the same equipment as their cousins.

## Dragons

Dragons are very large, winged reptilians averaging an adult size of between 50-75 feet in body length, with tail lengths measuring about half that of the body. All dragons have thick scales for skin and can be identified by the color of their scales. Most dragons are very intelligent and possess great magical capabilities.

Unless otherwise stated, all dragons have the following properties;

- ◆ Can Fly as the power.
- ◆ Has four turns per round.
- ◆ Gains +1 die when attacking.
- ◆ Scores +4 points from a successful attack.
- ◆ May use any one or two point magic.
- ◆ Has the Fear magic constantly active. When viewed, all characters must make a successful roll or are subject to the magic.
- ◆ All dragons have some form breath weapon that may be used once per confrontation. All characters must make a successful roll or be subject to its effects.

The following are the most common subspecies of dragons.

### Black

Level: 8 (+12)

Points: 40

The black dragon is noted as being the most diabolic of all dragons. Black dragons have an acidic breath weapon that scores 1 point per round. The effects of the breath weapon lasts 2d6 rounds.

### Blue

Level: 8 (+15)

Points: 35

Blue dragons often try not to interfere with the affairs of others, preferring to stick to their own. While not evil, blue dragons tend to be very grumpy in the company of others.

Blue dragons have no breath weapon per se, but can emit an electrical aura that lasts for 2d6 rounds scoring one point per round.

### Green

Level: 8 (+5)

Points: 30

Green dragons are by far the most cunning of all dragons. They are well noted for their ability to manipulate others (as the magic Charm). They have a gaseous breath weapon that puts others to sleep (as the magic).

### Red

Level: 8 (+50)

Points: 60

The red dragon is noted for being the fiercest of all dragons. Red dragons can emit a fiery aura, which lasts only a short moment, but all within the area have 3d6 points scored

against them. In addition to its normal arsenal, a red dragon may also use the Morph Facade: Fire power.

### White

Level: 8 (+20)

Points: 35

White dragons use their frost breath to cover their enemies in a light layer of frost. The tremendous cold is weaker than most breath weapons scoring only 6 points. Any caught in the radius must make a successful roll, or suffer -1 turn per round, and loses all weapon training bonuses.

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### Dryad

Level: 3 (+4 if tree possession)

Points: 10

F May use any one or two point Faers.

P May possess a tree, once per confrontation. This allows the dryad +12 points, and may attack twice per round. All scores gain +2 points.

Dryads are forest spirits that live high in the trees, deep in the forest. They have an extreme dislike of those that are not of nature, and only associate with her children (druids, rangers, centaurs, etc.). They will attack those that come into their domicile that do not accompany one of nature's children.

Dryads are naturally incorporeal, but can become tangible (have a likeness to the elf). They often prefer, in combat, to possess trees.

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### Elemental

O'brien described elementals, in the Guide to the Planes as, "...some form of powerful being, perhaps even a spirit, who has the extraordinary ability of imbuing itself with one of the primary elements found on a plane."

These creatures live on the planes that they represent when in the prime material. They have the ability to travel to the prime material plane, when they desire. However, ninety-five percent of all elementals engaged, in the prime material plane, will have been summoned by some magical means.

Elementals, being from planes of great energy and little substance, can not be harmed by non-magical gear or any form of magic that is based on that form of energy. For example, the fire elemental can not be harmed by the fireball spell, for the spells energy is fire based. It would be like trying to put out a fire with gas. Likewise, a fireball against a water elemental would cause only half damage, due to evaporation.

Greater: O'brien's research uncovered a series, of what he called greater elementals, which numbered in four, the primary elements found on the prime material plane. These beings are the most awesome, of the elementals, that can be found in the prime material.

All elementals have the following bonuses in combat.

T Multiple Attacks: 2 attacks per round.

T Strong: scores +1 point

P Special Resistance: may only be harmed by Magic and Magic Gear.

## **Air**

Level: 4 (+4)  
Points: 25

The air elemental rests on the plane of air. When summoned to the prime material, it appears as a disfigured tornado, having difficulty maintaining its funnel-like shape. Its main attack, a highly focused blast of air, scores 1d6+2 points on a successful roll.

They also have the ability to summon wind that causes all within area to be knocked off their feet. A successful roll will allow a potential target to maintain balance. However, if the target fails, it loses balance, and is blown to the ground losing one turn. In addition, the target will also suffer 1 point, due to flying debris.

