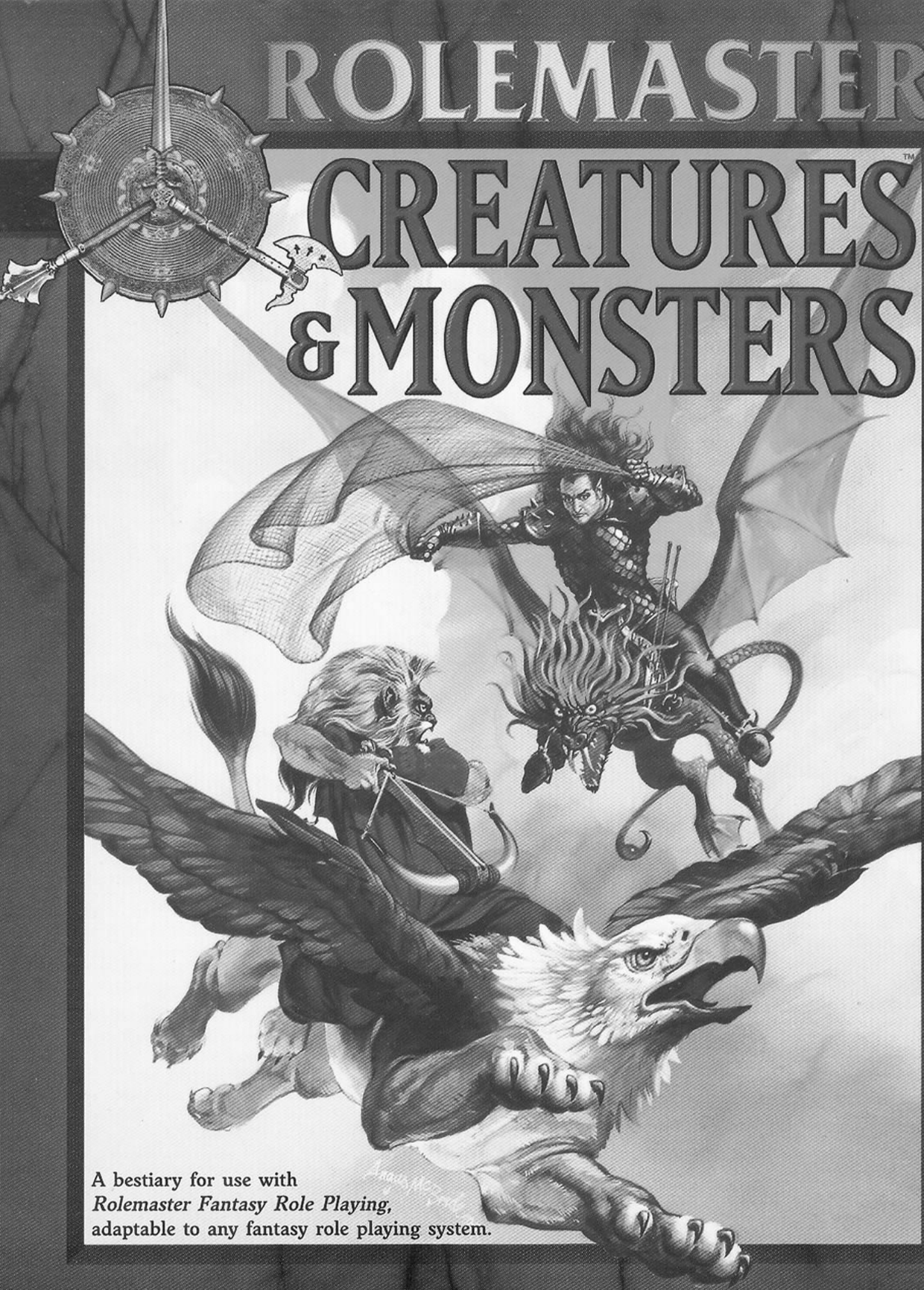


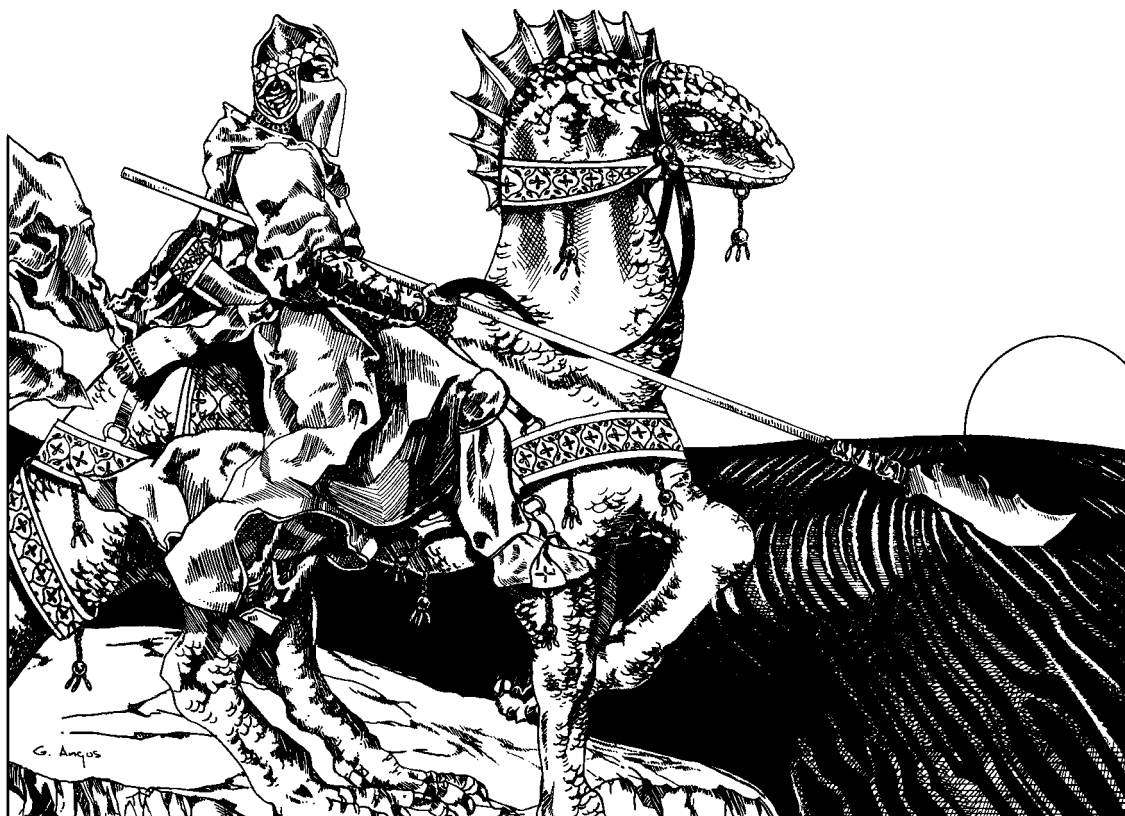
ROLEMASTER™

CREATURES & MONSTERS™



A bestiary for use with
Rolemaster Fantasy Role Playing,
adaptable to any fantasy role playing system.

CREATURES™ & MONSTERS



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A bibliography for the Dover Publication art and copyright free art used in this product can be found on page 203.

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COMPILATION NOTE: This product is a compilation as well a revision. Some of the material is the same as material published in *Creatures & Treasures*, *Creatures & Treasures II*, and various *Rolemaster Companions*. However, much of the game statistic information has been modified to align the entries with the *Rolemaster Fantasy Role Playing* system.



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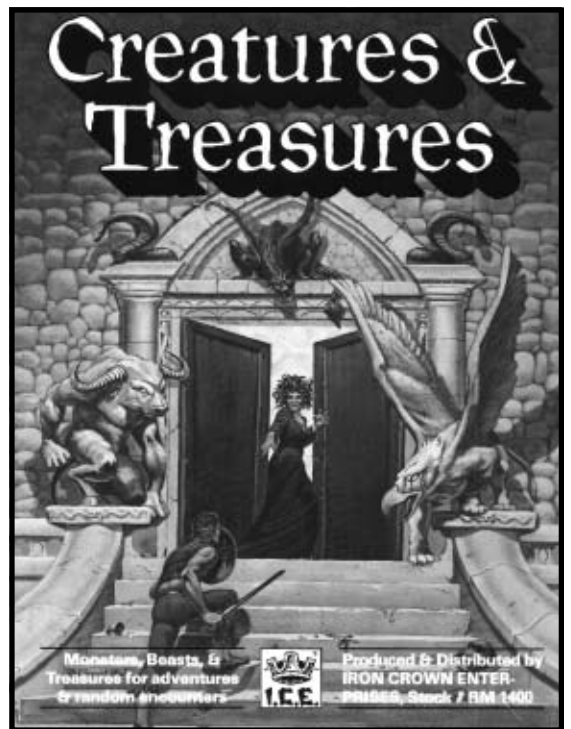
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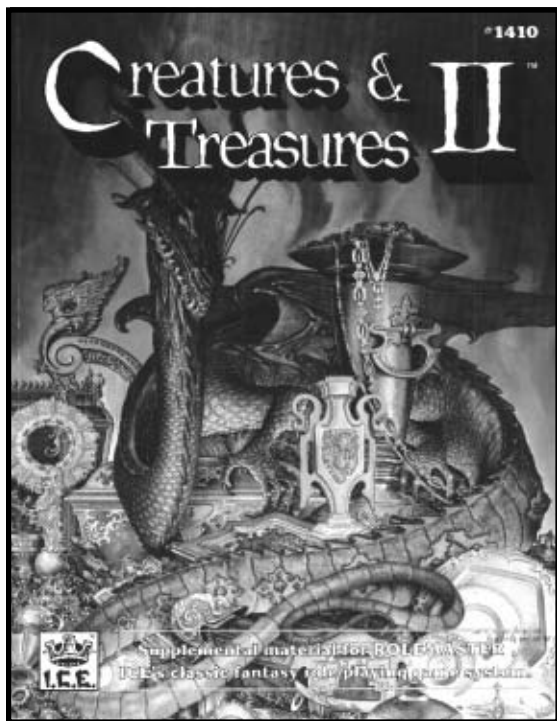
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Just another boring fantasy bestiary? Not on your life! This is *Creatures & Monsters*, a compendium of animals, monsters, beasts and creatures for *Rolemaster*. In this book you will find beings from myth and fiction as well as monsters that are completely original and unlike anything you've seen before.

If you are familiar with the older editions of *Rolemaster*, you will be happy to know that this book has compiled almost every creature from the first two *Creatures & Treasures* books as well as the *Rolemaster Companions*. All of the creatures have been expanded and reworked to give the GM more information. In addition, they are presented in a new format to give handy reference to the creature's statistics.

If you are new to *Rolemaster*, then you have a great deal of discovery ahead of you—creatures native to the land, the water, and the air, Demons, shapechangers, Undead, animals, and much more can all be found in *Creatures & Monsters*. Its all the bestiary that you will ever need to play for hundreds of hours of *Rolemaster* adventuring.

COMPATIBILITY

All of the creatures in this book have been re-written to be compatible with *Rolemaster Fantasy Role Playing (RMFRP)*. With just a few exceptions, all of the creature statistics are compatible with older versions of *Rolemaster (RM)*.

Here is a list of the statistics that are different from previous creature entries.

- A monster's Attack Quickness (AQ) now determines its initiative modifier. In older versions of *RM*, First Strike Points were used instead.
- Exhaustion Points are now calculated differently (and expended differently). The system presented here should be usable in most tactical situations.
- Creature hits have been slightly modified (upward) to represent the slightly higher number of hits characters have in *RMFRP*.
- Offensive Bonuses have been raised slightly to represent the slightly higher skill bonuses in *RMFRP*.



- Climate Codes have been renamed Habitat Codes. In addition, the frequency code is now an indicator of how easy (or hard) it is to find a creature if you are hunting it (with a chance of encountering this specific creature and modifiers to a character's Hunting skill).
- Some creatures use a Bash attack. Some GMs may want to use a Brawling Attack in certain situations.
- The detailed treasure entries from *Creatures & Treasures* will not be included here. The *Treasure Companion* gives detailed treasure generation rules; in this volume only simple references to general values (i.e., rich, poor, etc.) are given.
- Some creatures were originally written to have access to spells that are beyond the scope of *RMFRP*. These creatures have been modified to only reference spell lists that are in *RMFRP*. A Gamemaster should feel free to substitute any spell list that he deems appropriate for the creature.

Note: For readability purposes, this book uses standard English grammar when referring to persons of uncertain gender: i.e., masculine pronouns. In such cases, these pronouns are intended to convey the meanings she/he, his/her, etc.

STATISTICS AND CODES

Section 2

Statistics and Codes

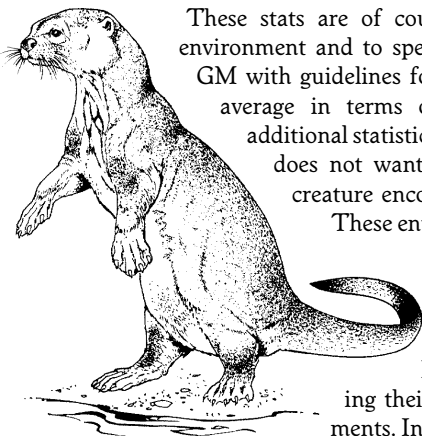
The following sections contain descriptions for a variety of creatures, guidelines for handling them during play, and guidelines for creating your own creatures. Before attempting to use the statistics provided for each creature, a Gamemaster (GM) should read Sections 2.1 through 2.6, which contain the codes used in the creature tables and descriptions.

The statistics given in this book describe typical or average creatures. Many statistics for a given creature (animal or monster) are actually given for a family of related creatures. Individual species of such a family may be smaller, larger, faster, etc. In some cases, a percentage chance of special properties (e.g., poison, flight, etc.) is given. This information is provided to aid in play and may not be accurate with respect to the GM's specific world system. All statistics should be altered to better fit the GM's view of his own world scheme, if that is necessary.

These stats are of course abstracted to fit into an FRP environment and to speed play. Additional codes provide a GM with guidelines for generating creatures that vary the average in terms of level, hits, bonuses, etc. These additional statistics can be ignored when a Gamemaster does not want to—or have time to—generate each creature encountered.

These entries assume several different environments of activity for creatures: on land, in the water, and flying in the air. Some creatures which can operate in several environments will have several sets of statistics describing their capabilities in the various environments. In these cases, the set of statistics for the creature's primary environment is given first.

The following sections break down the various statistical categories of the creature descriptions, and explain the codes used throughout.



2.1 TYPE

This is the generally accepted name for the given type of creature. For some creatures, the generic sub-classifications given of small, medium, large are not the creature's size relative to other creatures, but instead they are the creature's size relative to other creatures of its own type.

2.2 LEVEL

Level: The number given here is the level of an average creature of the given type; it is primarily used for determining the creature's hits, attacks, experience points and Resistance Rolls. If the GM desires, he may use the Level Chart below to vary the exact level of the creature. Roll d100 (open-ended) and cross-index with the letter (Level Code) given in the statistics. The result is added to the average level to give the creature's actual level. If a negative level is obtained, use level 0. Creatures with lower than average levels can be considered to be the "young" of their type, while those with higher than average levels can be the "leaders" or "venerable adults."

2.3 MOVEMENT STATS

These movement statistics assume average quickness and encumbrance for the particular creature, and may be adjusted as necessary for special cases.

A creature's actual movement rate is determined by its Base Rate as modified by its *pace* (up to its Max Pace) and possibly a maneuver roll using its Movement and Maneuver Bonus (MM Bonus). To determine a creature's movement rate for a given round, the GM should first decide on the creature's pace and then the base movement rate can be multiplied by the movement rate multiplier given in the Pace Chart below.

A creature's pace also determines how many exhaustion points it uses each round. A creature's exhaustion points is dependent upon its Constitution; the process for determining exhaustion points is given in the Combat Stats section when Constitution is discussed.

Size: This is the size of the given type of creature: "T"=Tiny, "S"=Small, "M"=Medium, "L"=Large, and "H"=Huge. This is merely an approximation of the creature's size with Medium being approximately man-sized.

LEVEL CHART									
Level Code from the Statistics									
Roll	A	B	C	D	E	F	G	H	
<01	Young helpless creature (e.g., baby)							-3	
01-10	-1	-2	-3	-4	-5	-6	-10	-2	
11-15	0	-1	-2	-3	-4	-5	-8	-2	
16-20	0	0	-1	-2	-3	-4	-6	-1	
21-25	0	0	0	-1	-2	-3	-4	-1	
26-35	0	0	0	0	-1	-2	-2	-1	
36-45	0	0	0	0	0	-1	-1	0	
46-55	0	0	0	0	0	0	0	0	
56-65	0	0	0	0	0	+1	+1	0	
66-75	0	0	0	0	+1	+2	+2	+1	
76-80	0	0	0	+1	+2	+3	+4	+1	
81-85	0	0	+1	+2	+3	+4	+6	+1	
86-90	0	+1	+1	+3	+4	+5	+8	+2	
91-100	+1	+1	+2	+4	+5	+6	+10	+2	
101-140	+1	+1	+2	+5	+6	+7	+11	+3	
141-170	+1	+2	+3	+6	+7	+8	+12	+3	
171-190	+1	+2	+4	+7	+8	+9	+13	+3	
191-200	+2	+3	+5	+8	+9	+10	+14	+3	
201-250	+2	+4	+6	+9	+10	+11	+15	+3	
251-300	+3	+5	+7	+10	+11	+12	+16	+4	
>300	+4	+6	+8	+11	+12	+13	+17	+4	

PACE CHART				
		Movement Rate/Pace Multiplier	Normal Maneuver Difficulty	Exhaustion Pt. Cost
Code	Pace			
Walk	Walk	1x	None	1/60 rnd
Jog	Fast Walk / Jog	1.5x	Routine	1/30 rnd
Run	Run	2x	Easy	1/12 rnd
Spt	Sprint / Fast Run	3x	Light	2/rnd
FSpt	Fast Sprint	4x	Medium	6/rnd
Dash	Dash	5x	Hard	50/rnd
Var	Varies due to armor	—	—	—

Base Movement: A creature's base movement rate is the distance the creature may normally move each round at a "walking" pace. Base Rates less than 1' are given as 1' (usually Tiny creatures).

Max Pace: The pace given in the statistics is the maximum allowed pace for the given animal.

MM Bonus: The MM Bonus is used if the Gamemaster requires a maneuver roll to move at paces greater than a walk. The GM should first total the maneuver roll and the MM Bonus; and then he should obtain a result from the Moving Maneuver Table provided in *Arms Law* by cross-indexing this total and the normal maneuver difficulty for the given pace (see Pace Chart above for suggested difficulties). The result is the percentage of the creature's movement rate which is actually covered.

Distance Moved =

$$\text{Base Rate} \times \text{Pace Multiplier} \times (\text{Maneuver Roll Result} \div 100)$$

MS/AQ: A creature's speed is given in terms of "Movement Speed / Attack Quickness". Movement Speed helps determine a creature's "Base Defensive Bonus," while Attack Quickness determines a creature's "first strike points." Both factors can be used to determine a creature's Defensive Bonus (DB) in various tactical situations. The DBs given in this product already include the base DB, but they do not include any modifications for Charge/Lunge or Flee/Evade maneuvers.

SPEED CHART					
Code	Rate	DB Modifications			(AQ) Initiative Mod
		(MS) Base DB	(MS) Flee Evade	(AQ) Charge Lunge	
IN	Inching	-25	0	0	-16
CR	Creeping	-20	0	0	-12
VS	Very Slow	-10	0	0	-8
SL	Slow	0	0	0	-4
MD	Medium	10	5	-5	+0
MF	Moderately Fast	20	10	-10	+4
FA	Fast	30	15	-15	+8
VF	Very Fast	40	20	-20	+12
BF	Blindingly Fast	50	25	-20	+16

2.4 COMBAT STATS

Crits

This statistic indicates how critical strikes inflicted on the given type of creature are resolved. In some cases more than one of these codes apply—consult the Critical Codes Chart below.

CRITICAL CODES CHART	
Critical Code	Code Effect
—	Use normal critical procedure.
I	Decrease critical severity by one ('A' is modified by -20, 'B' becomes an 'A', 'C' becomes a 'B', etc.).
II	Decrease critical severity by two ('A' is modified by -50, 'B' is modified by -20 on the 'A' column, 'C' becomes an 'A', etc.).
LA	Use Large Creature Critical Strike Table.
SL	Use Super Large Creature Critical Strike Table.
@	Stun results do not affect creature.
#	Stun results and bleeder do not affect creature.

Hits

A creature's Hits is the number of concussion hits that an average creature of the given type can absorb before falling unconscious. If the GM wishes he may use the Stamina Bonus Chart given below to vary the exact number of hits that the creature can take. Roll on the column indicated by the letter given with "Hits" in the creature's statistics. The resulting Stamina Bonus is given at the left of the chart; this bonus is added to the creature's Hits to obtain the total hits that specific creature can take. A result in Total Hits of less than one is treated as one. If no letter accompanies the Hits stat there is no variation in hits.

CONSTITUTION BONUS CHART								
Stamina Bonus	Base Hits Code from the Statistic Tables							
	A	B	C	D	E	F	G	H
-8	—	—	01	01	01	01	01	01
-7	—	01	02-03	02	02	02	02	02
-6	—	02	04-05	03	03	03	03	03
-5	01	03-04	06-08	04	04	04	04	04
-4	02-05	05-07	09-15	05-06	05-06	05	05	05
-3	06-09	08-11	16-23	07-09	07-09	06	06	06
-2	10-17	12-21	24-47	10-16	10-16	07-08	07	07
-1	18-25	22-31	48-74	17-24	17-24	09-10	08	08
0	26-74	32-69	75-89	25-74	25-72	11-25	09-11	09
+1	75-83	70-79	86-89	75-82	73-80	26-48	12-19	10
+2	84-91	80-89	90-94	83-89	81-87	42-72	20-26	11-12
+3	92-95	90-93	95-97	90-92	88-90	73-80	27-49	13-20
+4	96-99	94-96	98-99	93-94	91-92	81-87	50-71	21-27
+5	100	97-98	100	95-96	93	88-90	72-79	28-50
+6	—	99	—	97-98	94	91-92	80-86	51-72
+7	—	100	—	99	95	93-94	87-91	73-88
+8	—	—	—	100	96	95	92-93	89-93
+9	—	—	—	—	97	96	94-95	94-95
+10	—	—	—	—	98	97	96	96
+11	—	—	—	—	99	98	97	97
+12	—	—	—	—	100	99	98	98
+15	—	—	—	—	—	100	99	99
+20	—	—	—	—	—	—	100	100
Hits per Level Difference								
	1	2	3	5	8	10	12	15
Bonus Exhaustion Points								
	0	0	0	0	+50	+100	+150	+200

Varying Hits due to Level Differences: In addition, a creature's hits can vary if its level differs from the given average level. If a specimen is of a higher level than the norm, it will have more hits. If its level is below the norm for the creature type, it will have fewer hit points. Just multiply the "Hits per Level Difference" given in the Stamina Bonus Chart by the difference between the actual level of the creature and the average level for its type. This is then added to (or subtracted from) the Hits to obtain the creature's new Total Hits.

$$\text{Total Hits} = \text{Hits} + \text{Stamina Bonus} \pm [(\text{Level Diff.}) \times (\text{Hits/Level Diff.})]$$

Exhaustion Points

To determine the number of exhaustion points initially available to a creature, add three times the creature's Stamina Bonus (determined above) to 40. If the Stamina Bonus Chart indicates that the creature has a bonus number of Exhaustion Points, this is also added.

$$\text{Exhaustion Points} = \text{Stamina Bon} (\times 3) + \text{Bon Exh. Pts} + 40$$



Section 2 AT(DB)

Statistics and Codes

The first number in this entry is the creature's *Rolemaster* armor type.

1 = Skin/Cloth	11 = Half-Hide Plate
2 = Robes	12 = Full-Hide Plate
3 = Light Hide	13 = Chain Shirt
4 = Heavy Hide	14 = Chain Shirt & Greaves
5 = Leather Jerkin	15 = Full Chain
6 = Leather Coat	16 = Chain Hauberk
7 = Reinforced Leather Coat	17 = Metal Breastplate
8 = Rein. Full-Length Leather Coat	18 = Metal Breastplate & Greaves
9 = Rigid Leather Breastplate	19 = Half Plate
10 = R Lthr Breastplate & Greaves	20 = Full Plate

The number in parenthesis under this entry title is the creature's Defensive Bonus. It is given for that creature's average quickness and may need to be adjusted in exceptional cases (see Speed Chart above). This defensive bonus does not include any shield bonuses, but certain creatures may be capable of using a shield or the equivalent of a shield. If a shield is normally used, an "s" is included after the creature's DB entry.

Attacks

These statistics indicate how a creature attacks using the *Rolemaster* tables. Usually, a number of attacks are given for each creature separated by slashes ("/"). Each creature usually initiates combat using one of these attacks as indicated. During later rounds, the same or other attacks may be used depending upon the situation or success of earlier attacks.

Each attack is usually described by the following statistics.

1) Offensive Bonus:

The first number is the Offensive Bonus for that attack.

2) Attack Type

The letter codes which follow the first number indicate the attack type.

Non-Weapon – For most non-weapon weaponry attacks, the first letter indicates the size of the attack:

S = Small M = Medium L = Large H = Huge

The next two (or three) letters indicate the type of non-weapon weaponry attack:

Ba = Bash/Ram/Butt/Knock Down/Slug	Cr = Crush/Fall
Bi = Bite	Pi = Pincer/Beak
Cl = Claw/Talon	St = Stinger
Gr = Grapple/Grasp/Envelop/Swallow	Ti = Tiny
Ho = Horn/Tusk	Ts = Trample/Stomp
Msw = Martial Arts Sweeps & Throws	Br = Brawling
Mst = Martial Arts Striking	

Weapon – Some attacks are treated as weapon attacks using the following code without an attack size prefix.

We = General weapon used based upon situation.

ba = battle axe	ja = javelin	sc = scimitar
bs = broadsword	lb = long bow	sl = sling
bo = bola	xl = light cross bow	sp = spear
cl = club	ma = mace	ss = short sword
cb = composite bow	la = mounted lance	ts = two handed sword
da = dagger	pa = pole arm	sh = shuriken
fa = falchion	qs = quarter staff	wh = war hammer
ha = hand axe	ro = rock	wm = war mattock
	(Large Crush)	
hb = halbard	sb = short bow	wp = whip
xh = heavy cross bow		

Special Attacks – Some attacks, such as dragon breath, are treated as elemental spell attacks and use the following code without an attack size prefix:

FBolt = Fire Bolt	CBall = Cold Ball
IBolt = Ice Bolt	FBall = Fire Ball
LBolt = Lightning Bolt	CCone = Cold Cone
SBolt = Shock Bolt	FCone = Fire Cone
WBolt = Water Bolt	
GCone = Poison Gas Cone (varying effects)	

Unless stated otherwise, "Cones" are breath weapons that cover a cone-shaped area which originates from the creature's mouth and extends for a length and base dimension specified in the creature's description. When resolving "cone" attacks, use the specified "Ball" attack table from *Spell Law*. Cones from flying beasts can be treated as "Balls" against targets on the ground.

Fire Breath ('FBr'), Shock Breath ('SBr'), and Lightning Breath ('LBr') indicate a "Bolt" attack of the given type, or a cone attack with half of the given OB. Ice Breath ('IBr') and Water Breath ('WBr') may usually only be used as bolts, unless specified otherwise. Gas Breath ('GBr') and Cold Breath ('CBr') may usually only be used as cones.

Other "Bolt," "Ball" and "Cone" attacks are common, being variations on the themes presented here. For instance, Earth Balls would use the Cold Ball table with impact criticals, Lightning Cones would use the Fire Ball table with electricity criticals, etc.

A GM should feel free to use his best judgement for special elemental attack types. For instance, a Lightning Ball, could use the Fire Ball attack table with electricity crits, and have all criticals increased by one severity level when resolved against metal armor types.

3) Additional Information

Finally, the last element in the attack code gives additional information concerning the attack pattern, number of attacks, damage, etc. Codes in parentheses or brackets indicate special attributes of that particular attack, while the other codes indicate the creature's overall attack pattern. What follows is a summary of these suffix codes.

Nothing – If no code outside parentheses or brackets is given after the attack type, that attack is one of the options available for the creature to use if it is appropriate for the situation (as determined by the GM).

Number – This number is the percentage chance of this particular attack being used. All of these numbers for a creature's attacks will add up to 100, so that one roll can be made to determine which attack is used.

« – If the attack given on the left has obtained a non-Tiny critical, this attack occurs in the same round of combat as the attack which obtained that critical.

√ – If the attack given on the left has obtained a non-Tiny critical, this attack will occur during the next round of combat.

(#) – If this number (#) of creatures attack as a group, this attack may be used. For example, (10) indicates that if 10 of these creatures attack as a group they may use the given attack.

(#x) – This number (#) indicated how many times this attack may be made in a given round. That is, (2x) is two attacks per round, (3x) is three attacks per round, etc.

(#D) – This number (#) indicates by how much to increase the concussion hit damage normally delivered by this attack. Just multiply the normal hits given by the number. That is, (2D) is double damage, (3D) is triple damage, etc.

(Critical) — If this attack inflicts a critical, the given critical type is used instead of the normal critical. The critical codes are:

- S = Slash
- P = Puncture
- K = Krush
- U = Unbalance
- G = Grappling
- T = Tiny Animals
- H = Heat
- C = Cold
- B = Brawling
- ST = Martial Arts Strikes
- SW = Martial Arts Sweeps & Throws
- LP = Large Creature (Physical)
- SLP = Super Large Creature (Physical)
- LS = Large Creature (Spells)
- SLS = Super Large Creature (Spells)
- E = Electricity
- I = Impact

[Critical] — If the attack inflicts a critical, the given critical type is used in addition to the normal critical. The critical codes are as given above.

“All” or **“Both”** attacks indicate that all of the other listed attacks may be made in the same round.

“Poison” indicates that the attack involves the injection/insinuation of a toxin into the target, as detailed in the creature’s descriptive text.

“Special” attacks are usually detailed in the Combat Section of the text for that particular type of creature.

“Spell” indicates that the attack involves a spell or spell effect, as detailed in the creature’s descriptive text.

Varying Offensive Bonuses due to Level Differences — A creature’s Offensive Bonuses can vary if its level differs from the creature type’s average level. Multiply the difference between the actual level of the creature and the average level for its type by five. This product is then added to (or subtracted from) the creature’s Offensive Bonuses to obtain the creature’s actual Offensive Bonuses.

$$\text{Actual Offensive Bonus} = \text{Offensive Bonus} \pm (\text{Lvl Difference} \times 5)$$

2.5 ENCOUNTER STATS

Enc — This is the size range of a typical pack of the creatures when encountered in or near their lair. A pack will often contain a wide range of levels/ages (including some young). Often, only a patrol comprised of fewer members will be encountered away from the lair. A GM should vary the number encountered based upon the game situation and location of the encounter. If no range is given, one such creature is normally encountered, or the GM must determine the number based upon the situation in his game.

Treasure — These codes indicate the type and how much treasure each group of these creatures will normally have. Each letter code indicates the richness of “part” of the creature’s treasure, as specified in the Treasure Code Chart. A treasure may consist of several “parts,” each specified by a separate letter. Often all of a creature’s (or group’s) treasure will not be with it, because all or part of the treasure remains in the creature’s lair. These codes give a general guideline for the contents of a creature’s horde.

Bonus XP — The letter given here determines the bonus experience points received for defeating (killing, knocking out, etc.) a creature of

the given type. This letter indicates which column is used on the Bonus Kill Point Chart. These points are in addition to the normal experience points given.

Outlook — This code is meant to be a general measure of the creature’s outlook, attitude, demeanor, and/or reaction/behavior pattern. If no code is given, such creatures exhibit a variety of behaviors. Here is a listing of the various outlook codes.

Aggres. — Aggressive and will attack if provoked or hungry.

Aloof — Ignores other creatures unless interfered with, or attacked.

Altru. — Altruistic, has an unselfish regard for the interests of others, often to the extent of risking his own safety.

Bellig. — Belligerent, often attacks without provocation.

Berserk — Attacks closest living creature until it is destroyed.

Carefree — Does not believe that danger or misfortune exists for it.

Cruel — Not only hostile, but delights in death, pain, and suffering.

Domin. — Desires power, attempts to control or dominate other creatures.

Good — Opposed to “evil” (e.g., those who are cruel, hostile, belligerent, etc.); supportive of those who are also good.

Greedy — Will attack or attempt to steal from other creatures if the risk does not seem too high.

Hostile — Normally attacks other creatures on sight.

Hungry — If hungry, will attack anything edible; otherwise Normal.

Inquis. — Inquisitive and curious; will approach and examine unusual situations.

Jumpy — Normally bolts at any sign of other creatures.

Normal — Watches and is wary of other creatures; will sometimes attack if hungry.

Passive — Ignores the presence of other creatures unless threatened.

Playful — Mischievous, but playful; will attempt to play with or play pranks on other creatures.

Protect — Protective of a thing, place, other creature, etc.

Timid — Skittish around other creatures, runs at the slightest hint of danger.

Section 2
Statistics and Codes

TREASURE CODE CHART		
Code	Relative Richness	
	Items	Wealth
a	Very Poor	Very Poor
b	Very Poor	Poor
c	Very Poor	Normal
d	Very Poor	Rich
e	Very Poor	Very Rich
f	Poor	Very Poor
g	Poor	Poor
h	Poor	Normal
i	Poor	Rich
j	Poor	Very Rich
k	Normal	Very Poor
l	Normal	Poor
m	Normal	Normal
n	Normal	Rich
o	Normal	Very Rich
p	Rich	Very Poor
q	Rich	Poor
r	Rich	Normal
s	Rich	Rich
t	Rich	Very Rich
u	Very Rich	Very Poor
v	Very Rich	Poor
w	Very Rich	Normal
x	Very Rich	Rich
y	Very Rich	Very Rich
z	Special	Special

These descriptions are merely guidelines which the Game-master should modify based upon the situation, the actions of player characters, and the GM’s reaction rolls.

BONUS EXPERIENCE POINT CHART												
Level of Character	Bonus XP Code from the Statistic Table											
	A	B	C	D	E	F	G	H	I	J	K	L
1-2	50	75	100	200	400	800	1,200	1,600	2,000	3,000	4,000	5,000
3-4	40	60	95	190	380	760	1,140	1,520	1,900	2,850	3,800	4,750
5-6	30	50	90	190	360	720	1,080	1,440	1,800	2,700	3,600	4,500
7-8	20	40	85	170	340	680	1,020	1,360	1,700	2,550	3,400	4,250
9-10	10	30	80	160	320	640	960	1,280	1,600	2,400	3,200	4,000
11-12	—	20	75	150	300	600	900	1,200	1,500	2,250	3,200	4,000
13-14	—	10	70	140	280	560	840	1,120	1,400	2,100	2,800	3,500
15-16	—	—	65	130	260	520	780	1,040	1,300	1,950	2,600	3,250
17-18	—	—	60	120	240	480	720	960	1,200	1,800	2,400	3,000
19-20	—	—	55	110	220	440	660	880	1,100	1,650	2,200	2,750
21+	—	—	50	100	210	400	600	800	1,000	1,500	2,000	2,500

IQ — This is a measure of the monster's reasoning and memory ability. The statistic is not normally given for animals since their actions are often based upon instinct, or very low order intelligence. The IQ codes are given in general categories which approximate human equivalents. To convert from the coded categories to an equivalent Reasoning and/or Memory stat score, use the following Intelligence Chart.

INTELLIGENCE CHART			
IQ Code	Re/Me Stat	IQ Code	Re/Me Stat
NO = none	Animal Instincts	AV = average	35-65
VL = very low	1-5	AA = above avg	50-77
LO = low	3-12	SU = superior	60-86
LI = little	7-25	HI = high	80-98
IN = inferior	13-40	VH = very high	94-99
MD = mediocre	23-50	EX = exceptional	100-102

Habitat — These codes give the GM an idea of where and how often these creatures are normally encountered. First, the codes give one or more small letters for the climate(s) in which the creature normally resides. Next, four groups of codes (capital letters or special symbols) separated by commas, give details on the environments in which the creature might be encountered. The four groups are Special Features, Water Sources, Terrain, and Vegetation. The third code component indicates the frequency with which the creature may be encountered.

If either the climate or the environment codes are given in parentheses, the creature can be found in all of the climates/environments available, except those given in the parentheses. If no codes appear, or a "(—)" is given, the creature could be found anywhere, as it has no preferred primary environ. If a \emptyset appears in a category, none of those environments are appropriate for the creature.

A frequency factor is also included. This number is an indicator of the creature's rarity in the appropriate environs. This code can be used as a guide when this specific creature is being hunted. See the Frequency Code Chart for information on how to apply this code to a character's Hunting skill.

A GM should keep in mind that the climate/environment codes give the primary area locations for the creatures. These are the types of areas in which the creatures are most likely to live and thrive on a fantasy world. Creatures will sometimes be found outside these "primary" areas if the climate and environment are not too radically different, or if the GM decides to change a creature's preferences.

HABITAT CODES CHART			
Code	Climate	Temperature	Humidity/ Precip.
h =	Hot/Humid	hot	rainy, humid
n =	Hot/Average	hot	temperate
a =	Hot/Dry	hot	dry, arid
w =	Warm/Humid	warm, temperate	rainy, humid
m =	Warm/Average	warm, temperate	temperate
s =	Warm/Dry	warm, temperate	dry, arid
k =	Cool/Average	cool	temperate
t =	Cool/Dry	cool	dry, arid
c =	Cold/Dry	cold	dry, arid
f =	frigid	cold	arid

ENVIRONMENT CODES CHART

Special Features	Encounter Table Page #
E = Enchanted and/or magical places	180
K = Cross-over points between dimensions	183
N = Near villages, towns, cities, and/or castles	178
V = Volcanic areas	183
X = Cavern complexes	182
Y = Battlefields and/or shipwrecks	181
† = Rural inhabited and/or cultivated areas	179
@ = Cave entrances, overhangs, and/or lairs	186
§ = Burial areas	185
# = Ruins	184
Water Sources	
B = Breaks and/or wadis	188
F = Freshwater coasts and banks	187
G = Glaciers and/or snowfields	190
I = tropical Islets, reefs, and or atolls	187
L = Lakes and/or rivers	192
M = Marshes and/or swamps	191
O = Oceans	188
Q = Oasis and/or isolated water sources	189
S = Saltwater shores and/or shallows	190
Z = Deserts	192
Terrain	
A = Alpine, high altitude, and/or mountainous	193
R = Rough, rugged, and/or rocky hills	195
U = Underground	194
W = Waste and/or barren	195
Vegetation	
C = Coniferous forest and/or taiga	196
D = Deciduous/Mixed (Decid. & Conif.) forest	197
H = Heath, scrub, and/or moor	198
J = Jungle and/or rain forest	199
P = Plains and/or grassland	200
T = Tundra	197

FREQUENCY CODES CHART

Code	Frequency	Hunting Modifier	Existence Chance
1 =	Routine	+30	100%
2 =	Easy	+20	90%
3 =	Light	+10	75%
4 =	Medium	+0	50%
5 =	Hard	-10	40%
6 =	Very Hard	-20	30%
7 =	Extremely Hard	-30	20%
8 =	Sheer Folly	-50	9%
9 =	Absurd	-70	4%

2.6 GENERAL DESCRIPTIONS

Along with the tables containing detailed system information, each creature has a description. These descriptions contain information on the beast's sizes, habitats, behavior, and unusual properties. Often, the statistics given for a particular animal are also applicable to a number of similar species. Creatures with similar backgrounds, such as Demons, are given a general background at the beginning of the section with only specific notes given in individual entries.

The animals presented here are grouped into categories based on the habitat, species, eating habits, or other criteria. Within each section the animals are broken down again, this time by importance within a setting. For example, it will probably be more important to a GM to have a more detailed view of a shark than of a carp. Only those animals that are likely to actually enter into a combat situation with characters are given the same detailed attention (with combat stats with the write-up, combat techniques, etc.) as the "monsters" presented in this book. *All* animals are given complete statistics in the tables presented.

3.1 HERBIVORES AND OTHER NORMALLY PASSIVE ANIMALS

In this grouping of creatures are the generally passive plant eaters.

ANTELOPE-LIKE ANIMALS

Small: (cf)(-),(OZ),(-),DHP-2; 13-30" long.

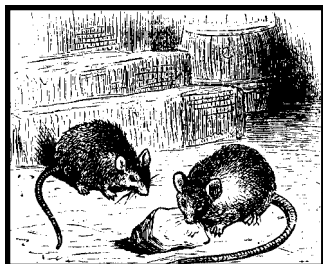
Large: (cf)(-),(OZ),(-),DHP-2; 4-8' long.

Antelope-like animals vary greatly in size and habitat. Similarities they share include hooves split into two toes and the four-chambered stomach. Other antelope-like animals include the bongo, eland, duiker, reedbuck, waterbuck, oribi, klipspringer, gazelle, and gerenuk, as well many types of antelopes. The majority of these creatures feed on stems, twigs, and grass. Most of the antelope-like animals have an average body size between 3' and 4'. The smallest of these animals is the royal antelope, no bigger than a large hare (between 13"-16"), the dik-dik, measuring in at 22", and the grysbok, averaging between 24-30". The largest of these animals include the bongo (5'-8'), the waterbuck (6'-7'), and the roan antelope (8'-8.5').

RODENTS

Small: (f)(-),(GO),(-),(-)-2; 4-11" long.

Large: (f)(-),(GO),(-),(-)-3; 12-30" long.



Rodents comprise the largest order of mammals, Rodentia, of which there are over 1500 species. Rodents include squirrels, prairie dogs, chipmunks, woodchucks, gophers, mice, beavers, rats, hamsters, lemmings, voles, muskrats, gerbils, porcupines, maras, pacas, and chinchillas. Most rodents feed on seeds, green vegetation, grain, roots, and insects. Some also eat other small mammals, bark, and insects. Some of the smaller rodents include the golden mouse (3"-3.5"), the field mouse (4.5"-5.5"), and the striped hamster (2"-4"). The largest rodents include the crested porcupine (28"-33"), the African cane rat, which can grow to 24", the capybara of South America (3.5'-4.5'), and the beaver (28"-4.5').

OTHER HERBIVORES

Armadillo: (f)(-),FLM,AR,DP-4;
29"-3.5' long, 1-4 young.

Armadillos are nocturnal digging animals which feed on ants, termites, worms, snakes and carrion. They are covered with tough plates which provide protection against their predators. Some can curl into a ball when threatened (DB raises to 0 when in this position).

Anteater: (f)(-),FLM,AR,DJP-7; 6"-4' long, 1 young;
against Tiny foes the tongue acts as a Grapple attack.

Anteaters have elongated snouts and no teeth. Their tongues are covered with a sticky solution allowing them to catch ants and other insects. The powerful foreclaws are used to break into ant and termite mounds.

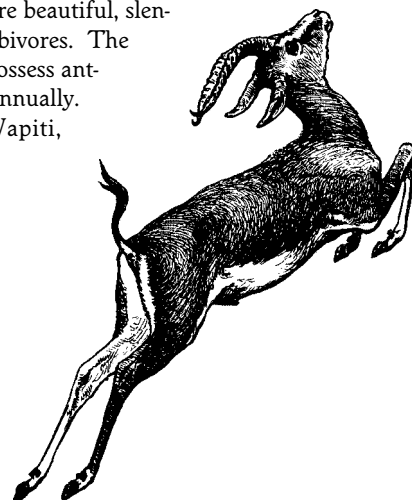


Buffalo: (h)(-),(GIOZ),CDP-3; 6-11.5' long, 1 young.

Buffaloes are easily recognized by their huge heads, tall shoulders (sometimes as high as 9'), and the shaggy fur that grows over the head, neck, and forelegs. Buffalo are primarily grazers, often traveling in huge numbers in search of food. Even though they are large, they display exceptional quickness. [Bulls, Yak, Bison.]

Deer: (f)(-),(GIOZ),(-),(T)-2;
30"-6.5' body length, 1-3 young.

Deer are commonly found in almost every habitat. They are beautiful, slender, long-legged herbivores. The males of all species possess antlers which are shed annually. [Roebuck, Hart, Wapiti, Pudu.]



Section 3

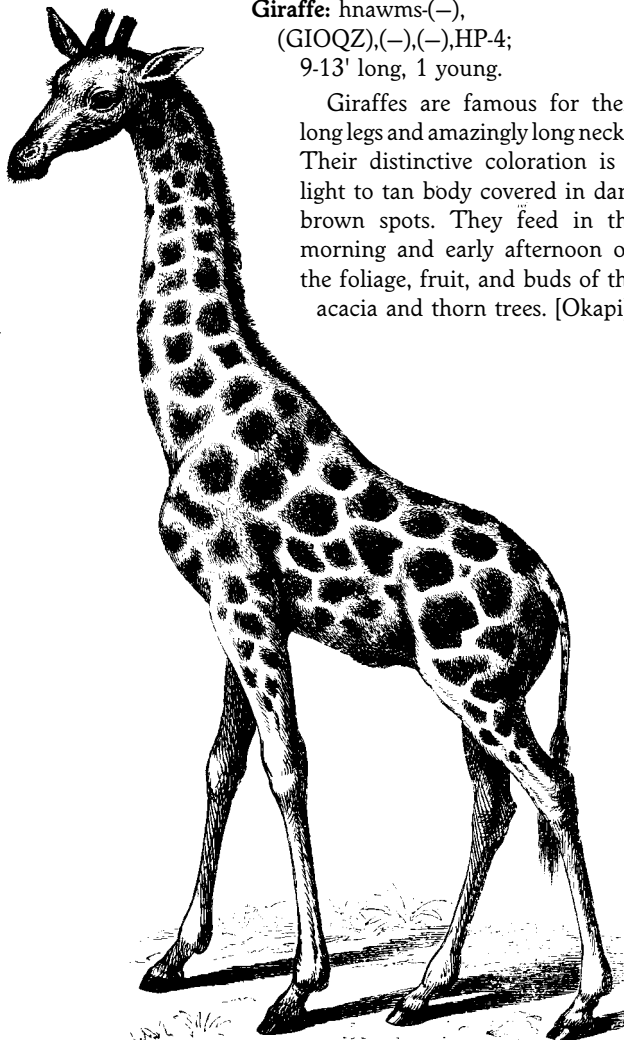
Animals

HERBIVORES AND OTHER NORMALLY PASSIVE ANIMALS													
Animal	Lvl	Base Move	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attack	# Enc.	Treasure	Bon. XP	Outlook (IQ)	
Antelope-Like Animals													
Small	1B	110*	Dash/+40	VF/FA	M/-	55E	3(40)	20SHo80/10STs20	5-500	-	-	Jumpy	
Large	2C	130*	Dash/+30	VF/FA	M/-	75F	3(30)	20MHo90/30MTs10	2-200	-	-	Timid	
Rodents													
Small	0A	20	FSpt/+20	MD/MF	S/-	10A	1(30)	20TBi100/20Sbi(6)	2-20	-	-	Timid	
Large	1A	30	FSpt/+10	MD/MF	S/-	15B	1(20)	10Sbi100/20Tbi«	2-200	-	-	Timid	
Armadillo	1A	40	Spt/+10	SL/SL	S/-	35D	12(30)*	20MCI100	1-2	-	-	Normal	
Anteater	1B	50	Spt/+20	SL/SL	S/-	40D	3(30)	30MCI100/10TGr*	1-2	-	-	Timid	
Beaver	2A	40§	Run/+20	MD/MD	S/-	40C	3(35)	40Sbi100	1-5	-	-	Timid	
Buffalo/Bull	4C	90	Dash/+10	MF/MF	L/-	150G	4(10)	50MHo50/60Lba50/70LTs«	1-50	-	A	Aggres.	
Deer	2B	130	Dash/+30	VF/FA	M/-	70F	3(40)	20MHo90/20MTs10	2-20	-	-	Timid	
Elk	4C	110	Dash/+10	FA/MF	L/-	190G	3(35)	65LHo50/50Lba50/60LTs«	4-40	-	-	Normal	
Giraffe	2C	110	Dash/+20	FA/MF	L/-	85F	3(30)	30LTs	2-10	-	-	Timid	
Koala	1B	30	Spt/+30	SL/MD	S/-	35B	3(30)	20TCI100	1-5	-	-	Jumpy	
Mole	0A	10*	Spt/+0	VS/SL	T/-	20A	1(30)	10SCL100	1-2	-	-	Jumpy	
Moose	3C	120	Dash/+10	FA/MF	L/-	180G	4(20)	55Lba100/60LTs«	1-2	-	A	Normal	
Opossum	1A	20	Spt/+10	SL/MD	T/-	10A	1(40)	0Tbi100/10TCl«/10TGr*	1-2	-	-	Timid	
Pangolin	2B	40	Spt/+0	SL/MD	S/-	45C	12(30)	20MCI100/10TGr*	1-2	-	-	Normal	
Platypus	1B	40§	Run/+10	MD/MD	S/-	30B	3(20)	20SPi40/30SCL60/Poison«	1-2	-	-	Timid	
Rabbit (Hare)	1A	100*	Dash/+40	VF/FA	T/-	10D	1(50)	0Tbi100/10Sba(6)	1-10	-	-	Jumpy	
Sheep	2B	110	Dash/+50	FA/FA	M/-	45E	3(40)	60Mba100/50MTsv/	1-10	-	-	Normal	
Sloth	2B	20*	Run/+30	VS/MD	S/-	35C	3(20)	40MCI100	1-2	-	-	Timid	
Tapir/Pig	2A	90	FSpt/+20	MF/MF	M/-	70D	4(20)	30Mba100/40STs«/40MCIv/	1-5	-	-	Jumpy	
Wombat	2B	60*	FSpt/+30	MD/MF	M/-	60C	3(30)	40MCI100	1-5	-	-	Timid	
Zebra	3C	110	Dash/+30	FA/FA	L/-	120G	3(30)	40MCI50/30Mba50/30MTsv/	2-20	-	-	Normal	

*: Special

§: These animals can swim at approximately the same speed.

Note: Female deer, cattle, sheep, antelopes, etc. have smaller horns than males (or do not have horns at all), and usually attack only with hooves or a Horn attack of one size smaller than the one listed.



Giraffe: hnawms(-), (GIOQZ),(-),(-),HP-4; 9-13' long, 1 young.

Giraffes are famous for their long legs and amazingly long necks. Their distinctive coloration is a light to tan body covered in dark brown spots. They feed in the morning and early afternoon on the foliage, fruit, and buds of the acacia and thorn trees. [Okapi]

Koala: ms(-),FL(-),D-5; 23-33" long, 1 young.

Koalas are marsupials that spend most of their time in the trees. They eat only the leaves and shoots of the Eucalyptus. As with all marsupials, the young spend 5 to 6 months in the pouch.

