

THE REPTILIAN MADAM
 Special expansionist, the Reptilian Madam came from the Crab Nebula with a thirst for power. She is a warlord who needs resources from other planets to rise in power. When she arrived at our planet, she built a base at the top of the tallest trees in the East forest from where she sends her followers to exchange the children of the aristocrats for her own offspring, as changelings, with the goal of slowly dominate the kingdoms of the world.



THE INSECT QUEEN

AC 1181, **HD** 6+6 (30pv), **Attack** 2 x claws (1d6 each), 1 x acidic vomit (2d4), 1 x spell, **THACO** 17 [+2], **MV** 90' (30') / 180' (60'), **SV** D10 W11 B13 S12 (E6), **ML** 12, **AL** Chaotic, **XP** 3,225, **NA** 1 (O), **TT** None.

- **Command:** Is protected all the time by 2d6 "pixies" who obey every single order.
- **Retreat Veil:** Can turn the veil of illusion controlled by her off, showing her true form just like the true form of every fae (pixies, nixies, sprites, etc.), all of them short insect-like humanoids with greenish skin multiple eyes, legs and hands, and terrifying jaws.
- **Spells:** Treat the Insect Queen as a 5th level magic-user to define her list of spells.
- **Alien Gland:** If killed, can have its brain harvested, collecting a gland that can be used to control all her acolytes.



THE INSECT QUEEN

A fugitive from the Andromeda galaxy, who had stolen a bunch of sacred scrolls from the royal family of her planet, and who found on Earth the perfect hideout. She nests within the roots of dead winter trees with her acolytes. The queen asks for her acolytes to go to nearby villages and cities during the New Moon to kidnap children so they could feast on their bodies, sometimes replacing these kids for changelings, acolytes who use the Veil to look like the kids themselves, and who keep on living in the human society to gather information for their queen.

THE REPTILIAN MADAM

AC 3161, **HD** 4+5 (25pv), **Attack** 2 x claws (1d8 each), 1 x bite (1d6), or 2 x spells, **THACO** 15 [+4], **MV** 120' (40'), **SV** D10 W11 P11 B13 S12 (E4), **ML** 12, **AL** Chaotic, **XP** 3,225, **NA** 0 (1), **TT** None.

- **Command:** Is protected all the time by 2d6 "pixies" who obey every single order.
- **Retreat Veil:** Can turn the veil of illusion controlled by her off, showing her true form just like the true form of every fae (pixies, nixies, sprites, etc.), all of them tall reptilian humanoids of yellowish and greenish scale skin vertical pupils and smelling like death.
- **Spells:** Treat the Reptilian Madam as a 5th level magic-user to define her list of spells
- **Domain:** When introduced to the game, roll 1d6, that will be the number of children replaced by her offspring, 1 per royal family.

THE GRAY LADY

AC 3161, **HD** 4+4 (20pv), **Attack** 3 x spells, **THACO** 19 [0], **MV** 90' (30') / 180' (60'), **SV** D10 W11 P11 B13 S12 (E4), **ML** 12, **AL** Chaotic, **XP** 3,225, **NA** 1 (O), **TT** None.

- **Command:** Is protected all the time by 2d6 "pixies" who obey every single order.
- **Retreat Veil:** Can turn the veil of illusion controlled by her off, showing her true form just like the true form of every fae (pixies, nixies, sprites, etc.), all of them short humanoids with gray skin big heads and huge black eyes.
- **Spells:** Treat the Gray Lady as a 7th level magic-user to define her list of spells.
- **Change Mind:** Can transfer their mind to the body of a nearby fae when her HP drops to 0. To do so she must first succeed a Save vs Death.



THE GRAY LADY

She came from Zeta Reticuli with her hoard of followers, settling in the underground of Spring and Summer forests enslaving children who get lost in the woods. The Gray Lady lures children to come to the woods at night through their dreams, kidnapping them so they could work for her at the underground, fixing and building the vehicles to take her back to her land in Zeta Reticuli. She has a friendly relation with the other two queens, although they are most of the time competing against each other stealing human children from cities and villages.



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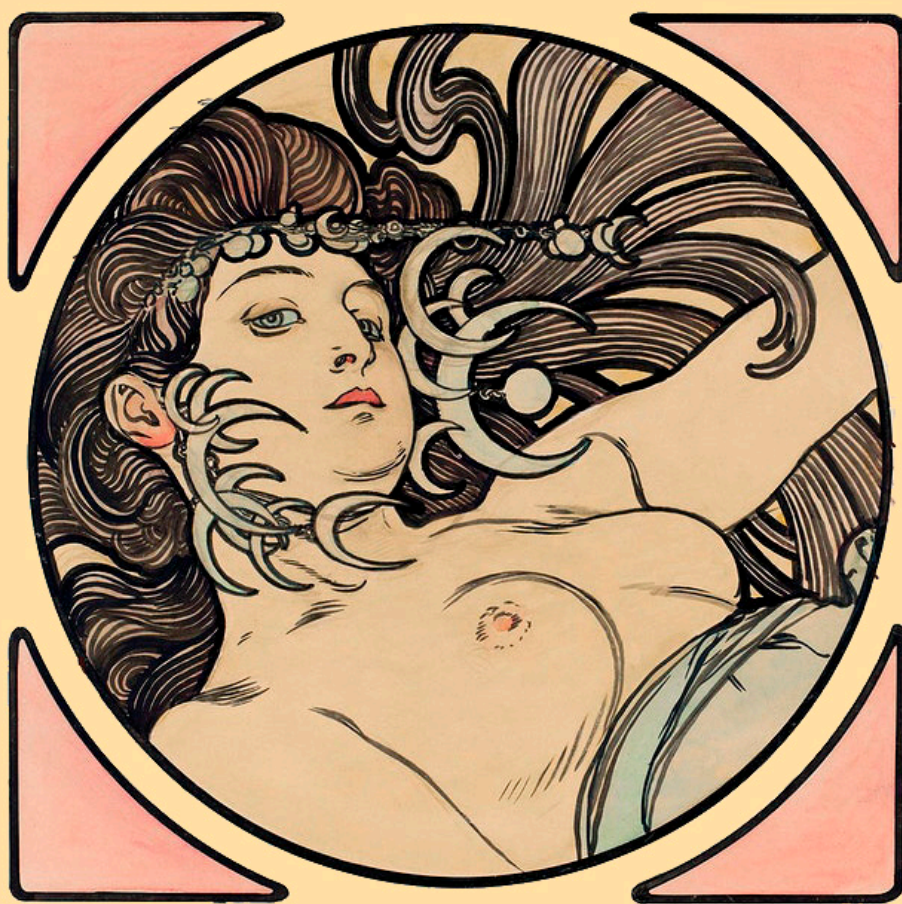
THE
QUEENS

THE FAE READM is KNOWN FOR ITS AMAZING BEAUTY, JUST LIKE THE FAERIES, BUT ARE THEY REALLY BEAUTIFUL THOUGH? OR IS IT AN ILLUSION WE CREATED BY THEM SO THEY LOOK THAT PRETTY? HOW MUCH DO YOU REALLY KNOW ABOUT THE FAE READM? DID YOU KNOW IT IS COMMANDED BY THREE TERRIFYING CREATURES WHO BARE THE TITLE OF "QUEEN" IN THE MINE YOU WILL FIND OUT THE REALITY ABOUT THESE SO CALLED QUEENS AND THEIR TRUE NATURE.

THE
QUEENS

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