## **Earth**

Level: 4 (+4)  
Points: 25

The earth elemental, appearing as a twelve-foot tall poorly sculpted rock humanoid, possesses a crushing blow that scores 1d6+2 points on a successful roll.

They also have the ability to invoke earthquakes. These earthquakes cause all within the area to be shaken off their feet. A roll is allowed to all targets to keep their balance. Each target also suffers 1 point from any debris.

## **Fire**

Level: 4 (+4)  
Points: 25

When visiting the prime material plane, the fire elemental appears to be a brilliant flame in the shape of an eight-foot tall humanoid. It's main attack, being a flaming fist, with a striking range extendable to twenty feet, scores 1d6+2 points with a successful roll.

It also has the ability to "consume" a target, scoring 1d6 points per round, with a successful roll required to break free.

## **Water**

Level: 4 (+4)  
Points: 25

The water elemental, on the prime material plane, appears to be a twenty-foot wave. Its primary attack, a focused sphere of water, with a one hundred-foot range, scores 1d6+2 points with a successful roll.

It also has the ability to transmute itself into a tidal wave causing all within the area to be wiped off their feet. A successful roll allows the targets to maintain their balance. If the roll is failed, the targets will be wiped off their feet. In addition, any possessions the targets may have are thrown within a fifty-foot radius, with a roll equaling two on a 2d6 roll of being lost. Each target must also make a successful roll, or suffer 1d6 points, due to the force of the wave.

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## **Gargoyle**

Level: 2  
Points: 8

T Lucky: Near Miss  
T Dodge  
P Fly: same as power  
P Stone Form: once per confrontation, the creature can turn itself into a being of stone. While in this form it is

completely petrified, however, it gains +10 points.

Gargoyles come in all shapes and sizes. Often portraying a winged demon or other grotesque creature, gargoyles take refuge on top of castles, preferring tall towers, on which to perch. Here they are paid a duty of food and/or free reign in exchange for protecting the castle.

Possessing little more than an animal-like intelligence, these creatures often pride themselves in protecting the castles and keeps on which they live, attacking furiously at the first sign of danger or intrusion.

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## **Giant**

### **Common**

Level: 3 (+2)  
Points: 18

T Multiple Attacks: 2 turns per round  
T Mega-Strong: scores +3 points

Twenty-five foot counterparts of normal humans, common giants tend to vary in distinction, just as much as humans.

### **Cyclops**

Level: 3 (+2)  
Points: 18

T Multiple Attacks: 2 turns per round  
T Mega-Strong: scores +3 points

Nothing more than a one-eyed variation of the common giant.

### **Energy**

Level: 5 (+5)  
Points: 25

Of all the of species of giants, the energy giant is by far the most enigmatic, for it is not composed of substance, but of pure concentrated magical energy. Therefore it may not be harmed by magical weapons, and may pass through magical matter, a magical sword for example.

The energy giant feeds on magic, which supplies it its life force. By keeping it in a reflexive pattern, which stops its energy from draining rapidly, it may not be harmed by any spell known to exist. When spells are cast at the creature, it merely consumes the energy and has the option of storing it, replenishing one point per point value of the spell, or it may disperse the energy, firing it back at the caster. The energy giant will have access to ALL magic spells valued at one to three points, however, whenever it casts one, it weakens it by one point. Also, energy giants are not very intelligent creatures and often will not use sophisticated spells, such as charm, preferring only those that harm their victims.

Upon contact with a group of individuals, an energy giant typically uses Sense Magic to detect whether or not a magic-user is in the group. If it finds one, it WILL attack. Otherwise, it usually leaves others alone until provoked.

## Fire

Level: 3 (+4)

Points: 20

T Multiple Attacks: 2 turns per round

T Mega-Strong: scores +3 points

Similar to the common giant, fire giants have the ability to use each one of the fire-based attacks found in Hero 8™: Magic, once per confrontation. In addition, the fire giant takes no damage from fire-based attacks, but takes double damage from cold. Has unlimited use of the spell Firebolt.