Moles: (f)(-), (GIOQZ),(-),DHP-7; 4-8" long, 2-7 young.

Moles live mostly underground, burrowing along in search of worms and soil-dwelling larvae. They have been known to dig as far as 66' in a single day. Their hands are well-adapted for digging and shoveling. Two species, the star-nosed mole and desman, have become excellent swimmers and feed mostly on crustaceans and water insects.

Moose: ktc(-),FLMS(-),DPT-4; 8.5-9.5' long, 1 young.

Moose are the largest deer, being distinguished by their huge antlers, overhanging muzzle, and flap of skin hanging beneath the throat. Although large and weighty, they negotiate bogs and swift streams quickly and gracefully. They feed on woody plants in the winter and water plants in the summer. Moose are known for their vicious contests between rival males. [Caribou, Reindeer, Elk.]

Opossum: wmskt(-),FLMS(-),DH-4; 6.5-19" long, 1-18 young.

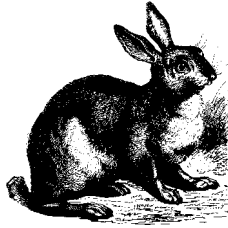
Opossums are rat-shaped marsupials with hairless tails and scruffy fur. They are agile climbers and use their tails extensively. Opossums feed on leaves buds and seeds, shoots, and some insects.

Pangolin: hnawms(-),LM(-),CDP-7; 13-31" long, 1 young.

Pangolins are nocturnal ant and termite-eaters. The body type is similar to the anteater except that the pangolin is covered with large scales like those of a pine cone. They have no teeth, and use their sticky tongues to catch food.

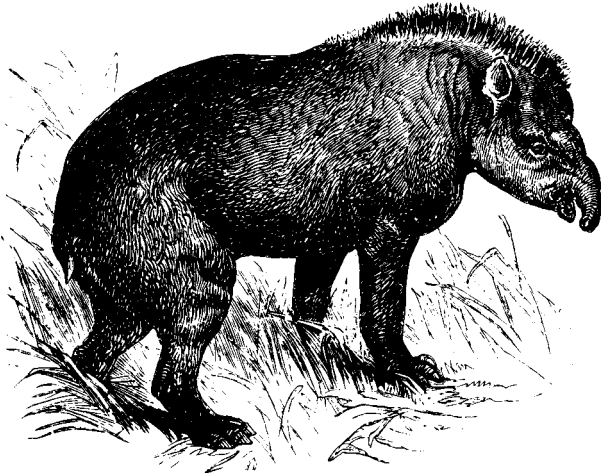
Rabbit (Hare): (hf)-(GIO),(J)-2;
7-30" long, 1-7 young.

Rabbits and hares are small herbivorous mammals comprising 40 species. They possess extremely long ears, short tails, and well-developed hind limbs which help them excel at running and jumping. Some can attain speeds up to 35 mph. Rabbits feast on leaves, roots, berries, and twigs.



Sloth: hnawms(-),FLM,(-),DJ-7; 19-25" long, 1 young.

Sloths are medium-sized ape-like mammals that have become so well-adapted to life in the trees that they have trouble moving on the ground. They possess long, curved claws which make them efficient, albeit slow, climbers. Sloths lazily munch on leaves, buds, twigs, and fruit.



Tapir: wm(-),M,(-)J-5; 6.5-8' long, 1 young.

Tapirs are stocky animals with short legs and bristly hair. The snout and upper lip are elongated, forming a short trunk. Slightly resembling pigs, they are, in fact, more closely related to horses and rhinos, having four toes on the forefeet, and three on the hind feet. Tapirs feast on aquatic vegetation, and the leaves, buds, and shoots of low growing plants.

Wombat: wmsktc(-),FLM,(-),CDH-6;
27"-4' long, 1 young.

Found exclusively in Australia and Tasmania, wombats are strongly built marsupials, resembling a cross between a small bear and a badger. They dig extensive burrow systems with their powerful claws. Wombats are vegetarians.

Zebra: hnawms(-),LMZ,(A),HP-4;
6-8.5' long, 1 young.

Zebras are easily recognized by their light brown to black stripes. They are active during the day, feeding on grass, leaves and bark. Male zebras generally live alone, staking out their own territory.

3.2 FISH AND OTHER WATER CREATURES

The diversification found among creatures inhabiting our fresh and ocean water is truly astounding.

DOLPHINS/PORPOISES

Dolphin: (cf)-ø, OS, ø, ø-4.

Killer Whale: (f)-ø, OS, ø, ø-4.

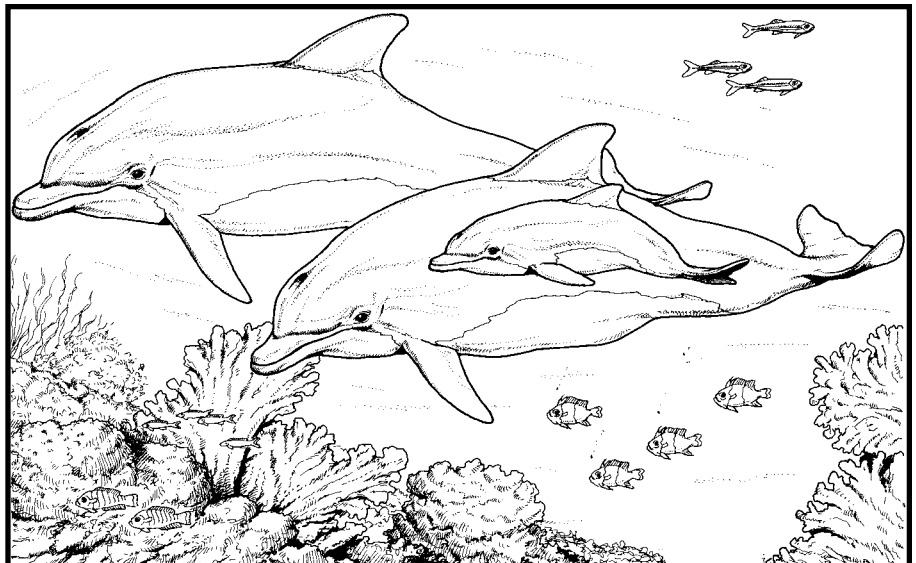
Porpoise: (f)-ø, OS, ø, ø-4.

River Dolphin: (ktcf)-ø, FL, ø, ø-4.

Dolphins and porpoises are mammals that are familiar inhabitants of the water. They are powerful swimmers, with streamlined bodies and prominent foreheads. Although most dolphins have beaks, porpoises are all beakless. River dolphins display the longest beaks. Another distinguishing characteristic is the number of teeth; while porpoises have 60-80, dolphins have 100 or more. Their markings vary. Dolphins range in size from 6'-10' long, porpoises 4'-7.5' long, river dolphins 5-9' long, and killer whales are 23'-32' long. Dolphins are incredibly intelligent, and tales are told of them saving drowning humans. The sight of a group of dolphins at sea is usually considered good luck.

Dolphins are most commonly found in coastal waters. Fast swimmers, they feed on fish, shrimp, mollusks, and crustaceans. Killer whales are the largest species of dolphin (even though they don't possess the usual beak). With their 40-50 teeth they prey on fish, other whales, squid, and even birds. River Dolphins are recognized by their prominent foreheads and very long beaks. They feed on small fish and crustaceans.

Porpoises are small, beakless whales that are found in both coastal and deep oceanic waters. They feed on squid and fish. Dolphins use their beaks to bash and ram their opponents. Killer whales also bash foes, but rely mostly on their bite, as do porpoises and river dolphins.



OCTOPUSES/SQUIDS

Animals

Small: (-)-ø, OS, ø, ø-3.

Medium: (-)-ø, OS, ø, ø-5.

Large: (-)-ø, OS, ø, ø-7.

Octopuses and squid are both invertebrates in the class Cephalopoda. They have many tentacles (octopus has eight, squid has ten), and a large body with a beak-like mouth. Small octopuses and squids have a 6"-24" body and 12"-48" long tentacles. Medium specimen have a 2'-5" body and 4'-12" long tentacles. That is as large as octopuses get. Giant squid have an 8'-30" body with 9'-30" long tentacles.

An octopus moves along with a gliding/pulling action. Contrary to legend, octopuses rarely grow larger than approximately 17' (including tentacles). These monsters of the deep have captured the imagination of mariners since man has sailed the oceans. Gigantic squid are often referred to in myth as Kraken.

Squid are fast swimmers, forcing water through a adjustable nozzle using a type of jet propulsion. Squid vary greatly in size, ranging from 18" to almost 60' in length. The base move for a squid is 1.5x that given for a similarly sized octopus and its *Max Pace* is "FSpt" (where the octopus' *Max Pace* is "Run").

Hunting primarily in shallow seas, the octopus lurks unseen until a fish or crustacean passes, then shoots out a tentacle, capturing its victim on one of its suction disks.

Squid capture their prey on the suckered tips of its tentacles, then haul it to the mouth region where it is held fast by smaller tentacles. Both the octopus and the squid can project an "ink" cloud, which obscures vision in a radius equal to 4x the creatures' body size.



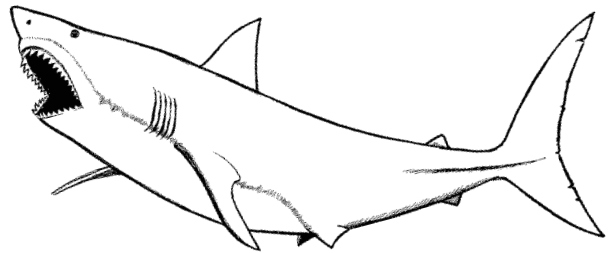
SHARKS

Small: (-)-ø, OS, ø, ø-3.

Large: (-), OS-4.

A few characteristics are shared by all sharks. First, their skeletons are made of cartilage, not bone. They also possess two dorsal fins, one anal fin, and five or six gill slits. Small sharks are 4" to 4' long, while large specimens range from 4' to 60' long monsters. Nothing is more terrifying at sea than the sight of shark fins breaking the water. Sharks are attracted by the scent of blood in the water.

Sharks are fairly common to all the waters of the world. Because of their feeding pattern (they swim with their mouths open and separate the plankton and small fish from the intruding liquid), they spend much of their time in surface waters. Smaller sharks are found under the order Squaliformes, which includes the dwarf shark (9") and the common saw shark (4'). The larger sharks include the white (20'), the basking shark (34'), and the whale shark (60'). Natural killing machines, sharks attack with a savage bite.



EELS

Conger: (cf)-ø, S, ø, ø-5; 9' long; produce eggs.

Electric: (ktcf)-ø, FL, ø, ø-5; 8' long; produce eggs.

Freshwater: (f)-ø, FLM, ø, ø-2; 19"-40" long; produce eggs.

Moray: (cf)-ø, S, ø, ø-5; 4.5' long; produce eggs.

Eels belong to the order Anguilliformes, in which there are approximately 600 species. All eels have elongated bodies with dorsal and anal fins usually running the entire length.

Conger Eels are usually found in shallow coastal waters. They have dorsal and anal fins running their entire length. Conger eels feast on fish, crustaceans, and even octopuses.

Moray eels normally inhabit rocky shores. They possess very large mouths and sharp teeth. Moray eels prey on fish and squid.

Eels classified as "freshwater" eels spawn and die in salt-water, but grow and live in freshwater estuaries and rivers. They feed on insects, crustaceans and fish.

Electric Eels also live in freshwater; but, even though they have long, slender bodies they are not true eels. Usually found in streams and pools, they prey on smaller fish and bottom-living invertebrates. These eels stun their food by releasing high voltage charges from special muscles. This "Shock Bolt" attack can occur when it is struck, when it strikes, or it can be discharged, affecting all in a 5'R (usable once every minute).

FISH

Small: (-)-ø, FLMOS, ø, ø-1; 1-11" long.

Large: (-)-ø, FLMOS, ø, ø-1; 12"-50" long.

Fish comprise over 20,000 species and are commonly found in all waters. Because of this huge number, the variety in size, coloration, feeding patterns, and reproduction is overwhelming. Most are not dangerous to human-sized creatures, but in large numbers or special circumstances they could be a hazard. [Barracuda, Gar, Pike, Monkfish, Tigerfish, Catfish.]

FISH AND OTHER WATER CREATURES													
Animal	Lvl	Base Move	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attack	# Enc.	Treasure	Bon. XP	Outlook (IQ)	
Dolphins/Porpoises													
Dolphin	8F	80	FSpt/+40	VF/FA	L/-	80E	1(40)	50MBa80/40MBi20	20-100	-	B	Normal	
Killer Whale	9F	100	FSp/+25	VF/VF	H/LA	450H	8(20)	100LbA30/110HBi70/150HGrv	1-5	-	F	Bellig.	
Porpoise	7E	80	FSpt/+35	VF/FA	L/-	85E	1(40)	60MBi100	2-20	-	A	Normal	
River Dolphin	6E	80	FSp/+30	FA/FA	L/-	70E	1(40)	50MBi100	2-6	-	A	Timid	
Eels													
Conger	4C	70	FSp/+30	FA/FA	L/-	65E	3(30)	70LbI100	1-2	-	C	Aggress.	
Electric	2B	60	Spt/+20	MF/FA	L/-	60E	3(20)	80SBolt60/40MBi20/Both20*	1-2	-	D	Aggress.	
Freshwater	1A	40	Spt/+20	MF/MF	S/-	20B	3(50)	20SBi100	1-2	-	-	Normal	
Moray	3C	80	FSp/+40	FA/VF	M/-	50D	3(40)	60MBi100	1-2	-	B	Bellig.	
Fish													
Small	0A	50	Spt/+40	FA/FA	S/-	10A	1(50)	0TPi100/10SPi(6)	1-100	-	-	Passive	
Medium	1B	70	Spt/+30	FA/FA	M/-	20B	3(30)	30SPi100/40MPi(3)	1-20	-	-	Normal	
Large	3C	90	Spt/+20	FA/FA	L/-	35D	4(20)	50MPi100	1-5	-	-	Normal	
Octopus/Squids													
Small	1A	40*	Run/+30	MF/MF	S/-	20B	1(50)	40SGr100/30TPi«	1-2	-	-	Normal	
Medium	3B	60*	Run/+20	MF/MF	M/-	40D	1(30)	50MGr100/40SPi«	1-2	-	A	Normal	
Large	6D	80*	Run/+10	MD/MF	L/II	70E	1(30)	80LGr100/60MPi«	1-2	-	C	Normal	
Rays													
Electric	3B	40	Run/+10	SL/MD	L/-	50D	1(30)	60SBolt60/50MBa20/Both20*	1-2	-	C	Normal	
Manta	3C	50	Run/+20	MD/MD	M/-	40D	1(40)	40SBa100	1-10	-	-	Normal	
Sawfish	4D	70	Spt/+20	FA/MD	L/I	120F	1(30)	70LCi60/50MBa40	1-2	-	C	Normal	
Sting	3C	60	Run/+20	MD/FA	M/-	45D	1(40)	80wp100/60MSt«/Poison«	1-2	-	C	Normal	
Sharks													
Small	2B	80	FSp/+30	FA/VF	M/-	90E	4(40)	60MBi100	1-20	-	A	Aggress.	
Large	5E	100	FSp/+20	FA/FA	L/-	180F	4(20)	100LbI100	1-10	-	C	Bellig.	
Whales													
Baleen	10G	100	Spt/+10	MF/MF	H/SL	700H	8(50)	80HGr50/75HBa50	2-10	-	F	Passive	
Beaked	6E	90	Spt/+20	MF/MF	H/LA	400G	8(40)	85HPi75/60LbA25	6-10	-	E	Timid	
Narwhal	7E	90	Spt/+30	MF/FA	L/LA	300F	8(50)	80HHo60/60LbI20/50LbA20	2-10	-	E	Normal	
Toothed, small	7E	90	Spt/+30	MF/FA	L/LA	300F	8(50)	75LbI75/60LbA25	2-10	-	D	Timid	
Toothed, large	9F	110	Spt/+20	MF/MF	H/SL	550H	8(40)	80HBa50/90HBi50/70HGrv	2-20	-	F	Normal	
Jellyfish													
Lamprey	1A	30	Run/+0	SL/SL	S/-	15D	3(30)	50SGr100/Special/*	1-5	-	-	Aggress.	
Piranha	0A	70	FSp/+30	VF/VF	S/-	10B	1(40)	30TPi100/40SPi(60)/70MPi(20)	1-100	-	-	Aggress.	
Portugese Man-o-war	3B	20	Run/+0	VS/SL	L/I	40C	1(10)	50LGr100/Poison«/Special*	1-5	-	A	Passive	
Swordfish/Sailfish													
Sea Anemone	0A	-	-/+10	-/MF	T/-	5A	1(30)	30TGr100/Poisonv/100TGrv	1-20	-	-	Passive	
Starfish	1A	5	Run/+0	IN/SL	T/-	10A	8(30)	40TGr100/30TPi/Special*	1-20	-	-	Passive	
Viperfish	1A	40	FSp/+20	FA/FA	S/-	10B	1(40)	40SHo100	1-10	-	-	Aggress.	

*: Special (see description)

Note: The statistics above are given for activities in water.

RAYs

Electric: (f)-ø, OS, ø, ø-5; 6' long.

Manta: (f)-ø, OS, ø, ø-5; 17' long, 22' wide.

Sawfish: (ktcf)-ø, OS, ø, ø-5; 25' long.

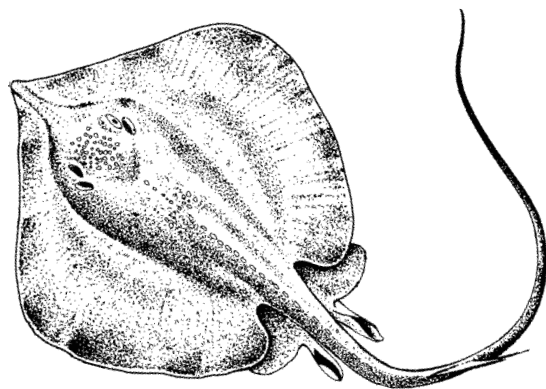
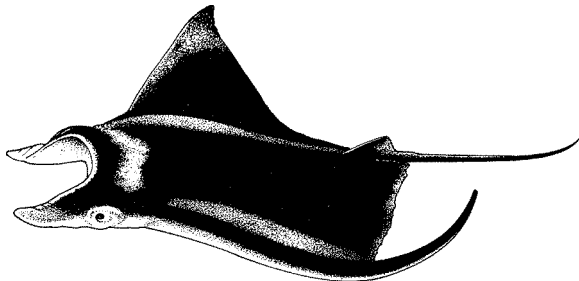
Stingray: (f)-ø, OS, ø, ø-5; 5' wide;

tail can inject a level 2B Nerve Poison.

Rays' strange appearance has made them much feared through the ages. A flapping motion of their pectoral fins gives them the illusion of "flying" through the water.

The Manta Ray, is the largest ray. Mantas feed on plankton, but also eat fish and crustaceans.

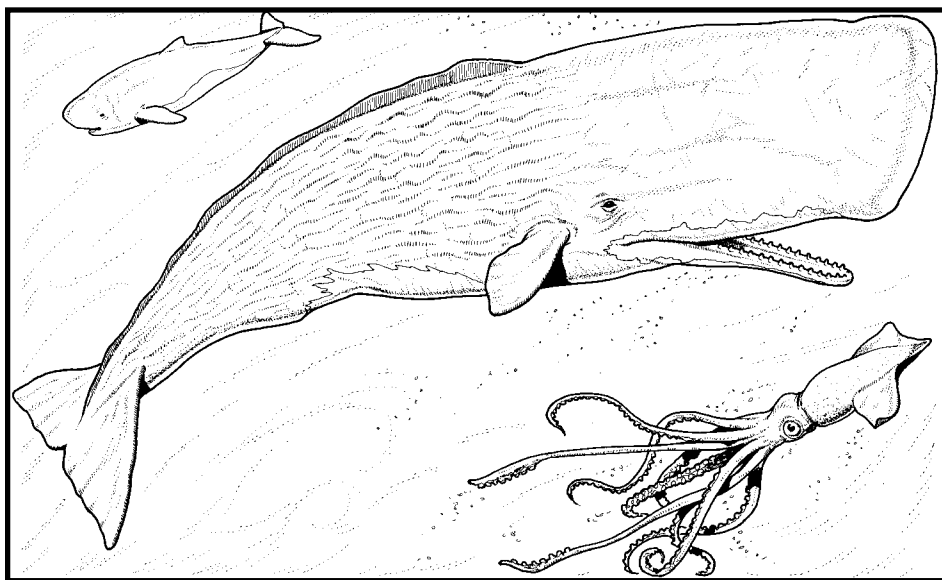
Stingrays are commonly found in shallow coastal waters. A sharp spine at the base of the tail secretes venom that can be fatal. Most of their time is spent buried on the seabed, waiting to pounce on mollusks, crustaceans, and fish.



Electric Rays, or Torpedo Rays, are capable of delivering shocks up to 220 volts, enough to kill its prey or stun a man. These charges are produced by specialized muscles. Electric Rays first envelope their meal in the pectoral fins, then turn on the juice.

Common to all rays is the flat, disk-like body and large pectoral fins tapering into the long, thin tail. For the shock bolt effects, see electric eel above.

Sawfish are recognized by the long snout, which sports 24-32 large teeth on either side. The body type closely resembles that of the shark; however, uncommonly large pectorals groups them with the rays. Their "saws" are used to probe the ocean bed for small invertebrates.



WHALES

Baleen: (-)-ø, OS, ø, ø-5; 25-105' long.

Beaked: (-)-ø, OS, ø, ø-5; 16-39' long.

Narwhal: cf-ø, OS, ø, ø-8; 13-20' long; tusk/horn up to 9'.

Toothed, small: (-)-ø, OS, ø, ø-5; 8-20' long.

Toothed, large: (-)-ø, OS, ø, ø-5; 20-66' long.

Whales are ocean dwelling mammals that have been admired and hunted for hundreds of years. These are some of the largest existing creatures and fully grasping their size is nearly impossible.

Baleen whales are those that feed with their baleen, which consists of rows of plates suspended from the upper jaw. Fish and plankton are caught on the plates, while the water is expelled from the sides of the mouth. The tongue then transfers the food to the back of the mouth so it can be swallowed. Baleen whales include the blue whale (the largest mammal at 105 feet long and weighing 160 tons), the humpback (48-62 feet long), and the minke (26-33 feet long)

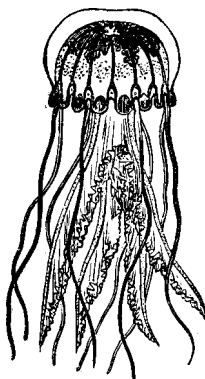
Beaked whales comprise 18 species, all of which have slender bodies, long snouts, and generally only one or two pairs of teeth. They feed on fish, squid, and crustaceans.

Toothed whales are those which aren't baleen or beaked. Of these, the sperm whale is the most familiar. Their common characteristics are the square forehead and the spermaceti organ (above the jaw), which is used in controlling buoyancy. Toothed whales usually have 12 or more pairs of teeth in the lower jaw. They feed on fish, squid, and crabs. Narwhals are well known for their long spiral tusk, which is actually the upper-left incisor. Narwhals feed on fish, shrimp, crabs, and squid.

OTHER SEA CREATURES

Jellyfish: (-)-ø, OS, ø, ø-2; 6"-8' in diameter, tentacles 12"-275' long.

Jellyfish are recognized by a floating "body"—actually a gelatinous, gas-filled bag—and stinging tentacles hanging deep into the water. With these, jellyfish dispatch their food and move it to the digestive canal. Jellyfish prey on all types of fish that swim into contact with the dangerous tentacles. [Sea Wasp, Sea Nettle, Sea Blubber]



Lamprey: ktcf-ø, OS, ø, ø-4; 35" long; if the SGr attack gets a critical, it is attached and will drain 1-10 hits/round.

Lampreys are long, eel-like blood-sucking parasites. They first attach themselves firmly to the host. Then a secretion from the sucker's mouth prevents the victim's blood from clotting, allowing the lamprey to feast at will. Victims will usually die from loss of blood. Lampreys have also been found in inland lakes. When torn from its prey an 'A' Slash critical is taken. Fire or electricity may cause the lamprey to release its prey (the lamprey may make an RR to continue holding on to its prey). [Leech, Hagfish]

Piranha: hna-ø, FL, ø, ø-4; 12" long.

Piranhas are not overly large, but their vast schools form formidable hunting groups. They are known for their razor-like teeth and powerful jaws. Piranhas feed primarily on fish, but if they encounter a wounded animal in the water

they will consume it in an amazingly short time.

Portuguese Man-of-War: (-)-ø, OS, ø, ø-6; 8' diameter, 275' long tentacles; tentacles inject a level 3C Muscle Poison; digestion if trapped and paralyzed.

Portuguese Men-of-War are actually complex groupings of jellyfish. They are known for their huge gasbag, which catches the wind and provides additional propulsion, and their extremely long and dangerous tentacles. Men-of-War are colonies of different animals, each performing a specific function. Some catch the food, some paralyze it, some eat and digest it, and some propel the entire colony. Fish as large as 15' long have been seen in the tentacles of men-of-war.

Swordfish/Sailfish: (-)-ø, OS, ø, ø-7; 12-16' long.

Swordfish and sailfish are closely related members of the order Perciformes. A long sail-like dorsal fin is the most recognizable characteristic of the sailfish. Swordfish are famous for their long, flattened and pointed snout (its lengthy sword). The dorsal fin is sickle-shaped and placed farther back from the head. Both are fast, solitary swimmers that prey on fish and squid. Both also make winter migrations to warmer waters. [Marlin]

Sea Anemone: (-)-ø, OS, ø, ø-2; 12" tall; injects level 1B Muscle Poison.

Sea Anemones are coelenterates, like jellyfish, that attach themselves to rocks or the ocean bottom. They paralyze their prey with stinging cells at the ends of their tentacles. Food is then transferred to the partitioned digestive cavity within the muscular body. They feed on small fish and other life forms found along the ocean floor.

Starfish: (-)-ø, OS, ø, ø-4; 6-12" diameter; 10% have poison barbs on top that deliver a level 2B Nerve Poison.

Starfish, or sea stars, are coral-eating animals that look like their name. They slowly crawl across the bottom, consuming the tiny coral inhabitants along the way.

Viperfish: (-)-ø, OS, ø, ø-4; 11" long.

Viperfish are deep-sea fish famous for their long fang-like teeth. The body is long and narrow, the dorsal fin having an elongated ray which holds a light organ used to attract prey in the darkness. Viperfish feed on smaller fish.



3.3

INSECTS, ARACHNIDS, AND CRUSTACEANS

Insects, arachnids, and crustaceans are all classes of arthropods, multi-segmented, cold-blooded invertebrates encased in an external skeleton.

Insects form the largest class of all creatures. They are distinguished by a number of features: a head bearing a pair of antennae; three pairs of mouthparts; a three-part thorax; and an abdomen. Each unit of the thorax contains a pair of legs (six legs in all), and the last two thorax units often sport a pair of wings. The legless abdomen, serves other functions, such as housing sensory organs, glands, and stingers.

Arachnids are almost entirely land animals and have but two body segments. The forward area combines the head and thorax and bears twelve appendages, four pairs of legs, a pair of small "feeding" chelicerae, and a pair of leg-like pedipalps (some of which end in pinchers). The rear area of these aggressive predators holds no appendages.

Crustaceans are primarily aquatic creatures and are well designed for marine life. They have three segments: a head, a thorax, and an abdomen. The head contains feathery gills and three to six pairs of feeding appendages, while eight walking legs protrude from the thorax.

ANTS

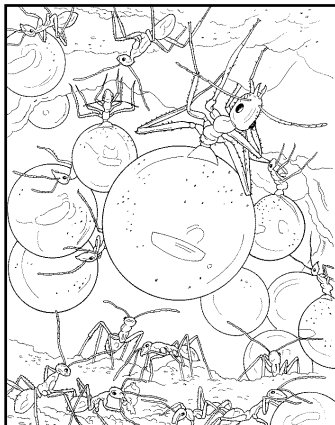
Queen: (f)(-,GLO,A,T)4; .1-3".

Soldiers: (f)(-,GLO,A,T)1; .05-1".

Workers: (f)(-,GLO,A,T)2; .05-1".

Ants adhere to a complex social organization based on a nest or colony which contains a single relatively large, egg-laying queen and thousands of specialized servants. Small males and mostly sterile females compose the queen's mates, workers, and in some species, soldiers. Using chemical deposits secreted from glands in the abdomen, ants can communicate with one another and act in relative unison. These same glands produce stronger toxins for used in personal combat. Exceptionally strong jaws complete their formidable arsenal. These pincher-like mandibles are made all the more deadly by virtue of the ant's incredible strength. All varieties of ants are capable of lifting many times their own body weight. The ant diet is quite varied and includes plant and animal matter (food-gathering and nest-building both require considerable physical effort).

Queen ants are normally either dormant or producing eggs in nest. They have wings that allow them to fly, though they are usually only used when a newborn queen flies off to start a new nest. Soldier ants are programmed to defend their nest until they die. They have an abnormally large head that contains huge jaws, and their abdomen contains a retractable stinger that injects a mild level 1C respiratory poison. Worker ants have routines confined to nest-building or defense.



BEETLES

Section 3

Animals

Beetles: (f)(-,O,-,-)2; 0.5-6".

Beetles are insects that vary considerably in size and habits. Found on land or in freshwater, beetle varieties include predators, scavengers, and herbivores. All have protective non-aerodynamic forewings that fold back to form a horny shell over the top of the thorax and abdomen. This pair of wings serves as a sort of armor that completely covers their functional hind wings.

CRABS AND LOBSTERS

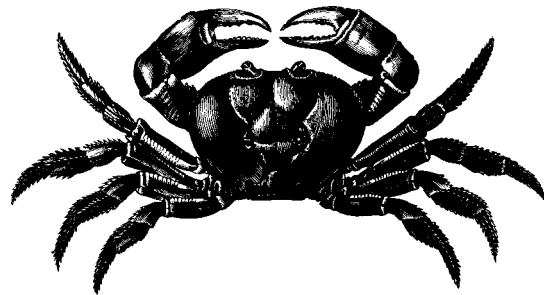
Crabs: (f)(-, OS, (-), (-)2; .1'-7' diameter (stretched).

Lobsters: (f)(-, O, (-), (-)4; 0.5'-2.5'; 1-38 lbs.; 10,000-75,000 eggs.

Crabs and lobsters are related crustaceans, both known for their aggressive, predatory manner, relatively large size, and huge pincher claws. These creatures are remarkably unintelligent; but they are also efficient killing machines that will gorge until they molt. Molting occurs 3-5 times during their long lives (lobsters can live to age 60) and involves the complete shedding of their shell and outer skin. After holing up and growing a new covering (over a 2-5 week period), they emerge anew, often 15-25% larger.

There are aquatic and amphibian varieties of crabs. most of the amphibian-type are nocturnal. The land-dwelling burrowers employ hibernation to face the cold. All lobsters are aquatic and can regenerate lost appendages or shell casing.

Lobsters and crabs share many of the same structures. They have long antennae that contain no pain-receiving nerves and,



although very sensitive to food or danger, are designed to ignore damage. These beasts listen with their legs, taste with their feet, chew with their stomachs, and propel themselves backwards when swimming. Both have shell armor that covers their fused head and thorax, and each sports a pair of pinchers. The slightly larger pincher is used to capture and crush prey, while the smaller claw has a sawtooth cutter and is generally a defensive weapon. Their claws immobilize a foe, allowing their side-chewing mandibles to tear it apart and deliver the pieces to the other four pairs of mouth parts. Food is "chewed" after delivery to the stomach.

Crabs differ from lobsters in a number of ways, notably in terms of lifestyle. While both crabs and lobsters are burrowers (who dig holes of live in nooks or caves), the ultra-adaptable and numerous crab varieties are not confined to aquatic living. Many types live in extremely shallow water, on tidal flats, or in the sands above the high water mark.

Because crabs are often amphibious, they must be mobile on land and therefore have stronger legs and smaller pinchers (all but the sea-dwelling Soldier Crab walk sideways). On the other hand, lobsters are exclusively aquatic and prefer deep water. This allows them to grow disproportionately huge claws (as much as 60% of their body weight), for their water buoyancy aids in their mobility.

Section 3

Animals

INSECTS, ARACHNIDS, AND CRUSTACEANS													
Animal	Lvl	Base Move	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attack	# Enc.	Treasure	Bon. XP	Outlook (IQ)	
Ants*	0A	1	Spt/+10	IN/VF	T/-	1	11(30)	0TPi(100)/0SSt(30)/Special*	20-2000	-	-	Normal	
Beetles*	0A	1	Spt/+10	IN/VF	T/-	1	12(30)	0TPi(50)/Special*	1-100	-	-	Normal	
Crabs/Lobsters*	0A	10	Run/+10	VS/SL	T/-	10A	12(30)	0TPi(6)/20SPi(6)	1-10	-	-	Aggress.	
Fleas	0A	5	Special*	CR/VS	T/-	1	11(30)	0SSt(12)/Special*	1-100	-	-	Passive	
Praying Mantis	0A	5*	Run/+10	CR/BF	T/-	1	11(30)*	0TGr(6)/0TBi*/0TPiV	1-2	-	-	Aggress.	
Scorpions	0A	2	Spt/+10	IN/VF	T/-	1	12(30)	0TPi50/10SSt50/Poison*	1-2	-	-	Aggress.	
Spiders													
Poisonous	0A	1	Spt/+10	IN/VF	T/-	1	1(10)	0TPi(50)/0SSt/Poison*	1-2	-	-	Normal	
Non-Poisonous	0A	1	Spt/+10	IN/VF	T/-	1	1(10)	0TPi(6)/20TPi(12)*	1-5	-	-	Normal	
Ticks	0A	1	Special	CR/VS	T/-	1	12(30)	0TPi(100)/0SSt(12)/Special*	1-100	-	-	Passive	

*: Special

FLEAS

Fleas: (f)(-), GO, -, T)-7; 0.05"-1".

Fleas are parasitic insects, that feed on the blood of warm-blooded hosts (mammals and birds). There are both aquatic and land varieties. Their mouth parts combine to form a syringe that pierces the host's skin. While sucking blood, they may deposit any one of the numerous disease organisms they carry (e.g., the bubonic plague) into the host's wound. Wingless, they move by leaping in a tumbling, cartwheel-like manner (they can jump distances equal to 100 to 300 times their own body length). Their elongated rear legs provide the spring, while the shorter center and forward pairs are held up over and out from their body (respectively) to break the fall. In this way they can land in any position, even on their backs, before attacking. Fleas spot their targets by using movement-sensitive and heat-sensitive sensor hairs on the backs of their abdomens.

SCORPIONS

Scorpions: ahmns-V,BFQZ,R,CDHJP-5; 0.5"-7.5".

Scorpions are secretive, nocturnal arachnids whose forward appendages are tipped with large pinchers, and whose long rear segment ends in a large, bulbous stinger. Carnivorous hunters, they feed on various invertebrates, particularly insects, during the mild hours of the warm night. During day or when faced with a larger foe, they retreat into burrows or beneath rocks. They use their potent, venomous stinger only when hunting or forced into a "corner." Stronger scorpion poisons can fell a dog in seven minutes or kill a man in under seven hours. The stinger attack injects a level 3D Respiratory Poison.

SPIDERS

Poisonous: ahkmns(-),BMQZ,R,DJP-3; 0.5"-5".

Non-poisonous: ahkmns(-),BFLMQZ,R,CDHJP-5; 0.1"-10".

Spiders are eight-legged invertebrates that are related to scorpions and mites. They are carnivorous hunters noted for their pincher-like jaws, groupings of eight primitive eyes, and glands that produce silky, web-producing proteins.

Spiders use their webs as both nests and traps. They spin remarkably strong, interwoven lines across shady defiles, creating a sticky web in a matter of hours, or even minutes. Movements in these sensitive devices are keyed to vibration receptors in the spider's legs, allowing the spider to distinguish between wind gyrations and the presence of prey. Once alerted, the spider will move on the trapped victim, using its powerful jaws to finish the poor trapped victim.

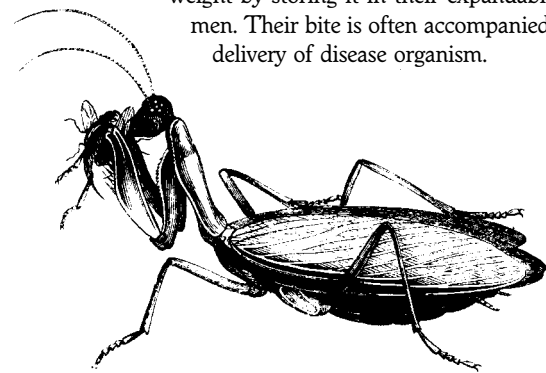
There are a number of variations on the web trap. One variety uses tempting "fishing lines," dangling threads ending with lures and covered with an extremely thick fluid. Others build silk-lined pit traps or actually resort to tossing small snare-webs at passing victims.

Feasting often involves the injection of a solvent fluid (level 1A Reduction Poison) that combines with the victim's innards to produce a jelly-like meal. The spider then sucks the food out of the lifeless body. Poisonous spiders immobilize their foes with sprays or injections of toxic venom (level 1C Muscle Poison).

TICKS

Ticks: amnhkst(-),FM,AR,CDHJP-5; 0.05"-.75".

Ticks are small, parasitic arachnids, related to mites. Slow-moving, they nonetheless present a danger to their foes. These beasts are well-armored, with a tough, flexible outer shell/skin. Their pedipalps bear dangerous pinchers, smaller than those of scorpions, but larger than those of spiders. They are exceptional climbers. Like fleas (which are insects), ticks prey upon warm-blooded hosts. When attacking, they wait in trees or on upright plants, drop onto the host, affix themselves to the host's skin, burrow a shallow hole, and gorge themselves using a syringe-like sucking mechanism. They can consume quantities of blood equal to many times their own body-weight by storing it in their expandable abdomen. Their bite is often accompanied by the delivery of disease organism.



THE PRAYING MANTIS

Praying Mantis: mnhst(-),FM,(-),CDHJP-5; 0.5"-5".

The praying mantis is a carnivorous insect closely related to the cockroach. They have long antennae, cigar-shaped bodies, and tough, leathery forewings that sweep back to shield their functional hindwings. Extremely agile, they can strike or take flight with alarming quickness. Generally, however, they use their brown or green coloration as camouflage, and hide in grass (or other foliage) until their invertebrate prey happens along. They then capture their foe with their large, spiny front legs. The larger, more deadly female usually consumes its male consort after mating.

3.4

REPTILES AND AMPHIBIANS

Reptiles and amphibians are cold-blooded vertebrate creatures whose body temperature is regulated by external heat sources. As such, they prefer warm or tropical climates, especially if they are nocturnal or spend a great deal of time in water. Some use special stances, sprawl out on rocks, or orient themselves toward the sun to increase their heat intake. Unless warm, they are relatively sluggish or inactive, and most spend a great portion of their time at rest or in a quasi-dormant state. Of course their lower levels of activity require less food.

Amphibians differ markedly from reptiles, (reptiles are descendants of amphibians). While reptiles can attain a rather large size and exist in virtually any warm or moderate ecosystem, amphibians tend to be very small and must stay moist. Even desert-dwelling amphibians must have at least a puddle to play in, and many varieties possess gills in addition to, or in lieu of, lungs. This reliance on water also dictates a reliance on water temperature. Reptiles have scaly hides, while amphibians generally have thinner, smoother skin.

ALLIGATORS AND CROCODILES

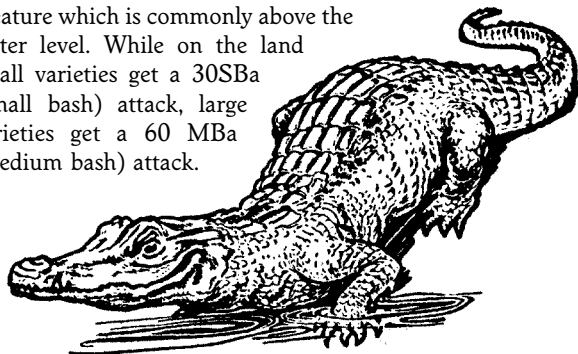
Small: hmnw(-),LMF(-),HJ-2.

Large: hmnw(-),LMF(-),HJ-2.

Alligators and crocodiles—and their relatives the smaller, more graceful gavials and caimans—are the largest and deadliest of reptiles. Males and females are virtually indistinguishable (except to each other), although males tend to be larger. Crocodiles differ from alligators by virtue of their always exposed front teeth and range in size from 5'-19.5' long. Alligators have sockets in the upper jaw that hide their cruel canines and are 8'-18' long. Large alligators and crocodiles are sometimes referred to as Leviathans.

Adapted for water, they are aggressive, carnivorous beasts and avid swimmers and divers. While on land, they are more vulnerable, stuck with short, stout legs and a small stride. Nonetheless, they can be quick over short distances and are very fierce when defending their nest piles. On land, decrease their movement rate by 20, reduce Maneuver and Defensive Bonuses to 0, and Movement Speed to "Very Slow."

All groups have long muscular tails, bodies, and snouts and possess big, well-anchored conical teeth. Great forward teeth allow them to grapple their prey, while nose and throat flaps permit them to fight under water without fear of drowning. They use their grappling bite to drown foes as they rip them apart. Their thick, horny hides have bony back plates which act like body armor and cover the only part of the creature which is commonly above the water level. While on the land small varieties get a 30SBa (small bash) attack, large varieties get a 60 MBa (medium bash) attack.



SNAKES

Boa/Python: hmnstw(-),FLM(-),CDHJ-4.

Cobra: hmnsnw(-),BF(-),DJP-4.

Non-poisonous: ahkmnstw(-),BFLMQSZ,RU,CDHJP-3.

Pit Viper: achkmnstw(-),G,A,T-4.

Sea Snake: hnams-ø, LOS, ø, ø-6.

Viper: ahmnstw(-),BFQZ,R,CDHJP-5.

Snakes are akin to lizards, but are rangeless. Pythons and Boa Constrictors range in size from 3'-30' in length, while cobras are 0.5'-10' long. Pit vipers are 1'-11.5' long, sea snakes 2'-8' long, and vipers are 0.5'-7' long. Stories of giant serpents are quite common. Snakes are often used to fill the bottom of pit traps, making them much more deadly.

Carnivorous creatures, snakes can be found anywhere. Most are very quick in combat, but move along the ground relatively slowly.

Flexible and often quite quick, they rely on powerful jaws, venomous fangs, or strangling constriction to kill their prey. Some have jaws with detachable connections, enabling the snakes to free the upper and lower bones and swallow extremely large victims.

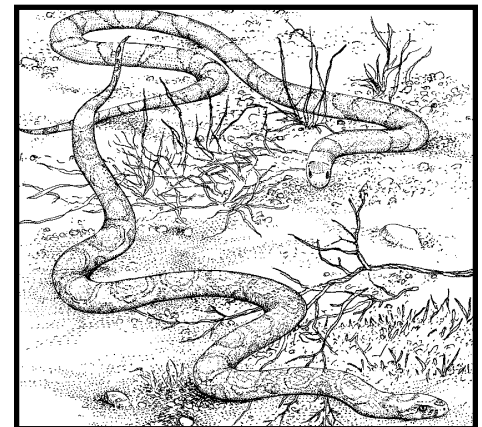
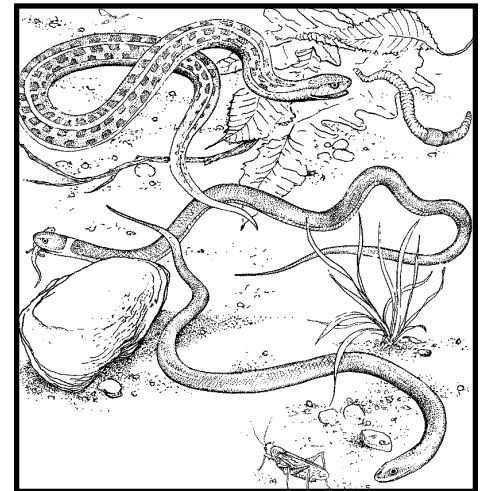
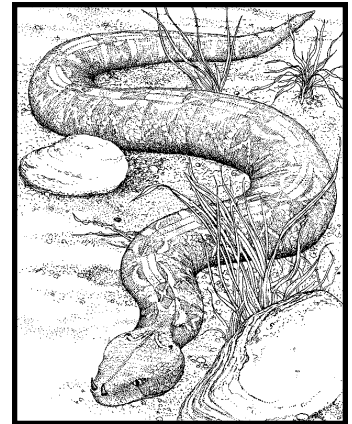
Vipers ambush their prey, striking with their long poisonous fangs in frighteningly quick attacks. Their muscle-poison immobilizes or kills their foes (level 2B Muscle Poison).

Pit Vipers (e.g., rattlesnakes) are nocturnal varieties that use heat sensors to locate their quarry. Like vipers, they have a muscle poison venom.

Cobras use more powerful nerve-poisons that act faster and can kill very large prey (level 4A Nerve Poison), but cobra attacks are usually slower, and their venom is often delivered by a chewing rather than an injection method. However, some cobras (10%) can spit their poison, blinding their adversary.

Cobra-related sea snakes use the strongest venom (level 6A Nerve Poison), but are entirely adapted to aquatic life and never venture on land (where their skeletons would collapse). Although air-breathers, they can stay under water for up to two hours.

Of the non-poisonous varieties of snakes, constrictors (such as boas or pythons) are in many ways the most dangerous. Relatively large, they have strong teeth and use rapidly coiling movements to surround, entwine, strangle, and eventually swallow their prey.



Section 3

Animals

REPTILES AND AMPHIBIANS													
Animal	Lvl	Base Move	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attack	# Enc.	Treasure	Bon. XP	Outlook (IQ)	
Alligators/Crocodiles													
Small, in water	1A	40	Run/+20	MD/MD	M/-	85D	7(20)	50MBi100/30SGrv/Special*	1-10	-	-	Aggress.	
Small, on land	1A	20	Run/+0	VS/MD	M/-	85D	7(20)	30SBi50/30SBa50/50MBiV	1-10	-	-	Aggress.	
Large, in water	3C	50	Run/+10	MD/MD	L/-	120E	7(10)	80LBi100/80MGrv/Special*	1-10	-	B	Aggress.	
Large, on land	3C	30	Run/+0	MD/MD	L/-	120E	7(10)	40MBi30/60MBa70/80LBiV	1-10	-	A	Aggress.	
Frogs													
Frog	0A	10*	Run/+20	SL/FA	T/-	10A	3(30)	0TBa20/0TGr80/20TGrV	1-10	-	-	Timid	
Toad	0A	10	Run/+10	SL/FA	T/-	10A	3(40)	0TBa30/0TGr70/10TGrV	1-10	-	-	Normal	
Tree Frog	0A	10*	Run/+10	SL/FA	T/-	10A	3(40)	0TBa30/0TGr70/10TGrV	1-10	-	-	Normal	
Lizards													
Small	0A	10	Dash/+10	VF/FA	T/-	10A	3(60)	0TBi60/0TCl40/20SBi(6)	1-10	-	-	Normal	
Large	1B	20	FSpt/+0	MD/MD	S/-	20C	3(50)	10SBi50/20SCL30/Both20	1-10	-	-	Normal	
Salamander/Newt	0A	10	Run/+10	SL/MD	T/-	5A	4(30)	10TBi100	1-5	-	-	Timid	
Snakes													
Boa/Python	3C	30	Run/+0	VS/MD	L/I	85F	3(0)	70MBi30/60MGr70/90LGrV	1-2	-	C	Aggress.	
Cobra	2B	40	Spt/+20	SL/VF	S/-	20B	1(40)	30SSt100/Poison«/Special*	1-2	-	B	Aggress.	
Non-Poisonous	0A	40	Spt/+10	SL/VF	S/-	20B	1(40)	20TBi100/0SBi(6)	1-5	-	-	Normal	
Pit Viper	2A	40	Spt/+20	SL/BF	S/-	20B	1(40)	40SSt100/Poison«	1-2	-	A	Aggress.	
Sea Snake	1A	30	Run/+10	SL/FA	S/-	10B	1(40)	30TSt100/Poison«	1-2	-	B	Normal	
Viper	1B	40	Spt/+10	SL/VF	S/-	15B	1(30)	20SSt100/Poison«	1-2	-	A	Normal	
Tortoises													
Small	0A	5	Run/+0	CR/VS	S/-	20B	12(30)*	10TPi100	1-2	-	-	Passive	
Large	1B	10	Run/+0	CR/VS	M/-	50D	12(20)*	20TPi100	1-2	-	-	Passive	
Turtles													
Small, in water	0A	30	Run/+10	SL/SL	S/-	30B	12(20)*	20SPi90/30TBa10	1-2	-	-	Passive	
Small, on land	0A	5	Run/+0	CR/SL	S/-	30B	12(20)*	0SBi100	1-2	-	-	Passive	
Large, in water	2B	40	Run/+10	MD/MD	M/-	90E	12(10)*	50MPi70/60SBa30	1-2	-	-	Passive	
Large, on land	2B	10	Run/+0	CR/SL	M/-	90E	12(10)*	20MBi100	1-2	-	-	Passive	
Chameleon	0A	10	Spt/+10	FA/VF	T/-	10A	3(50)*	0TGr100/10TBiV/20TGrV	1-10	-	-	Normal	
Gila Monster	1A	15	Run/+0	SL/MD	S/-	25C	3(30)	30SCL30/10SBi70/Poison	1-2	-	-	Normal	
Komodo Dragon	5E	50*	Spt/10	MD/FA	L/II	110F	7(30)	60LBi50/60MBa50/90LClV	1-2	-	D	Aggress.	
Nile Monitor	3C	60*	Spt/+20	MD/VF	M/-	70E	7(20)	40SBi60/30MBa40/70MClV	1-5	-	-	Aggress.	

*: Special (see description)

FROGS AND TOADS

Frog: ahkmnstw(-),FILMQ,R,DHJP-3; 1"-8"; 2-20,000 waterborne eggs.

Toad: hkmnstw(-),FM,(-),CDJP-3; 0.75"-10"; 75% have a level 1C Respiratory Poison; 2,000-40,000 waterborne eggs.

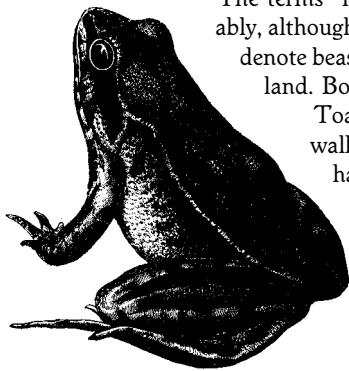
Tree Frog: hkmnw(-),F,(-),DJ-4; 0.5"-4"; generally arboreal and nocturnal; 5% have a level 6C Nerve or Respiratory Poison; 5-1000 tree or waterborne eggs.

The terms "frog" and "toad" are now used interchangeably, although the term toad is used here (as originally) to denote beasts who spend most or all of their time on dry land. Both are related amphibians.

Toads are more compact than frogs and tend to walk on short legs, rather than hop. Instead of having smooth, moist skin like frogs, toads have dry warty hides that can contain poison glands on the back. The toad diet includes insects, birds, and small rodents, but these creatures will eat virtually any meat they can swallow.

Frogs spend their time in or near fresh water and have long legs that permit them to leap considerable distances. Few have poison glands, but those that do possess some of the world's most deadly banes. Most are nocturnal hunters who prey on insects, arachnids, or small crustaceans and retreat to water when endangered.

Tree Frogs are the most specialized of frogs and spend most of their lives outside but near the water. They have sticky pads on their toes that allow them to climb nearly any surface. Their quick spring and darting tongues (i.e., a grapple, "Gr," attack) make them excellent insect hunters.



LIZARDS

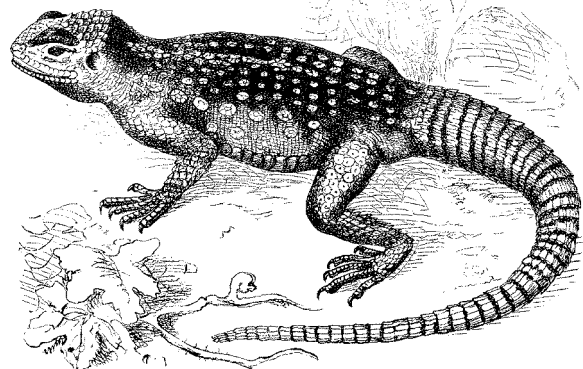
Small: ahmns(-,G,A,T)-2; 3"-12"; 0.05-2 lbs.; 1-40 eggs, some produce live young.

Large: ahmsw(-,BG,A,T)-5; 1'-10'; 2 lbs.-3000 lbs.; 10-40 eggs, some produce live young.

Lizards and snakes are related species of slender, scaly reptiles with long tails. Unlike snakes, however, lizards possess limbs, some sporting rib-supported wings that permit gliding flight (see Birds and Other Flying/Gliding Animals for some examples). Like snakes, they can be burrowers, climbers, runners, or swimmers.

Lizards have tough, scaly, virtually waterproof skin that acts as body armor and resists the dangers of physical and chemical attack. Those in harsh climes bear live young, while most others lay fast-hatching eggs. Females of these varieties lay tough, rubbery eggs and guard or warm the clutch while resting.

Generally, lizards are carnivorous. They rely on their quickness when striking, some dashing on their two hind limbs. Their hunting and hiding tools vary, and may include gripping tails and feet, color-variable skin, or darting, prehensile tongues.



SALAMANDERS AND NEWTS

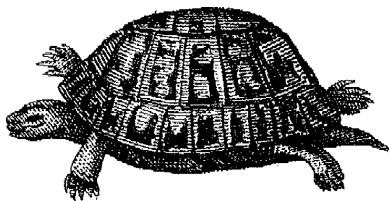
Salamander/Newt: ahkmnstw(-),BFLM,RU, CDHJP-4; 2"-29"; 10-500 eggs.

Salamanders and newts are land- or water-based amphibians who commonly hunt invertebrates. Long, quick, and well muscled, they have good eyesight, smooth and moist skin, and large, narrow tails that are suited for swimming. Some burrow or live in hollows under rocks and logs, but most wile away their hours in the water. Some (e.g., the Fire Salamander) secrete a level 1B Respiratory Poison all along their skin surface.

TORTOISES AND TURTLES

Large: ahkmnstw(-),FLMQSZ(-),CDHJP-5; 1'5"; up to 1300 lbs.; 2-150 eggs.

Small: ahkmnstw(-),FLMPSQ(-),DHJP-3; 0.1'1"; 1-50 eggs.



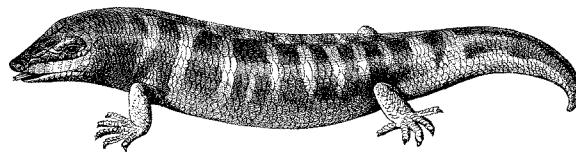
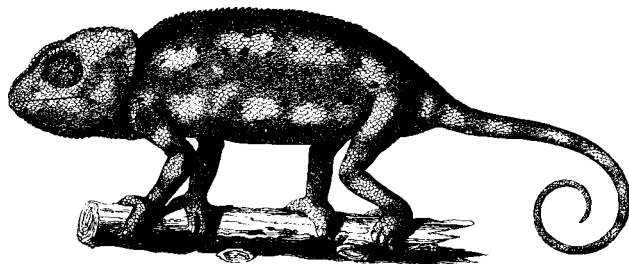
Tortoises and turtles are in the same order of reptiles. Tortoises composing those species who live on land, turtles being primarily aquatic. Typically, these beasts have a body that is connected to, and encased in, a two-part shell of bone and modified horn-scales. Their limbs and long, agile necks emerge from side openings in the shell and are usually retractable. This enables tortoises and turtles to use their shells as armor (tripling their DB when fully inside their shell).

Turtles possess no teeth, instead relying on often powerful, horny beaks. Diets vary and include both animals and plants. Generally, they are not aggressive around larger animals, although a few, notably the snapping turtles, do not mind a good scrap. Despite their slow gait, these tough denizens use quick, springing strikes from their non-retractable heads to surprise and cut down their prey.

OTHER REPTILES

Chameleons: hmns(-),(-),(-),DJ-8; 6"-32"; 2-50 eggs.

Chameleons are tree-dwelling lizards, renowned for their narrow, flat-sided bodies and horny, armored heads. Their large eyes move independently, allowing them a tremendous field of vision. Opposing toes and a muscular, prehensile tail make them superb climbers. Insect-hunters, they employ a quick, sticky, striking tongue to snap prey out of the air at distances equal to their own body length. They conceal their presence by changing the color of their skin, darkening or lightening their pigmentation based on light and cover (+75 to hiding attempts). In the art of near-instant camouflage, the chameleon is master.

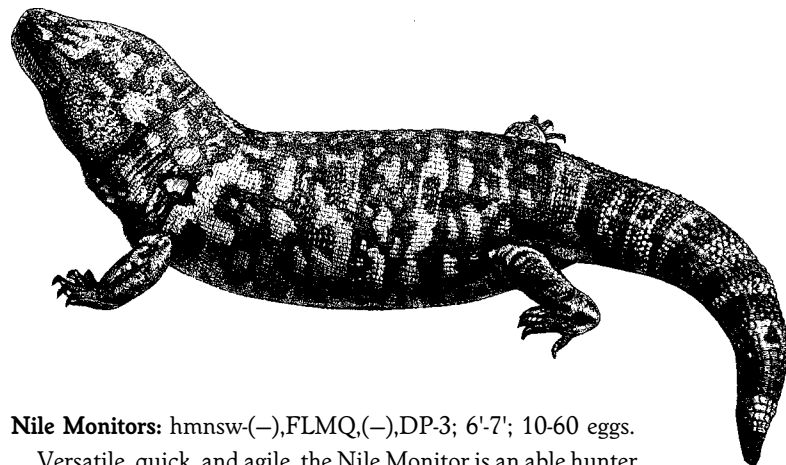


Gila Monsters: ans(-),BQZ(-),HP-6; 17.5"-24"; bite gives a level 3B Nerve Poison, any critical generates a grappling critical of a one less severity; 3-5 eggs.

A venomous, nocturnal lizard, the Gila Monster is a formidable foe. Its carnivorous diet includes bird and reptile eggs, but it does not shy away from a cheap, meaty meal. Their low-slung, heavy bodies end in a broad, fat tail, where they store fat for famine periods. Covered in gaudy, bead-like scales of red, orange, brown, and black, they blend well into arid landscapes. Gila Monsters shelter in burrows or under rocks and hunt along the ground during the warm desert night or during the sunny days of spring. When hungry or aroused, they bite their victims with vise-like jaws, chewing and leaving a strong poison (level 3B Nerve Poison) in the wound.

Komodo Dragons: hmnw(-),FI(-),P-3; 7'-11'; 10-15 eggs.

The Komodo Dragon is a huge low-slung lizard, with a bulky body and a long, thick tail. Its muscular legs end in fierce, talon-like claws. These cruel claws enable the Komodo Dragon to grasp and maim prey as large as a deer or as tough as a wild boar. They also aid in climbing, and these beasts are quite capable of scaling steep grades or large trees. Quick and agile daylight hunters, Komodos swim and sprint quite well, although they spend most of their time sunning in splendid repose.



Nile Monitors: hmns(-),FLMQ(-),DP-3; 6'-7'; 10-60 eggs.

Versatile, quick, and agile, the Nile Monitor is an able hunter. This large, powerfully-built lizard prefers freshwater environs and is an accomplished swimmer and tree-climber. Strong legs, big claws, and a large prehensile tail allow it to overcome most obstacles in its constant search for fish, snails, frogs, and eggs (their favorite fare). Some even hang by their tails from trees, enlivening the boring routines of the common passers-by. Relatively active, they do not guard their clutches, but prefer to lay their eggs in termite mounds, where the insects repair their nests and encase the brood in a natural fortress-terrarium. Nile Monitors are distinguished by their thick black hides, covered with bands of bright yellow blotches.

3.5 CARNIVOROUS MAMMALS

Carnivorous Mammals are flesh-eaters of the order Carnivora.

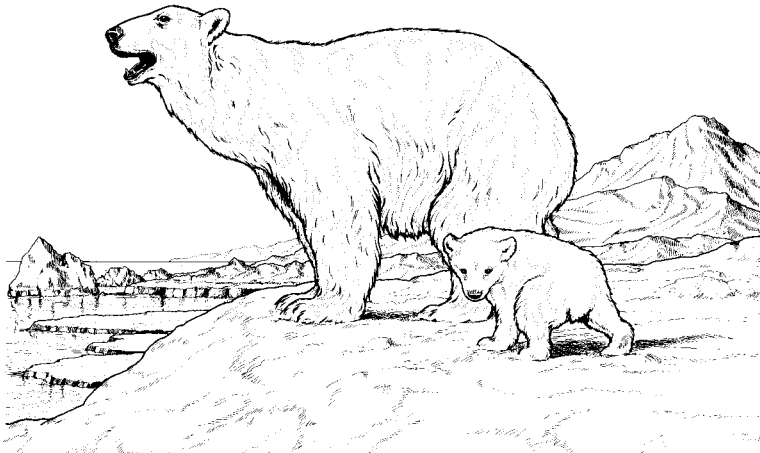
BEARS

Small: (cf)-(-),LM,(-),CD-5.

Large: (hna)-(-),GLM,(-),CDT-5.

Bears are large, heavily-built animals with big heads and small tails. Bears vary in size from 3' to over 8' long. Bears are descended from dog-like ancestors. [Small: Asiatic Black, Sun; Large: Grizzly, Kodiak, Polar, Black, Ovir]

Like dogs, bears supplement their meat diet with a wide variety of plant matter, but also consume insects, fruits and nuts. Bears' short legs are deceptive for they are able to achieve rapid gaits. During the cold months, bears go into winter sleep, or torpor, a state similar to hibernation. These fierce predators have a number of natural weapons, including large tooth-filled mouths, long claws, and powerful crushing arms.



CATS

Small: (cf)-(-),GOZ,-,T)-3.

Large: (cf)-(-),GIOZ,-,T)-4.

The cat body type is powerful and very flexible. Small cats are 19"-36" long, while large cats are 4'-9.5' long. Cats belong to the family Felidae, of which there are approximately 35 species.

Cats are found worldwide and are particularly admired for their very efficient killing. They normally have 1-4 young. Cats stalk and run down their prey, delivering death with a bite from their strong jaws. [Small: Lynx, Bobcat; Large: Leopard, Jaguar]



DOGS

Small: (-)N†,(O,-,-)-2.

Large: (-)N†,(O,-,-)-4.

Dogs are easily recognized by the generally long muzzle and large triangular ears, usually erect. Small dogs are 8"-15" long, while large dogs range from 3'-5' in length. The first animal domesticated by man, many breeds of dog have lived and worked alongside humankind since the dawn of time. [Small: Fox, Domesticated Dog; Large: Coyote, Dingo, Jackal, Hyena, Domesticated Dog]

The dog family includes coyotes, wolves, foxes, and dingos. Litters are usually comprised of 1-5 pups. Dogs are effective hunters, using their quick speed and endurance to wear down their prey.

MUSTELIDS/CIVETS

Small: (f)-(-,OZ,-,T)-2; 2"-15" long; 1-8 young.

Large: (f)-(-,OZ,-,T)-2; 15"-3' long; 1-5 young.

Mustelids include weasels, ferrets, sables, ermines, wolverines, and badgers, among others. They are all small to medium in size. In all 67 different species the body pattern remains the same: long flexible bodies connected by long necks to rather small heads, short legs ending in powerful feet, and long tails. Because of these characteristics, they prove to be excellent swimmers, climbers, and burrowers. Most mustelids eat primarily other small mammals, as well as fruits, nuts, and insects.

There are 72 species of civet, of which, the mongoose is perhaps the most familiar. Civets are all small to medium in size, with long bodies, elongated heads, and short legs. They possess very keen senses, which help in hunting. Territory is marked with a strong secretion from their scent glands. Civets feast on mammals, as well as insects, reptiles, frogs, nuts, and berries.

OTHER CARNIVORES

Cheetah: (hf)-(-,-,-),HP-7; body 3.5-4.5' long, tail 25-31", 2-4 young.

Cheetahs are the fastest animals on four legs, being able to move at speeds over 65 mph. The sleek body sits atop long muscular legs; a lengthy tail helps it maintain balance during a chase. The cheetah picks out its prey, then stalks it and overtakes it with a quick dash. The victim is usually dispatched with a bite to the throat.

Lion: hnawms(-),LQ,(-),HP-5.

Lions are characterized by their broad heads, large mane, and strong thick legs. They range in size from 4.5'-6.5' long. Usually thought of as noble or regal, these beasts are favored by royalty and are often used in gladiatorial-like exhibitions.

Surprisingly, most of a lion's time is spent resting. They live in groups, called prides, that are commonly made up of 3 adult males and as many as 15 females and young. The lionesses do most of the hunting, preying on antelopes, zebras and gazelles. Their hunting pattern consists of a period of stalking, followed by a quick chase and pounce. They kill by biting the neck.

Mongoose: (hf)-(-),FLMQSZ,(-,T)-5; 11-27" long, 1-6 young.

The widespread nature of the mongoose has resulted in its varied appearance. Most are medium to small in size; their slender, elongated bodies and small, drawn out heads sit on top of average to short legs. Many are excellent swimmers and divers, most are expert climbers and diggers. Mongoose feed on rodents, snakes, frogs, reptiles, scorpions, crabs, fish and aquatic insects.

CARNIVOROUS MAMMALS													
Animal	Lvl	Base Move	Max Pace/ MM	Speed Bonus MS/AQ	Size/ Crit	AT Hits	AT (DB)	Attack	# Enc.	Treasure	Bon. XP	Outlook (IQ)	
Bears													
Small	5E	80	Spt/+20	MF/MF	L/-	150F	8(20)	70MBa40/60LGr60/50LCl _κ /50MBiv/	1-5	-	A	Aggress.	
Large	10G	90	Spt/+10	MF/MF	L/I	230F	8(30)	90MBa40/85LGr60/65LCl _κ /70MBiv/	1-5	-	C	Aggress.	
Cats													
Small	3C	110	Dash/+40	VF/VF	S/-	60D	3(60)	30MCl30/20SBI30/Both40	1-2	-	-	Aggress.	
Large	5D	100	Dash/+30	FA/MF	M/-	100E	3(40)	40MCl40/50MBa60/60MBiv/	1-2	-	-	Aggress.	
Dogs													
Small	2B	100	Dash/+30	FA/FA	S/-	45F	3(50)	50SBI100	1-10	-	-	Normal	
Large	4C	120	Dash/+20	VF/FA	M/-	65G	3(40)	45MBI100	2-20	-	-	Aggress.	
Mustelids/Civits													
Small	1B	70	Run/+40	FA/VF	S/-	35C	1(50)	50SBI100/40TCI _κ	1-2	-	-	Inquis.	
Large	2B	60	Spt/+30	FA/VF	S/-	45D	3(50)	40MBI60/40SCL20/Both20	1-2	-	-	Inquis.	
Cheetah	3C	180	Dash/+30	BF/VF	M/-	70G	3(50)	50MBa100/70MBiv/60MCl _κ	1-2	-	B	Aggress.	
Ferret	2B	60	Run/+40	MF/VF	S/-	30C	3(50)	40SBI100/40TCI _κ	1-2	-	-	Playful	
Housecat	1A	0	FSp/+40	FA/FA	s/-	10A	1(40)	10TCI50/0TBI20/Both30	1-2	-	-	Normal	
Fishing Cat													
in water	2B	30	Run/+20	MD/MF	S/-	50D	3(30)	20SBI50/30MCl40/Both10	1-5	-	-	Aggress.	
on land	2B	90	Dash/+40	VF/VF	S/-	50D	3(30)	40MCl40/30SBI30/Both30	1-5	-	-	Aggress.	
Lion	5D	100	Dash/+30	FA/MF	L/-	150F	4(20)	85LCl100/85LBI _κ /120LCIv/	2-10	-	C	Aggress.	
Mongoose	2B	70	FSp/+30	FA/VF	S/-	40C	3(70)	50SBI100/40SCL _κ	1-2	-	-	Normal	
Otter	2B	50	Run/+30	MF/FA	S/-	50D	3(40)	40SBI	1-5	-	-	Normal	
Panda (Giant)	4C	50	Spt/+10	MD/MF	M/-	90E	8(10)	50MCl70/60MGr30/80MCl _κ	1-2	-	A	Normal	
Raccoon	2B	60	Spt/+30	MF/FA	S/-	40C	3(40)	40SBI50/30SCL30/Both20	1-2	-	-	Normal	
Skunk	1B	50	Run/+40	MD/FA	S/-	30B	1(40)*	30SBI100/20TCI _κ /Special*	1-2	-	-	Normal	
Tiger	5E	100	FSp/+30	FA/VF	L/-	150F	4(30)	75LCl40/90MBa60/110LBI _κ	1-2	-	C	Normal	
Wolf	3C	110	Dash/+20	FA/FA	M/-	110E	3(30)	65MBI100	2-20	-	A	Aggress.	
Wolverine	2B	60	Spt/+30	FA/VF	S/-	45D	3(50)	50MBI40/45MCl10/Both50	1-2	-	A	Bellig.	

*: Special (see description)

Panda (giant): wmk(-),LM,R,D-8; 4-5' tall, 1 young.

Very little is known of the Giant Panda's life in the wild. They are solitary creatures, exhibiting violence only when driving off rivals. Pandas are easily recognized by their huge heads and very thick black and white fur. Most of their day is spent in eating bamboo stems. The young are born amazingly small, sometimes weighing only 5 oz.

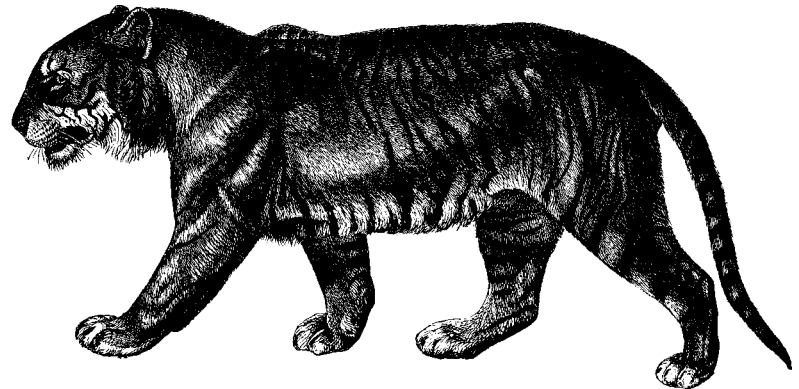
Raccoon: (cf)(-),FLMS(-),CD-4; 16"-23" long, 3-6 young.

Raccoons are long-bodied animals thought to be related to the dog/bear line of carnivores. Most of their time is spent in trees, but they are also good runners and can swim. Raccoons feast on frogs and fish as well as rodents, birds, nuts fruit, and seeds.



Skunk: (f)(-),FLMS(-),CDH-3; 4.5"-12" long, 2-6 young; spray has a 2'R around target.

Skunks are the most familiar of the mustelids, being well known for their strong gland secretions. Most of their day is spent in the burrow or den. At night, skunks feed on carrion, mice, insects and eggs. Their powerful odor is an effective weapon against enemies, causing the victim to momentarily stop breathing (treat spray as a "Tear Cloud"—Illusionist base list "Feel-Taste-Smell").



Tiger: (tcf)(-),FLMS(-),CDJ-5.

Tigers are the biggest cats, possessing very large powerful bodies and muscular legs. They are 6'-9.5' long. Older tigers will sometimes become "man-eaters" since man is an easier prey than the quick deer or antelope.

Tigers are usually nocturnal creatures, living and hunting alone. Tigers are good climbers, and are well known for their ability to maintain a fast pace while on the chase. Cattle, wild pigs, and deer all fall prey to this successful hunter. Tigers stalk and pounce upon their prey, using their great size and weight to their advantage.





Wolf: (hf)(-IO,-,-)3.

Wolves are easily recognized by their powerful canine body and thick, bushy tail. They vary in coloring from white to yellowish brown and almost black. They range in size from 3' to 5' long. These canine hunters can sometimes be domesticated. Many wild and barbaric societies worship and revere them.

Wolves live and hunt in packs, a fact that allows them to take on large prey such as deer, horses and caribou. They also feed on smaller animals such as rabbits, and mice. Wolves rely on their savage bite in combat.

Wolverine: ktcf(-),FGL(-),CT-5; 25"-35" long, 2-3 young.

Wolverines have solid bodies and possess great strength, both of which allow them to bring down animals much larger than themselves. They have keen senses and are good climbers. Their meat-eating is supplemented with berries and nuts. Wolverines are considered the most ferocious medium-sized animal.



3.6 BIRDS AND OTHER AERIAL ANIMALS

Birds and other flying/gliding animals possess the much dreamed-of ability to fly, at least in some form. The world is populated with about 8,600 bird species. Birds are warm-blooded vertebrates possessing four appendages, the front two are powerful wings. Bats, on the other hand, are the only flying mammals and comprise about 800 species. Among the other flying/gliding creatures, reptiles, fishes, and mammals are all represented.

EAGLE/HAWK

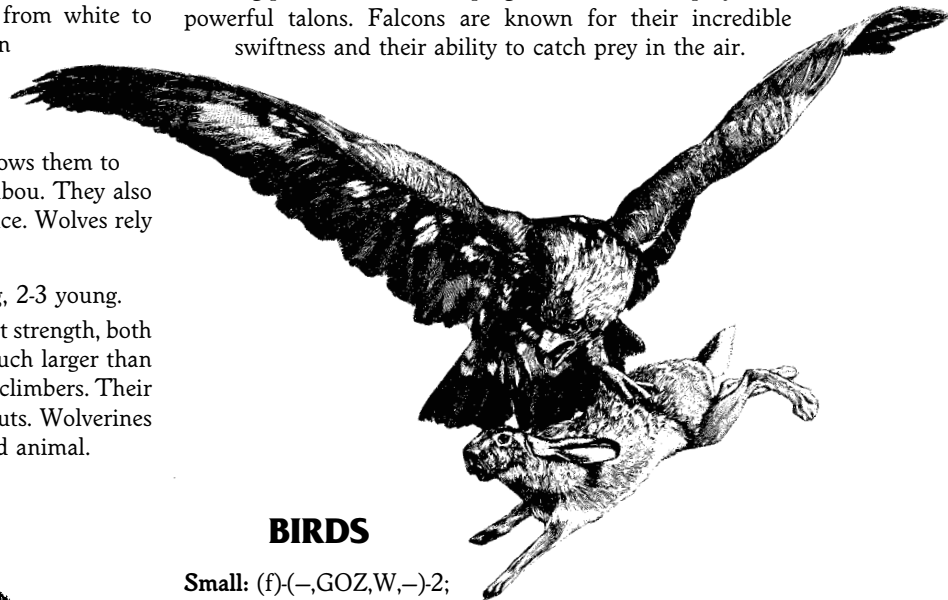
Eagle: (hf)(-),FLS,AR,-)6.

Falcon: (hf)(-IOQZ,UJ)-5.

Hawk: (hf)(-G,IOQ,UJ)-5.

These majestic birds are best characterized by their curved beak, rounded wingtips and aggressive hunting behavior. Falcons can be trained to hunt for humans. [Goshawk, Kite, Red-tailed Hawk.]

Eagles nest in high rocky cliffs or extremely tall trees. Hawks include 216 species of diver birds and can be found in most regions of the planet. Eagles are formidable predators, soaring for long periods before swooping in to crush their prey in their powerful talons. Falcons are known for their incredible swiftness and their ability to catch prey in the air.



BIRDS

Small: (f)(-GOZ,W,-)2;
2-12" long.

Large: (f)(-G,W,-)3; 12-55" long.

During the course of evolution, birds have taken the heavy-boned elongated reptilian body and transformed it into a light and efficient flying machine. Birds can be found in all sizes, ranging from those weighing but a few grams to those taller than a human (e.g., ostrich). A well-honed respiratory system enables them to extract the correct quantity of oxygen necessary for constant wing exertion, lightning speed, and flight at altitudes where the oxygen is thin. Plumage of both sexes is usually similar. Males of the species are most often slightly larger in size.

Most birds lay their eggs in a nest, where many their kind remain for a period of feeding and care after birth. A few species are able to walk immediately after hatching. The species feed on almost every type of small animal or plant matter, just one of the indications of their amazing diversity. [Small: Wren, Dove, Robin, Hummingbird, Thrush, Large: Crow, Raven, Condor.]

BIRDS AND OTHER AERIAL ANIMALS													
Animal	Lvl	Base Move	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attack	# Enc.	Treasure	Bon. XP	Outlook (IQ)	
Birds													
Small	0A	70	Dash/+30	FA/FA	T/-	5A	1(70)	0TPi50/0TCi50/0SCI(6)	1-200	-	-	Timid	
Large	1A	100	Dash/+30	FA/FA	S/-	10A	1(50)	0SPi50/0SCI50/20MCI(3)	1-100	-	-	Timid	
Bats													
Small	0A	50	FSpt/+40	VF/VF	T/-	5A	1(60)	10TBi100/20SBi(6)	1-100	-	-	Passive	
Large	1A	90	Dash/+30	VF/VF	S/-	10A	1(60)	20SBi100/30MBi(3)	1-50	-	-	Normal	
Gliders													
Flying Lizard	0A	20	Jog/+0	SL/SL	T/-	10A	1(30)	0TBa100/10TPi ∞ /10SBa(6)	1-5	-	-	Passive	
Flyingfish	0A	25	Run/+10	MD/MD	T/-	1A	1(40)	10TBa100/0TBi ∞ /20SBa(30)	5-50	-	-	Normal	
Flying Frog	0A	10	Jog/+0	VS/SL	T/-	5A	1(20)	0TBa100/0SBa(10)	1-5	-	-	Timid	
Gliding Mammal	0A	30	Run/+20	MD/MD	S/-	15A	1(30)	10TBa100/0SBi ∞ /20SBi \sqrt	1-10	-	-	Normal	
Bee/Wasp	0A	30	Dash/+30	MD/VF	T/-	1	1(40)	0TSt80/0TPi20/20TSt(10)	1-300	-	-	Normal	
Condor	4C	100	Spt/+10	FA/MF	M/-	90E	1(30)	50LCi100/45MPi \sqrt	1-2	-	-	Passive	
Eagle	3C	130	Dash/+20	FA/FA	M/-	30E	1(30)	50MCI100/35SPi \sqrt	1-2	-	-	Aggress.	
Falcon/Peregrine	2B	200	Dash/+40	VF/BF	S/-	20E	1(60)	45SCI100/20SPi \sqrt	1-2	-	-	Aggress.	
Hawk	2B	150	Dash/+30	VF/BF	S/-	25B	1(50)	40MCI100/25SPi \sqrt	1-2	-	-	Aggress.	
Ostrich	4C	120*	Dash/+20	FA/FA	M/-	40F	1(30)	60LCi70/50MBa30	2-10	-	-	Normal	
Owl	1A	100	FSpt/+20	FA/FA	S/-	20A	1(50)	35SCI100/10SPi \sqrt	1-2	-	-	Normal	
Penguin	3B	80	Spt/+30	MF/MF	S/-	35B	1(30)	30SPi100	1-50	-	-	Passive	
Vulture	2B	90	Spt/+20	FA/MF	M/-	45B	1(30)	30MCI100/30MPi \sqrt	1-20	-	-	Normal	
Woodpecker	1A	60	Dash/+30	FA/FA	S/-	10A	1(50)	20SHo70/0SPi20/10TCi10	1-2	-	-	Timid	

*: Special (see description)

Note: Except for the penguin and the ostrich, the movement speed is assumed to be flying speed (ground speeds are usually a "crawl").

For the "gliders," the statistics given are their aerial statistics; see the most appropriate other section for their statistics in other environments.

BATS

Small: (cf)-X@,(GOZ,-,T)-2; 1"-2" long, 6"-8" wingspan.

Large: (f)-X@,(GOZ,-,T)-4; 10"-15" long, 5' wingspan.

Of the order Chiroptera, bats are successful predators for many reasons. First, they are able to fly just as well as birds. Their large, membrane-like wings serve double duty as nets for scooping tasty insects out of the air. Nearly all bats possess a unique sonar-like tracking ability that allows them to hunt at night as well as fly very efficiently in the darkness. High-pitched, ultrasonic sounds are thrown out in front of the bat and bounced off obstructions and flying objects. Their large ears pick up the returning echoes, and they are analyzed as to size, direction, and speed.

Although most bats feed on insects, some consume small animals, lizards, fish and fruit. Three species of bat feed on animal or human blood—thus the association with vampires. Vampire bats consume over 40 pints of blood per year, but the amount ingested at any one feeding is never enough to seriously harm the victim. The major threat from this type of bat is the transmission of disease, primarily rabies. [Small: Grey Bat, Tree Bat. Large: Great Bat, Vampire Bat, Cavern Wing.]



OTHER BIRDS AND AERIAL ANIMALS

Condor: (hnf)-(-),GLAR,(-)-7;

45"-55" long, wingspan of 12', up to 25 lbs.

Condors are one of the largest birds in the world. They inhabit the lonely crags of high mountains. They can soar to great heights and often glide as far as 10 miles without wing movements. Never attacking live animals, the condor feeds exclusively on carrion. Only one egg is laid at a time, the young bird remains under the care of its parents for over a year.

Flying Lizard: hw(-),ILM,(-),J-3;

7.5"-8.5" long, 1-4 young, glides between trees.

Flying Lizards (also called "Flying Dragons") glide between trees with the aid of two wing-like skin flaps along the sides of their bodies. Normally these are kept folded. Using them, the lizard can glide for several meters. Flying Lizards only come out of the trees to bury their 1-4 eggs in the soil.

Flyingfish: (f)- \emptyset ,FIOS, \emptyset , \emptyset -5;

11.75"-17" long, glides 5' above the surface.

Flyingfish use their enlarged pectoral and pelvic fins to aid them in "flight." When swimming, the pectoral fins are kept close to the body. To fly, the fish first builds up speed then rises into the air, both sets of fins extended. In this way, they can glide as far as 300' for as long as 10 seconds.

Flying Frog: hw(-),M,(-),J-5; 4" long, glides between trees.

Flying frogs possess huge feet that are fully-webbed with digits resembling large disks. Extra flaps of skin are also located along the forearms. With the assistance of these flaps, the frogs are able to glide downward at an angle of 45 degrees.

Flying Squirrels: nmkhw(-),LM,(-),DCJ-6;

2.5"-16" long, tails 3"-17", 2-3 young, flies between trees.

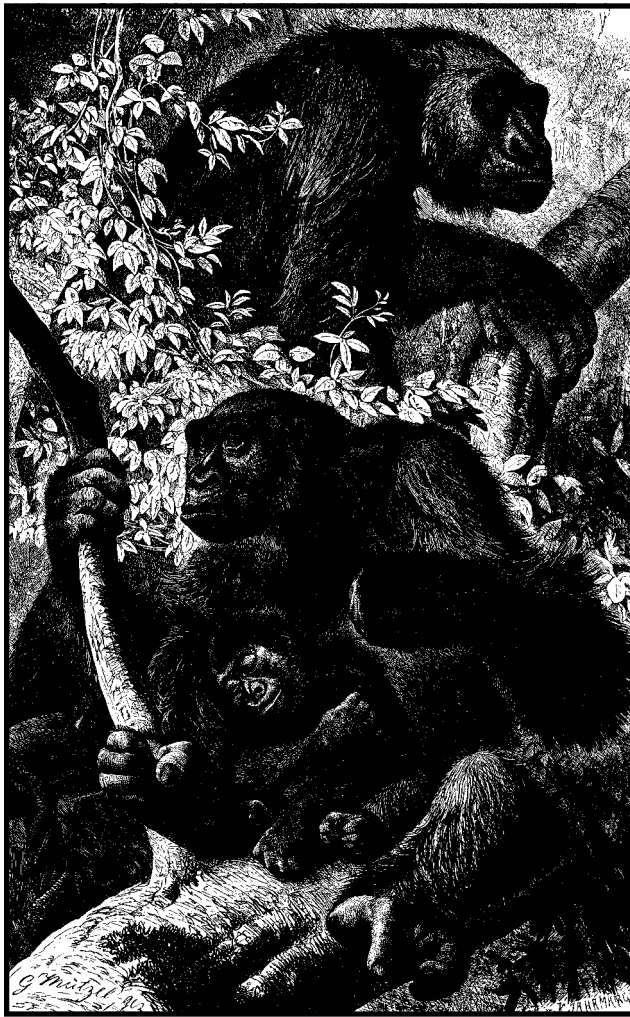
Flying Squirrels have an extra flap of skin that hangs between the fore and rear legs. With this flap extended, the squirrel can leap from one branch and glide for as far as 300'. Flying Squirrels find all of their food in the trees, restricting their activity to night. [Flying Lemurs, Gliders.]

Ostrich: ams(-,-,-),P-7; 6-9' tall, 2-5 eggs.

Ostriches are the largest birds. Too big to fly, they have nonetheless become the fastest creatures on two legs, being able to reach speeds up to 44 mph. They eat mostly plant matter but sometimes snack on a tasty lizard. [Emu, Rhea.]

Owl: (hf)-(-,IO,-)J-4; 5-25" tall, 1-10 eggs.

Owls can be found in most areas of the world. They are best recognized by their large head and enormous eyes set in a circular facial disk. Owls hunt at night, feeding on insects, birds and mammals the size of rabbits. They have excellent hearing and eyesight.



Penguin: tcf(-),OS(-,-)4; 14"-48" tall, 1-2 eggs.

Penguins do not fly but instead have adapted to marine life. In fact, they only come ashore to breed and molt. Their wings have evolved into swimming paddles, their short, glossy feathers insulating them against the cold. Penguins feed primarily on fish.

Vulture: (f)(-),GO(-,-)4; 30"-55" tall, 1-2 eggs.

Vultures can be found over an extensive portion of the earth, feeding on carrion. They, like condors, are solitary birds, easily recognized by their unfeathered heads.

This feature allows them to thrust their head into slimy carcasses (while feeding) without ruining the plumage.

Wasp: (hf)(-),GOZ(-,-),(T)-2;
up to 1" long.

Wasps live in colonies of thousands. They attack with a quick bite from their powerful mandibles or jaws. Their painful sting is used only as a last resort. All wasps are mixed feeders, eating both plants and other insects. [Bees, Hornets, Killer Bees.]

Woodpecker: (hf)(-),BFLMS(-),CD4; 3"-20" tall, 1-7 eggs.

Woodpeckers can be found in most regions of the world. They feed primarily on insects and insect larvae. The bird uses its sharp claws to attach itself to the tree, then hammers and drills its beak into the wood to extract insects.

3.7 OTHER POTENTIALLY DANGEROUS ANIMALS

Because of size, intellect, or disposition, the following creatures are capable fighters and can be quite dangerous when aroused, angered, or cornered.

PRIMATES

Lesser Primates: hmnstw(-),FQ(-),CDJP-4;
3.25"-24" body, 5"-24" tail; 1-3 young.

Marmosets and Tamarins: hmnw(-),F(-),CDJP-4;
5.5"-12" body; 6"-16.5" tail; 1-2 young.

New World Monkeys: hmnw(-,-),R,CDJ-3;
9.5"-35.5" body, 6"-35.5" tail; 1 young.

Old World Monkeys: hmnstw(-,-),AR,CDJP-3;
9.75"-39" body, 0"-39" tail; 1-2 young.

Gibbons: hmnw(-,-),R,CDJ-3;
16.5"-35.5" body, no tail; 11-28 lbs.; 1 young.

Great Apes: hmnw(-,-),AR,CDJP-3;
21.5"-72" body, no tail; 100-600 lbs.; 1 young.

Primates are warm-blooded mammals, from the order that includes man. They are divided into two groups: lesser primates, like aye-aye, lemurs, mouse-lemurs, tarsiers, and lorises; and higher primates, including marmosets, monkeys, apes, and hominids (e.g., man). As a whole, primates are generally either arboreal or live in open areas near woodlands. They are relatively smart creatures who have grasping hands and a good sense of sight. Most are herbivores who eat fruit, roots, buds, nuts, and supplement their diet with insects and eggs. Orangutans, chimpanzees (both great apes), and men are omnivores. All species (aside from man) are found in tropical or subtropical locales.

Lesser primates are relatively small, primitive beasts who have long snouts and lack stereoscopic vision. They have long, non-prehensile tails and move by scurrying or leaping along or between branches. Some (10%) are loners, but the majority move in small troops of 10-40 around a well-defined territory. Although they lack the superb depth perception found in higher primates, they have sensitive hearing and see well in dark areas. Most (75%) of these groups are nocturnal creatures.

Marmosets and tamarins are small higher primates that move like through the trees like squirrels. Social animals, they live in small family groups and communicate with frequent, high-pitched cries. At night, they curl up and sleep in holes in trees.

Monkeys are larger than marmosets and tamarins. Within this grouping, there are two types. New World monkeys are marked by flat noses, usually (80%) prehensile tails, feet with opposing (grasping) toes, and long, thin hands which usually (80%) lack opposing thumbs. They live in extremely loud family units of 5-35. The larger, quieter Old World monkeys have longer noses and almost all (95%) lack prehensile tails. This group includes ground-dwelling baboons, and is characterized by bare buttocks and relatively large (5-200) social structures.

Gibbons are apes, higher primates who differ from the great apes by virtue of their size and means of locomotion. Like all apes, they lack tails. Remarkable tree-climbers, they have extremely long arms and hooked hands that are ideal for swinging from branch to branch. No primate is as skilled in the arts of moving in the trees. When on the ground, they usually hold their arms upward in order to avoid dragging them.



The great apes are robust and often huge creatures. Chimpanzees, orangutans, and gorillas fall into this category. These beasts live in small troops of 5-15 and operate in set territories, which they can defend quite effectively. They are good climbers who have adapted well to ground movement (where they normally walk on all fours). Brighter individuals (and most chimpanzees) make use of simple tools and rather complex tactics. They are all strong; even the small chimps can break a man's arm with one snap of a single hand.

KANGAROOS AND WALLABIES

Small: hmns(-), FQ,R, CDHJP-3; move by 10-12 mph leaps; 9.25"-35.5" body, 5"-36.5" tail; 1 young.

Large: amns(-), FQZ,(-), HP-2; move by 10-12 mph leaps; 3.25'-5.25' body, 35.5"-40" supporting tail; 80-155 lbs; 1 young.

Kangaroos and wallabies are both herbivorous members of the kangaroo family, the world's most advanced marsupial mammals. Unlike the offspring of placental mammals, their young are born after a short gestation period and spend most of their development period in a pouch on their mother's belly. They eject their young when faced with a dangerous drought, but retain a partially developed, suspended embryo in order to obviate a need for immediate mating.

Small kangaroos and wallabies come in a variety of forms and live in a number of warm or hot locales. Most like dense vegetation or forest, and three species (about 5%) actually live in trees. All are quick and some (33%) are nocturnal.

Large Kangaroos (e.g., the Red Kangaroo) are

well-adapted to the desert and sub-desert. Using extremely efficient leaps, they move between isolated food and water sources with startling mobility. No quadruped can move so far on so little food. They move in small herds during the cooler hours of day or early night and find shade at hotter times. When feeding, they consume large amounts of vegetation, which they convert to energy nearly twice as effectively as sheep. Males are generally reddish in coloration and lack pouches, while the slightly smaller females generally have blue-grey fur.



PORCUPINES

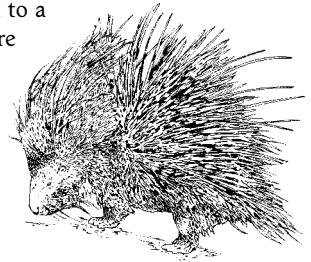
New World: hkmntw(-,-,-), CDJ-4; purely arboreal; 90% nocturnal; 11.75"-24" body, 4"-18" prehensile tail; 1-2 young.

Old World: hkmnstw(-), QZ,(-), CDJP-3; 65% nocturnal; 11"-33" body, 1"-10" tail; 1-4 young.

Porcupines are large rodents, known for the long spines that cover their back, sides, and upper tail. Herbivorous mammals, they live in burrows and feed on roots, bulbs, nuts, fruits, bark, and miscellaneous plant material. Most also enjoy insects and some even eat carrion. Although they normally flee from danger, they can be mean. Should a foe strike them, he may find himself punctured by a number of spines.

New World porcupines differ from Old World varieties by virtue of their arboreal ways. New World porcupines sport prehensile tails and wide, nimble feet, and live in nooks in trees, while Old World varieties are adapted to a number of ecological niches. Both forms are inquisitive and given to rooting about in exposed trash or food supplies.

Section 3
Animals



SEALS, SEA LIONS, AND WALRUSES

Seal: cfkt-ø, OS, ø, ø-2; 4.5-19.75'; up to 6,000 lbs; 1-2 pups.

Sea Lion: cfkmt-ø, OS, ø, ø-2; 4.5-9.25'; 1-2 pups.

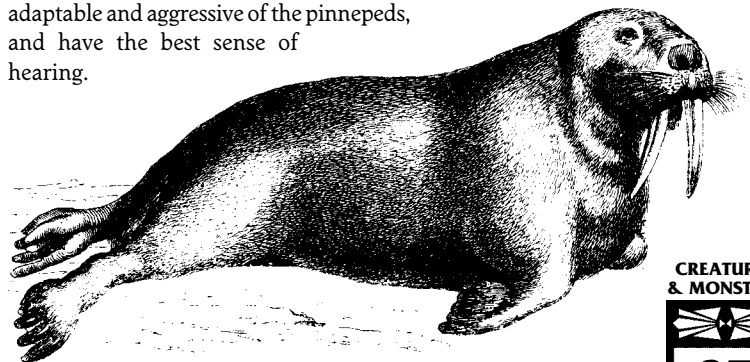
Walrus: cfkt-ø, OS, ø, ø-3; male 8.75-11.5', female 7.25-9.5'; 1-2 young.

Seals, Sea Lions, and Walruses are aquatic mammals called pinnepeds. These carnivorous creatures have adapted to life in and around the sea by developing flippers in lieu of arms and legs. Superb swimmers and divers, they feed upon fish, mollusks, and crustaceans and spend relatively little time on land. Their terrestrial activities are generally confined to mating and relaxation. While ashore, these beasts gather at "rookeries" in groups of 10-1,000. There they court, and there the males fight to establish dominance.

Nearly all (95%) pinnepeds prefer life in cool or cold seas and have bulky, but streamlined bodies. The majority of their weight rests in layers of insulating fat. Because of their size and lack of land-oriented appendages, they are cumbersome when out of water. Both sea lions and walruses tuck their rear flippers forward and waddle about. The more aquatic seals cannot tuck their flippers and are forced to pull themselves along on their bellies. When in water however, these creatures are swift and graceful. Seals can reach speeds of 16 mph, while sea lions can dive to depths of 600+ feet.

Aside from their fixed hind flippers, seals differ from walruses and sea lions by virtue of their internal ears and an exceptionally streamlined body. They are the fastest pinnepeds and are capable of submerging for prolonged periods (as long as 15 minutes). By controlling the discreet flow of blood to areas other than their heart and brain, they can cut their pulse from 120 to 4 beats per minute without fear of lost pressure or suffocation.

Walruses are the largest pinneped, and are known for their huge tusks and preference for icy waters and shores. Sea lions are their close relatives. The latter are the most adaptable and aggressive of the pinnepeds, and have the best sense of hearing.



Section 3

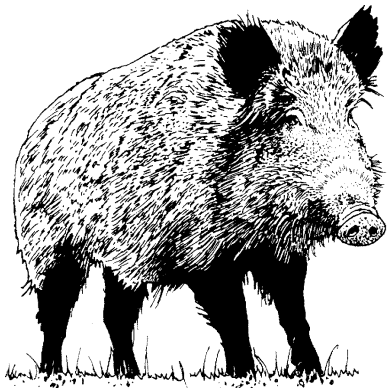
Animals

OTHER POTENTIALLY DANGEROUS ANIMALS													
Animal	Lvl	Base Move	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attack	# Enc.	Treasure	Bon. XP	Outlook (IQ)	
Elephants													
Male	7F	130	FA/FA	Spt/+10	H/LA	400H	12(20)	90HHo70/80HBa30/75HTsv	1-2	-	F	Normal	
Female	7E	120	FA/FA	Spt/+10	H/LA	350H	12(20)	75HHo50/75HBa50/75Tsv	2-10	-	E	Normal	
Primates													
Small	2B	50	MD/FA	Spt/+40	S/-	35C	3(40)	30SBI50/40SGr50/60SBIv	2-20*	-	-	Normal	
Large	4C	60	MD/FA	Spt/+30	M/-	65D	3(30)	45SBI/30/50MGr70/70SBIv	2-20*	-	A	Normal	
Gorilla	5D	70	MD/FA	Spt/+20	L/-	100G	3(20)	50MBi20/60LGr80/70MBiV*	1-10	-	C	Normal	
Kangaroos/Wallabies													
Small	2B	100	FA/MF	Dash/+30	S/-	45D	3(40)	40SCI100/40SBA«	2-20	-	-	Normal	
Large	3C	110	FA/MF	Dash/+20	M/-	75D	3(30)	60MCI100/50MBA«	1-10	-	-	Normal	
Boar	3B	80	FA/MF	Dash/+20	M/-	110E	4(30)	50MHo100/50MBA«/40STs«	2-20	-	C	Aggress.	
Hippopotomus													
in water	5E	40	MD/MD	Run/+10	L/II	170F	4(20)	60LBA40/60LBI60/100LHoV	1-10	-	D	Normal	
on land	5E	60	MD/MD	Spt/+10	L/II	170F	4(10)	60LBI50/60LBA50/100LTSv	1-10	-	D	Normal	
Porcupine	1A	30	SL/SL	Spt/+10	S/-	25B	3(20)*	10TCI40/10TBI40/Both20	1-5	-	-	Normal	
Rat	0A	20	MD/MF	FSpt/+20	S/-	10B	1(30)	20TBI100/20SBI(6)	2-20	-	-	Normal	
Rhinoceros	7F	80	MF/MD	Dash/+10	L/II	220G	12(20)	120HHo100/100HBA«/120LTSv	1-2	-	E	Normal	
Seal/Sea Lion													
in water	3C	80	MF/MD	FSpt/+30	M/-	55D	3(30)	30MBi60/40SBA40	2-20	-	-	Normal	
on land	3C	20	VS/SL	Run/+0	M/-	55D	3(10)	20MBi100	2-20*	-	-	Normal	
Shrew	1A	20	SL/FA	Spt/+30	T/-	10A	11(70)*	45TBI100	1-5	-	-	Bellig.	
Tasmanian Devil	3C	50	FA/VF	Dash/+30	S/-	40D	3(50)	50MBi30/40SCI30/Both40	1-2	-	A	Aggress.	
Walrus													
in water	4D	40	MD/MD	Spt/+20	L/I	100F	3(20)	50MBA50/60LHo50	2-20	-	B	Normal	
on land	4D	10	VDS/SL	Run/+0	L/I	100F	3(0)	30MBA50/40LHo50	2-20*	-	A	Normal	

*: Special (see description)

OTHER DANGEROUS ANIMALS

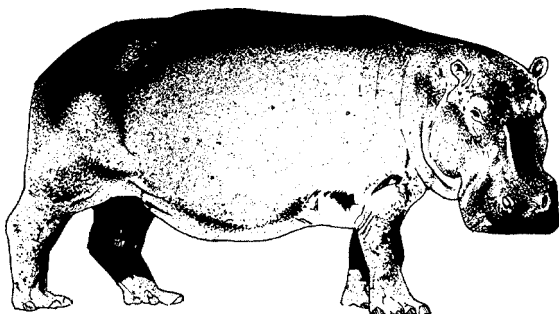
Boar: hkmnsw(-),F,R,CDHJP-3; 3.5'-4.25'; 2-10 piglets.



The ancestor of the domestic pig, the wild boar differs from its tame relatives by virtue of its long, bristly hair and (in males) prominent tusk-like, canine teeth. These creatures are agile and fast, and run on thin legs that are supported by sharp "two-toed" hooves. Although they are omnivorous, they generally feed on nuts, bulbs, and tubers, using their long, tough, sensitive snouts to dig up dinner. They will not overlook an offering of carrion, however, and when alarmed may be quite dangerous. They can easily kill a foe by charging and biting or goring with their upward-curving tusks.

Hippopotamus: hmnws(-),FLQ(-),HP-3; males 10.5'-13.75', females 9.25'-12'; aggressive; nocturnal grazing on land; 1 young.

Hippopotamuses are huge creatures, with a bulky body surmounted by a massive head. Known for their rounded features, they have short ears, a little tail, and relatively small, bulging eyes. Their short, stout legs end in four-toed, webbed feet.



Hippopotamuses are social animals and prefer to live in groups of 10-15 creatures, always led by an old male. During daylight hours, they rest in freshwater or on the shore; while at night they graze on the nearby plain. Their herbivorous diet includes grass, brush, and fallen fruit. Superb swimmers and divers, they enjoy resting their bulk beneath the water surface, exposing only their eyes and nostrils.

Hippopotamuses can be extremely aggressive. They are fierce guardians of both their young and their territory and, following a warning bellowed from their gaping maw, they will attack any intruders. Their huge teeth, particularly their tusk-like canines, are deadly weapons.

Rats: (f)(-),O,-,-)2; 2.75-16" body, 2.75-15" tail; 1-12 young.