## Ice

Level: 3 (+2)

Points: 16

T Multiple Attacks: 2 turns per round

T Mega-Strong: scores +3 points

Similar to the common giant, however, a blocky ice configuration thereof, this giant has the ability to, when injured, shatter itself then rejoin, regenerating the area of the wound. It may do this three times per confrontation, replenishing the points scored from the hit. Doing this requires the giant to use both turns it has in a round.

In addition, when it shatters, shards of ice fly about the area. All within the confrontation must make a successful roll or have 2 points scored against them. The ice giant takes no damage from cold-based attacks, but takes double damage from fire.

## Stone

Level: 3 (+5)

Points: 20

T Multiple Attacks: 2 turns per round

T Strong: scores +1 point

T Mega-Strong: scores +3 points

T Throw

Covered by a thick, flaky, granite-like skin, stone giants are among the strongest of giants. Preferring brute force over reasoning, these ill-tempered creatures usually attack from their abodes high in the mountains, slinging boulders at those that dare to tread on the paths claimed by them.

Stone giants can throw boulders up to three times in a confrontation. A successful roll hits a target scoring 1d6+4 points. In close confrontation, stone giants love to clobber their opponents with punches that score +4 points due their incredible strength.

## Storm

Level: 3 (+7)

Points: 24

T Multiple Attacks: 2 turns per round

T Mega-Strong: scores +3 points

Similar to the common giant, storm giants have the ability to use each one of the electrical-based attacks found in Hero 8™: Magic, once per confrontation. Has unlimited use of the spell Bolt. In addition, the storm giant is surrounded by an aura of electricity. This aura scores one point against any person attacking the giant that is not

using any form of magical protection (regardless of form) or a Magic Gear weapon.

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## Gnoll

Level: 2

Points: 9

G Sword or Spear

T Dodge

T Alert

RT Heightened Sense of Sight, Smell, and Hearing

These hairy, hyena-faced, ill-kept creatures have a demeanor as nasty as their appearance. Standing about the height of a normal human, they hunt in packs, eating anything they can catch.

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## Golem

Golems are creatures that have been created by a wizard for a specific purpose, usually guarding treasure. They are mindless animates, but can obey simple, few-worded commands. Golems may be created from virtually any form of matter, however, the most common are below.

### Armor

Level: 2

Points: 14

T Stong: scores +1 point

G Sword or other weapon (may incur a bonus).

An empty suit of plate armor, the armor golem stands only slightly larger than a human.

### Earth

Level: 3

Points: 20

T Mega-Stong: scores +3 points

Sculpted from a large chunk of earth, earth golems are a force to be reckoned in the opinions among treasure seekers searching for wizards' hordes. The favored golem, for its power and simplicity, earth golems are incredibly strong and dangerous.

### Junk

Level: 2

Points: 17

T Stong: scores +1 point

The junk golem is nothing more than the assemblage of spare junk that have been animated. Junk golems usually have weapons on at least one arm instead of a hand. Many are adorned with spikes and shards of glass as a deterrent to those that would attack it.

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### **Goblin**

Level: 1  
Points: 4

- G Shortsword
- G Hide Armor

Goblins are small humanoid creatures, usually 3 1/2 to 4 feet in height with skin tones ranging from pale green to dull brown. Goblins have pointy ears and noses, and small, sharp teeth.

Their dark colored eyes are usually as empty as their souls.

Goblins are not very intelligent creatures. They are renowned for their greed, ignorance, and disgusting mannerisms. Unless in superior numbers, goblins are cowardly, and will flee at the first sign of danger. In combat, goblins usually wear light, inexpensive armor, such as padded, hide, or leather, and carry crudely fashioned weapons, such as daggers, short swords, and spears.

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### **Griffin**

Level: 5 (+10)  
Points: 25

- RT Fly: same as power
- T Multiple Attacks: 2 turns per round
- T Swoop: may be used three times per confrontation.
- Dive-bombs a target scoring 1d6+2 points.
- T Clawed Attack: scores +1 point
- T Strong: scores +1 point
- T Lucky: Near Miss
- T Dodge

Famed creatures of legend, griffins strike fear into the most seasoned adventurer. With the hindquarters of a lion and the wings and head of an eagle, griffins perch high in the mountains, keeping to themselves. Seldom disturbing others unless hunting for food, griffins are relatively peaceful creatures, until provoked.