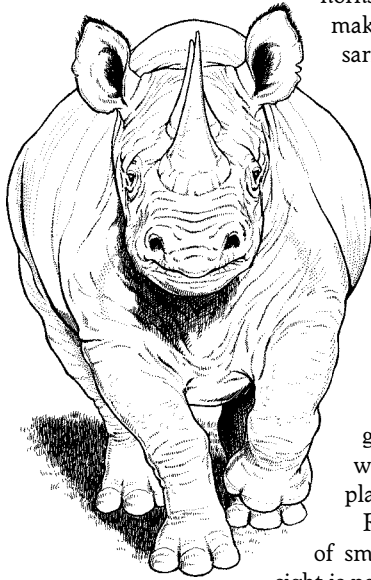
The rat family produces some of the world's most adaptable animals. Small rodents, they are omnivorous mammals known for long, thin tails, short legs, relatively large heads, and



incredibly flexible bodies. They are quick scurriers, adept climbers, and strong swimmers. With their strong gnawing teeth and malleable bone structure, these creatures burrow their way through or into virtually any unarmored nook. Some (10%) rats produce a litter every 21-50 days. Also, some (5%) carry deadly diseases, either with their associated vermin (e.g., fleas) or internally (the latter communicated with a bite).

Rhinoceroses: hmns(-),FQ(-),DJHP-3; 8.25'-16.5'; 1 calf.

Aside from elephants, rhinos are the most massive land animals. These mammals have long, huge heads surmounted by one or two horns and a prehensile upper lip. Their short, stout legs and three-toed hooves support their great frames and give them surprising mobility. This agility, coupled with their size, horns, and tough armor-like hide, make rhinos formidable adversaries.



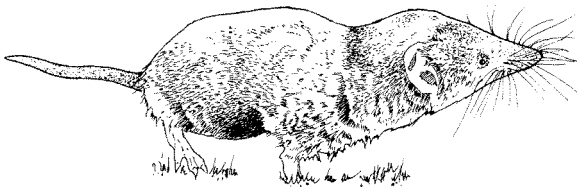
As a whole, rhinos are solitary animals. A mating pair may live together, but most are loners, particularly older males. Only the rare, huge, timid "square-lipped" or "white" rhinoceros lives in troops. The more aggressive black rhino operates in overlapping ranges marked by dung heaps. All groups eat grass, leaves, weeds, twigs, and other rough plant matter.

Rhinos have excellent senses of smell and hearing, but their sight is poor. They move and feed at all hours and rest at various times during the day and night. Self-appointed fire control experts, rhinos will attempt to stomp out any small, open fires (e.g., campfires) they may perceive or happen upon.

Shrew: (f)(-),LO(-,-)-5; 1.25"-6" body, 0.5"-3.75" tail; 1-10 young.

Shrews are small mammals, related to moles, tenrecs, and hedgehogs. Extremely voracious, they live a hyperactive existence, constantly feeding in order to meet their excessive energy requirements. The average shrew consumes five times its body weight each day and, although it is an insectivore, it will attack any manageable prey. The desert varieties are exclusively nocturnal.

Shrews have extremely tough skeletons and flank glands that emit a foul-smelling spray that deters attackers. Along with small, sharp teeth, their long snouts frequently (75%) contain poison glands (level 1C respiratory or reduction poison).



Tasmanian Devil: mns(-,-),R,CD-4; nocturnal; 20.5"-31.5" body, 9"-11.75" tail; 2-4 young.

The Tasmanian Devil is a marsupial mammal and is distantly related to the kangaroo. They resemble large rodents, but have relatively huge heads and powerful jaws which are ideal for crushing bone. Scavengers, they feed on dead carcasses. Hungry devils may resort to predatory ways, although this practice is not the norm.

These beasts live in dens under trees, in caves, or under rock piles. They sleep during day and prowl at night. Their naps often involve sunning in the open.

3.8 RIDING AND DRAFT ANIMALS

The following is a sampling of traditional beasts of burden.

CAMELS, LLAMAS, AND ALPACAS

Alpaca: acfkmst(-),FQZ,AR,HPT-4; 4'-5'; 1 calf.

Bactrian Camel (2-hump): acfkmns(-),BQZ,AR,HP- 4; 8'-10'; 1 calf.

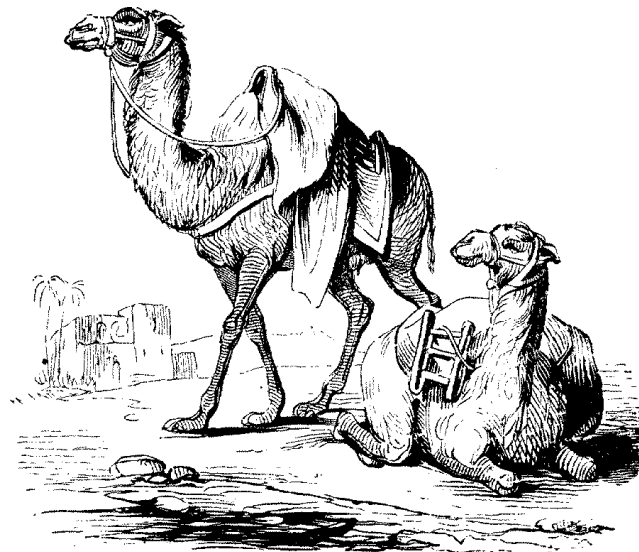
Dromedary Camel (1-hump): amns(-),BQZ(-),HP-4; 7'-11'; 1 calf.

Llama: acfkmst(-),QZ,AR,HPT-4; 4.5'-6'; 1 calf.

Camels and their relatives, alpacas and llamas, are the domesticated members of the camel family. These beasts are noted for their unique two-toe foot structure, with wide, padded soles adapted to travel on soft, sandy soils. Their long necks support relatively small heads, and their teeth are designed to cut and chew tough, often thorny vegetation. Each has a three-chambered stomach that is ideal for their vegetarian diet.

The two camel species, dromedaries and bactrian camels, both have large back humps that store fat and provide a food and water reserve for times of famine or drought. Dromedaries can store and lose amounts of fat equal to over 25% of their body weight and, in order to replenish their reserves, have been known to consume over 26 gallons of water in 5-10 minutes. Thus, both types are ideally suited for slow, steady travel in rugged, remote reaches. The one-hump, short-haired dromedaries are masters of the hot, arid desert, while the two-humped bactrian is less specialized and works well in cold or hot regions. In winter or in cool regions, the bactrian grows a long coat, but in warm climes it sheds its hair to become virtually naked. Their great strength allows them carry great loads, but they are generally slow animals and are temperamental, dirty, and given to spitting.

Alpacas and llamas are smaller than camels and have no humps. Both are domesticated forms of the guanaco, beasts adapted to high altitudes and arid or semi-arid locales. Rugged, fast, and lively, they are good pack animals and produce fine fleece. Although they cannot support a full grown man like a camel can, alpacas and llamas are superb climbers and can bear goods up seemingly invincible grades.



ELEPHANTS

Animals

African: hmnstw(-),FQ,(-),CDHP-6;
19.5'-24.5' long, 9'-13' high; 1 calf.

Indian: hmnstw(-),FQ,(-),CDHP-5;
18'-21.5' long, 7'-11' high; 1 calf.

The largest land animals, elephants are huge herbivores and may weigh up to 13,000 pounds. They are not above consuming as much as 450 pounds of vegetation in a single day. Elephants fan themselves with their large ears, feed themselves with a long prehensile trunk (actually an elongated nose and upper lip), and walk on thick, pillar-like legs that end in flat, padded feet. They use their size, their trunk, and a pair of curved ivory tusks when in combat. Although they rest at midday and twice in the night, they are otherwise constantly active.

Elephants have poor eyesight, but otherwise their senses are excellent. Young males may operate alone or in small groups, but elephants are primarily social beasts and prefer to travel in herds led by an old female. All rely on leaves, shoots, grass, and fruit for their diet, feeding and drinking with their nimble trunks.

Indian elephants differ from the African variety by virtue of their smaller ears, gently humped back, and smaller stature.

HORSES, DONKEYS, AND MULES

Donkey: ackmnstw(-),FQ,AR,HP-3; 5'-7'; 1 offspring.

Mule: ckmnstw(-),FQ,AR,HP-2; 6'-7.5'; 1 young.

Mustang: ckmnstw(-),FQ,AR,HP-3; 6'-6.5'; 1 offspring.

Plow Horse: ckhnstw(-),FQ,(-),HP-2; 7'-8.5'; 1 young.

Pony: cfkmnstw(-),FQS,AR,HP-4; 4'-5'; 1-2 young.

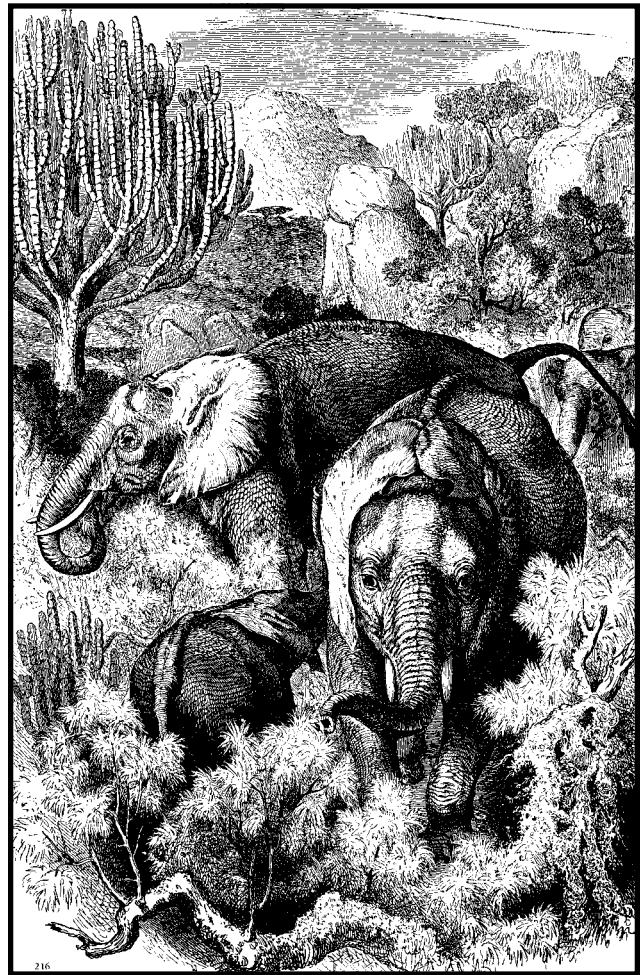
Quarterhorse: hkmstw(-),F,(-),P-7; 7'-8'; 1-2 young.

Thoroughbred: hkmstw(-),F,(-),P-6; 7'-8.5'; 1 offspring.

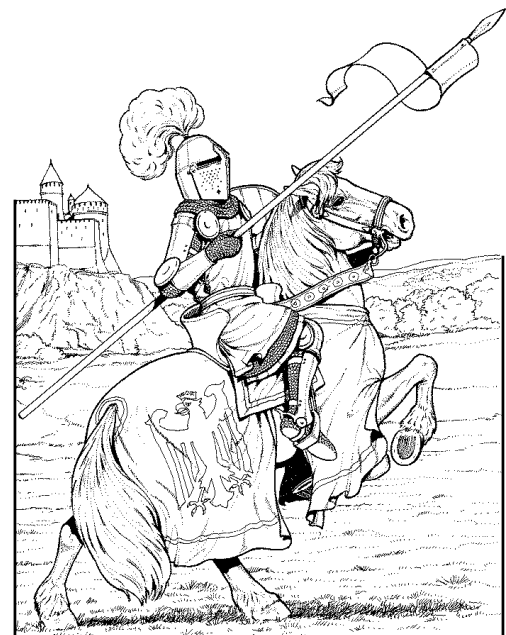
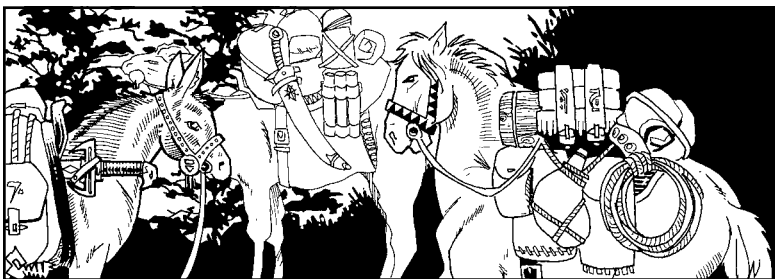
Warhorse: hkmnstw(-),F,(-),HP-5; 7.5'-8'; 1 offspring.

Horses, mules, and donkeys are generally domesticated herbivores, members of the same family that contains the zebra and the wild ass. Hoofed beasts, they are adapted to fast, fluid running (their hoof is actually an extended third toe). They live in herds and migrate between grasslands, depending on changes in supply and weather.

Donkeys are domesticated asses and, like their wild kin, are wonderful climbers. Tough and ornery, they live and travel in loose-knit troops rather than herds. Donkeys are difficult to work with and prefer to be active in the dark hours. Many folk prefer to use mules, the offspring of a mare and a male ass, for they are larger than donkeys and more rugged than typical horses.



Domesticated horses come in many varieties. Ponies are exceptionally rugged and often shaggy-haired creatures, well-suited to difficult climates. Plow horses and warhorses are huge breeds that are adapted to heavy work and cavalry warfare, respectively. Bred for short sprints (e.g., 1/4 mile), quarterhorses are light, delicate, and swift. All of them can be mixed breeds or thoroughbreds, the latter referring to any pure-blooded horse.



RIDING AND DRAFT ANIMALS

Animal	Lvl	Base Move	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Stationary Attacks	Charging Attacks	Carry Capacity	Riding Bonus
Camels/Llamas/Alpacas											
Bactrian	3C	50	Spt/+10	SL/MD	L/-	140E	3(10)	40MBi100*	30MBa100/40LTs«	450 lb.	-15
Dromedary, racer	4D	90	FSpt/+20	MF/MF	L/-	130D	3(30)	30MBi100*	40MBa100/40MTs«	225 lb.	+0
Dromedary, draft	3C	60	Spt/+10	MD/MD	L/-	110D	3(10)	40MBi100*	30MBa100/50MTs«	400 lb.	-5
Llama/Alpaca	3C	100	FSpt/+30	MF/MF	M/-	60D	3(20)	20Sbi100*	20MBa100/40MTs«	50 lb.	+0
Dogs											
Elephants	7E	110	Dash/+20	FA/FA	M/-	70E	3(30)	40MBi100*	30Sba100/60MBi/75HBa100/75HTs«	50 lb.	-
Horses/Donkey/Mules											
Donkey	3C	60	FSpt/+40	MD/MF	M/-	90E	3(40)	40SCr60/40Sbi40*	10MBa100/20STs«	300 lb.	-10
Mule	4C	90	Dash/+20	MF/FA	M/-	110F	3(30)	40MCr60/40MTsv/30MBi40*	30MBa100/40MTs«	450 lb.	-10
Mustang	4D	100	Dash/+40	FA/FA	L/-	120F	3(40)	40MCr80/30MTsv/40Sbi20*	30MBa100/30MTs«	250 lb.	+0
Plow Horse	2B	80	FSpt/+10	MF/MF	L/-	130E	3(10)	10MCr30/30LTsv/10MBi70*	20MBa100/30LTs«	500 lb.	+10
Pony	2B	70	Dash/+30	MD/MF	M/-	75E	3(40)	30SCr40/20MTsv/20Sbi60*	10MBa100/20MTs«	180 lb.	+5
Quarterhorse	3C	110	Dash/+30	FA/FA	L/-	110E	3(30)	30MCr70/40MTsv/30MBi30*	30MBa100/40MTs«	300 lb.	+0
Thoroughbred	4D	120	Dash/+20	VF/FA	L/-	100D	3(20)	20MCr60/30MTsv/20MBi40*	20MBa100/30MTs«	200 lb.	-5
Warhorse, lesser	5E	90	Dash/+30	MF/FA	L/-	140F	3(30)	50MCr50/50MTsv/40MBi50*	40Lba100/50MTs«	350 lb.	+15
Warhorse, greater	6F	80	Dash/+40	MF/MF	L/I	150G	3(40)	70MCr50/60LTsv/60MBi50*	50Lba100/60LTs«	400 lb.	+30
Oxen/Water Buffalo	3C	60	FSpt/+20	MD/MD	L/-	120D	3(20)	50MHo100/50LTs*	40MBa100/50MTs«	400 lb.	+0
Reindeer/Caribou	2B	110	Dash/+20	FA/FA	M/-	130E	3(15)	40MHo50/40MBa50/40LTsv*	30MBa100/40MTs«	350 lb.	-10

Note: Encounter stats are not given for these animals because they are usually domesticated when encountered. If encountered wild, they have no treasure or bonus XP and their outlooks are generally "Normal."

*: The horse attacks given as "stationary" use rearing (Cr) and biting (Bi) for near stationary horses. A rider should be allowed to make a riding maneuver to be able to choose which attack his mount uses; biting and trampling allow the rider to attack also, rearing does not. Alternatively, horses charging a foe may attempt to knock down and trample that foe using the "charging" attacks given (once again, the rider may attempt to have his mount perform this attack). The rider may also attack during a charge attack if a successful riding maneuver is made. For partially successful riding maneuvers, allow an attack with a percentage of the normal OB.

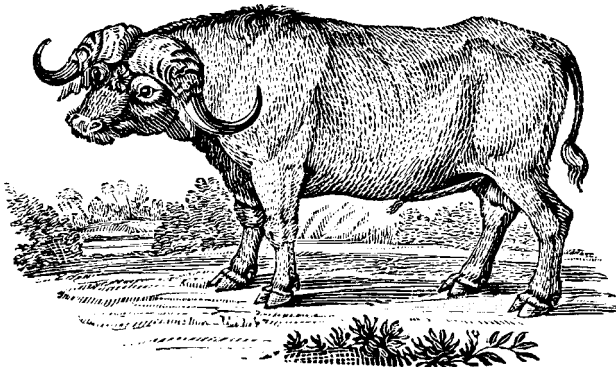
Carry Cap.: This is the amount that the animal can normally carry before incurring penalties.
Ride Bon.: A rider gets this bonus in addition to his Riding bonus when maneuvering or fighting on this type of animal.

REINDEER/CARIBOU

Reindeer/Caribou: cfkt(-),FG(-),CHT-1;
 4'-7.25'; 1-2 young.

Reindeer (or caribou) are large deer, the only species where both males and females grow horns. They vary in coloration, but all have large, heavily branched antlers. Herd animals, they often travel in huge, migratory groups that circulate between the tundra (in summer) and coniferous taiga forests (in colder periods). Lone adult males, however, are not uncommon.

Because of their preference for cold weather, their ability to ingest scrub and lichens, and their ability to negotiate rugged, snowbound terrain (they have wide two-toed hooves), reindeer are fine winter draft animals. No beast, save perhaps the dog, is so well suited to extremely cold climates.



OXEN AND WATER BUFFALOES

Ox: (a)(-),FLMQ,AR,CDHJP-2; 6.25'-11.5'; 1-2 calves.

Water Buffalo: hmnw(-),FLMQ(-),DJP-2;
 height 5'-6', length 8.25'-9.75'; 1-2 calves.

Oxen and water buffaloes are both largely domesticated bovids. Like all bovids, they are horned herbivores with four-chambered stomachs and two-toed or "split" hooves.

The term "ox" is often used to refer to a castrated bull, but here it is used to refer to any bulky domesticated, draft bovid that spends its time on dry land: e.g., bulls, musk ox, bateng, yak, or gaur. In the wild, these creatures travel in herds of 5-100 and defend themselves by keeping the older, weaker, or younger beasts at the center of the herd and fleeing or forming a circle ringed by stronger males.

Water buffaloes are compact, bulky creatures who feed on rich grass and spend their off hours in the water or wallowing in mud. When submerged in water, they prefer to keep their entire body submerged, allowing only their muzzle to be seen. Their flattened, upward-curving horns are the largest found among bovids, but these beasts rarely use them in combat, for they are exceptionally timid and docile.

3.9 UNEARTHLY ANIMALS

None of the animals in this section are native to our "normal" Earth. However, even though they are fictional creatures, they do not fit into the other sections with the "monsters," for these beasts are of animal intelligence and display little or no supernatural powers. Therefore, because they *could* be animals by that definition, they have been listed here. On a fantasy world where all the creatures in this book existed, there would be no reason for an inhabitant to think of a jackalope or a didex as anything different than a horse, a turtle, or a skunk. However, because the distinction between an animal and a monster in a fantasy setting is subjective, the GM should decide for himself how creatures are ultimately classified on his world.



SLUG, GIANT

Carnivorous: (cf)(-,GOZ),RU,(PT)-5.

Spined: (hf)(-,GOZ),RU,(PT)-4.

Suggram: (f)(-,GO),RUW,(T)-3.

These large beasts appear, for all practical purposes, like their normal sized cousins, only much larger. They are invertebrates usually coated with a slimy secretion. Carnivorous slugs are 12'-18' long, a spined slug is 10'-15' long, and suggram are 12'-16' long.

Suggram are usually timid creatures, but some humans and other races such as Sohleugir, Sstoi'isslythi, and Gratar domesticate them. They are used as mounts, though slow ones, and/or beasts of burden. They have no charging ability, a carrying capacity of 900 lbs, and a riding bonus of 0 (they are difficult to ride, but their slow speed compensates).

Except for domesticated suggram, they are never far from water. Omnivorous (except for the carnivorous slug), giant slugs eat whatever they come upon in the wild. Normally, they are solitary creatures. All move quite well over rough terrain, and are often found underground. Their eyes are located atop eyestalks at the front of the body.

The spined and suggram slugs also have 2' long tentacles below the eyestalks for scooping up food (these are not used in combat). The carnivorous slug has a huge tooth-filled maw and seeks out large prey like deer, antelope, humans, etc. Some carnivorous slugs have a retractable proboscis with a poison

gland (level 4B Reduction Poison). These are very rare, however. Spined slugs are covered in 1' long spines made of a hard, chitin-like substance. They can attack with a spiny tail in combat (usually in self defense) striking foes with one to three spines. They are violent if disturbed or bothered.

"...and the poison from the monstrous spitting slug, when mixed properly with three other ingrediants is known to make an acid so potent that no container has yet been constructed to hold it!" This excerpt from an ancient text (in the grand library at Praendor) demonstrates why recent adventurers are seeking out the dreaded poisonous carnivorous slug.

WINGED PANTHER

Lesser Winged Panther: (f)(-,GO),ARUW,(T)-7.

Greater Winged Panther: (f)(Y,SQ-),CDHP-6.

Lesser winged panthers look very much like normal panthers except for their powerful feathered wings. They are found in a variety of colors from tan to black. In jungle areas, leopard-like markings can be found; Winged panthers sport long white fur in the cold. Most are 4'-6' long with 12'-14' wingspans. Greater winged panthers are 8'-11' feet in length, and range in color from tan, black or even midnight blue.

These rare beasts often operate in packs, and can even threaten small communities of intelligent beings. Farmers and ranchers fear them greatly. The great winged panthers are noble and powerful beasts, larger than normal tigers and smarter than most cats, capable of being trained to perform complex tasks. Some exotic armies have raised and trained them as a fierce aerial force. When domesticated, they tend to be devoted to a single master who raised them from infancy.

These carnivores hunt antelope, deer, sheep and other large prey from the air. They dwell in clearings and caves, often near water sources. These cats pounce on their prey, just like the wingless predatory cats, except that they pounce from the air.

OTHER UNEARTHLY ANIMALS

Allibat: hw(-),LM(-),HJ-3.

Allibats are essentially flying alligators. They possess dark green batwings with a wingspan of 15'-25'. They are generally 8'-15' long. These creatures are probably just a quirk of evolution, but seem to be successful in their survival.

Allibats reside near water sources such as marshes and rivers in warm climates. Females lay 20-30 eggs in nest piles, much like alligators. Allibats attack either with their tail or with their mighty bite. They often employ a swoop-and-attack routine to fell their prey. Unlike their grounded cousins, they do not grapple their foes. They have the armored hide of an alligator, but it covers their underside more completely.

The allibat is generally reclusive, hunting only in his immediate environment. However, recent attempts at draining the Juelmarg bog have resulted in numerous sightings of allibats in the sewers of the nearby cities of Carthan and Berens.

Battle Boar: (acf)-(-),F,R,(T)-6.

These creatures look like large (8'-11' long) boars with exceptionally large tusks. They are grey or black in color. If used for a mount, they have a carrying capacity of 200 pounds and their rider suffers a -10 riding penalty.

These nasty creatures are like their smaller brothers except in size, and they can be ridden by some rough cultures who are willing to train them. Battle boars are tough to kill and some fight to the death because their lust for battle is so great.

On the plains of Thule, there is a tribe of pygmies that ride these great beasts. They are a generally peaceful folk, but if they get it in their head to hunt you, their mounts make it hard to get away.

Bone Worm: (-)XY§#,(--,-)-4.

These creatures are one- to two-foot long, bone-white, eyeless worms with large maws and strong, bone-crushing teeth. These creatures are far more than a nuisance—they are a very real danger in the areas encountered. All but a few tomb robbers have encountered these beasts, and each has developed a particular hatred for them.

Bone worms feed on corpses (especially bones), crunching them and sucking out the marrow. They are often found in graveyards, battlefields and trash piles of creatures who don't eat bones. If disturbed, they will attack any living creature. The female lays its eggs among bones, so a barrow or mass burial site may be swarming with the creatures. Bone worms attack with their savage bite.

The peculiar carrion beasts were first discovered among the debris of the First Necromancy War. It is theorized that they were some spawn from a necromantic spell gone awry.

Carnivorous Flying Squirrels: hnmk(-),FILMQ(-),DCHJ-6.

These creatures appear very much like rats (except for their squirrel-like tail) with flaps of skin stretched between their limbs that allows them to glide. Each is 6"-24" long. Unwary patrols, parties, and caravans have too often been wiped out by the bloody assault of a swirling cloud of these little monsters.

These terrible creatures are most often found in huge swarms, living in trees. Carnivorous flying squirrels have a disposition much like piranha. Not threatening alone, these creatures are a nightmare when encountered in numbers. If there are more than 200 of them, all foes suffer a penalty of -25 to all actions.

Crison: (hna)-(-),FG,(U),PT-3.

Crison are woolly cattle with two large horns on their snouts. Their long hair is usually brown or grey in color, though some instances of white crison have been reported. They are usually 5'-7' long. Crison hair is often made into yarn and cloth, while its meat and milk are used by many people who domesticate them on the slopes of mountains.

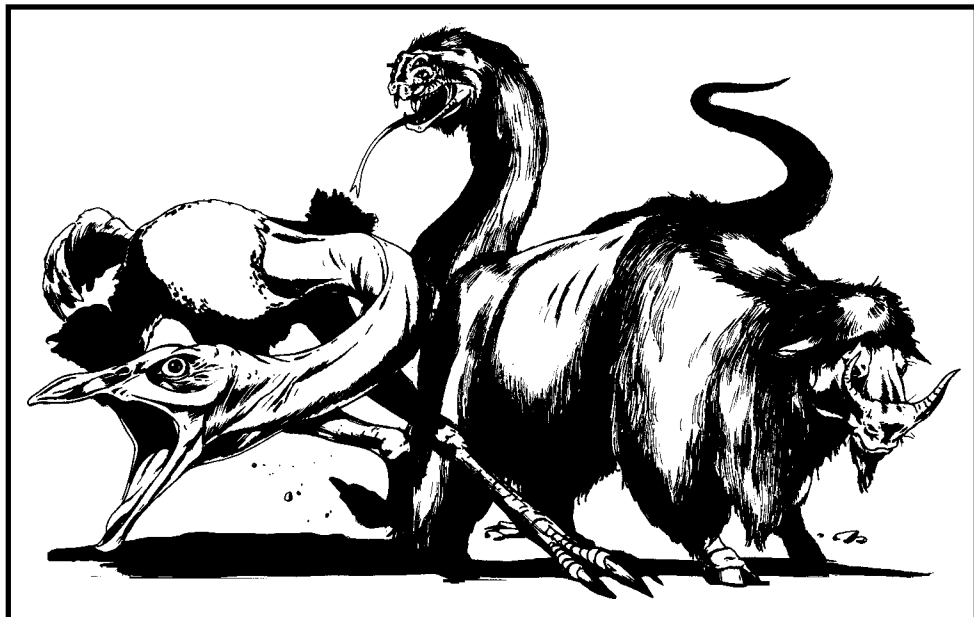
Crison eat grass, leaves, and grains. Like most types of cattle, crison avoid combat when they can, but will use their horns to defend themselves.

These beasts are commonly found northern mountains near Ochrindor. The folk there are easily recognizable by their grey and brown coats.

Didex: (atcf)-(-),GMOSZ,UJT-4.

Didex are giant two-headed birds, bright orange in color. Their wingspan averages 25' feet. These colorful birds are fairly intelligent and can be trained as mounts if training begins right after hatching. They have a carrying capacity of 150 pounds (i.e., light riders only).

Didex move quickly on the ground, but fly rather slowly (the movement given is their flying move; double this for ground movement). They nest on the ground, usually in a cave or ravine. Didex have large beaks with which to attack (and can attack as two individuals), as well as sharp talons (generally only used with a flying attack).



(l to r)
Strider Bird,
Giant Furred
Snake, Crison



Section 3

Animals

UNEARTHLY ANIMALS													
Type	Lvl	Base Move	Max Pace/MN Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Bon. XP	Outlook (IQ)	
Allibat (fly)	4B	70	FSpt/5	MD/MF	M/-	110D	7(10)	80LBi/60MBa	1-4	-	B	Agress	
Battle Boar	4D	90	Dash/20	MF/MF	L/I	190G	4(30)	80LHo/60LB«/70LTs«	2-20	-	D	Aggress	
Bone Worm	1A	20	Jog/0	VS/MD	S/-	10B	1(10)	40MBi	1-8	-	-	Bellig	
Carn. Fly. Squirrels	0A	30	Dash/40	FA/FA	S/-	20A	1(40)	20TBa/10SBiV/30Sbi«	5-500	-	-	Bellig	
Crison	2B	40	Run/0	SL/MD	M/-	80C	4(0)	50LHo	4-40	-	-	Normal	
Didex	3B	70	FSpt/10	MD/MF	L/I	90D	1(20)	60LPi(2x)/50MCI	1-4	-	-	Agress	
Electric Wasp (fly)	1A	30	Dash/30	MD/VF	T/-	1	1(40)	20TS[A Elec]	1-10	-	-	Protect	
Furred Snake, Giant	4C	60	Spt/10	MD/FA	M/-	85E	8(20)	50MBi	1-2	-	B	Hungry	
Gabbit	0A	40	FSpt/20	SL/MD	S/-	8B	1(10)	07TBi	1-10	-	-	Jumpy	
Gemsting	4D	80	Run/10	MF/VF	M/I	85F	12(40)	60LPi(2x)/80LSt/poison	1-2	a	E	Hungry	
Great Boar	7F	90	Dash/20	MF/FA	L/II	200G	4(40)	150HHo/70LBa«/100LTs	5-30	-	E	Aggress.	
Great Porcupine	3C	70	FSpt/10	MD/MD	M/-	70E	3(40)*	60lcb(1-10x)/30SCL & 40Sbi	1-5	a	B	Bellig.	
Gulo	2B	90	Dash/20	MF/FA	M/-	80F	4(30)	60LCl/70MBa/80MBiV	1-5	f	A	Hungry	
Guyascutus	3H	110*	Spt/40	FA/MD	L/I	110E	3(30)	50Lba/90LTs«/70LGr/120LGrV	1-2	a	D	Passive	
Horse Viper	6F	60	Spt/20	MD/VF	L/I	100E	4(40)	50LGr/90LGrV/80MBi/poison«*	1-5	a	E	Hungry	
Horned Snake	5E	80*	Spt/40	MF/VF	L/I	80F	4(50)	80MHo*/poison«*	1-2	a	D	Hungry	
Ihl Wolf	4B	90	Dash/15	FA/FA	M/-	80D	3(30)	70MBi	1-20	-	-	Agress	
Jackalope	1A	150	Dash/20	VF/FA	M/-	60D	3(40)	40MHo/50SBa/60MHov	1-10	a	A	Timid	
Jadeback	2B	50	Spt/10	SL/MF	M/II	65F	20(10)	70MPi/poison	1-5	a	D	Hungry	
Kraeguth	9F	80	Spt/15	MF/MF	L/I	200F	9(20)	70LGr/60LCl/a70LbiV/80MB	1-4	-	C	Agress	
Regal Stag	4B	110	Dash/10	FA/FA	L/-	110G	3(40)	50MBa/60LHo	1	-	C	Protect	
Rumtifusel	3C	40	Spt/40	VS/BF	S/I	90C	4(30)	90MG*	1-2	a	C	Hungry	
Scra Pren	5C	60	Spt/10	MD/FA	L/-	100F	3(20)	65MBi(3x)/Poison«	1	-	B	Hungry	
Serpentus	4D	90	Dash/40	MF/FA	L/I	160G	12(40)	60MCI/50MTsv/60MBi	5-50	-	B	Normal	
Slug, Giant													
Carnivorous	7F	30	Jog/10	VS/MD	L/LA	170G	4(0)	80Lbi	1	-	C	Hostile	
Spined	6E	30	Jog/0	VS/MD	L/LA	160G	4(0)	60LHo(1-3x)	1	-	B	Agress	
Suggram	5C	40	Run/10	SL/MD	L/LA	150F	4(0)	10MBa	1	-	-	Timid	
Strider Bird	4B	100	Dash/20	FA/FA	L/-	90E	1(20)	50MPi/40SCL	1-4	-	-	Agress	
Swamp Octopus	6D	60	Run/10	MD/MF	L/II	110F	3(10)	60MGr(1-8x)/80LPiV	1	-	C	Agress	
Tatzelwurm	4D	60	Spt/10	MD/FA	M/I	150F	8(30)	50MBi/40MBa/60MCI(2x)«	1	a	D	Bellig.	
Tentmorse	4B	70	Spt/10	MF/MF	M/-	80C	3(20)	50MGr(2x)/Poison«/40MB	1	-	A	Hungry	
Trivren	1A	100	Dash/50	VF/VF	S/-	20A	1(50)	07PI/10TCL	1-10	-	-	Normal	
War Snail	3C	30	Jog/10	VS/SL	L/LA	100E	12(0)	5MBa	*	-	B	Normal	
Winged Panther													
Lesser	4D	150	Dash/30	VF/VF	L/-	120F	4(40)	70MCI/75MBa/90MBi«	1-6	-	C	Aggress	
Greater	8F	160	Spt/30	FA/VF	L/LA	240G	4(40)	95LCl/95MBa/80LHoV/90Lbi«	1-6	-	E	Aggress	

*: Special (see description)

Electric Wasps: (hf)(-,GOZ,-,T)-6.

Electric wasps are mutant wasps, indistinguishable from normal wasps. Apparently, these martyrs try to sacrifice themselves when a foe attacks the nest (so that normal wasps do not die).

These wasps will live with normal wasps, and are never encountered on their own. When an electric wasp attacks, it always uses its sting (unlike normal wasps) which it can use but once. The sting is always accompanied by an "A" Electricity critical. After delivering its sting, the wasp will die.

I have observed that these unusual beasts are most common near great chasms. Their martyr-like nature makes it difficult to study them (as they are quite content to die while defending their nest).

Furred Snake, Giant: cf(-),G,A,CT-4.

This white-furred snake has four eyes. It is 8'-10' long. Northlanders often use the hide of this snake for clothing, tent material, and more.

The furred snake dwells in colder regions, and often tries to hide under the snow, driving up under passing prey. Its young are born live, like mammals, not from eggs as most snakes are. It is a vicious fighter, and dangerous if encountered near its lair (where it keeps its young). Its bite injects a level 4B circulatory poison.

Beware that innocent-looking snow drift. Furred snakes often travel in the direction of the wind, giving the appearance that they are travelling with particular snow drifts. However, this has yet to be proven.

Gabbit: (f)(-,O,U,-)-1.

A gabbit appears to be a small rabbit with short ears. They come in many colors: grey, black, brown, and off-white being the most prominent. In a world filled with efficient predators, the gabbit becomes a vital part of the food chain. It is easy prey for any predator, and is also a staple in the diets of many poor folk of the world.

They are not quick, and their perception is bad. They have no natural defenses save camouflage, and they have no combat ability. They are prolific breeders, however, so they seem to always be abundant. They eat grass, roots, leaves, berries, etc. They will try to run from harm (usually unsuccessfully).

Gemsting (Giant Scorpion): ahmns-V,BFQZ,R,CDHJP-6.

Gemstings are gigantic predatory arthropods (invertebrates with a segmented body). They look like 4'-6' long versions of normal scorpions. Their pincers are 10"-18" in size. They are throwbacks to ancient times, but still flourish today.

The gemsting is an arachnid known for hunting large prey, including man. Gemstings are exclusively nocturnal, and often attempt to kill their prey while they sleep. Stalking in rugged terrain, these sneaky creatures literally walk up and attack their quarry. Their quiet and patient manner often leaves its sleeping victim oblivious until the final strike. Their stinger attack injects a level 6A Respiratory Poison.

All travellers in the mountains should be sure of their campsite before bedding down for the night. Several travellers were once saved from certain death because the stalking gemsting got tangled in their climbing gear on one side of the camp (leaving the group time to run away).

Great Boar: (tcf)(-,GMO),RW,CDHP-5.

These beasts are easy to spot, having a very tough hide with very sparse hair, much like a rhino. Their most distinguishing characteristic is a pair of horns on each side of their head, at the very back of the upper jaw. The horns are curved forwards with the top ones somewhat shorter than the bottom ones. Colors are usually various shades of grey, but there are some notable variations. Great boars are carnivores with mouths full of impressive sharp teeth. They are normally 7'-12' in length.

Like battle boars, these animals can be trained and ridden. In such a capacity, they have a carrying capacity of 300 pounds and riders suffer a penalty of -10. They are useful only as battle mounts, for they tire quickly and dislike being ridden for long periods.

Great boars are fearless and nasty beasts, called in many areas "tuskers." They are startlingly quick and will kill for pleasure. These great beasts gore foes on their horns as they charge into battle.

Great Porcupine: wmk(-,-,-),D-4.

Larger and more ferocious than its smaller cousin, the great porcupine shoots its sharpened quills at enemies standing many feet away. Savage red eyes and a slathering mouth warn rodent-chasing dogs and careless tourists that the great porcupine is no timid hedgehog. It grows up to 4' long.

This omnivorous woodland creature is a bane to settlers, farmers and even travelers, as it attacks dogs, sheep, and whatever other sorts of creatures it encounters—including humans. Many rural communities have standing bounties on these hateful monsters.

These creatures will eat anything and attack anyone. They dwell in tiny dug-out lairs, that are often filled with 3-6 young. Great porcupines apparently tolerate each other, although their temperament often sparks battles even among themselves. Any excuse for battle draws its bloodthirsty instincts into the fray. It



attacks first from a distance, launching 1-10 quills as if fired from a light crossbow. After a 1-2 rounds of missile fire, it closes to attack with teeth and claw.

Philmonte the Lune, an alchemist of some infamey, is trying to discover a way to artificially fire the quills gathered from one of these beasts.

Gulo: cf(-),G,A,CT-4.

A feline head graces the gulo's small, fox-like body covered with thick, white fur patterned with black markings. A beast of the northlands, they are sought for their warm and beautiful pelts, although only a handful of hunters and trappers dare to face this creature alone.

The thick pelt of the gulo protects it from chill during the fiercest of blizzards, while an insatiable appetite provides the energy required by frigid climes. It has acquired a reputation for gluttony, although it eats for survival rather than pleasure. Its mournful cry can be heard at night, chilling the already cold air. Sharp claws and teeth make up this creature's arsenal, which it uses with deadly skill to bring down creatures much larger than itself.

Guyascutus: msk-V@(-),AR,(-)-4.

A large, four-legged mammal, this creature resembles an ox with slender legs and a long, thick tail. Due to its favored locale (rocky mountain peaks) and its tough, leathery flesh, the guyascutus is not a target of human hunters. It has only to fear mountain lions, giant eagles, and perhaps fell beasts.

Telescopic legs assure the comfort of this herd beast on even the steepest slopes. A massive, serpentine tail wraps around rocks and other projections for additional security (a man mistakenly selected as an anchor risks death by constriction). Although always on the move, the herds of guyascutus prefer to dwell on high plateau tops and feed on the small grasses that grow there. Although most of the time the guyascutus will flee from a predator, if forced to fight it will attempt to trample a foe, or squeeze it with its muscular tail.

A recent book on mountain wildlife has illustrations by the famed inventor Alderak M'lanka. He proposes that the telescoping legs of the guyascutus could be used as collapsable masts for small sailing vessles.

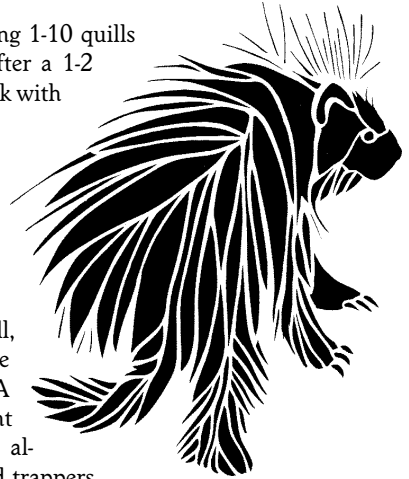
Horse Viper: (cf)-EK†(-,-),P-7.

This huge snake is 16'-25' in length. The snake's name is derived from the practice of hunting these creatures from horseback. Huge and ever-hungry, these snakes are unabashed predators that possess all of the powers of their smaller, venomous cousins, without being in anyway timid.

The large horse vipers are grass-dwelling hunters that occasionally venture onto farms in search of food. They feed on rodents, eggs, sheep, small cattle, and folk unwary enough to challenge them. Stalking in the mild hours of late afternoon and early evening, these creatures slither through crops or tall grass, using their yellowish-brown coloring for camouflage.

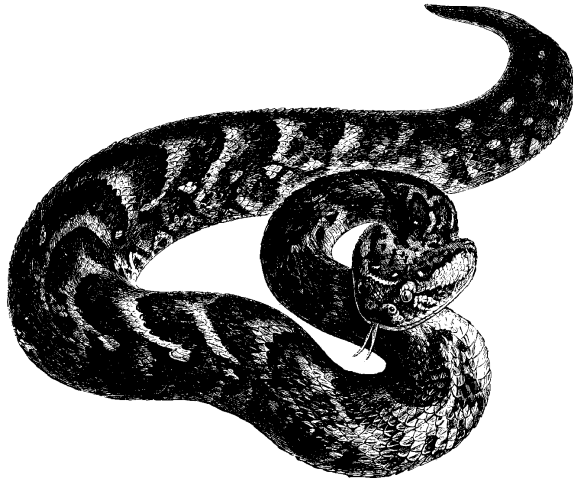
When horse vipers strike, they attack in one of two ways. They fell smaller victims with a single, lunging bite accompanied by a level 5B Muscle Poison. For larger prey, they reserve a spitting attack that immobilizes or slowly kills their quarry (level 2B Muscle Poison; RR vs blinding; range 30').

"Woe to those who incur the serpent's wrath." These telling words, penned by the loremaster Trevor Ferret-friend, reflect the fear wrought by the great serpents.



Section 3

Animals



Horned Snake: (af)(-),F,R,CDH-6.

This 11'-15' long serpent has a spiked tail, and is usually dark green or black in color. With its odd method of movement, it is easy to see how it developed the nickname "hoop snake."

Horned snakes are creatures of the forest. They are quite comfortable moving along tree branches as well as along the forest floor.

Notable for their sharp, horn-sheathed tails, they do not bite. Instead, they spin their bodies with frightening quickness, whipping their tails about and striking like a "living arrow" (range 10'). The piercing tail-horn conceals a venomous stinger that injects poison upon penetration (level 6D Conversion Poison). When startled or wounded, a horned snake uses a peculiar maneuver to flee. By speedily coiling its tail around, the snake grasps its rear end in its mouth, forms its body into a circle, and rolls away (this form of fleeing is only used when attacking from the ground).

Ihl Wolf: (hf)(-,IO,-,-)-5.

These 3' tall mammals are grey or black in color, and covered with very long hair. They have an oval body with two thick legs and large feet below them. The head is very long and thin and is positioned in front of the body, with a very short neck. Its mouth is quite large and is filled with ridge-like teeth. The numbers of these strange wolves are increasing, and they are becoming more and more of a threat to farmers, ranchers, and travelers.

Ihl wolves can be lone hunters, but they prefer to travel in packs so as to bring down larger prey such as deer and moose. Otherwise these carnivores eat rabbits, gabbits, and other rodents. Like a normal wolf, these beasts bring down prey with their vicious bite.

The village of Rose issued a plea to the king for a permanent patrol of the wilderness around the village. They have recently been plagued by constant raids from ihl wolves. Widow Martingale's youngest child was mauled just last week.

Jackalope: wms-@†,(-,-),HP-4.

This creature is, quite simply, a large hare with the antlers of an antelope. It has all the coloration of a normal rabbit. Scholars often speak at length about the lowly jackalope, debating whether it is a creature of magical interbreeding, or simply a natural relative of the hare that has evolved with horns. No one knows for sure, and only zoologists really care.

The jackalope possesses the timid nature of the rabbit. When threatened it attempts to bolt to the safety of its hole. Only if cornered will it turn to shed blood with its antlers. Though not as prolific as normal rabbits, each year a female jackalope gives birth to a litter of 4-6 young. As mentioned above, the creature fights only when forced to, but when it does, it can use its horns with deadly skill.

Jadeback (Giant Beetle): (f)(-,O,-,-)-5.

These greenish beetles are 5'-8' in length, with 4"-7" pincers. Less subtle, but no less dangerous than the gemsting, the blue-green jadeback is also a nocturnal predator.

These giant beetles are well-armed and have adapted to virtually any ecosystem. Jadebacks will eat virtually anything they can get their pincers on. Their poisonous bite (level 4B Reduction Poison) can slay even a hearty soul, so it is good advice to avoid resting on shiny green jade-like rocks (particularly those that move).

The shiny shell of the jade-back has become popular as armor for the more advanced tribes among the Thule natives. They have perfected a technique that molds the shell to the body of the wearer; but I understand that it requires the wearer to lay in hot coals for about 12 hours.



Kraeguth: (af)-(-,-,U,PT)-5.

Kraeguth are much like large bears, but instead of being mammals, kraeguth are reptiles. Their skin is covered in grey-green scales rather than fur, their heads are large, and tails small. They are usually 6'-9' long. These creature's hides are waterproof and very durable, even used by some cultures as armor.

Being reptiles, they are cold blooded, and do not hibernate like bears; they seem to be active in all seasons. They nest like lizards, and lay eggs. Kraeguth attack with their powerful arms, long claws, and savage bites. They are very strong and extremely savage.

Regal Stag: wmsktc(-,GIOZ,-),CDH-6.

The regal stag has a huge pair of eagle's wings on its back. No sighting of females have ever been reported. It is 6'-7' long, with a 30' wingspan. This creature is on the highest rung of the social ladder as far as deer go. These mutant deer are thought of as the kings of the forest by men. Killing them is taboo in most societies, although in some circles their wings are worth quite a bit of money. Seeing one is thought to be a good omen.

Like other stags, it is herbivorous, but when it needs to fight, it uses its huge set of antlers. This beast uses a charging attack, exploiting its sharp horns.

Rumtifusel: (hna)-†,(-,-),CD-6.

A flat, rug-like beast that flaunts its luxurious, mink-like pelt, the rumtifusel drapes itself over stumps while mimicking the contours of an expensive fur. As no ancient scripts mention this creature, it can be assumed that it is a relatively new mutation—perhaps the inadvertent result of a stray spell or failed ritual within the last few hundred years.

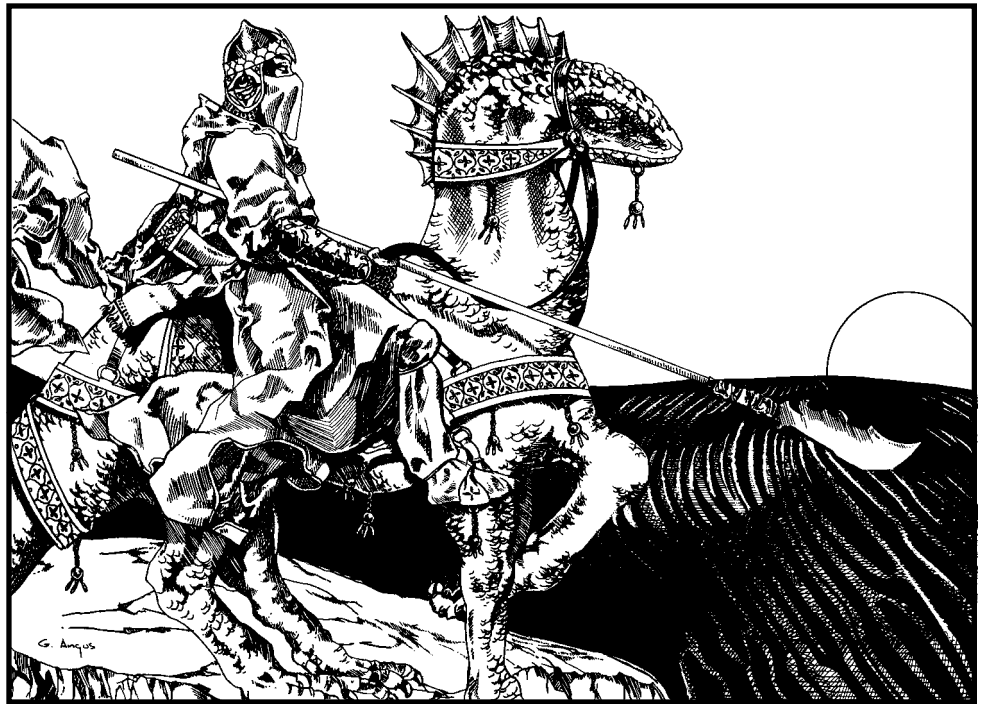
This strange creature feeds on those creatures investigating its bizarre form that lays motionless until a victim is within striking distance. It eats any manner of flesh, sometimes saving part of the prey for its 3-5 young that wait in a hidden, nearby lair.

When a wayfarer approaches for a closer look, the rumtifusel glides over the fool's shoulders, devouring all but the bones through efficient ventral sucking pores. These sucking pores deliver 2-20 hits/round. If the creature is struck while on a victim, the victim receives the same number of concussion hits and criticals—decreased by two levels of severity.

Scra Pren: (cf)-(-),F,R,CDH-6.

A scra pren is a very large three headed snake with deep green scales. It is 8'-15' long. These strange beasts are sometimes found with other snakes, but they are not simply a freak or mutation (they are a species all to themselves).

The scra pren thrives on eating small animals but occasionally will attack larger prey such as humans. Unlike other snakes, the scra pren can tear apart its prey once killed, so it does not need to swallow it whole. Each head carries a poisonous bite that injects a level 4B Circulatory Poison. Each head can attack and operate as an individual.



Serpentus: (cf)-(-),BFLQSZ,RW(-)-3.

This elegant creature has all of the equine features of a warhorse, but with grey or green scales like a serpent, a snake-like tail, the head of a lizard, and a long reptilian fin rather than a mane. They do not have hooves, but instead have lizard-like feet, allowing them to navigate rough terrain rather easily.

The scra pren are easily domesticated and are used by desert folk and many peoples in moderate climates, but they operate poorly in cooler climates. Their carrying capacity is 400 pounds, and they give a riding bonus of +10.

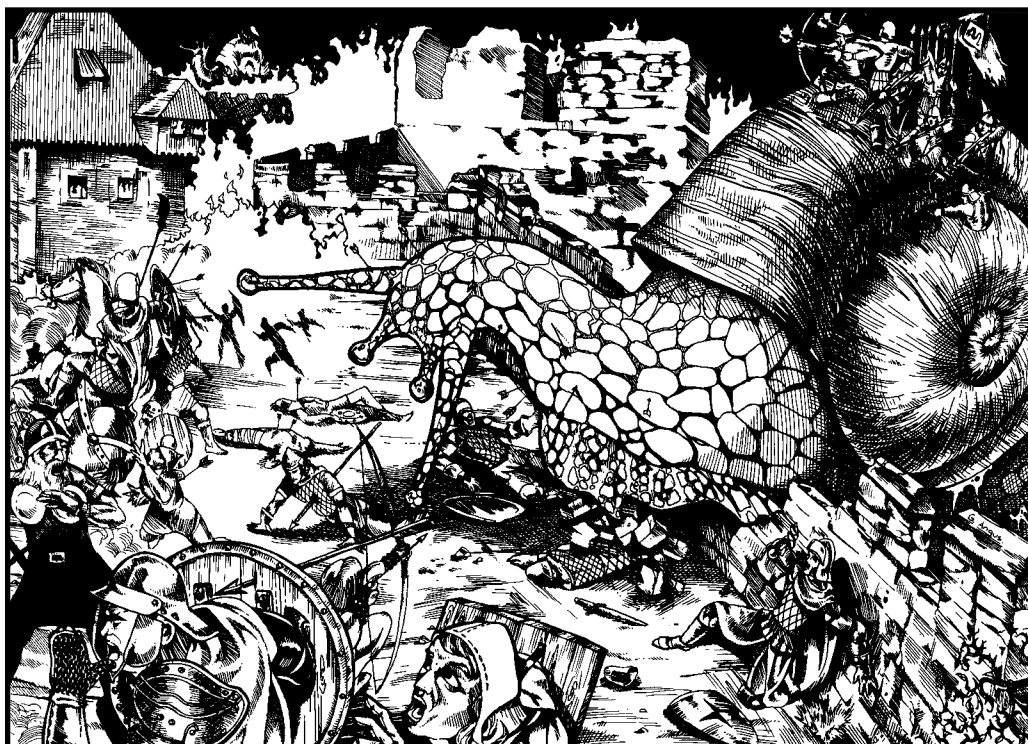
They are stronger than horses of the same size, their hide is thicker, and they have a greater endurance (can travel 20% longer) than any horse. They are just as fast as their equine counterparts. They live in small herds, and are omnivorous. They can be trained to fight as a warhorse. In addition to a rider's attack, this beast can make a 20 Medium Bash attack and a 30 Medium Trample/Stomp attack without disrupting the rider at all.

Strider Bird: hnawms(-,-),RW,P-5.

Strider birds are relatives of the ostrich, but are much larger and more aggressive. They have large heads and very large beaks, with talons at the end of their long, thin (though very strong) legs. They are 8'-9' tall.

Some intelligent beings use them as mounts. They are difficult to train and work with. As a mount, they have a carrying capacity of 200 lbs and a riding bonus of -15. If encountered in the wild, these carnivorous birds are aggressive and vicious.

Like the ostrich, they are flightless, but extremely fast runners. They nest on the ground, and females lay 1-4 eggs at a time. Strider birds fight by biting, as well as scratching with their powerful talons. Unlike their cousins, they prefer to kill or drive off their enemies rather than fleeing.



Tentmorse: wmsk(-,-,-),CD-5.

A round body with ten 6'-8' tentacles radiating outwards in all directions makes up a tentmorse. They are green, with a large red mouth and two white eyes. The body is 2'-3' in diameter. The tentmorse may originally be from another dimension, but it has long called the forests of this world its home.

Tentmorse dwell in forests, using their tentacles to maneuver through the tree branches. They never touch the ground if they can help it. It makes nests in tree tops where it lays 1-2 eggs. Striking with two poisoned tentacles (they secrete a level 3C Muscle Poison) a round, a tentmorse hungrily eats slain victims, and will attack just about anything (80% chance when encountered).

Last week in Ochrindor, a mysterious notice appeared: "Will pay 10 gold coins per tentmorse egg that is delivered intact." The name and address given lead me to a man who was instructed by a mysterious

figure to gather the eggs and distribute the wealth. The man knew nothing of the stranger or why the tentmorse eggs were so valuable to him.

Trivren: (f)(-,GOZ,UW,-)-4.

Trivren are three-winged birds. They have wings like a normal bird, but they also have an additional, smaller wing on their back like the dorsal fin of a shark. Despite their uniqueness in the avian world, trivren are a naturally-occurring species of bird.

The extra wing acts as a stabilizer, and so, tri-winged birds are some of the most maneuverable in the sky. They are blue and black in color, and the back of their head is crested. They feed on small animals (e.g., worms), berries, fruit, and other plant matter. Like any other bird, they use their beak and talons to defend themselves.

War Snail: (f)(-,OZ,-,-)-6.

War Snails look somewhat like normal (i.e., small) snails, except for their size and that they have larger shells in comparison to the rest of their bodies. These giants reach 15'-20' long. Once wild creatures, war snails have become totally domesticated, and live only in captivity now.

War snails eat grass, leaves and small rodents. Invertebrates with slug-like bodies, these snails are actually quite intelligent and have been trained by men to be used as beasts of burden, and go where they are directed, even into battle. They have also been bred to have small hollows in their shells (large enough for a man to ride partially concealed).

They normally use their bite attack only in self defense. However, they are not general found in actual combat. Instead, they carry soldiers into battle. Although some adversaries thought the war snails comical at first, they quickly discovered that these living tanks are quite effective on the battlefield.

Swamp Octopus: (tcf)(-,-),M,J-6.

Swamp Octopuses look just like their underwater counterparts, but are larger and are more "solid" (they have a large amount of cartilage supporting their head and body). They have been reported to be grey, black, green and even red in color. Their body is 5'-6' long, and their tentacles reach 12'-20'. It is rumored that these creatures are attracted to bright light, but this has not been proven.

These large creatures are amphibians, dwelling in marshes, jungles, and places where water sources are hidden by trees and foliage. They hide among swamp rushes, partially submerged, waiting for prey. Prey can consist of anything dog-sized or larger, up to and including a horse. They move as a medium octopus when totally submerged in the water. They must return to for at least one hour per day (during which time they must be completely submerged). These carnivorous creatures use their tentacles to grapple prey, bringing it in to be shredded by its sharp beak.

The recent attempt at draining the Juemar bog has disrupted this creature's eco-structure. It is possible that these creatures are more intelligent than at first thought. For soon after the draining attempts began, many "accidents" began happening around the work sites.

Tatzelwurm: wmskt-X@(-),ARU(-)-5.

The tatzelwurm is a strange-looking lizard-like beast with a short, stubby tail and virtually no neck. Powerful and compact, it has stumpy legs (so short that the beast is often taken for a snake) and a thick, blunt-nosed head. It is 5'-7' long. Tatzelwurms tend to have brown upper body and a tannish underside, although some are colored in greyish tones. Some theorize that this creature is some strange cross-breed between a giant lizard and a great serpent. This, however, seems unlikely.

Whatever their hue, it inevitably blends into the shades of the surrounding rock, enabling the creature to hide exceptionally well (+75 to hiding maneuvers). These creatures dwell mainly underground, coming to the surface only rarely, and only at night. Quick, cunning, and rapacious, these serpentine lizards attack with frenzied abandon and may pursue their prey outside if tracking in the night hours.

DRAGONS AND OTHER FELL CREATURES

This section pertains to greater fell creatures: Dragons, Wyverns, Lesser Drakes, Hydras, Basilisks, and the like. These beasts share a number of characteristics, the most fundamental of which are their vaguely reptilian features and their decidedly enchanted nature.

COMBAT NOTES

Each round while in flight a drake can make both a breath weapon attack (if currently available; most breath weapons can only be used once per minute) and a physical attack. The physical attack can be either its horn attack (rolling each critical twice and applying both results), its claw attack (which can be rolled as a huge grapple (HGr) attack to grab targets smaller than itself), or its bash attack (which can also be rolled as a huge crush, HCr, attack to land on targets smaller than itself).

While on the land or in the water, a drake can perform any one of the following:

- 1) its breath weapon (if available; most breath weapons are only usable once per minute) and one claw or bash attack, or
- 2) its horn attack and one claw attack and its bash attack, or
- 3) its bit attack and one claw attack and its bash attack, or
- 4) its bash attack and two claw attacks.

MOVEMENT MODIFIERS

The base movement rates given for drakes and wyverns are for movement in their primary environment (given in parentheses after the main entry in the statistics table). The chart below shows the percentage of base movement rate that may be used in other environments. A dragon in flight must be in a dive to achieve a pace of fast sprint (FSpt) or Dash. No drake may take the pace of fast sprint (FSpt) or Dash while moving underwater.

	Winged In Air	Winged On Land	Unwinged On Land	In Water
Cold Drake	120%	50%	100%	30%
Dark Drake	100%	50%	75%	5%
Fire Drake	100%	30%	70%	10%
Gas Drake	150%	75%	100%	50%
Light Drake	100%	20%	50%	10%
Plasma Drake	120%	50%	100%	30%
Sea Drake	100%	10%	50%	100%
Air Drake	100%	25%	N/A	10%
Land Drake	N/A	N/A	100%	25%
Cave Drake	N/A	N/A	100%	50%
Water Drake	N/A	N/A	10%	100%
Land Wyvern	N/A	N/A	100%	10%
Water Wyvern	N/A	N/A	N/A	100%
Winged Wyvern	100%	25%	N/A	5%
Oriental Dragon	N/A	N/A	100%	50%



AGE EFFECTS

In the tables below, the statistics for drakes are classified according to age. However, several other capabilities and characteristics given in the description also vary with age.

The ranges for breath weapons are shown for mature and old drakes. Young drakes use half the given range. In addition, Young drakes can only use its breath weapon half as often (i.e., once every two minutes for most drakes).

Young drakes of a given type fall into the lower half of the size ranges, Mature drakes fall into the middle half, and the Old drakes fall into the upper half. This results in some overlap of size and age combinations. Roll d100 (open-ended) to get an estimate of the size of any given drake.

4.1 DRAGONS (GREAT DRAKES)

A noble and mysterious race, Dragons are among the most potent and terrible of all creatures. They are huge yet agile, bright but vain, enchanted but physical, and learned yet savage beasts. Dragons are the embodiment of all natural forces of knowledge, motion, strength, and magic, be it for defense or offense. No creature epitomizes such a wondrous blend of attributes.

The ancient line of Dragons has spawned many varieties. Some are winged and capable of flight, while others bound, crawl, swim, or slither about. A large number breathe jets of water, fire, ice, or noxious fumes. Smaller sub-groups bear whip-like tails tipped with lethal stingers. Most, however, share features common to Dragonkind: fiery, captivating eyes; well-muscled but slender bodies; six appendages (two legs, two arms, and two variably developed "wings"); great talons, a long neck and tail; one to four horns; and scaly body armor, relatively soft on the underside and reinforced along the spine by a row of raised or spike-like plates.

Internally, Dragons have a mystical configuration. Their enchanted blood is always caustic and frequently corrosive, and their foul secretions exceptionally acidic. Few have trouble recognizing their awful breath or the inscribed signs of their passing.

Great Drakes reside in many remote or devastated locales, but all prefer to live in cavernous lairs. These chambers have narrow mouths, just large enough to admit a Dragon with backswept wings. Passages within the cavern may be just as confining, although a Dragon's nesting area is usually spacious enough for the beast to swing about, or even fly. Wherever a Great Drake travels, however, stench and acid-etched markings serve as a trail.

Dragons are generally very intelligent and enjoy battles of logic and wit. Skilled in many tongues and adept at understanding subtle inflection, they are masters of conversation and debate. Riddles and puzzles fascinate them, for word games provide these magnificent beasts with rare challenges. A Great Drake can be swayed by trickery in situations where weaponry or spells would do nothing but sow the speaker's doom. Still, Dragons are schooled in the arts of verbal illusion and are quick to see through falsehoods and facades. Those who dare speak to them have difficulty concealing their real feelings, particularly when they involve fear; but then again, a Great Drake always assumes that it is being held in awe.

Although Dragons are disarmingly perceptive, they are amazingly boastful and self-centered, and invariably consumed with pride. They revel in flattery and bask in other's adoration. Signs of fearful panic spur them on. A Great Drake will toy with an admirer, even a false flatterer, far longer than it will deal with an insolent fool or an aggressive adversary. Although Dragons are capricious, they are quick to anger and despise disrespect.

Most Dragons live alone, apart from their (single) mates. Males and females are similar in habits and size, although the latter are less apt to move their lairs. This is particularly true during the prolonged and elaborate courting period, when the male makes a pilgrimage to his mate's home. There he will conduct a ritual dance (be it at sea, on ground, or in the air) and combat any pretenders or rivals. After a few days of breeding, the male departs for 10-100 years, and, six months or so later, the female lays 1-10 eggs. These hatch in another six months. (Little Dragons use their sharp horns to break out of their tough, hard-rubbery shells.)

Great Drakes sleep a lot and, even when awake, wile away the hours while reclining on beds of wealth in their treasure-laden lairs (50% of the time when "active," 10% of the time when "hibernating"). Once they "clear" (devastate) the region around their chosen abode, making it safe for habitation, they spend some time gathering a hoard. Slaughtering their prey, they place the countryside around them under a shroud of fear and then retreat into their cavernous home until they grow restless, irritated, or bored. All Dragons hole up in a sort of hibernation; some do not venture forth for decades. Their omnivorous diet enables them to eat and store virtually anything, while their metabolism allows them to consume massive amounts of nourishment in an orgy of gorging, and then lay dormant for years. Some (10%) lay in one place long enough for jewels, gems, or coinage to become embedded in their undersides.

A Dragon's weapons are legion. Their huge claws, whip-like tails, and massive, multi-rowed teeth enable them to physically overpower almost any beast. The beat of a Dragon's wings can stir the ground with a fierce whirlwind, doubling the spreading speed of a fire and making all maneuvering difficult (-75). They can use spells like the best of men (when not in melee) and their breath deals death equally well. Even their blood is dangerous, for its acids will eat through almost anything (treat as a level 5H

Reduction Poison, accompanied by a +50 Fireball). Their great (4-40 pound) horns—renowned for their enchanted musical, weapon-making, and curative properties—are coveted by artisans, physicians, and kings (typical prices are 5 gp/ounce raw or 2,000 gp/whole horn). When made into a bugle, a dragon horn's sound carries 2-20 miles; as fronting for a composite bow, the dragon horn will make the bow a magic Dragon-slaying weapon and bestow a +25 bonus (1 bow/horn core). When ground up (1-10 doses/horn), the horn is an antidote for all Drake venoms (e.g., wyvern stings) and toxins (e.g., Dragon-blood burns), as well as being a cure-all for any damage done by a Dragon's breath (if the victim is still alive).

As noted, Dragons are accomplished spell users. Some employ spells to augment their brute strength, while others prefer to rely more on their enchantments, basking in the powers of their spirit and intellect. Dragon magicks vary with the sub-race and individual, but all possess knowledge of the "Spirit Mastery" spell list (closed Essence), "Spell Reins" spell list (closed Essence), "Dispelling Ways" spell list (closed Essence), and "Essence's Perceptions" spell list (closed Essence). In addition, their enchanted senses of smell, hearing, sight (they have Nightvision and Darkvision), and intuitive feeling give them the inherent ability to discern illusions and invisible beasts.

The defenses of a Great Drake are nearly as formidable as their offenses. Immune to natural elements (fire, ice, light, air, and water) and highly resistant to spells, they are rarely bothered by incantations. Their scaly skin forms a natural armor of multi-layered, overlapping plates. Even their softer underside is capable of deflecting all but the finest weaponry. Only sensitive areas on their heads (e.g., the eyes) and their strange "birth spots," places where scales mysteriously fail to develop (some fall off), afford an attacker any hope of dealing them a death blow. Dragon-slaying arms seek these places. Young Drakes, of which there are few, have softer, less-developed hides, and are of course more vulnerable... although no Dragon can be called weak.

Over time, Drakes have adapted to many conditions. The Great Drakes, those creatures with a breath weapon, are no exception. They come in many colors—some grey or black, or some warm hue such as red, gold, or brown—and some have an exceptionally unique appearance.

Cold Drake: ktcf-EVX@#,G,ARUW,T-8.

Cold Drakes are frequently grey-white or even white and live in cool or frigid climes. They are proportionally bulkier than other Dragons and although relatively few have wings (15%), they are good swimmers. The cold drake has a 30'-80' body, and a 50'-120' wingspan.

These savage beasts are often thought of as the least sophisticated of the Great Drakes. They are often quick tempered, and even callously cruel, killing lesser creatures just because they can. In their frozen realm, there is little that can challenge them, and they often control an area with terror and viciousness. At best, they are almost totally unapproachable due to their tempers and love of battle.

Rugged and agile, they can negotiate almost any terrain in their wide search for prey. No Dragon can go so far on so little, and no Dragon is as likely to physically attack its enemies. They often lair in deep ice caves or within glaciers, and these places often contain an exit via an underwater passage just large enough for the Dragon to pass through. This exit is often covered in a layer of ice that is thin enough for the Dragon to break and can be found at the deepest spot in the lair.

In addition to the standard Dragon spells, Cold Drakes know the "Ice Law" spell list (Magician base) and the "Delving Ways" spell list (open Essence). They have 8 PP per level. They may

DRAGONS (GREAT DRAKES)													
Type	Lvl	Base Rate	Max Pace/MN Bonus	Speed MS/AQ	Size/Crit	AT (DB) Attacks				# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Cold Drake (land, 15% winged)													
Young	10G	170	FSpt/20	FA/VF	H/LA	400G	12(60)	80HBi/100HCl/90HBa/60HHo/50CBr/60IBr*	1	yz	I	Varies(AA)	
Mature	30G	150	Spt/10	FA/FA	H/SL	500G	20(50)	120HBi/120HCl/120HBa/80HHo/60CBr/80IBr*	1	yyz	K	Varies(SU)	
Old	50G	130	Spt/0	FA/FA	H/SL	650G	20(65)	150HBi/130HCl/150HBa/90HHo/75CBr/100IBr*	1	yyz	L	Varies(HI)	
Dark Drake (air, 75% winged)													
Young	10G	210	Dash/30	VF/VF	H/LA	300G	12(60)	70HBi/100HCl/75HBa/60HHo/80DBr	1	yz	I	Varies(SU)	
Mature	32G	190	Dash/20	VF/FA	H/SL	400G	16(50)	100HBi/120HCl/90HBa/60HHo/80DBr	1	yyz	K	Varies(HI)	
Old	60G	180	FSpt/10	FA/FA	H/SL	500G	20(60)	120HBi/130HCl/100HBa/80HHo/120DBr	1	yyyz	L	Varies(VH)	
Fire Drake (air, 60% winged)													
Young	10G	210	Dash/30	VF/VF	H/LA	350G	12(60)	70HBi/120HCl/80HBa/50HHo/80FBr*	1	yz	I	Varies(HI)	
Mature	38G	200	FSpt/15	VF/FA	H/SL	450G	16(50)	100HBi/140HCl/110HBa/70HHo/100FBr*	1	yyz	K	Varies(VH)	
Old	66G	180	Spt/0	FA/FA	H/SL	600G	20(75)	125HBi/150HCl/130HBa/90HHo/120FBr*	1	yyyz	L	Varies(EX)	
Gas Drake (land, 20% winged)													
Young	10G	140	FSpt/20	FA/FA	H/LA	300G	12(50)	80HBi/80HCl/80HBa/70HHo/GBr*	1	yz	I	Varies(HI)	
Mature	20G	120	FSpt/15	FA/FA	H/SL	350G	20(40)	100HBi/100HCl/100HBa/80HHo/GBr*	1	yz	J	Varies(VH)	
Old	30G	100	FSpt/10	MF/FA	H/SL	400G	20(50)	120HBi/120HCl/120HBa/90HHo/GBr*	1	yyz	K	Varies(EX)	
Light Drake (air, 80% winged)													
Young	10G	280	Dash/40	BF/VF	H/LA	200G	12(70)	60HBi/80HCl/60HBa/90HHo/100LBr*	1	yz	I	Varies(SU)	
Mature	34G	250	Dash/25	BF/VF	H/SL	300G	12(60)	80HBi/100HCl/70HBa/100HHo/120LBr*	1	yyz	K	Varies(HI)	
Old	60G	220	FSpt/10	VF/FA	H/SL	450G	12(50)	90HBi/110HCl/80HBa/110HHo/140LBr*	1	yyyz	L	Varies(VH)	
Plasma Drake (air, 70% winged)													
Young	10G	200	Dash/30	VF/VF	H/LA	250G	12(50)	60HBi/75HCl/60HBa/90HHo/100PBr	1	yz	I	Varies(AA)	
Mature	34G	180	Dash/15	VF/FA	H/SL	350G	20(40)	80HBi/100HCl/70HBa/100HHo/110PBr	1	yyz	K	Varies(SU)	
Old	62G	170	Dash/5	FA/FA	H/SL	450G	20(60)	90HBi/110HCl/80HBa/110HHo/120PBr	1	yyyz	L	Varies(HI)	
Sea Drake (water, 2% winged)													
Young	10G	120	Spt/30	FA/FA	H/LA	250G	12(50)	100HBi/60HCl/120HBa/40HHo/90WBr*	1	yz	I	Varies(AV)	
Mature	25G	100	Spt/20	FA/MF	H/SL	350G	16(30)	110HBi/80HCl/150HBa/60HHo/120WBr*	1	ysz	J	Varies(AA)	
Old	40G	90	Spt/10	MF/MF	H/SL	500G	16(50)	130HBi/90HCl/180HBa/80HHo/150WBr*	1	yyz	K	Varies(SU)	

*: Special (see description)

attack with cold breath (usable once per minute, up to 50 times per day) in the form of a cone of cold or a bolt of ice (cone length 300', base 50'; bolt range of 500'). These drakes do like to try and achieve surprise in battle. Waiting under the ice of a frozen-over pool, only to burst out and attack, is a favorite ploy.



Dark Drake: (-)(-GO,-,-)9.

These Dragons are almost always black, although a few may be grey or very dark blue. Their body is 30'-60' long and 75% are winged, with a 50'-90' wingspan.

A trait peculiar to these creatures is their hatred for all other Dragon types. They have been known to hunt other Dragons, and will always attack them on sight. Because their hatred for

other Dragon types exceeds their loathing for any other creature, they are sometimes found working with humans in order to slay another Dragon. Of course, this does little to secure the human's safety.

Dark Drakes are the rarest of all the Great Drakes. They are exceptionally cruel and evil, even by Dragon standards, and unfortunately make their lairs in almost all climes. They are good flyers, but cannot swim. Dark Drakes are the most active of all their kind, spending only half their time sleeping and resting. They are almost exclusively nocturnal.

Dark Drakes are very adept at spells and can use the Evil Essence lists "Darkness" and "Physical Erosion" in addition to the normal Dragon lists. A very rare few know the Sorcerer base lists as well. They have 9 PP per level. However, their breath weapon is the most formidable attack, it being a blast of chilling darkness. Resolve all breath attacks as a Lightning Bolt with Cold criticals (usable once per minute up to 25 times per day; bolt range 300').

Fire Drake: (-)(-GO,-,-)7.

Fire Drakes are typically red or reddish gold, but many are grey, black, brown, and/or gold. Confirmed sightings of green or greenish-gold Fire Drakes, however, indicate that these creatures are unrestricted as to hue. They grow to be 30'-90' in length and 60% of them have wings, which span 50'-140'.

Fire Drakes are the most common of the Dragons. They live in well-removed lairs in almost every clime. The oldest of sub-races, they are versed in the ways of all beasts and all realms. Their treasure hordes often contain powerful magical items, as well as books of forgotten lore. Many brave scholars have attempted a friendly parley with a Dragon (after the arduous task of tracking it to its lair) to trade some special treasure for the answer to a puzzling question or some bit of knowledge. Some of these sages have returned successfully, while many others never returned at all.



Large and graceful, Fire Drakes are suited for land or sky (and make poor swimmers). They eat all sorts of flesh, often preying on herds of domesticated cattle or sheep. They have no qualms about devouring intelligent races, however, and a city or settlement near this Dragon's lair is surely doomed.

Not surprisingly, Fire Drakes know the "Fire Law" spell list (Magician base) and "Spell Enhancement" spell list (closed Essence) and have 8 PP per level. They may attack also with fiery breath (as a fire bolt or cone of flames) once per minute (up to 50 times per day; bolt range 500'; cone length 300', base 100').

Gas Drake: (f)-EVX@§#,M,U,(-)-8.

Grey, green, black, or brown, Gas Drakes blend into the sprawling foliage of forested swamps. They have a 40'-70' body. Only 20% of those encountered are winged, and those individuals have a 60'-100' wingspan.

These devious beings are sometimes actually sought out for their mystical knowledge, but most of the time they are avoided. The lair of a Gas Drake is heavily trapped, filled with illusions, and nothing there is as it appears. For this reason, even though Gas Drakes are not as powerful in combat as some of the other Great Drakes, they are just as feared. Many horror tales come from experiences within the nightmarish lairs of these beasts.

Gas Drakes are commonly marsh creatures, although they are well known in the wild heath of remote moors. There they wade in stagnant pools, occasionally diving for snacks. With the exception of Sea Drakes, they are best swimmers among the Dragon sub-races. Gas Drakes surround themselves with sickening odors and fetid mists, creating a sense of death in their land. This allows them privacy, for their gaseous breath is unsuited to the completely devastate of the local countryside.

Wise and cunning in the arts of enchantment, they prefer to trap their prey. Gas Drakes know the "Confusing Ways" spell list (Mystic base) and "Liquid Alteration" spell list (Mystic base), as well as the "Lesser Illusions" spell list (open Essence). They have 8 PP per level. These Dragons may attack with gaseous breath once per minute (up to 40 times per day; cone length 100', base 100'). The effects of this gas vary from Drake to Drake, but it is always some type of poison. Every type of poison (Nerve, Respiratory, Conversion, etc.) is a possibility, although a single Drake's breath poison type will always remain the same. The level of the toxin is the same as the level of the Dragon.

When we entered the lair, we had no idea that it was the home of a powerful Gas Drake. Soon we were hopelessly lost in a huge maze where half the passageways were merely illusions and many of the real corridors were hidden by magic. Foul spells clouded our judgment, and we wandered literally for days. Finally, we neared the center of the underground complex. Then came the traps. Spike-filled pits covered by illusion, steam-filled passages where we couldn't see the pressure plates which activated hail after hail of poisoned darts. Many of my comrades fell, never again to rise. Lastly, the horrible creature cast its illusions directly upon us, and we were beset by images of our own flesh melting from our bones, of demons entering and possessing the others in the group, of being isolated and alone in the nightmarish maze. I finally used the only Teleport rune that I had, leaving the others behind in my panic. I never saw them again, and I assume them slain. I now fear Gas Drakes the most (although I hear the SIRRUSH is a Drake more adept and cruel at its use of illusions), for we were defeated by it without ever even directly facing it.

Light Drake: mktcf-EKVX@#,(--),ARUW,(-)-9.

Generally black, bluish black, sky-blue, or black-gold, Light Drakes are nocturnal predators. Their body is 25'-60' long. Most (80%) are winged with a 40'-90' wingspan.

In their restlessness, they spend many nights exploring the realms around their high lairs. Because of this, many travellers in the mountains have encounters with these Dragons. In such situations, the Light Drake may ignore those it comes upon unless threatened in some way (or if it believes it can benefit by attacking or talking).

Light Drakes are comparatively rarer and more fragile than other Drakes, albeit more dangerous. They are restless (hyperactive by Dragon standards) and, as Drakes go, are peerless fliers. Their lairs are always in remote highlands, where storms are near and the air is clear. Because they favor electrical storms, the battered heights provide them with ideal lodgings. Fair swimmers, they move 20% of their usual pace while in water.

Their electrified breath can be used once per minute up to 25 times per day (bolt range 300'; cone length 200', base 40') and appears as bluish lightning (and is one of the more frightening weapons in all of Dragonkind). Light Drakes have command of the "Light Law" spell list (Magician base) and "Detecting Ways" spell list (open Essence). They have 8 PP per level.

Plasma Drake: (-)-EKVX#,(--),U,(-)-8.

Plasma Drakes are unique because they almost always have an aura of crackling energy around them. Generally, they are a purplish color, but they have been encountered in green, yellow and red. Their body reaches a length of 25'-60', and the 70% that are winged have a 40'-90' wingspan.

These Dragons are thought to either be the result of cross-breeding many Dragon types or perhaps a Dragon from another plane (like the Demon Drake—see the section on Entities from Other Planes).

These Drakes are the most unpredictable and mysterious Dragon types. They can be found in almost climate, and have been seen in the colors flame blue, bright red, maroon, orange and deep purple. These Drakes are good swimmers and move 30% of their movement rate in the water. They are often sought out not for their treasure, but for their knowledge of the very rare arcane knowledge they possess.

The breath of this Drake is a mass of super-charged plasma that can be used once per minute up to 25 times per day (bolt range 300'; cone length 150'; cone base 30') Resolve attacks as a Lightning Bolt with Heat criticals. In addition to the lists common to all Dragons, they can use the "Fire Law" spell list (Magician base), "Earth Law" spell list (Magician base) and "Light Law" spell list (Magician base). They have 8 PP per level.

LESSER DRAKES													
Type	Lvl	Base Rate	Max Pace/MN Bonus	Speed MS/AQ	Size/Crit	AT Hits	AT (DB)	Attacks	# Enc.	Trea-sure	Bonus EP	Outlook (IQ)	
Air Drake (air, 100% winged)													
Young	6F	300	Dash/40	BF/VF	H/LA	150G	11(80)	50LBi/90HCl/50LBa/70LHo*	1	t	G	Varies(AV)	
Mature	15G	280	Dash/25	BF/VF	H/SL	200G	11(50)	60HBi/110HCl/60HBa/70HHo*	1	yj	I	Varies(AA)	
Old	25G	240	Dash/10	VF/FA	H/SL	300G	12(40)	80HBi/120HCl/70HBa/80HHo*	1	yt	J	Varies(SU)	
Land Drake (land, 0% winged)													
Young	6F	180	Dash/25	VF/VF	H/LA	250G	11(60)	80LBi/90LCl/90HBa/60LHo*	1	tj	G	Varies(AA)	
Mature	18G	160	Dash/15	VF/FA	H/SL	350G	19(40)	100HBi/100HCl/100HBa/70HHo*	1	ym	I	Varies(SU)	
Old	30G	140	FSpt/10	FA/FA	H/SL	450G	20(50)	110HBi/110HCl/120HBa/90HHo*	1	yyj	J	Varies(HI)	
Cave Drake (land, 0% winged)													
Young	6F	160	Dash/30	VF/FA	H/LA	200G	11(60)	80LBi/50LCl/50LBa/70LHo*	1	o	G	Varies(IN)	
Mature	13F	140	FSpt/20	FA/FA	H/SL	250G	19(40)	90HBi/50HCl/50HBa/80HHo*	1	t	H	Varies(MD)	
Old	20G	120	FSpt/10	MF/FA	H/SL	300G	20(30)	100HBi/60HCl/50HBa/90HHo*	1	y	I	Varies(AV)	
Water Drake (water, 0% winged)													
Young	6F	140	FSpt/40	VF/FA	H/LA	180G	11(60)	100LBi/50LCl/90HBa/50LHo*	1	t	G	Varies(IN)	
Mature	15G	120	FSpt/30	FA/FA	H/SL	240G	12(40)	110HBi/50HCl/100HBa/50HHo*	1	yo	H	Varies(AV)	
Old	25G	100	FSpt/20	FA/MF	H/SL	350G	16(40)	120HBi/50HCl/110HBa/60HHo*	1	yy	I	Varies(AA)	

*: Special (see description)

Sea Drake: (-)(-),LOS,U,(-)8.

Sea Drakes are usually green, blue, blue-green, or black in color. Their body is 25'-70' in length, and the 2% that are winged have a 40'-95' wingspan. Superbly streamlined, those that do not fly have modified wings, fins which serve as "waterwings." These have a 15'-40' finspan.

Among the Great Drakes, these Dragons claim the least respect. Although powerful, other Dragons look down upon Sea Drakes as unsophisticated dullards. For this, as well as probably other reasons known only to Dragonkind, Sea Drakes react with hostility to the presence of any other Dragon.

Sea Drakes are almost always wingless, and therefore confined to the land and the deeps. However, all that are not winged use their "waterwings" (i.e., fins) to propel themselves at an incredible pace while at the water's surface and quite fast even when submerged. Sea Drakes live in caverns with submarine entryways and prey on other waterbeasts and ships. They have no gills; instead they rely on their huge lungs and their ability to conserve oxygen while underwater (they can hold their breath safely for 2 minutes per level).

Striking from below, they can hurl out of water and make gliding leaps of up to 300' horizontal (or 75' vertical). Even in "flight," they can spray their quarry with stunningly powerful water bolts that can be used once per minute up to 100 times per day (bolt range 300') or resort to their arsenal of spells. Their incantations include those common to all Dragons, as well as the "Water Law" spell list (Magician base). They have 7 PP per level.



4.2 LESSER DRAKES

Lesser Drakes resemble the Great Drakes (Dragons) in structure and habits, but lack the overall size and enchanted qualities of their more lordly and less numerous brethren. In addition, these creatures possess no breath weapons and, with the exception of the Land Drake, only rarely (10%) cast spells. They are, however, quicker than Dragons.

Lesser Drakes are quite bright and enjoy riddles, though they are less vain and their preference for debate and word games is less pronounced than that of Dragons. They are much more prone to attacking an intruder or adversary, despite having a relatively even temper. This makes them more predictable, but no less dangerous, than the Great Drakes.

Note: Lesser Drakes that use spells have 1 spell list per 5 levels (determine randomly). If the initial list is a base list for hybrid or semi-spell users, all lists must be chosen from that base category, until the category is exhausted. In any case, Lesser Drakes know spell lists up to their own level and receive 6 PP per level.

Air Drake: (-)(-,O,-,-)8.

Generally, these winged serpents are brown, green, or yellow in color, but they are sometimes seen with blue and even silver scales. Their body is 20'-40' long, and their wings stretch out 30'-60'. These are the least common of the Lesser Drakes. They breed more slowly, and it is theorized that in a few centuries they may be all but extinct.

Air Drakes nest in cliff nooks or giant trees. They rarely even touch the lowland ground, snatching up their prey and carrying it to their high lairs. They almost always come out at night, and are rarely seen during sunlit hours. While they have no breath weapon and usually have no spellcasting abilities, these Drakes are still formidable in battle. They always use their flying ability to their fullest advantage, striking from the air, and flying high to avoid attacks by an enemy.

Section 4 Cave Drake: (-)(-,-),VU,(-)-7.

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Large horns, and smaller, lesser-developed claws distinguish this wingless Drake from its other land-dwelling cousins. Its color is usually grey, black or very dark green. It reaches a length of 15'-40', including its 5'-12' tail.

Many scholars have a difficult time in classifying this beast as a Drake. Many say it is more of a Minor Drake, like the Wyverns. In comparison, it is far more dull-witted than any of its fellows, its power is not as great, and its acidic spittle is unique among Drakes. Unfortunately for underground explorers, its treasure hoard is almost never as rewarding either.

This beast nests exclusively in caves, cavern complexes, and underground grottos. Very few of these beasts *ever* see the light of day. If they do come above the surface, they operate at -50 to all actions while in the sunlight (even a -10 under bright moon light). Cave Drakes content themselves in their waking hours with hunting, its favorite prey being Dwarves, Orcs, Trolls, or other underground races and creatures.

In comparison to other Drakes, this beast is not their equal in combat. Nonetheless, it is a foe to be feared. Its mouth is foaming with an acidic saliva that delivers a Heat critical of one severity level higher than that delivered by the bite attack. Cave Drakes rely on their horn attacks more than other Lesser Drakes.



Land Drake: (-)(-,LOS,-,-)-7.

These Dragons come in almost every hue and shade. They are wingless, and their bodies are long and smooth, reaching 20'-50' in length (including 7'-15' tail). These Dragons are the most common of all Drakes, Greater and Lesser.

These agile climbers nest in caves, breaks, or glens. They can be found almost everywhere except out in the open. Like a predatory cat, they pounce on their prey, which usually consists of cattle, sheep, deer and other large animals. Although they are mighty fighters, 50% of Land Drakes use spells. Those that do have 7 PP per level, and are quite adept at casting, almost challenging the Great Drakes in this capacity.

Water Drake: (-)(-,FLOS,(-,-)-7.

This creature is almost always green, blue, or something in between. Its small foreclaws are compensated by its massive rear legs. It has a 25'-60' body, including 8'-20' prehensile tail.

Though it is closely related to the sea serpent, this beast hates almost all other sea-dwelling predators (including the much more powerful Sea Dragon). However, it has been known to ally itself with a group of Mermen or Shuikmar—the Drake usually will be in the superior position of the relationship.

The Water Drake very rarely leaves the water. Its claws are webbed and well-suited for swimming, and with its powerful back legs it can launch itself from the water 30' vertically into the air (100' horizontally). This ability is almost enough to make up for its inability to fly. It feeds on whales, dolphins, and other large sea creatures. This Drake lives in coastal caves and while it cannot breathe underwater, it can remain submerged for up to 2 minutes per level.

The Water Drake often uses its leaping ability to strike at foes on the surface or near the water's edge. It favors its bite attack, having the largest and most vicious teeth of all Lesser Drakes.

4.3 MINOR DRAKES (FELL CREATURES, ETC.)

The following beasts are related to Drakes by virtue of their somewhat reptilian features and their association with evil; hence the label "fell creatures." These beasts are undoubtedly distant relatives of the ancient lineage that spawned the race of Dragons and Lesser Drakes.

Basilisk: (cf)(-,LOSZ,UW,-)-9.

The Basilisk is an extremely rare beast with a serpent-like body, feathered wings and legs. It has no arms and its feathery head has a sharp beak. Thus, it looks like a cross between a cock and a Drake. It has a 21'-30' body (including 7'-10' tail), and a 21'-30' wingspan.

Legends say that they derive from cocks' eggs that hatch beneath a Fell Beast. Although their origin is clouded, it is clear that basilisks evolved so that their leathery surfaces became lighter and better insulated. Those that challenge a Basilisk for their inevitably considerable treasure are either very strong or exceptionally stupid. (In the end, most are simply statuesque.)

Tortured creatures, basilisks are constantly unhappy and extremely bitter. Despite their moderate intelligence, they seem unpredictable and insane. They dwell alone in secluded areas, and generally attempt to slay all they encounter. They eat what they can kill before it is turned to stone, or wait until the petrified flesh returns to normal (see below).

Basilisks have a hideous countenance that turns all who watch them and are gazed upon to stone (including themselves, should they look into a mirror). The only safe way to observe a Basilisk is by its reflection. The duration of petrification is determined by the degree of RR failure. Failure by 1-25 results in petrification for d100 (open-ended) minutes; by 26-50 results in petrification for d100 (open-ended) days; by 51 or more results in petrifications for d100 (open-ended) years. These durations may be shortened by certain spells, rituals, or herbs. Basilisks can also cast the spell *Cracks Call* (from the Sorcerer base list, range is touch) up to 100 times per day (this is often done to petrified victims who who were particularly bothersome before becoming "stoned"). Fully half of these horrible creatures also breathe a noxious vapor cloud (as a cone; 10' base, 10' length) that is a level 6B Circulatory Poison.

Whenever they employ their wailing hiss, all those within fifty feet must resist fear. RR failure of 01-50 results in the victim fleeing in fear for d10 minutes. Failure by 51-100 results in fleeing for d100 minutes. Failure by more than 100 paralyzes the victim in fear for d10 rounds. Sharp talons and a vise-like beak complete their array of battle tools.

Basilisk, Greater: (cf)(-,GLOSZ),UW,(-)-9.

The Greater Basilisk is more reptilian and less cock-like than its more common relatives, the basilisk and the cockatrice. It has a long serpent-like body, four Dragon-like legs (with claws), bat wings, and a Drake's head with a sharp beak (its only remaining cock-like vestige). It is 25-30' long (including 9'-11' tail), with a 25'-30' wingspan.

This is the Basilisk's next step in the evolutionary scale, and it is one of the most terrible beasts in existence. It is a living engine of destruction, and few would argue that it should not be destroyed immediately upon discovery, if possible.

This beast is not as insane as a normal Basilisk, and is more cunning and devious. Its sole purpose in life is the death of all other living things, and it is extremely well suited for that task. A Greater Basilisk lair is usually comprised of a series of underground mazes, above ground complexes, tons of rubble (from victims who were petrified and then crumbled with Sorcerer spells), and quite a bit of treasure from these fallen foes.

Like their lesser cousins, their gaze turns victims to stone and they can be safely viewed through a mirror. The duration of petrification is determined by the amount of RR failure. Failure by 1-25 results in petrification for d100 (open-ended) minutes. Failure by 26-50 results in petrification for 2d10 hours. Failure by 51-100 results in petrification for d100 (open-ended) days. Failure by more than 100 results in petrification for d100 (open-ended) years. These durations may be shortened by certain spells, rituals, or herbs. Their continuous exhalation of noxious fumes requires anyone in their lair or area they linger for at least an hour to make an RR every 10 minutes. Treat this as a level 8B Respiratory Poison. They can also breath a concentrated cone of poison gas (10' base, 10' length). Treat this as a level 12F Respiratory Poison. Their skin excretes a level 12G Nerve Poison except along the bottom of its feet (it still leaves a little trail of poison wherever it goes due to drippings). This poison will travel along any surface touched to the Basilisk's skin, including weapons, poles, gloves, armor, etc. at a rate of 100' per round until it reaches its victim (it is possible that the Basilisk

controls this action consciously). Its bite and claws also carry this poison. If its innate abilities were not enough, this very intelligent creature can cast Sorcerer spells (up to its level) as well. It has 9 PP per level to use to cast these spells.

If it is hurt in any way (which is difficult to do), it will begin to hiss. This hissing causes fear in all within 50'. RR failure of 01-50 results in the victim fleeing in fear for d10 minutes. Failure by 51-100 results in the victim fleeing for d100 minutes. Failure by more than 100 results in the victim being paralyzed with fear for d10 rounds.

Behemoth: (-)(-),GMZ,RW,HP-9.

Terrifyingly huge Dragons, Behemoths are generally black in color, but some are red, orange, or even green. They have a 50'-120' long body, and a 90'-200' wingspan.

These beasts are obviously Fire Drakes that for some reason grew to enormous size. Whether a natural or a magical mutation, Behemoths are amazingly rare. Their relationship with Leviathans is unknown. Often they sleep long enough to allow to sediment build up on top of them, after which they may be mistaken for strange hills.

A Behemoth is simply a *very* large Dragon. They do not have lairs, but usually devastate an area (approximately 50-200 miles in diameter) and then find a large flat area and sleep for hundreds of years. They fear nothing, even while they sleep. They eat anything and everything

They do not use spells, and are not graceful creatures, destroying vegetation and constructions absent-mindedly as they walk. They should be treated as Fire Drakes in all other respects, breathing huge goutts of fire once per minute up to 25 times per day (bolt range 1000'; cone length 800', base 400') with double concussion damage. Like Great Drakes, they are immune to natural elements, have caustic blood, and fight using the attack patterns for Drakes.

Cave Worm: (-)X,(-),U,(-)-7.

Cave Worms are colorless, legless, Drake-like beasts, huge and foul subterranean serpents. Oozing a raunchous, acidic slime, they wind through caverns and chasms and slither through earth and rock. They are 24'-26' long.

These creatures are obviously related to Cave Drakes, and may be a degenerated form of those beasts. That would mean, of course, that they are even farther removed from other Dragonkind.



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These creatures are blind and only found deep under the earth. Their repugnant excretions soften all but the hardest of substances (cave worms move 25' per round through packed earth; 5' per round through solid rock), while the six 3' long horns that encircle their bizarre head cut through obstacles. In this way they move directly toward their prey, meals that they track using their uncanny senses of hearing, smell, and feeling. Omnivorous, they eat anything, even stone, although their preferred delicacy is bone.

Six-inch fangs allow them to tear through armor with casual ease, and their pungent acids act to melt their fodder. Every critical from a bite attack is accompanied by Heat criticals of one lesser severity. Their prehensile tongue grapples from 10'.

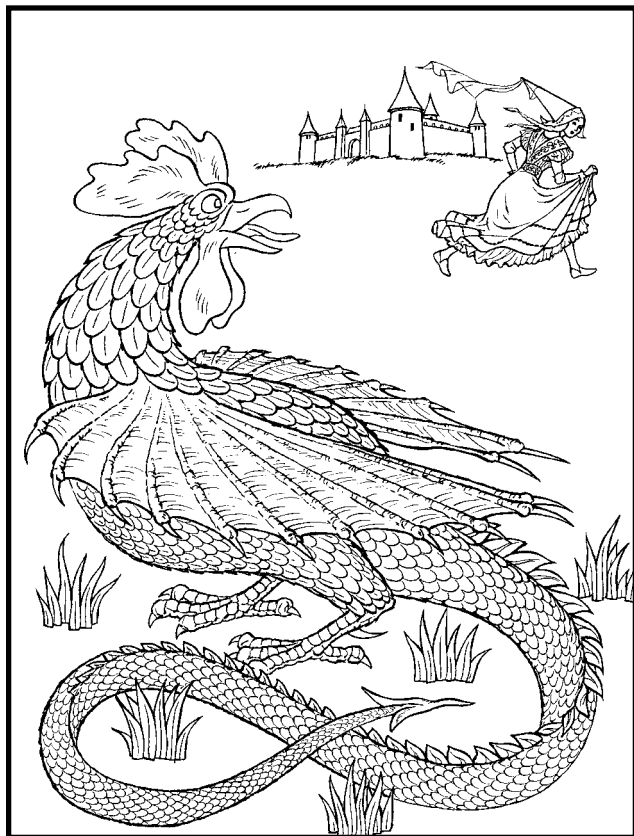
It is said by the deep earth explorer Hilinc that if a Cave Worm was ever placed into direct, natural sunlight, it would be almost helpless even though it is blind. This would mean that the sun has some sort of mystical quality about it, however, and of that I am still unsure.

Cockatrice: (cf)-(-,LOSZ,UW,-)-8.

Cockatrices appear as small Basilisks. Feathered wings and head and a sharp beak grafted onto a serpent's body sporting a single pair of legs. Its body is 3'-12' long (including 1'-4' tail), and it has a 3'-12' wingspan.

The Cockatrice is a small relative of the Basilisk. Although they are more common than their kin, they are less dangerous, for they lack the ability to breathe gas, crack stone, or elicit fear (they do not hiss).

In most ways (including disposition) they are just like Basilisks. Most nest in trees, in towers, or upon rock spires, but one can find them anywhere (look for the "natural" statuary).



Although it can attack with beak and claw, its stare instantly turns those looking upon it to stone. RR failure by 1-25 results in petrification for d100 (open-ended) minutes. Failure by 26-50 results in petrification for 2d10 hours. Failure by 51-100 results in petrification for d100 (open-ended) days. Failure by more than 100 results in petrification for d100 (open-ended) years. These durations may be shortened by certain spells, rituals, or herbs).

Dragon Salamander: (-)(-,-,O,-,-)-8.

Dragon Salamanders (a.k.a. "Salamanders") are reddish-gold or red serpent-like beasts. They are akin to Lesser Drakes, but have short necks, huge heads, and smaller legs. A fan-like (foldable) mane of upright scales wraps around their neck. Its body is 21'-30' long (including a 7'-10' tail).

Some say that this beast is related to Fire Elementals. Others claim that it is a magically altered beast (perhaps a Lesser or Minor Drake somehow magically fused with a Fire Elemental).

Deriving their name from their fully amphibious lifestyle, Dragon Salamanders are commonly found near steaming waters or molten lava, their favorite playgrounds. This strange beast can breathe underwater or even in lava, and moves equally well in water or on land (or in lava).

Salamanders can immolate at will (1 round preparation) to deliver a +75 Fireball attack to all within 10' (attack occurs each round). While immolating, they can attack with tail, claws, and bite normally. They are immune to all naturally occurring heat.

Dragon Turtle: (cf)-(-),FLOS,-,-)-7.

These huge carnivorous beasts are essentially giant terrapin-like creatures protected by great, spined shells and long, coiling necks. They have a 2'-3' prehensile tongue, a 3'-5' neck, and a 15'-25' long body.

Were it not for their fiery breath and great natural heat, these creatures could simply be considered natural beasts leftover from ancient times. Their breath, as well as their above-animal intelligence, shows their direct relationship with Dragons, however distant.

These gigantic turtle-like creatures dwell near water sources, favoring isolated lagoons, underwater caves, and sand bars. The movement rate provided above is for water movement. Their base move on land is only 20. They feed on flesh, particularly dolphins, seals, large fish, Mermen, sailors and even whales. They do not breathe underwater, but can remain submerged for up to 3 minutes per level.

Although they have beaks like snapping turtles and use quick flicks of their whip-like prehensile tongues to drown most prey, they are also capable of directing flames born by a fiery breath once per minute up to 30 times per day (bolt range 200'; cone length 100', base 50'). Some dragon turtles (50%) emit bolts of steam through their nostrils once every 3 rounds. These attack as a Waterbolt with an additional Heat critical of one lesser severity (bolt range 150'). Dragon Turtles are immune to heat.

MINOR DRAKES (FELLS BEASTS, ETC.)