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### **Ogre**

Level: 2  
Points: 12

- T Strong: scores +1 point

Ogres are large, ugly humanoids with barbaric intellects and filthy mannerisms. Standing above nine feet in height, these bad-tempered monsters have pale yellow-brown skin, dark colored eyes, and exaggeratedly large noses and chins. Ogres are powerful creatures scoring +1 point, due to their massive strengths. Ogres usually carry the most primitive of weapons, and very seldom wear armor.

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### **Orc**

Level: 1  
Points: 8

- G Sword or some other weapon (may incur bonus)
- G Light armor (hide, leather, etc.)

A very distant cousin of the goblin, the orc is by far the most superior goblinoid creature. Noted for their barbarism, orcs are brutally efficient warriors. With horrific features, orcs are as tall as the average human. Their skin is like that of the goblins, with a pale grayish hue. Orcs possess a stout, thick jaw with large boar-like teeth, snouts instead of noses, long, sloping foreheads, and long, tangled, greasy hair.

Orcs usually don't back down from a potential confrontation, and will leap into a fray without hesitation, with the intent to fight until dead. Orcs carry a broad array of weaponry, which is usually primitively fashioned, and wear light armor.

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### **Imp**

Level: 1  
Points: 6

- M Morph Self; once per confrontation
- M Blend; twice per confrontation

Imps are mischievous humanoid creatures that measure between two and three feet in height. They have small, twisted horns, leathery wings, and long tails. Its skin ranges from a dark crimson to a patchy brown and its mouth is filled with sharp, razor-like teeth.

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### **Manticore**

Level: 4  
Points: 22

- P Fly: as the power
- RT Barbed Tail
- RT Poisonous Tail Spikes
- T Dodge
- T Near Miss

Manticore have the body of a lion with leathery bat-like wings attached to their midriff. They have a poisonous spiked tail. They may either lash with the tail, or shoot a volley of spikes from it, up to three times per confrontation. When hit by a spike, the victim must make a successful roll, or becomes sick instantly for 1d6 rounds, losing one turn per round. At the end of the 1d6 rounds, make another roll. If the victim is not successful, he is automatically beaten.

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## Medusa

Level: 5 (+5)

Points: 25

RT Acidic Blood: weapon used against the medusa melts on any roll that results in three sixes. Coming in contact with the medusa's blood scores 2 points per round.

G Bow

T Weapon Training: Bow

T Dodge

T Lucky: Near Miss

T Alert

P Stone Gaze: as the magic, Gaze. May use anytime.

Half-snake, half-human, medusas are creatures of pure evil. Tending to stay in or near their lairs, medusas hunt men for pleasure, waiting for the unwary to happen by. They love to decorate their lairs with the statues of those foolish enough to seek their way.

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## Troll

### Bridge

Level: 3 (+2)

Points: 14

RT Gaping Maw: all small creatures up to three feet tall must make a successful roll, or is beaten. Those normal human sized, must make a successful roll or have 1d6+2 points scored against them. May only be used successfully three times per confrontation.

T Strong: scores +1 point

RT Claws: scores +1 point

T Fast Attack

Bridge trolls are straight from a child's nightmare. They have over large heads and brown and green scattered hair. Their extremely long arms end with elongated fingers accompanied by long razor-sharp claws. Their extremely oversized head allows for a gaping maw filled with sharp, pointy teeth.

Bridge trolls live under bridges and demand a fee for passing over the bridges under which they live. They are very greedy, preferring money and possession over food, but fortunately not too bright. Many fool them with quantity before quality. For instance, a bridge troll would always accept three shiny pennies before accepting a tarnished silver dollar.

For the poor soul that has nothing to give, the troll will first warn it to go another route, unless it is hungry. For those who persist, the troll will attack sparing no quarter, flailing their razor-clawed hands about and slashing at the victim madly. Their most prominent attack is the use of their gaping maw, which allows them to swallow a small victim whole, or cut a larger one in half.

## Common

Level: 2

Points: 12

RT Regenerate: replenishes one point per round, except those caused by fire based attacks.

T Strong: scores +1 point

RT Claws

Common trolls stand about seven feet tall and are covered in a coarse brown hair. Ill-tempered and always hungry, these nasties hide in ruins or in the trees along paths seeking to maul a wandering traveler with their long, sharp claws. They are very strong, despite their long slender arms and legs. Their bodies possess incredible healing powers making them foe to be reckoned.

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