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Basilisk (fly)	6F	80	FSpt/10	MF/MD	L/II	110F	12(30)	60LPi/50LCL/Spells/Special	1	y	H	Cruel(AV)
Basilisk, Greater (fly)	20G	90	FSpt/20	FA/FA	L/LA	300G	12(50)	100LPi/Poison«/80LCL/Poison«/Special/Spells	1	y	L	Cruel(AA)
Behemoth	40G	140	Spt/0	FA/FA	H/SL#	900G	20(50)	200HBi/220HCL/200HBa/130HHo/150FBr	1	z	L	Carefre(AV)
Cave Worm	10G	50	Spt/0	SL/MD	H/LA	160H	12(20)	90HGr/110HHo/120LBi+[Heat]	1	s	H	Hungry(VL)
Coakatrice (fly)	5E	90	Dash/20	VF/MF	M/-	70D	3(60)	50MPi80/special«/50SCL20	1	r	G	Greedy(AA)
Dragon Salamander	10G	140	FSpt/30	VF/VF	H/LA	250H	12(40)	60LBi/70LCL/50HBa/50FBall*	1	j	G	Protect(VL)
Dragon Turtle	15G	100	Spt/10	MF/FA	H/SL	400G	20(30)	70HPi/110wp(4D)/70FBr/80WBr[Heat]*	1	w	J	Inquis.(IN)
Dragonette	5D	100	Dash/40	VF/VF/	S/-	80C	12(60)	50SBi/40SCL/30FBr	1	s	E	Greedy(AA)
Faerie Dragon	8F	180	Dash/50	BF/BF	S/I	40D	4(80)	90SCL/100MST/Poison	1-8	u	F	Good(SU)
Fell Beast (fly)	12G	320	Dash/30	BF/VF	H/LA	240H	11(40)	80HCL/60LBA/90LBi	1-10	n	F	Bellig.(LI)
Hydra	20G	100	Run/10	MD/VF	H/SL*	380G	19(40)*	150HBa/90LBi(3-9x)/60FBr(3-9x)	1	yo	K	Hostile(IN)
Lake Worm	10F	70	Spt/10	MD/FA	L/LA	160F	12(20)	100HBi	1	x	G	Agress(LO)
Leviathan	80G	200	Spt/0	MD/FA	H/SL#	1300H	20(60)	280HBi/300HCL/250HBa/200FBr	1	z	L	Carefre(AV)
Oriental Dragon (land, 50% movement in water)												
Young	10G	180	Dash/50	BF/BF	H/LA	250G	12(70)	80LBi/60LCL/70HBa/100SBr/Spells	1	yz	I	Playful(HI)
Mature	30G	150	FSpt/40	VF/VF	H/SL	350G	16(60)	100HBi/80HCL/90HBa/125SBr/Spells	1	yyz	K	Aloof(VH)
Old	50G	120	Spt/30	FA/FA	H/SL	450G	20(50)	120HBi/90HCL/100HBa/150SBr/Spells	1	yyyz	L	Altru.(EX)
Sea Serpent (swim)	15G	100	FSpt/20	MF/FA	H/SL	400G	16(30)	90HGr/150HCr«/80HBi/90WBr[Heat]	1	j	I	Aggres.(LO)
Sirrush	10G	150	Dash/10	VF/BF	H/SL	350G	12(40)	80LCL/100LGr/150HBi«/120SBr/Spells	1	y	J	Greedy(SU)
Wyvern												
Winged (fly)	10G	300	Dash/50	BF/VF	H/LA	160G	12(65)	50LCL(2x)/90HSt/poison«	1	o	G	Hungry(LI)
Land	8F	180	Dash/50	BF/VF	H/LA	200G	19(35)	70LCL/110HSt/poison«/80LBi/poison«	1	s	G	Hungry(LO)
Water (swim)	6F	150	Dash/50	BF/VF	H/LA	180G	16(45)	90LBA/60LCL/100HHo/poison«	1	r	G	Hungry(LI)

*: Special (see description)

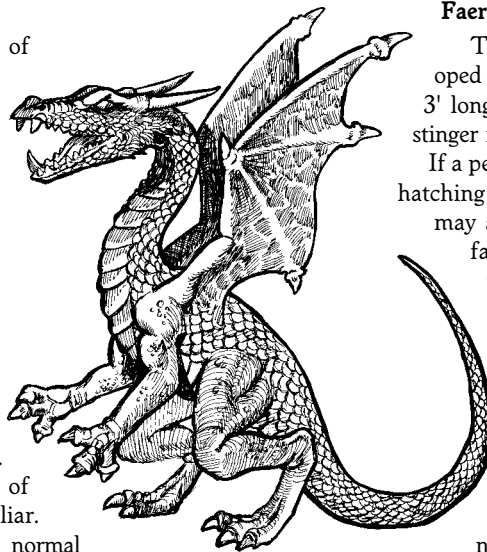
Dragonette: (-)(-,-,GO,-,-)5.

Dragonettes are miniature versions of larger Dragons, varying in color as the Great Drakes. Though most (80%) breathe fire and resemble Fire Drakes, it is thought that each Dragon variety is represented in the ranks of the Dragonettes. They have a 1'-4' body and a 2'-5' long wingspan.

Dragonettes that use spells know all the lists common to Dragons, although most lust after the magic that will make them the size of larger Drakes (e.g., the "Living Change" spel list; closed Essence), for their diminutive size burns jealous hatred deep in their reptilian hearts. Many spellcasters will try to obtain one of these magical creatures as a special familiar.

Dragonettes do not sleep as often as normal Dragons, and spend much of their time eating to compensate for their extremely high metabolism. Each Dragonette eats its own weight in food (at least) each day. They are omnivorous, but prefer flesh, feeding on rodents, birds, and even medium-sized animals such as deer, goats, etc. They love treasure (emulating the larger Drakes), and often attempt to steal from those they cannot slay. They make their lairs in large tree trunks, small caves, and narrow ravines.

These tiny Drakes are very small to almost medium-sized—but can be dangerous no matter what, for they still wield their larger brethren's breath weapon. They can use their breath weapon once per minute up to 20 times per day (range 100'). 30% of these creatures are spellcasters and have 8 PP per level. Dragonettes are immune to their primary element, and resist all other elements with a +30 bonus. Their blood is acidic, but only mildly so (inflicting 1-2 hits damage at best).

**Faerie Dragon:** wmsktc-(Y,G,U,T)-6.

The Faerie Dragon looks like a fully developed adult dragon, except in miniature (it is 1'-3' long) and except for a tough, scorpion-like stinger in its tail.

If a person of noble character is present at the hatching time, one and only one Faerie Dragon may attune itself to the person as a natural familiar. Though in size and appearance the Faerie Dragon seems similar to the Dragonette, they are really not related at all (which may be seen in their disposition).

The Faerie Dragon is a playful, sometimes mischievous, but always good and helpful creature. It lives in small communities of 1-8 members, nesting in large trees, caves, or other natural shelters. It is herbivorous.

A faerie dragon strikes with its small claws and poisoned tail stinger. Its poison is a level 15B Circulatory Poison (maximum of "mild" effects—sleep and unconsciousness).

Fell Beast: (-)(-,-,O,-,-)6.

Spawned from the line of flying Cold Drakes, Fell Beasts look much like small, armless, Dragons. They are almost always black or dark green in color. A Fell Beast is typically 15'-25' long, with a 20'-30' wingspan.

Agile, strong, and moderately bright, they can be cowed or tamed, making them fine (but invariably evil) air steeds. As such they have a carrying capacity of 250 pounds and a riding bonus of +0.

Most (75%) of these winged, nocturnal predators live in "flights" of 1-10, starting their encircling searches from open nesting areas set high upon virtually inaccessible outcroppings or stone pillars.

Although they lack the Dragon's breath weapon, their powerful talons and huge jaws down most any adversary.

Section 4 Hydra: (-)(-),FLOS(-,-)9.

Dragons and
Other Fell
Creatures

The appearance of a hydra is akin to a fat serpent with a long neck and tail, two strong legs, and a pair of small arms. Most have nine heads, but some have as few as three. Roll d100 (not oopen-ended) to determine the number of heads: 01-05 = 3; 06-09 = 4; 10-14 = 5; 15-17 = 6; 18-22 = 7; 23-25 = 8; 26-100 = 9. Hydras have 5'-10' necks, a 7'-15' body, and a 7'-15' tail.

Hydras are flightless relatives of Dragons, dull-witted, multi-headed creatures seemingly spawned by some heinous nightmare.

Hydras dwell near coastal areas, or swim in the sea. They cannot breathe underwater, but they can remain below the surface for at 1 minute per level. They feed on large sea creatures or those that dwell near the shore such as hippos, etc.

Fully scaled, the armor of a Hydra rivals that of Great Drakes. Their fanged skulls operate independently and, if killed, their neck will split and regenerate as two new heads (in 2d10 rounds). Only a cauterizing wound will stay this horrible process. One head, however, serves as the original (and immortal core). It cannot regenerate, nor can it be stunned; but if slain, the hydra perishes. Alternatively, one can kill a Hydra by destroying its body. The primary head and body defend on Super Large Critical Strike Table, other heads use Large Critical Strike Table. Each Hydra

head possesses the power to speak. In addition each head can breathe fire once per minute up to 10 times per day (range 100', cone base 25') and some (5%) have heads that use individualized breath weapons (breathing cold, lightning, etc.).

Lake Worm: (cf)(-),LQS,U,(-)5.

This eyeless, worm-like monster with a sphincter mouth full of teeth is 15'-30' long. A distant relative to the Dragons, the Lake Worm seems more closely linked to the Cave Worm.

A Lake Worm can detect all movement in the water within 200' of it. It dwells in lakes, pools, ocean shallows and underground water sources (it can exist in fresh and/or salt water) waiting for the surface above it to be disturbed. Then it will attack with incredible ferocity and fearlessness. It absorbs oxygen through its skin, from either air or water, so it can remain above a lake surface as long as need be. Its treasure is whatever it cannot digest, and this hoard is usually at the deepest point in the pool or lake where it resides.

When the Lake Worm surprises its foe (90% of the time), it receives an extra +50 bonus to its already devastating bite attack. Occasionally, it will attack with a +80 huge bash (HBa) attack, but only to overturn a boat to spill out its contents. Lake Worms are immune to fire and acid.



Leviathan: (-)(-,-,-,-)9.

The Leviathan (there may be only one) is perhaps the largest creature that exists. It resembles a Fire Drake that is 500'-1,000' long and has a 1,000'-2,000' wingspan.

When a Leviathan wakes up from its long sleep (once every millennium or so), entire nations are usually mobilized against the threat, though this usually does little good. Its rampage of feeding and destruction usually covers an area of thousands of square miles. There is said to be a very obscure, evil ritual that will awaken a Leviathan against its will.

The Leviathan is like a Behemoth in nature, but is much bigger. The beating of this creature's wings alone will create winds strong enough to level weak wooden construction and cause all beings within 1 mile of the beast to fall down. It has huge claws, but its attacks are treated as crushes because of their incredible size (against huge creatures, they should be treated as claw attacks). Its fire breath should be resolved with triple concussion damage. The breathe weapon can be used once per minute up to 30 times per day (bolt range 5,000'; cone length 3,000', base 1,000'). At the GM's discretion, because of the creature's size, any of the listed attacks can be applied to all within a radius (depending on the attack). For example, all within 30' are subject to the bite from its 50' wide mouth.

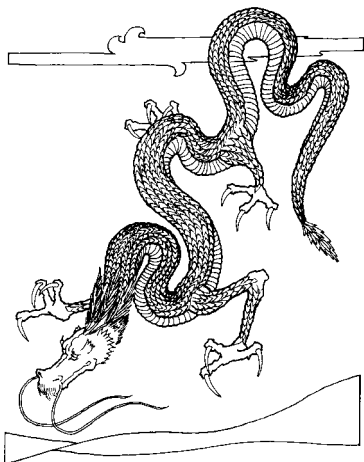
When the Leviathan rose, I knew that all of the Southern Realms were doomed. The earth broke apart, and the beast cast a shadow many miles long as it blotted out the sun with its huge wings. The forces of Gregaria were enmassed, but the Leviathan reduced the front phalanxes to ash with one gout of fire from its cavernous mouth. Dozens of the most powerful spellcasters from the neighboring provinces attacked it with their spells, but it ignored them as it flew up into the air and came crashing down upon the army with its massive claws. Within a few minutes of carnage, the army was completely destroyed. A few survivors fled. Then Lord Sath, with a huge force of mounted Air Drakes (he was riding a huge Dark Drake himself) attacked. Even that evil fiend had decided that it was in his best interest to help the forces of Gregaria. It took the Leviathan a while to slaughter the Lesser Drakes, but soon the deed was done. Lord Sath himself battled the beast, but I do not know the exact outcome of that battle, for when the Leviathan's tail struck the ground only thirty from where I hid, I was knocked from my feet and lost consciousness. When I awoke, there was only upheaved earth and slain creatures for many leagues.

Oriental Dragon: (-)(-O,-,-)7.

The Oriental Dragon is a beautiful, gleaming, serpentine beast. Their colorful and wingless bodies are often mistaken for those of giant snakes, but actually they have short, powerful arms

and legs. When erect, the foldable, fin-like scales on their spine and around their neck give them the appearance of having "sails." They are 20' to 50' long.

These beasts usually favor one particular (and very old) honorable mortal culture over all others, dwelling near them and emulating them in manner, culture, etc. Often they come to the aid of this culture when it is seriously threatened.



Most oriental dragons (75%) live on or in enchanted clouds: moving sky-lairs that allow them to roam far and wide. Ancient and exceptionally intelligent, they share the Dragons' love for riddles and word games. Though they have no wings, they can magically fly at the rate given above, swimming at half movement rate.

No fell creature is more enchanted than the Oriental Dragon. These wondrous monsters possess all the "Open" and "Closed" spell lists from either the Essence (01-50), Channeling (51-65), or Mentalism realms (66-100). Oriental Dragons have 10 PP per level. They have both an electrified breath and touch. Attacks are resolved as a Shock Bolt usable once per minute up to 10 times per day (100' range). If the GM desires, Oriental Dragons can be treated as Great Drakes, although they do not have caustic blood.

Sea Serpent: (-)(-),FLOS,(-,-)7.

These huge serpents have a 25'-100' body (including 8'-20' prehensile tail). They are generally green, black, or blue in color. Unwary sailors may mistake the sea serpent for whales, because they frequently spray steam or water. When coiling in and out of the water, their twisting bodies may look like a school of leaping fish.



Sea Serpents are related to Water Drakes, but are generally longer and more snake-like. They can also breathe underwater. They dwell in coastal caves, never actually leaving the water. They can leap 40' vertically from the water (150' horizontally).

Swift and given to coiling through stormy waters, they are prone to crushing ships (maximum ship size of half their own length). They can spray steam as an attack once per 3 rounds. Resolve attacks as a Water Bolt with Heat criticals of one less severity (cone base 100').

Section 4

Dragons and Other Fell Creatures



Sirrush: (cf)(-),FLMQ,(-,-)-7.

The Sirrush is a marsh-dwelling beast; a wingless, Drake-like creature with powerful legs and a long, narrow head. It has a 5'-10' prehensile tongue while its body is 20'-40' in length (including 6'-12' tail). Its forelimbs end in compact paws, while its hind legs sport cruel talons.

Sirrushes may be a race of cursed Dragons, malformed and lessened in power. Nonetheless, they are still greatly feared, and with good reason. Their use of illusions is very dangerous, leading the unwary into deathtraps. Sometimes, they will use their illusions to make themselves appear to be a true Dragon.

Its specialized appendages allow it to run on two or four legs and give it a peculiar gait. It nests in caves, breaks and glens. They are agile climbers. It is usually more interested in attacking intelligent beings for their valuables than it is in hunting for food.

Sirrush like to set clever ambushes and prefer to hunt at night, using their long, grappling tongues and a myriad of illusion spells. Sirrushes possess all the Illusionist base lists and have 10 PP per level. They can also emit a blast of electrified breath once per minute up to 10 times per day. Resolve attacks as a Shock Bolt (200' range).

WYVERNS

Land: (-)(-,LOS,-,-)-7.

Water: (-)(-,)LOSM,(-,-)-7.

Winged: (-)(-,O,-,-)-6.

These great serpents are smaller than Dragons, and have barbed tails. They range in color from blue to green to black, with most being very dark in hue. Their eyes are always a piercing yellow. Land Wyverns have a 15'-30' body (including a 5'-10' prehensile tail), while Water Wyverns are longer, with a 20'-40' body (including a 7'-13' prehensile tail). Winged Wyverns are 15'-25' in length, with their bat-like wings providing a 25'-45' wingspan.

Wyverns are smaller and more graceful than either Dragons or Lesser Drakes. They are also less intelligent, scoffing at word games and trite conversation.

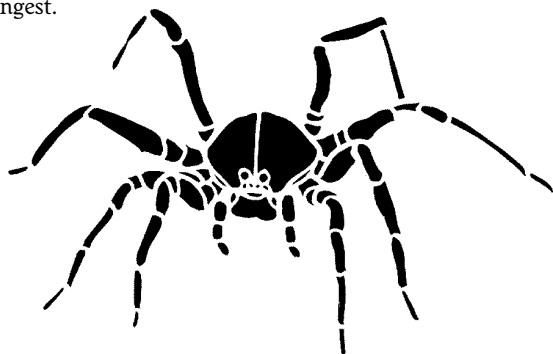
Instinctive and physical, they are active, predatory hunters who spend little time asleep (20%) or confined at home (30%). Food excites them more than treasure. Although they shy away from civilization, they never bypass a meal and are apt to ambush their quarry before contemplating the consequences. Land Wyverns are agile climbers and nest in highland caves or huge, hollow trees. Water Wyverns are exclusively aquatic, living in underwater caves. They can leap out of the water 35' vertically (200' horizontally) using their powerful webbed legs. Winged Wyverns nest in highland caves or atop pinnacles or giant trees.

Like the Lesser Drakes, Wyverns do not have a breath weapon; nor do they employ incantations. Instead, they rely on their superb agility and deadly venoms. Land Wyverns have Muscle Poison glands in their mouths and tails, with ducts through their 5" fangs and barbed tail-stingers. Water-based varieties deliver a Nerve Poison through their two foot-long horns, while Winged Wyverns rely solely on their venomous tail barb (delivering a Circulatory Poison). Unless otherwise specified, a Wyvern's poison level is equal to its own level.



LAND MONSTERS

These are the beasts that dwell on dry land (and that cannot fly). These are their only limitations, however, and are quite powerful and fearsome. Included in this section is some of the most common creatures of fantasy, as well as some of the strangest.



GREAT SPIDERS

Lesser: ahkmnsw(-),BMQZ,R,DJP-5.

Greater: ahkmnsw-EKVX@,BMQZ,RU,DJP-6.

Major: ahkmnsw-EKVX, BMQZ, RU, DJP-8.

Giant spiders are huge predatory arachnids; the largest variety of eight-legged web-spinners. Lesser Spiders are 1'-2' in diameter, Greater Spiders are 4'-8' across, and Major Spiders are 11'-20' wide monsters. The origin of these creatures is certainly not a natural one. Despite their sizes, all three of these types of creatures are related, the smaller two versions probably being some sort of evil spawn of the Major Great Spiders, a bane upon the earth if there ever was one.

Lesser and Greater Spiders hunt and live in groups, while Major Spiders are loners. The smallest variety live almost exclusively in dark forests where they can spin their webs in the trees. Occasionally, a Major Spider will have some of the smaller specimens around as servants or guards. Even more rarely, they will have Orcs, Ogres or even Demon servants. Major Spiders are nocturnal. All Great Spiders feed on flesh and blood. They can be encountered in almost every clime.

Armed with both Reduction and Muscle Poisons, these beasts lurk in large trees or rocky defiles, suspending themselves above their complex web traps. Groups build their traps along commonly used tracks or trails, leaving an opening for their wandering prey. As the unwary traveler enters the insidious silk canyon, the spiders close off the approach. Then, the spiders close on their victim, injecting a Muscle Poison (Lesser: level 2B, Greater: level 4B, Major: level 10B). The paralyzed prey is bound in a cocoon of strong but valuable silk, carried off to the dark spider lair, and then suspended until dinnertime. Just before being consumed, the victim is injected with a Reduction Poison (Lesser: level 3A, Greater: level 6A, Major: level 20A). This breaks the victim's innards down into a savory jelly that the spider simply sucks out of the imprisoned body.

Major individuals of this race are often ascribed to be Demons (at least in part). Clearly enchanted, they are exceptionally large and are capable of casting spells. They augment their already considerable hunting skills and superb senses of smell and hearing with knowledge of the "Essence's Perceptions" spell list (open Essence) "Detecting Ways" spell list (open Essence) and

"Spirit Mastery" spell list (closed Essence). They gain 8 PP per level. Hunting as nocturnal loners, they live in remote regions, setting long-lived traps in caves and well-defined channels. Their sensitivity to subtle changes in pressures on the nearby ground (range 100') and along their two to three hundred foot wide webs is astounding.

UNICORN

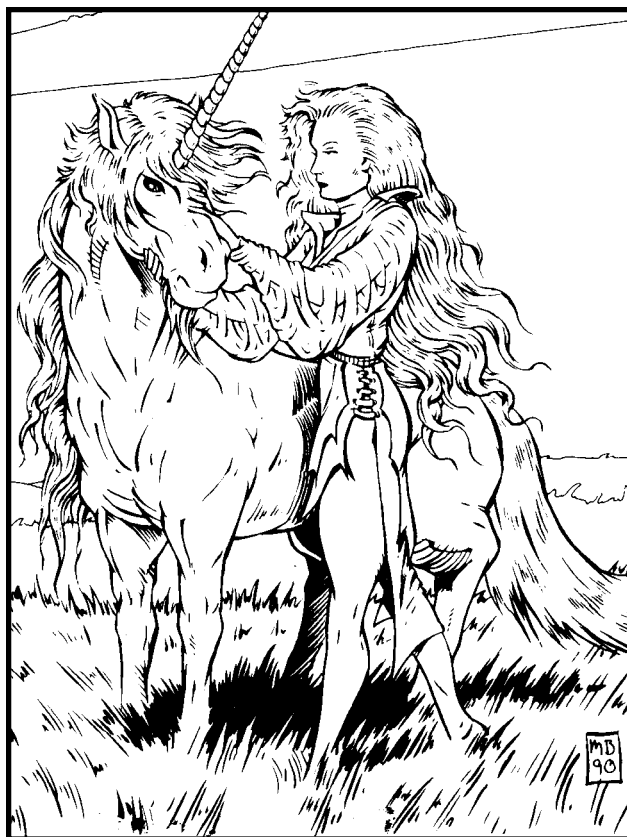
White Unicorn: mk(-,-,-),CDHP-8.

Black Unicorn: mk(-,-,-),CDHP-6.

A deer's grace mated to a goat's dancing fragility imbues the Unicorn's equine features with an alien, ethereal quality. The whorled horn of pearl and the drifting mane and tail of silk further remove the opalescent unicorn from the dross of mortal life. Black Unicorns are different only in their color and their horns have been found in silver, red, and blue, but never gold.

The Unicorn is perhaps the most renowned, if not the most magical, of all mystical creatures. Like many such beings, it predates the ascension of Man. All poisons within a 10' radius of its horn are neutralized; if horn is removed the radius drops to 6". This valuable horn is why self-serving evil men will sometimes convince a virgin to help them capture a Unicorn. The horn of the Black Unicorn has no magical properties (though they are worth hundreds of gold to the proper buyer).

Undying, yet subject to death. Virgins alone tempt the White Unicorn into captivity. It dwells in the sylvan woodlands mainly, hating darkness but rarely taking action against it. Occasionally a female can be seen with a single foal, but new generations are rare.



Section 5

Land
Monsters

The Black Unicorn is an evil version of the good Unicorns. Naturally, there is a tremendous rivalry between the good and the black unicorns. Also, Black Unicorns do not seek out noble and virtuous young maidens for company; they avail themselves of the company of much more base sorts.



Aside from its horn, which makes a powerful weapon, the White Unicorn can use the "Shield Mastery" spell list (closed Essence), "Lofty Bridge" spell list (closed Essence), "Elemental Shields" spell list (open Essence), and "Spell Reins" spell list (closed Essence) to 20th level (they have 8 PP per level). They cast spells at 50th level ability (regardless of their actual level). The Black Unicorns are more powerful in purely physical combat, but do not have the nobler Unicorn's prowess in magic.

ZEPHYR HOUNDS

Dragon breath streams from the slaving mouths of the brutish Zephyr Hounds. A pack of the creatures swiftly devastates the lands through which it roams, adopting a wandering existence through necessity. Each breed of Hound adheres to its own kind, fighting to the death in encounters with other breeds. All of these hounds can operate in daylight or at night, and they all blend in with their base environments (+50 to Stalking and/or Hiding maneuvers).

Fire Hound: nams-EKVX@#,(--),RUW-5.

Glowing red eyes match the smoking flames that roar from a Fire Hound's fanged mouth. Soot dulls its coppery fur and marks the ground where it passes.



A pack of Fire Hounds pollutes the air and earth with ashen residue while shedding the blood of all who cross their path. A pack will often have 3-5 young with them. Fire Hounds are also known as Hell Hounds or Devil Dogs. The Fire Hound uses fire breath as its main weapon, usable once per round (bolt range 50'; cone length 30',

base 20'). This beast is immune to fire attacks, but takes double concussion damage from cold attacks.

Ice Hound: kctf-EKX@#,G,AUW,T-4.

Grey fur and fluorescent blue eyes suggest the frigid nature of this hound.

The Ice Hound is very sure-footed on snow and ice (no maneuver or combat penalties). They lair in ice caves and snowy ravines, where 3-5 young are also found. This type of hound is the least likely to destroy the surrounding countryside, yet are quite terrifying if their lair is stumbled into accidentally. This hound has two forms of breath attack. It uses cold breath, with a cone of 50' in length and a 30' base. It can also breathe a bolt of pure ice with a 50' range. Either type of breath weapon can be used once per round. The beast is immune to cold attacks while taking double concussion damage from fire attacks.



Night Hound: wmskt-EKX@#,(--),RUW-6.

Coal black coats conceal the Night Hounds as they prowl the darkness. Foul, heavy, black steam pours from their slaving mouths, defiling both the air and the ground.

Night Hounds shun the sun, only wandering by starlight. They have excellent night vision (*Nightvision* 500' and *Darkvision* 500'). These hounds are literally the servants of darkness, and are totally evil.

The Night Hound exudes a gaseous toxin which is a level 4C Respiratory Poison that induces comas (usable once every three rounds). The duration of the coma varies according to the victim's RR failure. Failure by 1-25 results in a coma for d10 rounds. Failure by 26-50 results in a coma for d10 minutes. Failure by 51-100 results in a coma for d10 hours. Failure by more than 100 results in a coma for d10 days. This breath is a standard cone (50' length and 30' base). Each breath will coalesce into a 10' radius sphere after the first round and drift with the wind, lasting 2-20 rounds before dispersing. The Night Hound is immune to its own breath and all sleep-inducing spells.

Storm Hound: hnmwk-EKX@#,FLMQ, (--)-5.

Static-filled, yellow fur crackles around the lithe forms of these hounds, and their eyes glow citrin yellow.

This beast roams in packs much like the Fire Hound. They delight in destruction. Once per year, the pack will settle down in a lair, usually along a rocky shore. It is during this period that some of the females will give birth to litters of 2-5 pups. The pack will remain in this one-time lair for about one month before beginning to randomly maraud the countryside once again.

The Storm Hound breathes a blast of electrically charged particles (usable once per round). The bolt range is 100', cone length is 50' with a 30' base, inflicting damage as a Shock Bolt. The Hound is immune to electricity attacks and takes double concussion damage from water attacks.

ZEPHYR HOUNDS													
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	AT			# Enc.	Trea- sure	Bonus EP	Outlook (IQ)	
						Hits	(DB)	Attacks					
Fire Hound	6F	140	Dash/20	VF/FA	M/-	90G	4(30)	70MBi/50FBreath	1-10	q	E	Bellig.(NO)	
Ice Hound	6F	140	Dash/20	VF/FA	M/-	90G	4(30)	70MBi/50IBreath/30CBreath	1-10	r	E	Bellig.(NO)	
Night Hound	5E	140	Dash/20	VF/FA	M/-	80G	4(30)	60MBi/GBreath	1-10	l	D	Bellig.(NO)	
Storm Hound	3C	140	Dash/20	VF/FA	M/-	60G	4(30)	50MBi/60SBreath	1-10	g	D	Bellig.(NO)	
Vapor Hound	5E	140	Dash/20	VF/FA	M/-	80G	4(30)	60MBi/GBreath	1-10	m	E	Bellig.(NO)	
Water Hound	4D	140	Dash/20	VF/FA	M/-	70G	4(30)	50MBi/60WBreath	1-10	h	D	Bellig.(NO)	

Vapor Hound: hw-EKVX@#,FILMQS,(-,-)-6.

Soft-footed as the breeze, these hounds stalk their prey with feline care. Disguised by thick, snowy coats, they creep along the ground like small clouds to bathe their victims in a fog of green vapor.

Although this beast can be found in packs like other Zephyr Hounds, it is most likely to be found alone. They have a particular hate for Night Hounds. A Vapor Hound's main weapon is its gas breath (a level 3B Reduction Poison) that usable once every three rounds. This breath attack is a cone: 30' length and 20' base; each breath will coalesce into a 5' radius sphere after the first round and drift with the wind, lasting 1-10 rounds before dispersing. The beast is immune to its own breath and all reduction poisons.

Water Hound: hnwmk-EKVX@#,FILMQS,(-,-)-5.

Thick, greenish-blue fur covers the hide of this evil beast. Its eyes shine with a yellow intensity.

These hounds are as much at home in the water as on land, breathing both air and water. Many a swimmer has found himself besieged by these blue-furred hounds both in the surf and on the beach. The Water Hound can breathe a bolt of water with a range of 100'. It is immune to water attacks, but takes double concussion damage from fire attacks.

WARCAT

Lesser Warcat: (cf)-(Y,GO,U,-,T)-7.

Greater Warcat: (f)-(Y,GO,U),CDHJPT-9.

These hugebeasts are remarkably similar to domestic cats in build, movement, and leaping ability. But they are so large that they can dominate a battlefield, almost like elephants. Lesser Warcats are 7'-11' high, while Greater Warcats are 9'-13' high. The Greater Warcats are similar in most respects to the Lesser Warcats with a few significant differences: they have sabre-length fangs, are usually both taller and broader, and have shaggier coats.

The Warcats are a species, developed for warfare. They usually remain loyal to only one master, unless they witness his death. At this point, they might take a new master (thought not always). They remain quiet and aloof unless very hungry or ordered into battle. Some have escaped into the wilds and are no longer under human control.

Warcats are normally ridden by High Men or the ancient Great Men. They are the epitome of battle beasts: noble, smart, and awesome. They are fearless in battle and are intelligent enough to be trained for war more thoroughly than a horse.

OTHER LAND MONSTERS

Abraxas: hn-V,(-,-)-J-5.

A fowl's head and snake's legs merge with the human torso of the Abraxas, whose virulent temper matches its aberrant figure. Brilliant crown feathers brush against colorful jungle foliage while the Abraxas darts after all that moves. It stands 7-8' tall.

Like many "composite" monsters, these aberrations may be the result of unnatural circumstances, such as a magical experiment or a curse of some sort. They breed true, however, and now many jungles teem with the beasts. Despite their ability to use weapons they are just that—merely beasts. Abraxas show little intelligent aptitude or capability for domestication.

The Abraxas lives out its days in constant search for food as it prowls its jungle home. Although usually on the move, if prey is detected—and prey constitutes anything alive—it will wait and attempt to ambush the victim(s). If more than one of these creatures are encountered, they will usually be a mated pair. Abraxas mate for life and never fight amongst themselves, despite their violent nature. Their young are hatched from large eggs, two to five at a time.

The Abraxas is violently hostile, attacking everything it sees. With its human-like arms, it wields crude weapons that it has fashioned (e.g., clubs or spears), or more sophisticated weapons (e.g., swords, axes, etc.) taken from fallen foes. It also uses its sharp, slightly curved beak to inflict vicious wounds. A favorite tactic is to grapple prey with its serpentine legs and then, while it squeezes the victim, attack the hapless foe's vulnerable areas (e.g., eyes) with its beak. Due to its accuracy in this mode of attack, +5 is added to the critical roll of any strike inflicted by the beak.

Al-mi'raj: wmskt(-,-,-),CDHP-6.

Silky fur, the color of butter or honey, coats the supple form of the Al-mi'raj. A hare from whose forehead thrusts the onyx spire of a single horn, the Al-mi'raj possesses a grace that is rarely equaled. The Al-mi'raj is a creature of mystical origin, created by the gods of nature to protect the small creatures of the wild such as rabbits, squirrels, etc. Its horn is said to possess magical qualities and is valuable in certain rituals and in the crafting of some items.

The Al-mi'raj has sufficient cunning to confound the thousand enemies that threaten eaters of grass, leaves, and grain. This horned hare champions them against fox and wolf, disease and blizzard, and man. In battle, this creature uses its horn to stab and slash, leaping high off

the ground to strike foes much larger than itself. The Al-mi'raj enhances its attacks with spells from the "Cloaking" spell list (open Mentalism) and the "Speed" spell list (closed Mentalism). It can cast spells from these lists up to 20th level.



Section 5

Land
Monsters

LAND MONSTERS													
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	AT Hits	AT (DB)	Attacks	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)	
Abraxas	4D	70	FSpt/10	MD/FA	L/-	120F	3(30)*	60We/50MPi/50MGr(2x)/90LCrV	1-2	n	E	Hostile(LO)	
Al-mi'raj	5E	110	Dash/20	FA/VF	M/-	80F	3(40)	70MHo/Spells	1-2	k	E	Altur(HI)	
Arachat	8E	85	Spt/25	FA/FA	M/I	180F	4(40)	80LBi/Special	1	b	E	Hungry(LO)	
Battlepede	10D	50	Run/20	MD/MD	L/LA	190D	20(15)	60MPi/Poison*/70SBolt(2x)	1	-	C	Hostile(LO)	
Black Baboon	8F	50	Spt/30	MD/FA	L/II	170F	3(30)	110LHo/140HBa/150We(2D)	10-60	c	F	Protect(IN)	
Bounder	6D	120	Dash/10	VF/VF	M/I	160E	5(30)	70LBi/80MCI/85Lba	1-2+	-	C	Hungry(LO)	
Caustic Slime	3C	30	Run/0	VS/VS	L/LA#	240G	4(20)	touch: 6-15 hits & 'A' Heat Crit	1	c	E	Passive(NO)	
Cerebus	6F	140	Dash/20	VF/FA	L/II	140G	4(50)	80LBi(3x)/60MSt(6x)/poison*	1	f	F	Protect(HI)	
Chameleon Amoeba	8F	60	Spt/0	MD/MD	M/LA@	170E	1(20)	60MGr/80LGr*/100HGv/SpecialV	1	d	F	Hungry(LO)	
Chimera	10G	100	Dash/30	FA/FA	L/I	180E	8(40)	100LCI/90Lbi & 90MHo & 60FBolt	1-2	o	H	Berserk(IN)	
Crecadinum	8F	50	Run/10	MD/MF	H/LA	250H	20(10)	80HGr [puncture]/100HBi*/90LB	1	-	F	Hungry(LO)	
Darkhunter	7E	110	Dash/20	FA/FA	M/-	150E	3(30)	125LPi	1-10	-	D	Agress(AV)	
Echidna(Lamia)	12G	120	Spt/20	FA/VF	L/I	140F	3(30)	120We & 80LGr/130LCrV/Spells	1	q	G	Protect(HI)	
Euryale	6E	100	Dash/10	FA/MF	L/LA@	280G	20(10)	80LHo/90Lba*/150LTsv/Special	1-2	i	G	Bellig(AV)	
Feliss	7C	70	Spt/20	MF/VF	L/I	110F	4(40)	90Lbi/80LGr/110Lbi*	1-2	b	E	Hostile(MD)	
Furtheiss	6D	60	Spt/5	MD/MF	M/I	150E	12(10)	95MBi/Poison*/75LPi/60We	1-6	g	D	Belig(MD)	
Gorgon(Medusa)	7F	50	Dash/10	MD/FA	M/-	90D	1(30)*	75We/40SSt(3x)/poison*/Special	1	w	H	Domin(SU)	
Great Spiders													
Lesser	3C	60	FSpt/30	MF/FA	S/-	30D	3(30)	20SPi/40SSt/poison*/Special	2-20	m	B	Hungry(NO)	
Greater	8F	80	Spt/20	MF/FA	M/I	160F	4(40)	70LPi/75LSt/poison*/Special	1-10	t	D	Hungry(LI)	
Major	20G	100	Dash/10	FA/VF	L/LA@	350G	12(60)	120HPi/90LHo/poison/Spells/Special	1	yy	J	Cruel(HI)	
Ice Spider	7D	80	Spt/30	FA/FA	M/-	140E	4(35)	80MBi/Poison*	1	c	E	Hungry(LI)	
Ki-Lin	6F	140	Dash/40	VF/VF	L/I	120H	3(50)	120LHo/80MBa/140MTsv/Spells	1	u	I	Cruel(VH)	
Killer Rabbit	10H	200	Dash/30	BF/BF	S/SL	190G	3(30)	150HBi[Crush,Slash]	1	t	J	Hostile(AV)	
Klugala	8F	80	Spt/25	MF/VF	L/II	135E	4(30)	85Lba/70LGr/Special	1	m	F	Agress(AA)	
Leocorn	10F	110	Dash/35	VF/FA	M/LA	180G	3(50)*	120HBi/115LHo/100MCI/Spells/Special	1	s	H	Protect(HI)	
Leorgon	9E	100	Dash/20	FA/FA	M/II	190F	3(25)	110Lbi or 90MCL/60Sbi(1-6x)/Poison*/Both/Special	1	t	I	Cruel(AV)	
Manticore	5E	90	Dash/20	FA/VF	L/I	170F	7(40)	80hcb(2x)/poison*/100LCI	1-5	s	F	Cruel(MD)	
Minotaur	8F	100	Dash/30	FA/VF	L/II	160F	4(35)*	150We/90MHo/80Lba*/70Sbi*/Spells	1-2	n	E	Domin(AA)	
Mist Monster	9E	60	Run/10	MD/FA	L/LA	200G	1(40)	80MGr[Cold]/75We(1-6x)/Both	1	-	G	Hungry(AA)	
Multi-spider	10F	80	Spt/20	MF/FA	M/I	160F	4(40)	70LPi/75LSt/poison*/Special	1	t	F	Hungry(LI)	
Panthershark	8E	90	Dash/35	FA/FA	L/I	130G	4(30)	110Lbi/90MCI	1	-	E	Hungry(LO)	
Sasquatch/Yeti	6E	120	FSpt/30	FA/FA	L/-	180G	4(40)	80MCI/100MBa*/120MBiV/80We	1-2	c	E	Agress(LO)	
Scylla	5E	80	Spt/20	MF/FA	L/-	160F	3(30)*	110We & 70MGr(2x)/120LCrV/Spells	1-2	s	F	Greedy(SU)	
Seftuau	3C	100	Dash/10	FA/FA	M/-	90E	3(40)	100MCI/40Sbi	2-20	h	B	Normal(IN)	
Su	2B	120	FSpt/30	FA/VF	M/-	100F	3(20)	60MCI/50MBa*/80MBiV	1-2	a	A	Aggress(NO)	
Thraxx	8D	90	Dash/10	MF/VF	L/II	130F	8(30)	100LCI(2x)/80MBi	1	a	E	Hungry(AV)	
Tove	1A	60*	Spt/30	MD/MF	S/-	40A	3(40)	30MCI & 30Sbi	1-2	a	A	Hungry(NO)	
Unicorn													
White	10G	160	Dash/40	BF/VF	L/I	130H	4(50)	140LHo/70MBa*/110MTsv/Spells	1	u	H	Good(SU)	
Black	10G	150	Dash/40	BF/VF	L/I	130H	4(50)	160LHo/90Lba*/140LTs	1-6	t	H	Cruel(AA)	
Vorasis	6C	90	Dash/25	FA/FA	M/II	170E	3(30)	50Sbi(1-4x)/Poison*/60MCI/Both	1	h	E	Belig(LO)	
Warcat													
Lesser	15G	170	Dash/40	BF/VF	L/LA	280G	4(50)	95Lbi/120HCl(2x)/100Lba(2x)*	1-12	-	H	Aloof(LO)	
Greater	25G	190	Dash/40	BF/VF	L/LA	350H	4(60)	150HBi/180HCl(2x)/120HBa(2x)*	1-3	-	K	Aloof(AV)	
Will of the Wisp	6E	130	FSpt/20	VF/MF	M/LA#	80D	1(100)	Body acts as a 50Cball	1	n	F	Cruel(MD)	

*: Special (see description)

Arachat: (as)-@#,(--),FM,(A),CDHJT-4.

The Arachat is a large arachnid, although it possesses a number of physical differences from others of its kind. Its body, including its legs, is approximately six feet in diameter (when fully grown), and is covered in shaggy grey fur. Moreover, the creature's head resembles that of a large panther rather than that of a spider. Long yellow teeth protrude from a narrow feline snout. Like a panther, it has only two eyes, and its ears are quick to tense when a noise is detected.

Though possessing the traits of both cat and spider, this creature is said to have been the product of the quirks of evolution rather than some supernatural occurrence. Occasionally, these creatures can be captured when young and trained to be guards or even mounts or beasts of burden. They can support weights of up to 300 pounds on their back.

This beast can be found everywhere except where it is very dry. Unlike its spidery cousins, it does not spin webs. It constantly prowls for food, and will attack and eat anything that

appears weaker than itself. The Arachat's young are born and feed from their mother like mammals. One to two offspring at a time is common.

The creature can breathe out a cloud of poison gas once per ten minutes (cone length 50', base 25'). Anyone in the cloud must resist a level 4C Respiratory Poison with special effects. RR failure by 1-25 results in paralysis for d10 rounds. Failure by 26-50 results in paralysis for 10d10 rounds. Failure by 51-100 results in paralysis for d100 minutes. Failure by more than 100 results in paralysis for d10 days. After breathing its noxious fumes, it pounces on its prey. It can jump up to 10' vertically and 25' horizontally to attack a victim with its vicious bite.

Battlepede: (---)(---)(---)(---)-8.

These creatures have dozens of pairs of legs (each creature seems to have a different number of legs) and a long segmented body covered by a chitinous outer layer. They appear to be giant (10'-15') centipedes, but in fact they are the result of magical experiments. A pair of eyestalks rise above their head. The

eyestalks can be turned in every direction. The eyes at the ends of these extensions glint a yellowish hue. The first Battlepedes were created by a powerful sorcerer named Desytyso. The arcane process he used proved to be a difficult one to learn and master, so only a handful of spell users have since utilized the magics.

They are extremely rare, and are found exclusively in the lair of a powerful mage, guarding treasure. Battlepedes do not seem to need food or nourishment of any kind, a testament to their magical nature. They are incapable of breeding. Battlepedes have mandibled mouths used in combat to bite opponents. This bite injects a powerful poison (level 5B Circulatory Poison). They can also shoot bolts of magical energy from their eyes (resolve as a Shock Bolt with 100' range usable once every 2 rounds). They will fight to the death to carry out their creator's orders.

Apparently, these creatures are difficult to control, so their creators find it easiest to simply give them one detailed command, such as "Let no living creature pass through this doorway unless he wields a staff of pure gold," and then let them be. A magician by the name of Cornelius created one of these creatures and attempted to make it accompany him on an adventure. The Battlepede was so slow to register the commands that Cornelius was killed before the creature acted to save him.

Black Baboon: hnawms(-,GO),ARW,CDJP-4.

Black Baboons are an enormous species of primate. They look much like regular baboons except for horns curved down and to the front. In addition, they have a pair of large fangs jutting up from the lower jaw, and they have a truly massive build. They stand 7'-11' high.

Having a natural affinity for combat, some have been captured for use in gladiatorial arenas. To many primitive peoples, however, they are mysterious and legendary beasts, thought to be a race of powerful and dangerous demigods. Black Baboons are more intelligent than many other primates.

They are not built for quick and agile maneuvering but their raw strength and endurance are astonishing. They travel in large tribal bands that the leading males defend with ferocity. The normal weapon of a Black Baboon is a large club wielded with one hand (attacks on the War Mattock Attack Table). It should be noted that Black Baboons do not kill (intentionally) unless they feel threatened.

Bounder: (cf)-@,(GO,A,T)-5.

These creatures are four-legged beasts with smooth dark green skin. Their 5'-7' long bodies vaguely resemble a feline in shape, while their heads are like a frog's, (although narrow and with a mouth full of sharp teeth). A Bounder's front legs are larger and more powerful than its hind quarters, giving it a bounding motion when it runs. At the end of each leg is a large clawed foot, so its movements are stable and sure. It has no tail.

Bounders have inhabited underground areas and dark forests for as far back as Dwarvish records go. Occasionally an evil lord or wizard will use them as hunting hounds—dark elves are especially fond of them in this capacity.

Despite their frog-like bodies, they are not amphibious but dwell rather in dark forests, jungles and underground. Bounders are fairly intelligent (for a creature of its type), and very crafty. Although reptilian, their young are born rather than hatched. They take almost three years to fully mature.

Being carnivorous, Bounders usually hunt in pairs, but rarely in packs. They often chase their prey, tiring it before they move in for the kill with their powerful jaws and terrible claws. Against stationary targets, they will hurl their bodies to bash their prey.

Bounders seem to prefer the taste of Dwarven meat to anything else (it is one of the few creatures that does), giving rise to this Dwarven mothers' saying: "Be good, or the bounders will get you!"

Caustic Slime: (f)-EX@#,(-,)U,(-)-5.

A cloudy, viscous ooze that coats the surfaces of damp, enclosed chambers, caustic slime erodes wood, metal, and flesh on contact. The Caustic Slime is a "naturally" occurring underground scavenger that has spread to ruins and deep-earth dwellings created by intelligent beings (because food is much more plentiful in such areas). Dwarves particularly hate caustic slime, because even one of the creatures entering one of their underground cities can destroy a great deal of beautiful craftwork and threaten many lives before it is stopped. Other underground-dwelling races, especially those with a more sinister bent—like Orcs, Trolls, and Goblins—will often encourage a caustic slime to "guard" an entrance to their lair by feeding it. In such a way, the slime becomes a living trap.

This "creature" may actually be a colony of single-celled organisms more plant-like than animal in many ways. Though non-intelligent, it can sense movement in ways that are unknown. It can break down any organic substance and convert it into food, and lives by slowly moving along underground and devouring all that it finds. Reproduction is asexual, and happens only once during a given lifetime (which has no known limit to its length). Occasionally, an indigestible gem or other such bauble will be found within its mass.

Although animals and humans are no more tasty to a caustic slime than a pile of dung or an old chair, if the creature senses a threat, it will react violently. It touch delivers 6-15 (d10+5) hits and an 'A' Heat critical to living targets. Non-living targets (including wood, metal, and cloth items) are eroded on contact (the item can make an RR versus a 10th level attack if the GM deems it appropriate). Often it "attacks" by merely coating the floor and waiting for creatures to walk onto its surface. Any such creatures will immediately begin to take damage. Other times, it will drop on unsuspecting targets from walls or ceilings, inflicting damage until somehow removed from the target. Extreme heat or cold renders it inactive (elemental attacks with fire or cold damage inflict double damage), but other measures have little effect, because most weapons are destroyed upon striking the creature.

Cerebus: hnwm-EN@,FL,(-,-)-5.

Three-headed dogs whose necks bristle with writhing serpents, these huge beasts are terrible to behold. They stand 6' high at the shoulder, and are covered with dark grey hair that is stiff and coarse enough to draw blood if stroked vigorously. The nearly innumerable snakes hiss constantly, their fangs dripping with poison, while the slaving canine heads growl and bark. The 6 dog-like eyes glow with a purple hate.

Frequently employed by monarchs to protect their kingdoms, a Cerebus' concept of evil changes to coincide with its employer's desires. Some ancient texts state that these creatures are other-dimensional in nature, summoned long ago by a powerful wizard in need of a guard for his treasure.

Cerebus are most often encountered guarding entrances and river crossings (bridges or fords or ferries), to prevent the passage of "evil-doers." It is very possible that they are the result of some magical summoning or crossbreeding, for they are very intelligent and willing to serve a powerful master. In fact, a Cerebus without a master or objects to guard quickly go insane and take their own lives.

Cerebus breed true, but only do so when commanded by their master. The litters are usually comprised of two to six young. Often, the young pups will be given or traded to others. The creatures do not seem to mind the separation, and quickly adapt to the new master's domain and outlook.

Section 5

Land
Monsters

Although they are, in many ways, simply powerful guard dogs, their loyalty allows their masters to trust them without the use of chains or pens. Though usually standing their ground, these creatures will not hesitate to take the offensive against those who are obviously trying to get at whatever the beast is guarding. They can attack with all three heads or all of the snakes that surround them. Each serpent bite inflicts a level 3C Reduction Poison. These beasts will fight to the death to carry out their duty, although they are by no means mindless.



Chimera: hna(-,-,-),DHJP-6.

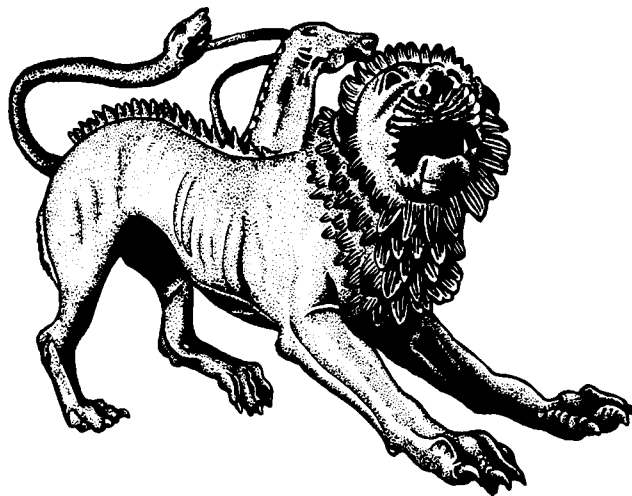
A lion possessing an extra head—that of a goat—the voracious Chimera prowls in an incessant search for prey. The goat's horns and the lion's steaming jaws receive lethal aid from the chimera's tail, a serpent spewing firebolts.

The Chimera is the archetypal result of magical crossbreeding. It is said that the chimera were bequeathed to the world as the legacy of a god so evil that he was slain by his brethren. He fused three incompatible beasts together cruelly and painfully. This initial transformation resulted in a ferocious insanity that has been carried on through innumerable generations.

This creature hates all that lives, and devotes its existence to killing and destruction. Although it often eats those it slays, that is not its main reason for hunting prey. They will even fight among themselves, although once per year, a mating frenzy comes upon them that supersedes their need to destroy. The Chimera's savagery extends to even its own young; it usually eradicates the hatchlings on sight. Of the 5-10 that are normally hatched, it is thankfully rare that even one survives.

A virtual machine of destruction, the two heads and the serpent can all attack in any given round. The snake breathes firebolts once per round (100' range), while the other heads bite and gore with vicious horns. The Chimera is not stupid or foolish in its madness, and will prove to be a clever and cunning opponent for any that oppose it.

Chimera are so destruction-crazed that they will actually attack a fortified city. If this happens, the loss of property and life is usually terrifyingly high until the beast is driven off or slain. The mere existence of such creatures is a potent argument for the hiring of mages and their ilk to help protect a city in its time of need.



Chameleon Amoeba: wmskt-EX@,(-,-),U-5.

Amorphous polyps of gelatin, chameleon amoebas acquire the coloring and texture of any surface on which they rest. Spread thin over a surface, they can cover an area of 10 square feet.

These creatures are a bane to lone travelers. It is not unknown to encounter them on a lonely stretch of road or a dark, secluded alleyway in a city, as they tend to go where they are most likely to find their prey. Most of the time, however, they remain in their natural habitat, within underground cavern complexes and caves. Despite a few similarities, they are in no way related to caustic slime. In fact, the amoebas fear and avoid caustic slime, for they have no defense against the slime's acidic nature, and their grappling abilities have no affect upon the slime.

Chameleon Amoebas are constantly searching for food (just about any organic material). They prefer desolate or underground areas where they can surprise a lone victim and devour it without being disturbed. They reproduce by budding, doing so once every few years.

Invisible from a distance and often unnoticed even close up, the amoeba waits until prey strolls within an arms length before sweeping to envelop the careless unfortunate. All Awareness maneuvers to discern the amoeba suffer a special penalty of -50 because of its ability to take on the coloration of any surface to which it clings. Suffocation prepares the victim for digestion. In combat, they are difficult to damage due to their jelly-like form.

Crecadinum: mstc(-,-,-),U-6.

These creatures appear to be in some ways insectoid, yet are actually reptilian. Their body is heavily armored and is in many ways like that of a giant armadillo. They have a long tail that can be used to bash opponents, and a long chitinous neck. Their head is squarish, and their three pairs of eyes are small. On either side of their head (protruding from the cheek bones) are two sets of three 2' long horns. The creature's full length is 25' to 30'. This creature probably evolved from the giant reptiles that once were the predominant life form in the world. Long ago, the crecadinum fled underground to roam cavern complexes in search for food.

The Crecadinum dwell underground, searching for prey continually. These beasts will eat almost anything, and see well in complete darkness (Darkvision, 100'). Its young are hatched from gigantic eggs; 1-2 are laid by the female each year. The creatures only live for 10-15 years, but usually die of natural causes since they have few natural enemies.

A Crecadinum can flex its “cheeks,” articulating the horns on the sides of its head so that they can be brought together and used to grapple victims. The beast can then raise their head up into the air and drop the grappled prey into their mouth, delivering a huge bite attack. The creature’s tail can be used to swat foes away while it devours its prey. Its armored hide protects it well from weapons and other dangers.

Darkhunter: (f)-NX#,MZ,RUW,(T)-6.

Long, slender wolfish bodies are the mark of the Darkhunter; although a avian, almost eagle-like head replaces the expected canine skull. On this misshapen head, a wickedly curved beak is perched and yellowish eyes stare with a wolf’s cunning.

It is said that Darkhunters were bred by a group of evil wizards long ago, and have since adapted to many climes. They are often domesticated via a charm spell (or by training them when they are pups). Their intelligence makes them excellent guardians and their uncanny tracking ability (+80) makes them excellent hunters. Normal animals fear them, and powerful demons and dndead (as well as humans) use them for guards and hunters.

Though a creation of magic from long ago, these beasts have adopted many of the mannerisms of natural creatures. In the wild, they live in packs and work together as a community to search for food and care for their young. A litter of Darkhunters is usually comprised of 3-8 pups that mature within two years. Full-grown individuals see in the dark as though it were day (*Darkvision* 100' and *Nightvision* 100'), and have exceptional hearing (+50 to Awareness maneuvers involving hearing). They eat virtually anything, but seem to have a love for horse and even Unicorn meat.

In combat, the Darkhunter uses its huge beak to rip and tear its foe. Like a wolf, it prefers to hunt in packs and tire its prey before moving in for the kill. Even a domesticated Darkhunter cannot be made to fight to the death, although one may give its life to protect its young.

Tales tell that there is another strain of Darkhunters that possess the wings of huge eagles. These specimens never mix with a pack of wingless Darkhunters, and are much less common. Their wings stretch out into a 15'-20' wingspan, and they frequent high mountain vales if not mastered by a more powerful individual. Rather than horse, these winged Darkhunters prefer the flesh of the Pegasus.

Echidna (Lamiae): hnwm(-),FILMQS(-),DJ-7.

The translucent scales of its serpent’s tail blend at the waist into the delicately tintured flesh of its human torso. Jungle shadows and tints dapple the Echidna’s alien beauty while it slithers between tree boles or bathes in clear green water. Its tail reaches lengths of 10'-15'. In many ways, the Echidna is as much a force of nature as the wind or the rain. They are as old as the world itself, and will live on as long as the forces of darkness are kept from destroying the sylvan wood.

A self-appointed “Guardian of the Wood,” the Echidna preserves the beasts and the bush from trespass by civilization. Being a creature of magic, it requires no food, water, or rest. It does, however, need to immerse itself in a natural spring, river or pond every day to survive (minimum of 5 minutes of total immersion—though many take hour-long baths).

Though not aggressive, if the Echidna or its domain are threatened, it becomes a powerful combatant. It can wield a weapon (often magical) and grasp foes with its tail all in one round. Those grappled are then subject to a crushing attack once entwined in its muscular coils. It can also cast all Animist base spells lists to 10th level. For spell casting, they have 6 PPs per level.

Euryale: ast-VX@,Z,RUW,(-)-6.

With an acrid steam belching from its nostrils, this bull-like horror stands proud and powerful. Its entire form gleams with a metallic brilliance, its bronze skin shining like the sun. The first Euryale was not, as one might think, a bull. Rather, it was a man, cursed by an unimaginative but powerful mage to become a bronze statue of a bull. The curse’s victim was not without his own power, however, and kept his mobility in his new form. Not only did he become far more powerful in this new metal body, but he learned that with his breath he could make others into the statue that he was supposed to be. Interbreeding with normal cattle, many generations of Euryales have been created to plague the world of men.

The Euryale roams the countryside, spreading death and destruction to all who stand in its way. While it does not hate other creatures, it has no respect for any other form of life, and will not hesitate to gore anyone that does not flee from it; nor will it feel regret if another creature is turned to stone by breathing its vapors, even if accidentally. A Euryale eats grass and other typically bovine foods. As Euryales are always bulls, they must procreate with normal cattle, the males of the union always being Euryales.

The breath of a Euryale acts as level 12B Respiratory Poison that instantly turns to stone those who inhale it. The length of the petrification is determined by the RR made by the victim. Failure by 1-25 results in petrification for d100 (open-ended) minutes. Failure by 26-50 results in petrification for 2d10 hours. Failure by 51-100 results in petrification for d100 (open-ended) days. Failure by more than 100 results in petrification for d100 (open-ended) years. These durations may be shortened by certain spells, rituals or herbs. The metal-plated hide of brass preserves this huge bull from harm. Bronze horns and hooves gore or trample its foes, while its breath turns flesh to stone.

Petrification is not normally a lethal condition. In fact, some have remained preserved in the stone-like condition for years before returning to flesh, perfectly healthy. It is also important to remember that unlike what many stories say, only the victim’s body, and not his clothes or belongings, turn to stone.

(l to r)
Feliss,
Quetzlquatl,
Thraxx,
Tracha



Feliss: (cf)-@#,(-),RUW,(-)-6.

Feliss (singular and plural) appear to be huge snakes with lion-like heads. Their manes flow down the back of their serpentine body, and the cat-like eyes continually dart about, nervously. Typically 12'-16' feet in length, these predators claim their territory with a bellowing roar.

Despite their feline heads and furred mane, these creatures are apparently reptiles and evolved from their more serpentine cousins (though perhaps their was some magic involved).

Section 5Land
Monsters

Creatures such as the Feliss are often used as proof that the presence of magic on a world changes the natural development of the creatures that live there (a hypothesis formed by some magicians who have traveled to other, less-magical worlds).

These beasts are found in all but the coldest of climates, and it is said that they have a white-furred cousin that exists even there. They are usually solitary hunters, but sometimes a mated pair can be found with a nest of 1-6 eggs. While they are usually encountered when they are hunting, if a Feliss is encountered in its lair (or if it is run across by sheer coincidence), it will attack. It seems to be a paranoid creature—it attacks first, without considering the strengths or weaknesses of its foe. It seems to possess some intelligence, however.

Feliss are able to move silently (+90 to all stalking maneuvers) and surprise their prey with a lightning-fast bite. They are also able to constrict with their tail and body (as a python), and deliver vicious bites to their grappled prey.

In the southern jungles of Derooth I have seen the tribesmen there riding gigantic Feliss, more than 50' long from head to tip of their snakish tail. Apparently, the shaman had used a spell to charm the beasts, for they were as docile and obedient as a creature could be. I would guess, however, that upon their masters' commands, they would attack a foe with an equal amount of ferocity.

Furtheis: (cf)-(KVY,—,A,T)-5.

Furtheis (singular and plural) are strange creatures, black in color, appearing as a cross between a giant crab and a giant tick. They have six very long legs that support its shelled body, and two pincers that it can use rather dexterously (wielding weapons or manipulating small objects). They have multi-faceted eyes, but rely mostly on their long antennae for perception.

Yet another creation of magic, these spell-bred creatures are used as the servants to evil mages, demons, and the like. Because they do not work well with other types of creatures (such as Orcs or Goblins), they never experienced widespread acceptance by dark masters as servants. Many have escaped into the wild and dwell in crude settlements of their own.

The Furtheis are cruel and brutish creatures that enjoy bullying and domineering smaller beings. They are carnivorous, and are excellent hunters. Furtheis have no language, as such, although they can communicate by rubbing their feelers with other Furtheis. They can learn to understand spoken words, but have no vocal chords of their own. They can make weapons and simple tools, but for the most part are very primitive beings.

Bred for battle, these creatures have natural weaponry, but can use melee weapons as well. Their chitinous shell protects them from most attacks. If encountered in large numbers, these beings often form a wedge and use their hefty weight to force the enemy back. They have a poisonous bite carrying a level 5B Nerve Poison.

Gorgon (Medusae): nams-EX@#,(—),U,(—)-7.

Writhing serpents rather than curling tresses frame this evil being's face. Her nubile figure rivals the beauty of her visage, but a Gorgon acquires few lovers. One glance at the lady's face turns the admirer to stone, if the venomous kisses dispensed by her snaky hair do not poison him first. These creatures are the result of some terrible curse placed upon some mortal women long ago, probably by a vengeful deity.

Gorgons prefer to live underground, away from other beings. Rarely, if ever, is more than one ever encountered, as they cannot bear the sight of each other (although they are immune to the stoning effects). When a male and female do meet, their union usually produces 1-2 young which are abandoned after about a year to fend for themselves. Gorgons fear no predators, and often use their gaze

(the effect of which is temporary) for hunting, bringing the stoned victim into their lair to be devoured once it becomes flesh again. They can see in the dark (*Darkvision* 100'), but prefer lit areas.

Fighting a Gorgon is a difficult task. If a character attempts to attack with either weapon or spell, they must make an RR vs. the gaze attack of the creature. The severity of failure determines length of condition. Failure by 1-25 results in petrification for d100 (open-ended) minutes. Failure by 26-50 results in petrification for 2d10 hours. Failure by 51-100 results in petrification for d100 (open-ended) days. Failure by more than 100 results in petrification for d100 (open-ended) years. These durations may be shortened by certain spells, rituals or herbs. If someone attempts to fight the creature while avoiding the gaze, such as with their eyes closed, all attacks suffer a special penalty of at least -50 and no parry is possible. A Gorgon will use such situations to her advantage, moving in to strike with her snakes or a weapon (which is often poisoned with the snakes' venom). Other times, the creature will stand back and use a bow to attack, relying on her gaze to take care of any who approach.

There are conflicting reports regarding the Gorgon and mirrors. Some say that the Gorgon will turn herself to stone if she sees her own reflection. This seems unlikely however. It is also said that it is possible to safely view the creature in a mirror. If this is true, it is true only of the females. I know for a fact that there is no way to gaze upon the rarer male and survive.

Ice Spider: cf-X,G,AU,T-4.

The Ice Spider's form is exactly that of its normal-sized relatives. Eight spindly legs stretch out up to 6' in diameter, its hairy body as white as the snow of its native lands. This is the icy version of the Great Spiders of warmer climes. Ice Spiders prey primarily on hares, arctic foxes, wolves, and even humans and dwarves dwelling in such areas. Due to the strange icy fluids within the creature's body, no natural creature would willingly hunt the spider for food. Only Cold Drakes will feed on the spider's frigid flesh.



This giant arachnid dwells in the icy glacial regions of the world. It spins webs like other spiders, but the web strands are made of a frozen liquid secreted from the spider. The webs are so cold that they cling to anything warmer that touches them. The Ice Spider is able to move freely on them (it clings to ice as a normal spider would cling to a dry surface), and they often weave their webs in underground ice caves or high in glacial mountains. They have also been found roaming the frozen tundra.

Relying on surprise to get close to victims, the Ice Spider attacks its prey with a poison-filled bite. The spider's bite carries a level 5B Circulatory Poison. They hope to either capture prey on their webs like a normal spider (this only works on non-intelligent beings, obviously), or lie in wait hiding among their webs to pounce on passersby. While immune to ice and cold, heat and fire inflict double damage.



Ki-lin: hnmw(-,-,-),CDJ-7.

Hints of careless seafoam, glacial ice, and serene moonlight illumine the snowy hide of the Ki-Lin. The fluid elegance of its greyhound's loins, limbs, and stature combines with the nobility of its stag's face to evoke chilled awe rather than wondering delight. The thin spire of a horn burns like a star from its forehead.

This mystical creature is as evil as the Unicorn is noble. It has dwelled in this world longer than mortal man, and serves its own purposes. Unlike other creatures of darkness, it will not ally itself with Demons or evil lords. The Ki-Lin is a creature of freedom, free from responsibility and free from conscience.

Often-mistaken for the unicorn, the Ki-Lin shares nothing of that beast's gentle virtue. A virgin who awaits the savage Ki-Lin's submission discovers herself bloodily rent by the starlit horn when its head bows to lie in her lap. Aside from its vicious horn and hooves, the Ki-Lin can also use the "Invisible Ways" spell list (closed Essence) and "Lofty Bridge" spell list (closed Essence) to 20th level. The beast has 8 PP per level. When it wishes to confront a foe, it will often Teleport to attack with surprise.

Killer Rabbit: wmskt-†,(-,-),P-6.

A plump bundle of fluff identical to its harmless cousin. The killer rabbit betrays its true nature after the innocent wayfarer makes cooing noises of appreciation. The cute, bright-eyed bunny leaps for the throat. These deceptive creatures have only 3-5 young per litter (with only 1 litter every year).

This fierce beast bounds for the throat, never for another part of the body. Treat damage from "exploding" attacks against the bunny as "slaying" (e.g., H.H.G.o.A.). In an attack, its jaws spread to encompass an impressive chunk of neck. Steely muscles clamp sharp teeth together, frequently ripping the victim's head from his body.

Klugala: (f)-X@,(-),RU,(T)-7

This strange composite creature has a hairy goat's head perched atop its 10'-20' snake-like body. Its eyes sparkle with an entrancing gaze, deceiving those around it to ignore its hideous visage. The Klugala and the Feliss are not related, despite the physical similarities. The Klugala is a creature of definite magical influence, created long ago by a experimenting wizard or an evil deity. The brain and the eyes of the Klugala is said to have mystical properties, and are sometimes used in the creation of magical items.

Klugala make their lairs underground and are often found in cavern complexes. Almost always found alone, rarely will a mated pair (with a single offspring) be encountered. Although they are omnivorous, they prefer flesh—especially that of intelligent beings (savoring the brains as a delicacy). They are surprisingly intelligent, and will often parlay with a group of powerful, well-armed individuals, offering safety in exchange for food, gems or even magic.

The Klugala can attack by butting with its horns or constricting with its body. However, before it attacks physically, it will sway back and forth rhythmically, staring at its victim. If the creature it is looking at fails its RR, the victim will be charmed and will believe that the Klugala is not a threat or an enemy, giving the Klugala a free attack on the victim. The Klugala will resort to its more mundane combat abilities if this approach fails.

Leocorn: mk(-,-,-),CDHP-8.

The Leocorn is a regal lion with a single, spiraling horn from its brow. Its mane and horn appear to be of purest gold, while the rest of the beast is a warm, golden brown. Its eyes are dark and heavy. Like the unicorn, its horn is greatly valued. A Leocorn's horn causes fear by touch if it is removed. It is an immortal, mystical creature, whose origin is tied in with the creation of the world, and the gods who placed it in the woods to serve as guardian.

This beast is an ally of unicorns and all natural beasts. It is the protector of the woods and the creatures that dwell there. Enemies of nature and those that would harm the forest and its residents are subject to its savage attack. Still, it is a just and level-headed creature, judging those that enter its domain wisely. It is not easily deceived. As its more peaceful ally, the unicorn, it is immortal. Strangely enough, this creature is a herbivore.

All who would oppose the Leocorn in battle must make a Fear RR or run in fear for 1 round per 5% failure (this effect is always preceded by a grand roar). It can also cast spells from the "Lofty Bridge" spell list (closed Essence) and all of the Paladin base lists to 20th level. It has 8 PP per level to cast spells.

Section 5 Leorgon: namsk-EX@#,(–,–),U-7.

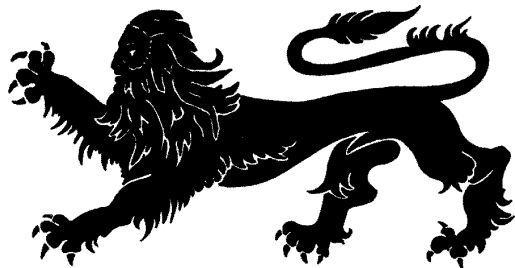
Land Monsters A mane of serpents crown the head of this lion-like monster. Its fur is a bluish-grey, and its malevolent eyes glow with a fierce redness, though an onlooker will find his viewing of the creature cut drastically short by its powers of petrification. The Leorgon seems to be some relative of the Gorgon, but exactly how they are related is unclear. They are sometimes (though very rarely) encountered together, and seem to be immune to each other's petrifying gaze and venom.

Leorgons are sometimes encountered together, as they are immune to each other's gaze. A mated pair will have 1-2 cubs (25% chance of cubs if encountered in the lair). Such cubs do not have fully developed serpents, but they are born with the gaze attack. The Leorgon is fairly intelligent, but very cruel and it delights in killing and using its petrifying gaze. As far as can be determined, the Leorgon has a special digestive process that allows it to swallow stone that was once flesh and digest it; reducing the slim chance of rescue for any victim.

The beast can bite or claw while its snakes are attacking with their poisonous fangs (level 5E Circulatory Poison). Its gaze turns anyone looking at it to stone. The duration of the petrification is determined by the RR failure. Failure by 1-25 results in petrification for d100 (open-ended) minutes. Failure by 26-50 results in petrification for 2d10 hours. Failure by 51-100 results in petrification for d100 (open-ended) days. Failure by more than 100 results in petrification or d100 (open-ended) years. Certain spells or rituals can shorten these durations. This beast's roar paralyzes foes with fear for 1 round per 10% RR failure.

Manticore: hnawms-EVX@§#,(–),RUW,(–)-4.

Coarse, slovenly beasts, Manticores reek of fresh blood, their odor giving notice of their presence. A fleeting glance reveals the Manticore's resemblance to an unkempt lion; steadier scrutiny notes an uncouth Mannish head and the lethally spiked tail. An ancient creature, the Manticore has always followed Mankind wherever it roamed, dwelling in ruins and deserted areas. The first Manticores were originally men, cursed to become monsters because of their evil. Since then, the beasts have created many new generations.



Their ability to see in the dark (*Darkvision*) reaches at least 200'. They roam in packs through underground sewers, caverns, crypts, and ruins. They hunt in these places looking for their favorite prey, man.

They will settle for any creature's flesh, however. At range, the Manticore can whip its tail quickly to throw two iron darts each round (resolve as a Heavy Crossbow attack) Each dart has a level 3A Nerve Poison. Up close, it attacks with its feline claws.

Minotaur: hnwms-VX#,(–),U,D-6.

A huge bull's head distinguishes this creature from simply an incredibly muscular human. Light brown hair, very short in length, covers the beast's body. Usually, it is seen with a large, heavy weapon such as an axe, a two-handed sword, or the like.

These monsters prey upon all sorts of creatures, but delight in the pain and death of humans. Usually the labyrinths that they live in (and often construct themselves) are used to hunt down intelligent beings that they lure in. They like to slowly savor the kill, inflicting fear as much as real wounds.

Sylvan mazes and cavernous labyrinths house the rapacious Minotaur, which can see in the dark as well as in the light (*Darkvision* 400'). They can also be found underground and in ruins. The males of the species are more prominent than the females (85% of those encountered will be male), as they do most of the hunting for food. The females usually stay within the lair (most often a labyrinth), sometimes with a single calf. Minotaurs are carnivorous.

Though it can use its horns to bash and gore its foes, most Minotaurs are extremely proficient with large weapons. If hard pressed, it can also bite with surprisingly sharp teeth. All Minotaurs cast spells from the "Monk's Sense" spell list (Monk base) and the "Body Renewal" spell list (Monk base) to 20th level. They have 6 PP per level.

Mist Monster: hnwmk-ENVX#,(Z,–,T)-7.

Icy-cold tendrils of grey mist reaching forward out of the dark—is it just imagination manipulating natural fog, or is it something more? Mist Monsters are sometimes encountered in various shades and hues. Some, such as red and yellow-green, alert the onlooker immediately that something is amiss. Other colors, such as grey, grey-blue, and even green might be a natural fog and confuse those the monsters attack. Most are 10'-20' across, but due to their composition, they can greatly vary shape and size.

The nature of a Mist Monster is surely magical, and they are very likely the by-product of some force (great evil, magic, other-dimensional energies, etc.) acting inadvertently upon a natural mist. Flame creatures (Fire Hounds, Fire Elementals, etc.) greatly fear Mist Monsters and their unending hunger for heat.



Mist Monsters are creatures who are somehow made of animated mist. They feed on living heat, draining it with their cold touch. They are normally encountered around water sources, hunting for victims, although occasionally they will be found in areas where flame-based creatures are found, as they crave the heat.

These creatures can somehow manipulate objects and wield 1-6 weapons with misty tentacles, but can only be effected themselves by enchanted weapons. Cold attacks freeze the vapor they are made from (all such attack inflict double concussion damage). Fire inflicts no harm upon a Mist Monsters.

Multi-spider:

ahkmnsw-EKX@,BNQZ,RU,DJ-9.

Indistinguishable from a normal Greater Spider—4' to 6' across—these creatures have one characteristic that makes them more fearsome: they are able to create duplicates of themselves by some magical power. The Multi-spider is another “normal” creature that has obviously been touched by magic in some way. Most believe that this creature is the result of an evil priest by the name of Hunrill, who gave a Greater Spider the power to duplicate itself and then sent it (ensorcelled) to attack his enemies. The spider prospered, and all of its offspring have carried with it the special power.

In all other respects, they are like normal Greater Spiders, spinning huge webs, binding their prey in silk cocoons, and draining victims of bodily fluids. Each round (in lieu of any other action), a Multi-spider can create one duplicate of itself. It can continue this process until there are a total of nine spiders. These duplicates are all of one mind, and if a duplicate is slain, the multi-spider can make one less duplicate for the duration of one week. All the spiders must be slain to completely kill a Multi-spider. Its bite is accompanied by a level 4G Muscle Poison (when the victim is first trapped) or a level 6G Reduction Poison (used only before meal-time).

Panthershark: (-)V†@#,(LOS,-,-)4.

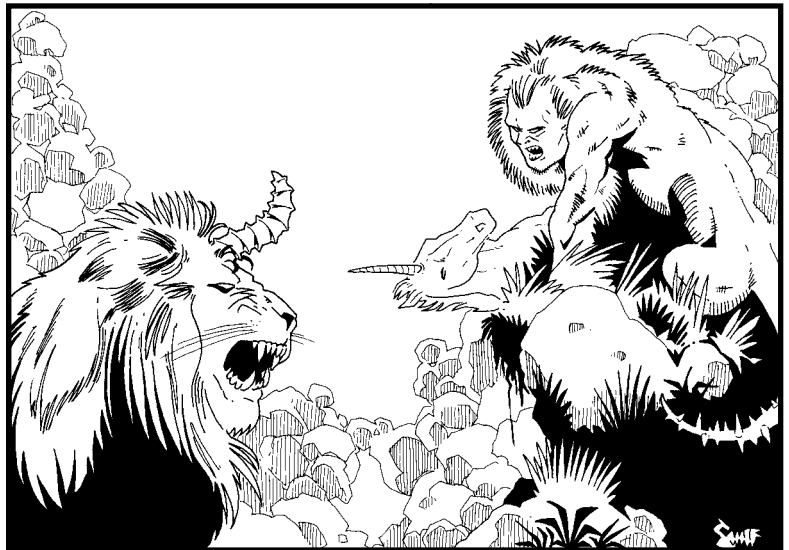
Short black fur covers this creature which looks very much like a finless shark with a panther’s powerful legs and sharp claws. Its long, slender body moves with an unnerving quickness through the night.

Despite its name, it is less of a composite between the panther and the shark. Instead, it simply reminded its namer of the two creatures. The Panthershark is a product of mammalian evolution, that has produced a terribly effective predator in this beast. They are more akin to some of the prehistoric mammals than a shark. There is said to be a white-furred variety in the arctic.

This beast ranges through many locales, and is very adaptable. Panthersharks are often found in their lairs, which are normally caves or deep ravines. Panthersharks are incredible hunters, silently stalking their prey (+75 to all Stalking maneuvers) and pouncing on them with incredible leaps (sailing through the air with the aid of its fish-like tail). It leaps and lands as the spells Leaping and Landing on the “Lofty Bridge” spell list (closed Essence). Like sharks, Panthersharks have large mouths filled with many rows of teeth.

Sasquatch/Yeti: ktcf(-),G,A,CHT-5.

Standing upright, this man-like beast is covered in thick shaggy fur. The heavy, gorilla-like body bears claws on its digits and fangs in its mouth; well-equipped to satisfy its appetite for man-flesh. Perhaps some throwback to an earlier time, the Sasquatch seems only distantly related to the humans that it resembles.



Fond of glaciers and icy wastes where snow never melts, the Sasquatch’s furry pelt matches the color of its surroundings: the chilly whiteness of snow, the blacks and greys of the rocks, and the browns and greens of the trees. This gives it +100 to all Stalking and/or Hiding maneuvers. Though they use crude tools (sharpened stones, clubs, etc.), they are extremely uncivilized. Though capable of wielding crude weapons, these creatures usually prefer to use their teeth and claws in combat.

Scylla: hnams(-),IOS,(-,-)4.

Though the Scylla may appear to be human at first, its dark green snake-like legs quickly dispel that observation. When not in the water, the creature often clothes its upper, mannish torso with a tunic or even armor. Despite its appearance, there is nothing human about the Scylla. It is a creature born of magic, and predates the coming of mortals to the world. It is more Demon than man.



Section 5Land
Monsters

Tropical lagoons soothe the tempers of the feisty Scylla, creating the illusion of preening Mermaids and Mermen by hiding the two serpentine limbs that replace a fishtail. Scylla walk on land using their snaketails, but they prefer a watery existence where swimming provides transit.

The prehensile, snaky limbs coil around enemies and constrict when a Scylla's ire is roused; though it can also strike with weapons at the same time. Scylla often use magical weapons, and are fond of scimitars, javelins, and long knives. They know all of the Illusionist base lists to 10th level, and possess 6 PP per level.

Seftuau: hn(-,-,-),DJP-6.

Wild, tangled hair falls from the Seftuau's mannish head to brush the tawny hide of its lion's body. Seftuau prides have long roamed the wilderness. They are rarely seen by men, and because of their temperament, have no natural enemies.

Brute savagery remains absent from its temperament, but a primitive innocence often moves the Seftuau to swift and startling action. Little thought mediates its behavior; instinct governs a Seftuau in life-threatening situations. Yet, songs and stories related by them at informal gatherings reveal the Seftuau as social creatures with more than bestial intelligence. They are omnivorous. The Seftuau possesses the strength of the lion that it resembles, and its claws can inflict terrible wounds. Its small mouth is filled with sharp, flesh-rending teeth.

Su: wmskt(-),FM(-,-)-6.

The sleek form, much like that of a greyhound's body, sports a squirrel-like tail that curls up and over its back, sheltering the young that often cling there. An innate savagery, displayed by the snarling feline face, is always evident. The Su has long prowled the lowland marshes. Most of the creatures and men that dwell in the nearby areas have learned to respect its power and avoid the beast.

River banks and marshes attract the fierce, elegant Su to their reeds and rushes. The females carry their 4-6 young along with them when they hunt. Su are carnivorous predators that feed on small rodents and other mammals, though they will eat birds and fish if they can get them. The Su's thick hide, claws and teeth make it a powerful fighter, one to be avoided in combat. It is vicious and will attack without provocation—even when the foe is much larger than it is.

Many of the Animists and Rangers that dwell near the domains of the Su speak of the Diiri'ena root, which, when pounded into a paste and rubbed on one's body, exudes a smell that the Su do not like. Nine times out of ten, the creature will avoid someone with such a odor.

Thraxx: hnwmk(-,GZ),-J-8.

These amphibious 7'-9' tall humanoids have four muscular arms with long claws and six eyes on their salamander-like heads. Their mouths are full of long teeth. These horrible beasts are yet another threat to those living on the shores of bodies of water. Though rare, sometimes they will threaten a coastal village, carrying away bathers and fishermen until they are stopped.

The Thraxx have voracious appetites, and will eat nearly anything (including fish, deer, rabbits, frogs, birds, any of the mannish races, and other Thraxx). Needless to say, they are loners, and mate only once every five years. After mating, the pair of Thraxx usually fights and one eats the other. If the female wins, the 10-19 young are born 10 to 12 weeks later. It is impossible for non-Thraxx to tell the difference between the males and females of the species, and there seems to be no difference in strength. Thraxx are intelligent, making them even more fearsome. They adapt to either saltwater or freshwater.

Often, Thraxx will try to pull prey into the water or out of the water (whichever the prey will handle worse) in combat. Their four clawed arms allow them to make at least two attacks per round, or they can bite with their large mouths. If seriously threatened, they will dive into the water for a fast getaway.

Tove: nwm-N†,(-,-,-)-6.

The Tove is a relative of the badger, differing from that creature in appearance in that it has a lizard's tail and corkscrewed digging talons. Its fur is dark brown or grey, and its eyes dark about nervously. The Tove was created as an accident. A fumbled spell by a young apprentice strayed and struck a nearby badger, altering both its appearance and its staple food. Surprisingly enough, this creature's traits were passed along to its descendants.

The Tove shelters exclusively near or under stone structures and subsists on nuts and dairy products. It prefers sharp, nutty cheeses, but will settle for less if hungry. It will follow the scent of cheese anywhere. Since its favorite food does not occur naturally, it relies on intelligent beings for its food—food it usually obtains through thievery. If threatened, the Tove attacks with its odd-shaped talons and its sharp teeth. Most of the time, however, it will simply attempt to burrow away from predators.

Vorasis: (f)(-),MZ,RW,DHJ-6.

The Vorasis has the body and legs of a large tiger, but instead of a normal feline head, four or five serpentine heads sprout from its neck. The powerful Demon lord known as Yrrigav is said to have brought the Vorasis from another world to this one initially to serve mortal servants that pleased him. In the present, however, many of the monsters have escaped into the wild and terrorize the countryside.

These beasts dwell far from civilization, in deep jungles or harsh deserts. They are occasionally used by evil masters as pets. They are carnivorous and will attack and eat any creature. Each of the snake heads acts and attacks independently. Their bite injects a powerful poison (level 6D Conversion Poison). The combined gaze of all the heads casts a *Hold Kind* spell (Open Essence, "Spirit Mastery"). It can also attack with its cat-like claws.

Will of the Wisp: hnwmk(-),M(-,-)-3.

Prismatic globes of light float through the mists that rise from marshes and fens, luring the wayfarer towards certain danger. A supernatural lantern, the will of the wisp alternately dims and brightens its glow while gliding slowly or flitting from place to place, confusing and attracting its prey.

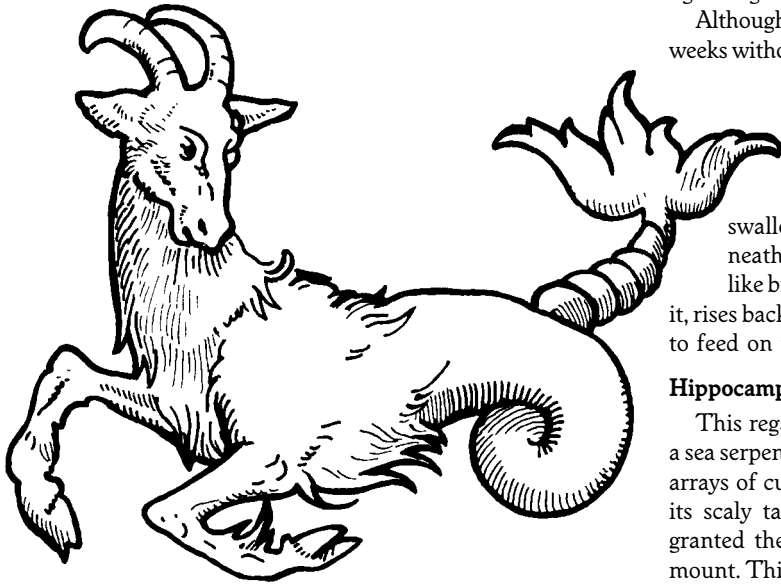
It is possible that the Will of the Wisp is related to, or shares a similar origin with the Mist Monster. Both creatures feed on warmth generated by living creatures. However, some sages state that the Will of the Wisp is a spirit of evil, while others claim that it is an undead specter (much like the Corpse Candle). Most think that it is a malign energy being, the result of some foul magic in the world.

This unearthly being feeds on the heat of living creatures. It is evil and selfish in its quest, and shows no mercy to its victims. It can change the size of its body from a 1' radius orb to a 5' radius orb (at will). Being a creature of energy, its reproductive process (if any) is unknown.

The Will of the Wisp attempts to lure travelers into natural traps and dangers such as quicksand or deep water, rather than attacking them outright. Once ensnared in its trap, the victim will feel the creature's cold touch, draining the warmth of life. Because of its mostly noncorporeal form, it is extremely difficult to harm (hence its high Defensive Bonus and the fact that it takes Large Creature criticals).

WATER MONSTERS

There are myriad denizens of the deeps. These denizens are also remote and elusive, being of another sub-world. The very clever or the extremely shy often escape detection altogether, so one can only guess at their nature or their numbers. Others, however, are more evident. Of those, the list below provides a sampling.



Capricorn (Sea Goat): (cf)(-),OS,(-,-)-7.

An enchanted shapechanger, the Capricorn is a horned goat that prefers the freedom and protection of the sea. When entering water it transforms its hind legs into a powerful fish-like tail, although it retains its forelegs. On land it runs on four hooves or alters its shape to that of a bipedal goat-satyr. It has a 6'-8' long body. This magical creature is not evil, but does like to cause mischief. It remains a foe of seaborne predators, especially intelligent ones.

Ever-swift, they are agile as a mountain sheep and as perceptive as a wily fox. It can breathe in the air or the water. Skilled in the arts of perplexing incantation, Capricorns possess knowledge of the "Illusion Mastery" and "Mind Sense Molding" spell lists (Illusionist base). They have 8 PP per level. While under water, they also have the ability to guise themselves as a wavy "mirror" (requires one round of preparation), forcing all who gaze upon them to make an RR or see their own image (which they cannot bring themselves to attack).

Demon Whale: ktcf-ø,OS,ø,ø-6.

White or grey, the Demon Whale is a huge monster, stretching out to 60'-70' in length. Its large mouth glistens white with razor-like teeth. Despite its name, there is nothing to suggest that this creature is not native to this world. Its utter lack of enchantment suggests that it has nothing to do with actual Demons.

This beast hides in the roaring breakers near northern sea lanes, awaiting the incautious seamen who dare trespass into their territory. It feeds on all flesh, but seems to delight in feasting upon Humans and Elves. Diving deep, these denizens hurl straight upward, ripping through the hull of wooden boats like playful pets. Their five-inch teeth can tear steel, while their gaping eight-foot maw can swallow a man whole.

Giant Hellbender: (f)(-),FLM,(-,-)-4.

The giant Hellbender is a slimy, loathsome, four-legged amphibian that spends little or no time on land. It is blue-gray in color, and 5'-8' in length. This aquatic carnivore is feared by those dwelling near the water, and the slaying of it is always thought of as a good deed. Its hide is often used to make lightweight, waterproof armor, or as a wrapping for shields.

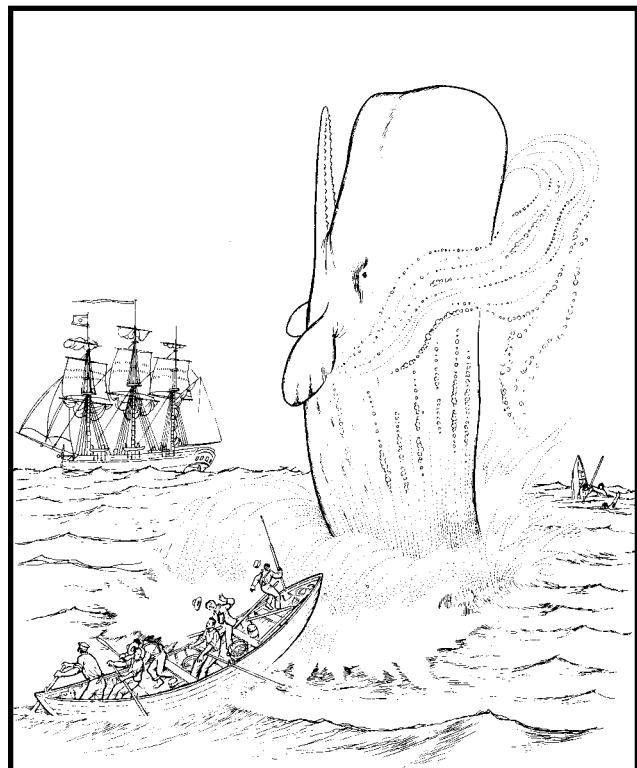
Although these creatures have little stamina, they can go for weeks without eating. Preferring to lurk in stagnant pools or in the mud of freshwater shallows, it awaits opportunities for ambush.

The creature strikes quickly, darting from below and unbalancing its prey. Those small enough to fit into its eighteen-inch wide jaws are swallowed whole, while larger victims are wrestled beneath the water. Using its sharp claws and a powerful, vise-like bite, the Hellbender immobilizes the adversary, drowns it, rises back to the surface with the body, rolls over, and proceeds to feed on the kill using its chest as a dinner table.

Hippocampus: (cf)-ø,OS,ø,ø-6.

This regal beast resembles a horse, but has the hind parts of a sea serpent. Its forelimbs end in great webbed feet (which sport arrays of curving claws). It is 11' to 15' from nose to the tip of its scaly tail. Powerful and noble Mer-people are sometimes granted the ultimate honor of being allowed a Hippocampus mount. This is a decision of the beast, not the rider. Hippocampi can be captured and forced to become mounts, but they hate service under duress and will always try to escape.

Sleek, powerful, and noble, the Hippocampus is the lordliest of the sea-steeds. It feeds on algae, kelp and plankton. When forced into battle, the Hippocampus will slash at foes with its claws and lash out with its tail.



Section 6

Water
Monsters

WATER MONSTERS													
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	AT Hits (DB)	AT (DB)	Attacks	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)	
Capricorn	10G	100*	FSpt/30	FA/FA	M/I	120E	4(50)*	100MHo/80MBa/60MTs*/90We*/Spells	1	y	F	Playful(HI)	
Demon Whale	9F	120	FSpt/20	FA/FA	H/SL	500H	8(40)	150HBa/150HBI/100HGr*	1-2	-	H	Bellig(NO)	
Giant Hellbender	4D	75	Spt/10	MD/VF	M/I	130F	7(20)	70MBa/60MBi/70LGr*/Special/	1	-	E	Hungry(NO)	
Hippocampus	6F	90	Dash/20	FA/MF	L/I	140G	4(30)	50MBa/40MCI(2x)	1-5	-	D	Carefre(MD)	
Mercat	4B	80	Spt/10	FA/MF	M/-	100D	4(20)	75LBI/50MCI	1-4	-	D	Normal(AV)	
Mergryph	8F	100	Dash/20	FA/FA	L/LA	180F	4(30)	90LCI/70LBA/100MPi*	1-2	c	F	Agress(LO)	
Nator	4D	80	FSpt/30	MF/MF	L/-	120G	4(40)	60LHo/50SCI(2x)/40MBa	1-2	-	C	Normal(LO)	
Nucklelavee	5E	70	FSpt/10	MF/FA	L/-	150F	3(30)	40MBa/70LTs<</30MGr/90MCRv/	1	-	C	Hungry(NO)	
Rath	4D	50	Spt/10	SL/SL	L/II	130G	20(20)*	50LBA/60LBI	1	-	D	Hungry(NO)	
Red Feeder	9F	120	FSpt/20	FA/FA	H/SL	500H	12(40)	150HBa/150HBI/100HGr*	1-6	-	H	Bellig(NO)	
Red Jaw	3C	90	FSpt/30	FA/VF	M/-	80D	4(30)	70MBi/Special	1-5	-	C	Bellig(NO)	
Spineshark	5E	100	FSpt/20	FA/VF	L/I	200E	11(40)	70LBA/120HCl(dorsal fin)*/70LBI	1-5	-	D	Hungry(NO)	

*: Special (see description)

Hippocampus

**Mercat:**

(f)(-),IOS,(-,-)5.

These amphibious creatures are lions, tigers or panthers from the midsection up, and fish from the midsection down. The combination is crude and haphazard, making them ugly creatures despite their grace. They are 6'-7' long from feline head to green, scaly tail.

An evil Elvish mage named Ty'rascalli used an unknown ritual to create Mercats. He desired creatures to guard his fortress which was partially submerged along a rocky coastline. Ty'rascalli is long dead, but his creations and their subsequent offspring live on, plaguing the coast. Some Mermen have found and befriended a few of the creatures, feeling sorry for their cursed, combined existence.

They are at home in foamy salt water shallows, but they can crawl up on shore and dwell on land for up to 3 hours at a time. Mercats live on a diet of large fish and coastal creatures. Their intelligence separates them from more mundane beasts, but so far, people have had little but hostile contact with Mercats. They can often be found accompanying Mermen, who have some sort of rapport with the creatures.

Being amphibious, these beasts operate on land as well as in the water. Their fighting methods are very much like that of the felines that they somewhat resemble, attacking with tooth and claw.

Mergryph: (cf)(-),IOS,(-,-)6.

A lion's body with an eagle's head, these creatures have long talons and wings with a silvery fish tail. From head to tailfin, it measures about 8', and has a 30' wingspan.

Mermen, Water Demons, and the like often use these creatures as steeds, riding them accompanied by Mercats. Unless domesticated, Mercats and Mergryphs are natural enemies, hostile on sight. As a steed, a Mergryph can carry up to 300 pounds and has a Riding bonus of -10. Mergryphs are the result of a rare interbreeding between Gryphons and some sort of fish. It is possible that this was encouraged by the magic of some intelligent force—perhaps the Mermen.

These creatures are at home in the air, on the land, or in the sea. They are expert fliers and can use their wings underwater as well, giving them incredible swimming speeds. They can use their two taloned legs to move on land, but not very quickly (base move of 30). The Mergryph uses its powerful talons and sharp beak in battle. Above or beneath the waves, it prefers to swoop down upon its enemies, striking and then moving away quickly to prepare another attack.

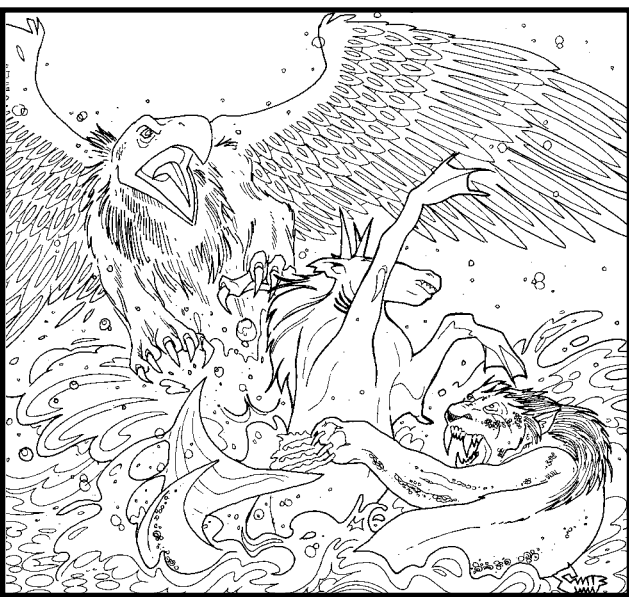
Nator: hnawms(-),OS,(-,-)4.

A three-horned horse with translucent fins instead of hooves, the Nator is an amphibious beast. It is 8'-10' in length, and most are white, blue, or green in color. The Nator often draws the carriages of Merfolk or bears the waterlords upon its back. If the Hippocampus is the equivalent of the surface-world's Unicorn or Pegasus, the Nator is the undersea warhorse. It is not as reclusive or intelligent, but it still a noble beast, able to be trained for complex tasks.

Foaming wind-tossed waves, green mirror-flat inland seas, and the threatening peace of the sunless deeps harbor the scaly Nator. It can breathe above or below the surface of the water, and is solely herbivorous. The triangular arrangement of horns and sharp spurs above its leg fins make the Nator a superb battle-steed.

Nucklelavee: msktc(-),OS,(-,-)7.

Wave spume flecks the hooves of this sea-dweller as it gallops from the shadowed deeps onto moonlit sands in search of nourishment. A fiery-eyed horse with poisonous breath, the Nucklelavee carries a grotesque rider: straight from its back grows the upper half of a man. No skin hides the Nucklelavee's internal anatomy, and the tracery of veins over knotting muscles increases its horror.



This hideous beast is not Undead, despite its unliving countenance. It is, however, a result of some dread magic, and may be a type of undersea Demonspawn. Tales are told of a huge force of cavalry that charged into battle against the forces of an evil wizard. A powerful spell cast by the mage transformed the riders and their mounts forever into the cursed union of the Nuckleavee. If this is true, the total number of the monsters is probably no more than a thousand.

Fortunately, the beast remains driven by an obsessive fear of freshwater. This creature feeds on flesh exclusively. This monstrosity's breath contains a level 3B Conversion Poison (cone length 20'; cone base 20'). When inhaled, turns bodily fluids into saltwater). In melee, the threat comes not only from the creature's vicious hooves but from the "rider" whose embrace crushes those escaping the equine assault.

Rath: hna(-),OS,(-,-)-5.

Possessed of a shark-like mouth, the Rath is a large marine turtle with curved forelegs that force it to walk on its knees when on land. It is 6'-10' in length. These sea creatures are little more than large, carnivorous animals—not the evil monsters some stories paint them to be. If it and its nest are left undisturbed, it will not attack—unless it is extremely hungry.

Although an awkward stroller, its webbed feet make it a graceful swimmer. Its clumsiness on land reduces its movement to 25% of its normal move. Rath's love to stuff oysters into its toothy cavity and rarely deviates from such fare, but they have been known to mangle most anything. The Rath is capable of inflicting terrible wounds upon its prey (or its attackers) with its large bite. Its shell provides it with incredibly tough armor, but its underside is not as well covered (AT 12).

Red Feeder: (astc)-0,LMQ,0,0-5.

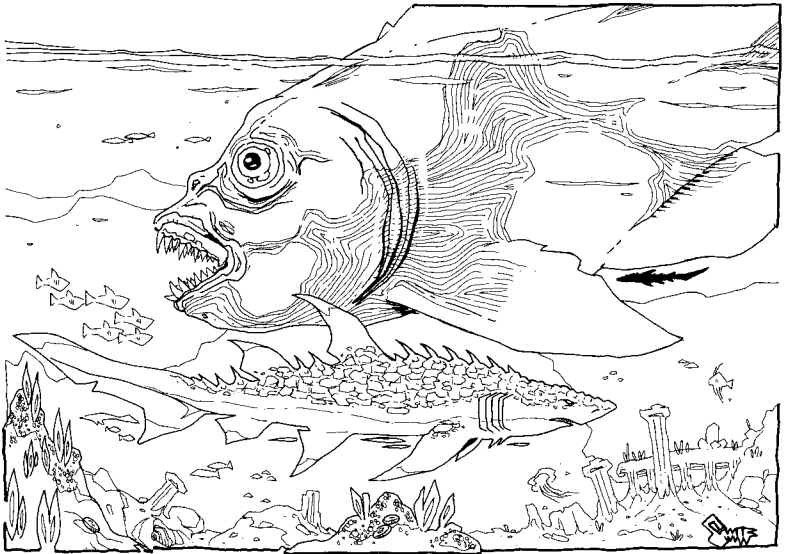
The Red Feeder is the largest of fish, much like a shark in appearance except that it has scales and a face like a piranha. Scales are reddish and sometimes have darker red patterns on hem. They range from 50' to 80' in length. It is fortunate that most Red Feeder eggs are destroyed by predators and natural vents before hatching, as a single brood (if all lived) could terrorize quite a large area.

Being flatter than most fish and able to maneuver 'on their sides,' they are often found in waters more shallow than they would be expected, sometimes even in as little as 15' of water. Their huge mouths can easily swallow a man whole. After a foe has been bitten, the Red Feeder makes a grapple attack to hold it in its mouth, where it continues to take bite attacks each round until the victim is dead or unconscious; whereupon the creature swallows the prey.

Red Jaw: wmskt-X@,L,U,(-)-5.

The reddish maw of this huge fish contains seven rows of large, razor-sharp teeth that cut through bone like a pair of sharp swords. These creatures have several hundred light-yielding organs set along the flanks of their large fins. These illuminate large areas, enabling the fish to see with its very small eyes. The eerie glow casts a bright fog into hazy water, leaving other swimmers at a pronounced disadvantage. Red Jaw grow to be 4'-6' in length. These fish populate the waterways of the deep underworld. Caves near underground streams or pools will be lit by their frightening glow, unnerving newcomers to the subterranean realms.

The red jaw is a bottom-dwelling scavenger that haunts underground lakes and streams. Voracious, they will eat any meat, live or dead, that presents itself. Colorless, they are adapted for subterranean life, and perform poorly (-50) in hot or cold waters. The glow given off by the Red Jaw subtracts -25 from all maneuvers within 100' radius (except for its own maneuvers). If encountered in numbers, these creatures will not hesitate to attack nearly anything. Alone, they will be more careful.



Spineshark: wmskt-0,OS,0,0-6.

Spinesharks are nightmarish creatures. Huge carnivorous fish, they are an abhorrent breed of shark known for their exceptionally hard upper back armor and obvious spine-ridge. They are 16'-20' long. This creature is a creation of magic. Bred by the evil Shuikmar sorcerer Drak-kath, they were originally meant to be his servants. Upon his untimely demise, however, the creatures propagated and made lives of their own, terrorizing the sea. Even other sharks fear these savage beasts.

Spinesharks only attack when they are hungry—but they are seemingly always hungry. They will eat any flesh. Their steely dorsal fins are quite capable of inflicting mortal slashing wounds through the toughest of coverings. It is this fin that attacks as the *huge claw* attack listed in the creature's stats. Like other sharks, the creature's bite is also extremely dangerous.

FLYING MONSTERS

Wings bequeath the sky and windblown freedom to those possessed of them. Dizzying views of the tilting earth, leisurely perusals of fabulous cloud castles, and solitary flights close to the stars appear between wing beats on journeys survived by the more intrepid flyers. A searing flash of lightning, the tossing tumult of the winds, and freezing needles of rain demand daring of the sky traveler, but the chance encounter with a fellow wayfarer may prove more dangerous, for malevolence and compelling bloodthirst share the roosts of the winged.

GREAT EAGLES

Minor: (hnaf)-(-,-),A,(-)4.

Lesser: (hnaf)-(-,-),A,(-)4.

Greater: (hnaf)-(-,-),A,(-)4.

Massive creatures of the air, the Great Eagles are magnificently large. The wingspans of these creatures range from 20'-40' for the minor variety, 40'-60' for the lesser, up to a breathtaking 120'-180' for the greater Great Eagles. In shape and coloring, they are akin to their smaller cousins, the standard eagles of the wild.

Absolute rulers of the sky, the Great Eagles build their eyries in the peaks and crags of the loftiest mountains. Great Eagles, in whatever abode they take up, are often fierce, noble enemies of evil. They will often patrol the lands wherein they reside, observing all that passes, and perhaps providing aid to those in need when it suits the propriety of these creatures.

From time to time, Great Eagles have been known to provide transport for those in desperate need, but this is not something to be counted upon by those who might seek Great Eagles for just his purpose. Great Eagles decide who they will indulge on a case-by-case basis. As a mount, Great Eagles can carry from 200 pounds (Minor); 600 pounds (Lesser), to 1,500 pounds (Greater), and gives the rider a special bonus of +10 to all Riding maneuvers. On the ground, the movement rate of the creatures is one-quarter of that given (with a maximum pace of Run and half DB).

Great Eagles use their sharp sight, hooked beak, vice-like talons, and great battering wings to vanquish lesser foes, while the eagle's wisdom and knowledge allied with strategic expertise is often enough to defeat greater adversaries.

In ages past, the Great Eagles were messengers to the divine Lord of the Winds, reporting to him all happenings on the surface of the lands below. They have dwindled since then, their huge wingspans shrinking to less than a third their original size (as the 'minor' and 'lesser' breeds evolved). Yet the eagles spirit has lost nothing to time. It is reputed that many pivotal battles fought in the past were decided in part by the absence or participation of these grand beings. Even today, many of the wise will recommend seeking the aid of the Great Eagles if taking on the massed might of an evil general or the forces of darkness. However, more often than not, pleas for aid are not answered, as the eagles deign that the request does not merit their attention.

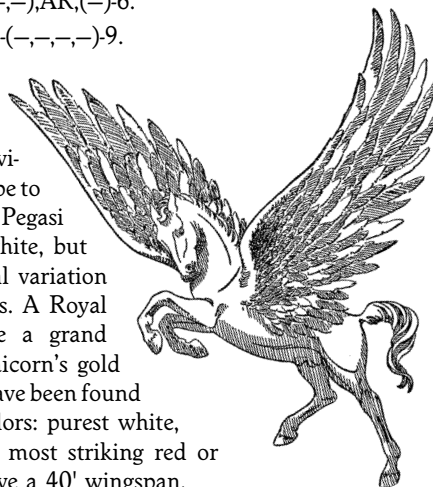


PEGASUS

Normal: wmsktc(-,-),AR,(-)6.

Royal Pegasus: (-)(-,-,-,-)9.

A winged horse of unusual equine beauty, the Pegasus are often seem a vision of light and hope to those viewing them. Pegasi are usually pure white, but there is some racial variation in some individuals. A Royal Pegasus looks like a grand Pegasus with a Unicorn's gold spiral horn. They have been found in a number of colors: purest white, deepest black, and most striking red or purple. Pegasus have a 40' wingspan.



Remote alpine valleys secure privacy for the shy Pegasus. Meadow grasses and flowers underfoot, winds whistling through the peaks above, and the company of its own kind satisfy the simple desires of this winged horse. The lure of excitement and change draws a few from their secluded abodes into the wide world. Men driven by greedy hearts steal others as foals to rear as steeds. Abducted Pegasi often kill their cruel masters to escape and return home. Those who leave willingly in search of adventure from friendships, finding pleasure in carrying these friends on their backs. A Pegasus can carry up to 250 pounds and gives the rider a special bonus of +10 to Riding maneuvers.

Royal Pegasi are good and kind protectors of the wilds. They are very willing to cooperate with those of similar persuasion and goals, but they only appear when the need is great.

Pegasi are most adept at fleeing conflict, but when nothing else will serve, a Pegasus can bring its flashing hooves down upon its foe to bash it out of the sky, or trample a ground-bound foe at the nadir of an attack arc. Royal Pegasi possess 2d10 Channeling spell lists (known up to their level) and receive 12 PP per level to cast spells.

Often the story is told about Prince Mahreneth who, in childish petulance would settle for nothing less than a Pegasi steed for his 18th birthday. His father the king acquiesced, and sent his men to the high meadows where the Pegasus play. There the king's men captured a pony, and brought it back to the king, who in turn presented it to Mahreneth. The prince was delighted, but could not contain his outrage when told that the steed must first be trained before he might be allowed to ride. One night, ignoring the orders of the king, he crept into the stables and took his Pegasus for a flight. The Pegasus wasted no time in dropping the Prince from a great height to his death, then flying back to the mountain meadows of its home. This story is often told as a fable meant to teach the listener the foolishness of greed and impatience.

SPIDERBAT

Small: (cf)-(N),Z,M,(T)4.

Large: (cf)-(N),S,M,(T)7.

Both varieties of this creature look like larger than normal, hairy, black spiders with batwings sprouting unnaturally from their backs. They hiss as they fly in to attack, their fangs literally dripping with poison. The smaller Spiderbats are 1'-2' across, with a 3'-4' wingspan. The large Spiderbats are 5'-8' across, with

FLYING MONSTERS													
Type	Lvl	Base Rate	Max Pace/MN Bonus	Speed MS/AQ	Size/Crit	AT Hits (DB)	Attacks	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)		
Androsphinx	10G	120	Dash/20	FA/FA	L/LA	200G 4(30)	90LCI(2x)/Spells	1	r	F	Aloof(HI)		
Banshee	3C	70	FSPt/0	MD/MD	M/-	60D 3(20)	40SCI/50We/Special	1-2	c	D	Cruel(AA)		
Binlore	10F	60	FSPt/0	SL/MD	L/II	180F 10(20)	85LBa/80LCI/90We/40ro	11-20	t	F	Hostile(LI)		
Blacksnake	15G	180	FSPt/20	VF/BF	L/LA	200G 4(70)*	110MBi/Spells	1	em	G	Cruel(HI)		
Carnivorous Flying Monkeys	4C	80	FSPt/40	VF/FA	S/-	65D 3(40)	70MBa/60MGr/60SBI«	1-100	-	A	Normal(IN)		
Dracacus	8F	140	Dash/30	VF/FA	L/I	180G 12(35)	80MBi/65MCI/50MBa/60MTs«	1	-	E	Normal(AV)		
Gargoyle	5D	80	FSPt/30	MF/FA	M/@	80F 16(35)	60LCI/40MBi«/50We	1-10	n	D	Greedy(IN)		
Geryon	4C	60	Spt/20	MD/FA	M/-	70D 3(20)*	60We/80MGr/100LCr√	1-5	l	C	Aggres.(AV)		
Gorcrow	1A	110	Dash/30	FA/MF	S/-	20A 1(55)	10SPi/10SCI/30MCI(3)	5-50	b	-	Inquis.(VL)		
Great Eagle													
Minor	8F	150	Dash/20	VF/VF	M/I	150F 3(60)	80LCI/60MBa«/60MPi√	1-10	a	F	Good(SU)		
Lesser	15G	170	Dash/20	BF/VF	L/LA	280G 4(50)	120HCl/80LBa«/95LPi√	1-5	a	H	Good(HI)		
Greater	25G	190	Dash/20	BF/VF	H/SL	350H 4(60)	180HCl/120HBa«/150HPi√	1-2	a	K	Good(VH)		
Great Falcon	10G	200	Dash/30	BF/BF	L/I	120F 3(80)	70LCI/90MPi√	1-2	f	F	Aggres.(LO)		
Great Wasp	2B	130	FSPt/20	VF/FA	M/@	50F 3(45)	60LPi/80MSt/poison«	1	f	E	Hostile(NO)		
Gryffin/Gryphon	8F	100	Dash/30	FA/VF	L/II	160F 4(35)	90LCI/60LBa/100MPi«/Both	1-2	q	F	Bellig.(LI)		
Harpy	4C	90	FSPt/20	MF/MD	M/-	50F 3(40)	30MCI(2x)/50We	1-10	n	C	Cruel(AA)		
Hippogriff	9F	120	Dash/40	FA/FA	L/I	180G 8(20)	90LCI/75LPi/Both	1-2	g	E	Carefre(MD)		
Homonculus	2B	70	FSPt/50	MD/FA	S/@	40D 4(50)	30SCI/50SSt/poison«	1	-	B	Varies(IN)		
Horribar	5C	100	Run/10	VF/VF	S/-	60B 3(45)	80MGr(Punct)/95LBi√	2-8	-	c	Hungry(LO)		
Ki-Rin	8F	100	Dash/30	FA/FA	M/II	90G 4(40)	110MHo/90MBa/130LTs«	1-2	m	F	Aloof(AV)		
Lamassu	10G	120	FSPt/20	FA/VF	L/LA	150F 4(30)	140LCI(2x)/160MBi/Spells	1-5	j	G	Altru.(VH)		
Mistraven	3B	110	Dash/25	FA/FA	S/-	15A 1(50)	15SPi/20SCI	1-20	-	A	Normal(AV)		
Nasti	2A	90	Dash/10	FA/FA	S/-	30B 1(30)	40SCI/50MBi	1-20	-	-	Cruel(MD)		
Pegasus													
Common	6F	140	Dash/40	VF/FA	L/I	150G 3(40)	50MBa/60MTs«/40MBi	1-5	a	E	Timid(AV)		
Royal	30G	170	Dash/40	BF/VF	L/II	280H 3(60)	120LBa/130LTs/100MBi/Spells	1	uu	I	Protect(VH)		
Phoenix	14G	160	Dash/30	BF/VF	L/LA	250F 4(40)	100HCl(2x)/70MPi/Spells	1	r	I	Aggres.(AV)		
Quetzelquatl	16G	200	Dash/25	BF/BF	L/LA	195H 4(70)*	120MBi/Poison«/Spells/Special	1	y	I	Good(HI)		
Roc	10G	180	FSPt/10	BF/FA	H/LA	400G 4(60)	140HCl/90LBa«/120HPi√	1-2	x	J	Bellig.(VL)		
Siren	6E	80	Spt/20	MF/MD	M/-	70D 3(30)	20MCI(2x)/60We/Special	1-10	t	D	Playful(SU)		
Sky Shark	7B	110	FSPt/25	FA/FA	L/I	190G 4(30)	100LBi/90MBa	1-10	-	E	Bellig(LO)		
Sky Manta	6B	80	Run/10	MD/MD	L/-	90D 1(40)	80MBa/30SBolt	1-3	-	E	Normal(LI)		
Sky Whale	8C	210	Run/30	MF/MD	H/SL	450H 8(30)	90HBa	1	-	F	Timid(MD)		
Sphinx	12F	80	FSPt/20	MF/VF	L/LA	250H 11(60)	140LCI/100HBa/Both	1	v	H	Playful(VH)		
Spiderbat													
Small	2B	80	Dash/20	FA/FA	S/-	40B 1(40)	40SBI/Poison«	1-20	A		Agress(NO)		
Large	5C	120	FSPt/25	FA/FA	L/I	100E 4(20)	75MBi/Poison«/Spells	1-2	k	C	Cruel(HI)		
Steardan	5E	120	Dash/20	FA/FA	L/I	200H 3(50)	70MBa/80LTs/50MBi	1-5	a	D	Normal(VL)		
Thyfur	10G	140	Dash/40	VF/FA	L/I-	200G 4(40)	100HCl/80LPi	1-2	a	F	Aggres.(AV)		
Tracha	12F	100	FSPt/15	MF/FA	L/I	170G 12(20)	110We/Spells/50MBiFire or Acid/Special	1	r	G	Aloof(HI)		
Turmass	7A	120	Dash/35	VF/FA	M/-	70D 6(30)	Special	1	-	B	Playful(HI)		
Viperhawk	3B	90	Dash/25	MD/VF	S/-	25B 1(40)	60SBI/Poison«	1-6	c	A	Bellig(LI)		
Whitesnake	6E	80	FSPt/30	MF/VF	S/-	30C 4(50)	100MBi/Poison«	1-20	k	F	Loyal(AA)		
Winged Eel													
Electric	3C	100	Dash/20	FA/VF	S/-	30B 4(30)	40SBI/30SBolt	1-80	-	D	Agress(MD)		
Moray	4D	80	Spt/10	MD/BF	M/-	60D 4(25)	75MBi	1-50	-	D	Hungry(LI)		
Winged Wolf	4C	130	Dash/20	FA/FA	M/-	110E 3(40)	65MBi/80MCI/60LGr	2-12	-	-	Protect(AA)		

*: Special (see description)

a 10'-18' wingspan. The spell casting ability of these creatures lends credence to the theory that these horrible creatures are related to the Major Great Spiders somehow.

Although the small Spiderbat could be called an animal, the larger ones possesses high intelligence. Rarely is a large Spiderbat encountered without some of its smaller brethren as pets. Large Spiderbats speak their own tongue, and can communicate with their small cousins. Neither variety spins webs, but both lair in dark, damp places to lay their eggs. The smaller lays 50-60 eggs at a time, while the larger produces only 1-2 large eggs.

Both the large and the small Spiderbats attack with a vicious, poisonous bite. The smaller version's bite carries a level 4A Circulatory Poison, while the larger more powerful Spiderbats inject a level 8E Circulatory Poison. Some (about 10%) of the large Spiderbats possess spell ability, being able to cast either Evil Essence or Evil Channeling spells (with 6 PPs per level).

WINGED EELS

Electric: (ktcf)-VXY†@#,(GO,-,T)-5.

Moray: (f)-XY†@#,(GO,A,T)-4.

Winged Eels are sometimes confused with Viperhawks, Blacksnakes and Quetzelquatl, and vice versa, but only from far away. They are not as big as Blacksnakes, do not have the plumage of Quetzelquatl and they don't have talons like Viperhawks. Up close, Winged Eels appear as normal eels, except they have lungs instead of gills and have thick, insect-like wings, enabling them to fly.

Electric Winged Eels are only 6"-18" long, and are generally a dark blue color. Their light blue wings usually have a 8"-20" span, and beat rapidly to keep them aloft. Occasionally bluish sparks make an unnerving snapping noise around their bodies.

Section 7
Flying
Monsters

The Moray variety is much larger, being 4'-5' long with wings to match. They are dark green or black in color and have huge, teeth-filled maws.

Winged Eels are rarer, but are apparently no less "natural," than the sort of eels which live underwater. They are a relatively newly discovered creature, which leads some to believe that they are a new mutation of normal eels. Such an occurrence is likely to have been aided by a deity or other such powerful force.

Both types can be found above, as well as below ground, and in many of the warmer climate zones. They have nests in rocky places and lay 2-4 eggs like birds. These carnivores will eat anything that lives, and swarms of these creatures can wipe out an entire caravan, if they are hungry enough. They can be trained quite easily and are sometimes used by other creatures as pets. Note that the above statistics are given for creatures in the flying mode. On the ground, actual movement rate of the creatures is one-quarter of that given (with a maximum pace of Run and half DB). While the Winged Moray can tear apart foes with its bite, the Electric Winged Eel relies on its charged body to bring down its foes. It can discharge a *Shock Bolt* attack with a 30' range, or it can have that attack accompany its bite.

OTHER FLYING MONSTERS

Here are the descriptions of other flying monsters.

Androsphinx: asc-E#,QZ,W,(-)-7.

A noble creature not often seen, the Androsphinx is considered beautiful by many. A lion's mane shot with streaks of pure gold haloes its Mannish face with supernal light. Its lithe lion's body and gilded wings (which normally have a span of 30'-40') enhance the aura of divine inspiration emanating from its presence.

Desert ruins, molded from sunbleached marbles, draw the Androsphinx to their inky shadows by day, while the star-powdered sky lures them onto the sands at night. The Androsphinx pursue a life full of play, observation, and meditation, which is alien to most other races, but brings fulfillment to these creatures. Solitary habits lead the Androsphinx to eschew company, mannish and feline, contributing to the dwindling of its kind. Males are encountered 80% more often than females, but when young are brought into the world, the usual litter is from 2 to 4.

The semi-magical nature of these beings allow them to use the "Creations" spell list (closed Channeling) to 10th level and all Ranger base spell lists to 10th level. The Androsphinx has 10 PPs per level. An Androsphinx will first attempt to use its spell abilities in a conflict, trying to end it as quickly as possible. If spells prove insufficient, the Androsphinx will fall back to his deadly clawed forepaws, both of which can be used simultaneously to inflict the maximum amount of damage.

This species arose long ago and built great cities full of wonder and magic within the fertile regions of the planet. Ages passed, the Androsphinx dwindled, and their cities crumbled from the depredations of time and neglect. When others finally claimed the desert areas for themselves, they revered the strange desert spirits, as they thought of the Androsphinx, but otherwise paid them little mind. Time marched on, and even now when people have for the most part abandoned the deserts of the world, the Androsphinx remain yet, haunting the ruins which are in turn built upon the ruins of their magnificent cities.

Banshee: wmsktc-E†#,Z,W,HPT-6.

Long, wild hair veils the unclothed, aged limbs of a Banshee. Unruly winds threaten its modesty, while carrying the Banshee's cry far across the lands where it spreads its terror. Desiccated, filmy wings (15' wingspan) carry its husk of a body to the far reaches of its chosen domain.



Banshees can be found almost anywhere that is rural, abandoned, or uncivilized. They prefer their horrid nests be undisturbed by uninvited guests. Their only seeming concern is to scavenge sufficient food for sustenance, and they are not discriminating. In the dark of the night, many Banshees will range widely, giving throat to their tortured wail as if screaming in torture over everything cruel, evil, and corrupt within the world. Its strident cries, wavering and faint from the windblown distance evoke panic, despair, and death.

In battle, this creature will first use its horrible wail in an attempt to waylay foes. Those hearing the cry within a 100' radius must resist or suffer the effects. Those failing by 1-50 flee (as if affected by a *Fear* spell). Those failing by 51-100 will feel such feelings of hopelessness that they will be immobilized (treat as if paralyzed). Those that fail by more than 100 will attempt suicide. A Banshee can wail in this way once every minute. If these cries do not prove effective, a Banshee will rely on its claws, or perhaps the weapon of its last victim.

Creatures of evil that persist in the world in the face of, and perhaps in spite of, the forces of good. It is believed that the Banshee as a race first came to be after the fall of the Second Coming of the dark god Baal. With Baal vanquished once more upon this plane, his holdings were left uninhabited. As time passed, small villages sprang up in the area. Unfortunately, the ground was tainted, and newborns within the area began to exhibit horrible disfigurements and tendencies. The Banshees came into the world in this way, afflicted with the pain of twisted, evil flesh, and driven to vent this pain against all those unsullied by it.

Blacksnake: (cf)-(N),LM,(-),CHJ-5.

Blacksnakes are large scaly snakes with 10'-14' demonic wings. They are always black in color, and glisten with a slippery wetness. Their 7'-10' bodies are constantly in motion while in flight. These creatures are the offspring of an evil elder god, whose name has long since been lost. There is said to be a forgotten temple in some dense, humid jungle where the Blacksnakes originally arrived in this world. Furthermore, the legend says that there is a pool of blackish liquid which, once per decade, spews forth a new, fully-grown Blacksnake to bring darkness and terror.

The Blacksnake is the arch-enemy of the Quetzalquatl, opposing everything the feathered serpents stand for. These distant relatives of the Whitesnake reside in ancient swamps, ruins, underground caverns and other dark and mysterious places. They often have Orcs, Trolls, Gratar or other foul humanoids under their control. Although this control is sometimes achieved by magical charms, the creatures are often very willing to serve these evil masters on their own.

Blacksnakes all know the "Spirit Mastery" spell list (closed Essence) and also have d10 Sorcerer, Evil Essence, Evil Channeling, Evil Mentalism spell lists. A Blacksnake with evil Essence lists will consort with demons, one with evil Channeling lists will serve some evil god, etc. Blacksnakes possess 8 PP per level. These creatures also use their long, curved fangs in battle, injecting a level 6C Muscle Poison.

Carnivorous Flying Monkeys: (tcf)-(K),FILQS,(-),CDJP-8.

These strange creatures look like large chimpanzees with feathery wings upon their back. Their mouths are filled with pointed, canine-like teeth. Their wings span 5'-8'. These monkeys are often found working as agents of spell users, especially evil ones. As such, they are used for kidnapping, harassment, murder, and destruction. They can be taught to react to quite complex verbal commands.

The Carnivorous Flying Monkeys occur infrequently in the wilds. They are unusual among the apes in that they eat meat only. At times when they are hungry their disposition changes radically to a wolfish cast. In combat, these creatures attack *en masse* and swoop down upon their foes. Sometimes, they will attempt to work together on a single foe and pick it up into the air, either to carry it away, or drop it from a great height.

Dracacus: (f)-AR-7.

Appearing very much like a serpentine Pegasus, a Dracacus has bat wings rather than feathered ones, scales rather than hair, and a fin rather than a mane. The beast's tail is very Dragon-like, and the feet are clawed rather than hoofed. It boasts a 30' wingspan.



The Dracacus is a strange creature. It is thought by some to be a fell beast, and by some to be a demonic Pegasus. The latter seems hardly to be true, as a Dracacus can be trained to be a fine and noble steed. Like Pegasi, they can make wonderful mounts if trained properly. As a mount, it can carry 200 pounds and gives the rider a special bonus of +10 to all Riding maneuvers. There is said to be a wild herd of fire breathing Dracacus that dwell on some distant mountain range.

The Dracacus is an omnivore, and eats birds, rodents and small cattle and deer as well as grass, oats and more traditional equine food. It can weather cold climes much better than most reptiles, often nesting on high rocky spires amid arctic winds. In combat, the Dracacus swoops down upon its opponents and bashes with its tail or slashes with its claws. On the ground, it tramples foes like a horse after charging. Its bite can also be quite vicious.

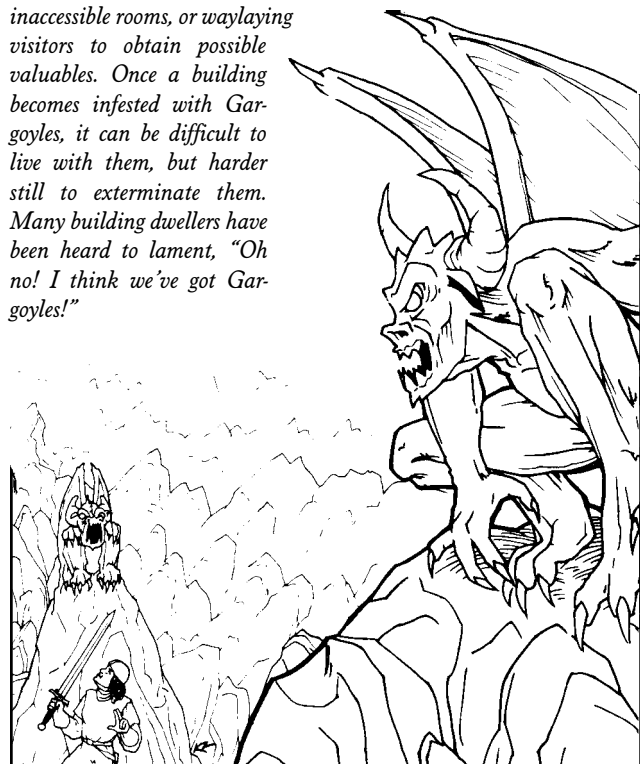
Gargoyle: (-)-ENX@#,(--,-)-3.

Winged goblinoids of stone, Gargoyles resemble statuary when still, but rarely display uniformity. Some possess fangs while others have beaks: one is fox-sized, another man-sized; this one flies on bat wings, that one on bird wings.

These stony creatures are not "alive" in the normal sense of the word, as they have no actual biological parts supporting their vital functions. Instead, they are magically animate, which allows the stone of their construction to flex and move in parody of life, as well as bestowing an animal-like sentience upon them. Somehow they are able to proliferate by passing on this animate ability to normal statuary they might come upon and take a fancy to. The origin of the Gargoyle is wrapped in rumor, but it is a safe bet that these creatures were originally spawned in some laboratory of magic.

Gargoyles will flee from a massed attack when possible, preferring to confront only 1-2 prey at a time. Their favorite tactic is to swoop down from high, shadowed lofts with a nasty surprise attack where the creature can use either a claw or bite attack, or a weapon it might have picked up during scavenging.

These creatures frequent monumental stone buildings, posing on the capital of a column, then moving to a cornice when no one is about. Skilled counterfeits of architectural ornamentation, Gargoyles are difficult to perceive (and recognize) except when in motion. All Gargoyles covet bright, shiny things, which they hoard in concealed nooks upon the building that they live. In fact, Gargoyles are rather like rats, gathering dropped trinkets, pilfering others from inaccessible rooms, or waylaying visitors to obtain possible valuables. Once a building becomes infested with Gargoyles, it can be difficult to live with them, but harder still to exterminate them. Many building dwellers have been heard to lament, "Oh no! I think we've got Gargoyles!"



Section 7 Geryon: hnmw-EX@#,F,(-),CDJ-7.

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These beings resemble humanoids from the waist up (as variable in individual looks as any human species) with the exception of the addition of large reptilian wings (30' wingspan) growing from the Geryon's back. From the waist down, a Geryon's body resembles that of a snake, long, scaled, and sinewy. Geryon have been known from time to time to serve a powerful being, guarding important places, acting as regulars in an elite air-strike team, or as special aerial couriers of news or objects.

Communities of Geryon often spring up in forest meadows which are near lakes and rivers, or near ruins that can provide shelter for these often lackadaisical race. As a whole, they prefer not to mix with other peoples, being quite xenophobic. When travelers or explorers happen onto a family or community of Geryon, the first instinct of the Geryon is to eradicate the intruders, so there will be no survivors to carry back a tale of Geryons in the wood. In day to day living, the Geryon will hunt wild creatures of the wood for sustenance, but every so often the urge may spring up in an individual to search out the famed delicacy of man-flesh....

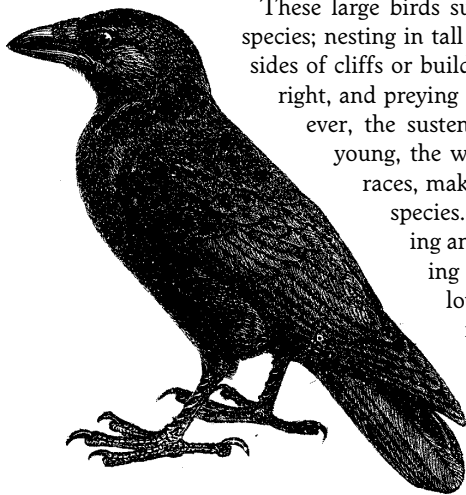
In a conflict, Geryon will first attempt to grapple a foe with their long sinuous tails, hoping to immobilize them so they may bring either their claws or weapons to bear on the unfortunate victim. Some Geryon, after successfully binding an opponent in their snaky tails, will elect to fly high in the air, where they will drop their victim to its messy death far below.

These foul creatures are the most base I've ever had the misfortune to run upon. When I and my servant traveled to the ruins of Por to gather Mulwurf Root, we were set upon by a host of these creatures. My poor servant, Garvin, was cruelly ripped and slashed, before the Geryon finally bashed his poor body to pieces from a great height. I only just barely escaped with my life, using a Rune of Transport given to me years ago by my father.

Gorcrow: wmskctc-†,(-),R,DHP-3.

Larger than common carrion birds, they otherwise might pass for a raven. Their plumage is uniformly black and their wingspans regularly extend to 8'. While many live in the natural world with no sinister affiliation, Gorcrows have often been known to serve dark powers, who use the Gorcrow to harass and spy on their enemies.

These large birds subsist like many other winged species; nesting in tall places such as trees, or on the sides of cliffs or buildings, mating when the time is right, and preying on their foods of choice. However, the sustenance they prefer is often the young, the weak, and the aged of mannish races, making this bird a highly despised species. Gorcrows fly in flocks, wheeling and diving across the sky, observing all movement on the land below, always on the lookout for fresh prey. On the ground, the movement rate of this creature is one-quarter of that given (with a maximum pace of Run and half DB).



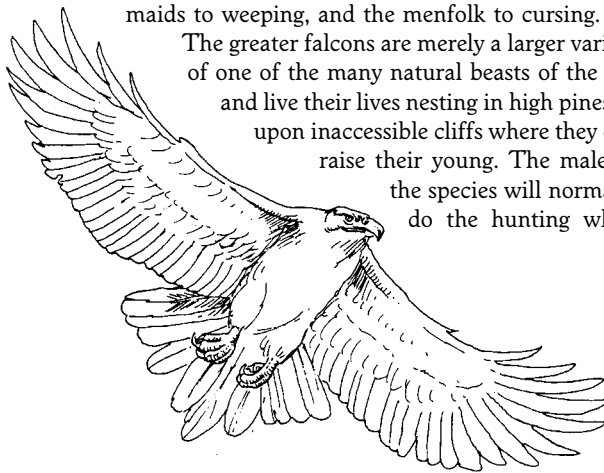
Gorcrows are most effective when attacking *en masse*,

as they always do when they've settled upon a victim. Thus, a cloud of pecking, clawing, slashing avian hunters will descend upon the prey, giving pause to even the most hardy.

Great Falcon: ktc(-,-),A,CD-4.

A skillful and acrobatic flyer, the Great Falcon resembles its lesser cousin, the peregrine. These falcons are much larger, however, and their wingspans often stretch to 25'. These creatures are a normal component of nature, albeit large. Stories of old tell of the kingdom of Dirwood, where the king kept his subjects in line and under scrutiny with a special contingent of his Guard which he had mounted on Great Falcons. It was said that the sight alone of the Falcon Guard winging over an outlying town or province was enough to set infants to crying, maids to weeping, and the menfolk to cursing.

The greater falcons are merely a larger variety of one of the many natural beasts of the air, and live their lives nesting in high pines or upon inaccessible cliffs where they can raise their young. The male of the species will normally do the hunting while



the female guards the nest. It is well known that if captured while young and trained, Great Falcons make superb steeds. Due to this fact, wild falcons will often give wide berth to Mannish races if they have a nest nearby; otherwise they may very well swoop in for a vicious and unprovoked-seeming attack.

Great Falcons prefer to begin their attacks high above their opponents whether they be aerial or ground-bound. From these great heights, a falcon will suddenly fling itself downward, wings swept back in an aerodynamic shape, plunging towards its target with all the force of gravity it can muster. A blow from its talons dispatches the prey at the end of the swoop, while the hooked beak shreds flesh after the kill.

If used as a mount, Great Falcons can carry 200 pounds and (though any riders have a special modifier of -10 to all Riding maneuvers). On the ground, actual movement rate of the creatures is one-quarter of that given (with a maximum pace of Run and half DB).

Great Wasp: nwmskt-E@,(-,-),DH-5.

Two large, compound eyes and prominent antennae equip the head, attached to the thorax by a thin neck. Six legs and four wings sprout from this central body part, stretching 10' from wing tip to wing tip. A narrow waist connects the thorax to the abdomen, striped in black and yellow; here, the deadly sting resides.

Great Wasps, for the most part, are solitary creatures, living alone in mud or clay nests rather than in colonies (although there is believed to be a certain sub-species who do dwell in colonies like their small cousins). Plant foods supplement the diet of the Great Wasp, but this man-sized insect stalks its habitat daily for animal flesh of all types. When they hunt, the tooth-edged mandibles dominate combat, the stinger used only after the initiation of the conflict. The stinger secretes a Level 3B Muscle Poison that will only locally affect the body part struck.

The discovery of a Great Wasp nest usually brings immediate response; small villages will often hire a rugged mercenary or a traveling hero to dispatch the deadly pest. Nobility often hunt these creatures for sport, regarding the wasps as deadly foes, but even better trophies.

Griffon / Gryphon: mkt-V@,(–),AR,CD-6.

Metallic plumage clothes the Griffin's head and wings (30' wingspan) and feathers conceal the razor-sharp talons of its forequarters. Tawny fur covers its lion's hindquarters. The noble but fierce bearing of this beast is such that down the ages many have chosen it as a heraldic symbol for their lineage or kingdom.

Much like some large birds of prey, Griffins prefer to nest on high peaks or cliff-faces, where they inhabit stony caves of sufficient size to house a pride of Griffins; one dominant male with some few youthful males and many females. The females give birth to 1 cub a year (on average). However, there are many Griffins that are bred in captivity because if intensely trained in their youth, a Griffin will become a fierce, loyal steed, obedient to none save its rider. As a mount, it can carry up to 500 pounds, giving its rider a special bonus of +10 to all Riding maneuvers.

These creatures are adept at plunging attacks from the sky, bringing their raking claws and tearing beaks to bear upon grounded foes. However, the Griffin is also particularly good in aerial combat, seemingly able to almost hover in one place briefly, and to turn its large body on a dime. They are most effective when they bear a rider of some sort, who is armed with a pole-arm or lance.

Griffins are commonly thought to be the result of the mystical bonding of two mighty species in their own right, producing a beast that has the best abilities of both lion and eagle. This also created the perfect steed for the more thaumaturgically inclined, as was intended by the original creator. Since then, many Griffins have escaped to the wild, were they have seemingly found their niche, but possibly dwindled in power. There is rumored to still exist copies of the original magical formula, which would create a Griffin with all its original might.

Harpy: hnawm(–,–),R,DJ-6.

Vile and twisted beings; hatred tightens the pale asymmetries of the a woman's face (females encountered 85% more often than males) and that same hatred gleams from her narrowed eyes. Tension tempers her slender neck and small breasts. Reflected in the shining, blue plumage of her wings and avian body her psyche hungers for violence.

Harpies are attracted to areas where evil power has saturated the very air and ground. In these unsavory areas the Harpy will nest, breeding her young in bare-branched, dead trees, and as often as not slaying the father after the birth of her young to provide the fledglings food. Directed towards all except her own kind and sex, the Harpy's malice seeks always to bring hurt and misfortune.

The Harpy's deadly cries have been known to paralyze foes, increasing the deadliness of her cruel talons. Harpies are also supernaturally adept with learning the ways of random weapons they may have picked up from previous prey. The favorite tactic of the Harpy is to wait concealed above in the branches of a dead tree by night, then ambush its prey with the aid of a full contingent of its sisters. On the ground, movement rate of the creatures is one-quarter of that given (with a maximum pace of Run and half DB).

After a lifetime of evil life, filled with the most despicable and unmentionable activities (which were not limited to consorting with both the dead and the demonic), the sorceress Harp the Older became gravid with child. Uncertain as to whom to attribute to event to, she nonetheless brought the child to term, but what a child: a girl's forebody seemingly melded into the hindquarters of one of the more unsavory birds of prey. Harp raised the child in spite of its disfigurement, obviously mystical in origin; so brought into the world the species known as Harpies.



Homonculous: (f)-EN†,(–,–,–)-6.

Leathery, bat-like wings (2'-3' wingspan) carry these stunted goblinoids to whatever destination their master may desire. Their eyes are dark pits, and their mouths are home to two small fangs that drip with poison.

Formed of a mage's blood and animated by a shard of the mage's soul, a Homonculous rarely strays far from its master. Therefore, the lifestyle of its master completely dictate the activities of these beings. The master may concentrate and completely control the Homonculous as he views the world through its senses (up to 500' per level of the master). Hits and activity modifications given to this creature are also suffered by its master. The death of a homonculous puts its master in shock for d10 days (suffering a -50 to all activities).



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If the Homonculous cannot avoid combat, its snake-like fangs are able to deliver a poison to detour foes. The fangs deliver a level 10F Circulatory Poison. RR failure by 1-25 results in sleep for d10 minutes. Failure by 26-50 results in sleep for 3d10 minutes. Failure by 51-100 results in d10 hours of sleep. Failure by more than 100 results in sleep for 3d10 hours.

When Naeron Morbeth infiltrated and overthrew the Deeping Guild, he employed a strike force of "soul-clones," each of which was empowered with a portion of Naeron's soul, and all of which were mentally linked and controlled by Naeron, allowing this force to act as a single unit. These soul-clones were human-sized and were each apparently possessed of one or more biological offensive or defensive capability. What we know as Homonculi are the result of the formula fragments found after Naeron's island fortress was cast into the sea by Lords of Light. These formula fragments are only able to effect the creation of the less-powerful Homonculi, not the powerful soul-clones of old.

Hippogriff: wmskt(-,-),AR,D-5.

This creature shares the eagle-like forequarters and wings (30' wingspan) of the Griffin, but the Hippogriff's ears and hindquarters are equine. The Hippogriffs are thought to have been created at the same time and with the same formula of mystically empowered words which created the Griffin. However, the body of a horse was substituted in this species for that of a lion. Therefore, the two races are very similar, and in fact, the race of Hippogriffs are sought as mounts in the same way as the Griffin. As mounts, they can carry 200 pounds, but give no modification to the rider's riding maneuvers.

Wary of the mannish races, the Hippogriff dwells among the lonely crags of deserted and unexplored mountains. A frisky disposition leads the Hippogriff to play among the winds and the thermals of the sky, where it occasionally is confronted by the fiercer lion-like Griffin, its 'cousin.' When left in peace, the Hippogriff enjoys pasturing in high mountain meadows, where its foals can run and play amidst the sun and alpine flowers. The Hippogriff's arsenal of pointed talons and sharp beak is its bestial offense and defense against any foes it may meet in the wide expanses of its domain.



Horribar: mktc(-),FGLS,(UJ)-7.

A Horribar appears as a floating, hairy, black ball, without eyes or ears, having a huge maw. This gives them the appearance of 1'-2' diameter flying mouths. On each side of their body they have thin black arms ending in hooks. The origin of these horrible creatures is unknown, but probably involves sorcery and possibly a summoning from the Void. Nonetheless, they have acclimated themselves to this mortal world now, terrorizing it in their feeding frenzy.

These bizarre creatures fly by using a magical gland within their bodies. They have no wings. They are always hungry, and travel in packs. Horribars have no lair and never rest, always searching for food. They seem to be mindless carnivores, putting eating above all other priorities, even self-preservation. Horribars use their hooks to grab prey and pull them towards their gaping maws. While one of these creatures can be dangerous, a swarm of them can be a deadly plague.

Ki-Rin: msktc-E,(-),AR,HPT-8.

By day, the sun bounces from the golden fur covering a deer's body, leaps from the deeper gold of a lion's mane and an ox's tail, and gleams on the rose pearl of a unicorn's horn as the Ki-rin gallops across the heavens; the Ki-rin possesses no wings. This creature is presumably a variant spirit of the wind or air, which was given the ability to become corporeal, and stay so. Many legends tell of the aid of a Ki-rin being sought or offered at a crucial time, turning back evil designs by the forces of darkness.

The cloven hooves of Ki-rin tread air, clouds, and wind as though the breezes were more solid than soil and stone. Descending from the sky only at very rare intervals, Ki-rin shun the earth and its denizens. Ki-rin bear their young in stabilized cloud-nests; drinking in the mist of these selfsame clouds seems to be their only form of nourishment. From time to time, a Ki-rin may deign to hear pleas for help from other aerial beings; and more rarely, from the various ground-bound species (of course the plea must reach the Ki-rin's home in the sky). If these creatures deign to provide transport to supplicants, they can carry up to 400 pounds, but the rider suffers a special modification of -10 to all Riding maneuvers. The Ki-rin can utilize all Cleric and Healer base lists to 15th level. These beings have 12 PPs per level.

The Ki-rin is particularly good at conflict in the air, as it does not possess the limitations of wings; it can alternately gallop forward, stand upon the air immobile, or even back up if it so chooses. This allows it to use its unicorn horn to gore to great effect, but the Ki-rin's favorite tactic is to actually trample its other aerial adversaries.

Lammasu: nams-EVX@,Z,(-),HP-7.

The race of the Lammasu appear simply as lions bearing eagle's wings (35' wingspan) without any other embellishments or odd characteristics. Recent memories can recall the coming of the Lammasu to this planet when they fled their home star-system with magical worm-holes to escape some overwhelming catastrophe or evil presence. Rumors speak of the reason being linked to an entity known as the Devourer of Suns, which has been reputedly responsible for the darkening of many of the lights in the sky over the last few generations.

Desert caves or sun-drenched rocks in the plains harbor the warmth-loving Lammasu. A pride of lions with the wings of great birds of prey, the Lammasu scare naive travelers with their appearance. Longer acquaintance reveals them to be gentle creatures possessing a deep well of wisdom and compassion. In defense of their young or the troubled seeking succor, Lammasu fight valiantly and effectively. But the weak and innocent have no cause to fear them because Lammasu feast off the fruits of

the soil, never drawing blood to satisfy pride or hunger. They may even offer a ride to supplicants, being able to carry up to 350 pounds, but the rider suffers a special modification of -10 to all Riding maneuvers. Their wings facilitate travel, allowing Lammasu to visit other climes, but they avoid mannish civilization.

Viewing combat as the first resort of the weak-minded, but the last resort of those committed to a cause at any cost, Lammasu are particularly capable with two simultaneous slashes with forepaws and the ability to deliver a massive bite from its lion's maw. The Lammasu can also use all Animist base spell lists to 15th level to facilitate it in a fight whenever feasible. They have 10 PPs per level.



Mistraven: wmsktc-†,(-),R,DHP-6.

These large black ravens seems almost ethereal at times, betraying their magical ability to change their form into insubstantial mist. They have a 2' wingspan. These birds are sought as familiars, for despite their intelligence, they will willingly serve a spellcaster with the normal *Familiar* spells. Their exact origin is unknown, but they seem to have more in common with intelligent beings such as humans than with avians in the way they think and act.

Mistravens can turn their jet black feathered body to a grayish mist whenever they wish. Not powerful fighters, these omnivores prey on small rodents when not eating seeds. They live in trees, abandoned buildings, and rocky crags, sometimes mixing with normal crows for a time. They are very intelligent, and have their own strange language. Mistravens will usually turn to mist if confronted by a foe more powerful than themselves. On the ground, the movement rate of this creature is one-quarter of that given (with a maximum pace of Run and half DB).

Nasti: (cf)-N†,(-),RW,(-)-4.

Large insects with large, tooth-filled mouths, and claws ending the front pair of insect legs, these creatures are hideous. Greenish bile drips from their slavering mouths, and their 1'-2' body is twisted and leprous. Their 2'-3' wings (pale lavender in color) are constantly in motion. Nasti are believed to have originally been bred by demons and then let loose on the mortal plane long ago. Some of the creatures are said to carry disease with their touch.

Nasti are fairly intelligent. They mostly dwell near civilized areas, raiding livestock for food and attacking humans with

delight. These insects are vicious, cruel, and spiteful, hating anything else that lives and eating all that they kill. They have insectoid wings and bodies, and multifaceted eyes giving them 320° fields of vision (a sense that works as well in the dark as in the light). They even have a language, but it is a simple one and seems like gibberish to any other being. The hollowed-out trunks of large, dead trees and dark caverns are the favored abodes of these awful beings. The Nasti attack with their non-insectoid claws and mouth, swarming over a victim in numbers if possible.



Phoenix: (f)(-,-,-),D-8.

Red and gold plumage clothes the exotic form of the Phoenix and sparkles from the fan crest that adorns the slim head, poised on a long, sinuous neck. Hawk-like golden eyes stare from over its crimson beak. Its wings sometimes match those of the Great Eagles, stretching 25'-35' from tip to tip.

The Phoenix prefers to nest in stony areas where there is little chance that its fiery habits will destroy its home. Therefore rock spires, mountain peaks (in temperate zones), and desert caves are ideal. The Phoenix prefers meat that is scorched and blackened, and is none too picky as to its source, making the beast a danger to animals of all types, including the mannish races and those of faerie. If the Phoenix succumbs to death during one of its hunts or during conflict of any type, its corpse will spontaneously ignite. Later, among the cooling ashes is a marble egg which cracks to give life to a young Phoenix (10% of the time two eggs result). Legend asserts that the old Phoenix has been reborn. Note that the above statistics are given for creatures in the flying mode. On the ground, actual movement rate of the creatures is one-quarter of that shown (with a maximum pace of Run and half DB).

In combat, the Phoenix swoops down upon its opponents and can simultaneously slash with both its wicked talons, or bite with its beak. Its most effective attack, and the one which it will utilize the most, is its ability to cast spells from the Fire Law list (it knows all spells up to 20th level and has 10 PPs per level of the creature to cast spells). This same ability seems tied in to its immunity to fire damage (though it suffers double normal concussion damage from cold attacks and *Ice Bolts* deliver Slaying criticals).

Phoenix are the enchanted offspring of an ancient demi-goddess of flame and the most powerful of the Great Eagles to ever roam this plane. When the demi-goddess gave birth to her first child, she was initially repulsed by the creature, so much so that she slew it. Almost immediately after this deed, she felt remorse, however, and with her godly machinations, resurrected the creature from the ashes of its former life. This power of resurrection remains within the creature up to the present, as well as its demeanor of aggressive and hateful behavior, a legacy of its initial death at the hands of its mother.

Section 7 **Quetzelquatl:** hnw(N),LM,(-),HJ-6.

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Rainbow-hued plumage graces the serpentine form of the Quetzelquatl. Glorious, angelic wings sprout from its back with a 15' span. The serpent's body is 7'-10' long. It is said that the Quetzelquatl's feathers have magical properties and are worth at least 2d10 gold pieces each. The eggs are worth hundreds of gold pieces each.

Avoiding civilized areas, this feathered, winged serpent is an enemy to Dragonkind, fell beasts, and evil in general. If encountered, it will often try to charm any being it meets, convincing them to do some deed which will hinder or cause harm to some evil being that the Quetzelquatl is currently contending with. It will never willingly harm a non-evil being unless it is attacked first or its eggs are threatened. This serpent can usually be found in jungles or swamps, and in its lair, 1-2 jewel-like eggs can often be found. These magical creatures know all Mystic base lists to their level and have 8 PP per level to cast them with. Their bite carries a level 10C Circulatory Poison, and their gaze charms any who look upon it (treat as *Charm Kind*).

Roc: hnwm(-,-),AR,CD-6.

Massively large avian creatures, the Roc is one of the largest birds to hunt the skies. Its strength can easily lift an elephant to the clouds, while its talons and razor-edged beak challenge the might of Dragons. Silk-black plumage gleams from the roc's colossal form, and malevolence shines from its yellow eyes. The

wings of a roc can stretch from 80'-180' from tip to tip.

There is only one known location which has trees great enough to house the colossal nest of a roc; the Great Forest of Thu. This great grove of trees deep in the wilderlands supports the tangled masses of roc-nests at their crowns. Roc's rear their hatchlings here, ranging wide in their hunts to feed both their own and their young's voracious appetites. Piles of bones (and sometimes rusted weapons) piled high at the base of the

trees testify to the roc's carnivorous nature and bloated appetite. Note that the above statistics are given for creatures in the flying mode. On the ground, actual movement rate of the creatures is one-quarter of that given (with a maximum pace of Run and half DB).

Although feared by any normal creature due to the roc's massive claws, thundering wings, and cruel beak, it is most effective (and feared) by creatures its own size, due to its particular effectiveness against such foes; treat the roc's claw attacks as "magic" against large or super-large creatures. A roc may attempt to grasp ground-bound prey and carry it away, in which case, use grapple criticals for the claw attacks.

The roc is a survivor from primeval times, when such titanic creatures of all sorts roamed the lands, eking out a living in the same way as their smaller descendants do today. The roc's survival may be just a fluke, or it is possible that they were resurrected or re-created for some specific purpose by some unknown delver into the arcane.

Siren: hna-V,OS,(-,-)-5.

Sirens resemble Harpies in form, with their avian body (wingspan 15') and humanoid face and shoulders, but they are lovely where Harpies are disgusting. Females of the species are encountered 80% more often than males, as they sing their beautiful songs of luring.

For the most part, Sirens can be found upon rocky islands near dangerous coral reefs, where they often live and breed in cliff-side colonies like many other sea-birds. However, Sirens take particular delight in luring unsuspecting mariners onto sharp reefs, whirlpools, or other dangerous aquatic phenomena with their melodious voices (treat as a 20th level *Charm* spell to all within earshot; RR applicable). If disaster results, Sirens delight in picking over the wreckage for items which delight them; gems, jewelry, or other pretty items which might tempt their fancy. More importantly, Sirens will try to find a mannish survivor or two, with whom they mate so as to provide for the continuation of their species.

Note that the above statistics are given for creatures in the flying mode. On the ground, actual movement rate of the creatures is one-quarter of that given (with a maximum pace of Run and half DB). Sirens are not especially proficient in combat, but their voices are particularly potent in charming their victims and foes. For every round in which a Siren sings, those in earshot must make an additional RR.

The impact of Sirens upon the sea-trade in certain nations has been immense throughout history. The story is often told of the island-state of Vousea, who would often hire out specially trained and outfitted teams of Siren-hunters. Agents of Vousea often went out among other nations, searching for those who had lost the ability to hear, and entice them to enlist in this special force; the deaf were unaffected by the seductive call of the Siren. Other nations who conducted sea-trade usually did not feel their crew complete without a contingent of Siren-hunters onboard.

Sky Shark: hnwmk-N,(-),RW,(-)-6.

Large black shark-like beings that prowl the sky, these monsters have long, fleshy wings like those of a bat rather than fins. Yellow, sunken eyes pierce the air above the maw filled with hundreds of teeth. They vary greatly in size, most being 8'-15' long with a 9'-16' wingspan.

Sky Sharks were bred long ago by a distant evil kingdom that used them for military purposes. They were inspired by the majestic sky whales. Sky Sharks are still used as mounts for airborne cavalry, trained for transportation and battle. As a mount, they have a carrying capacity of 250 pounds and add no modification to riding maneuvers.

Sky Sharks probably have some magical aid in flying due to their large bulk. These creatures have lungs and breathe air unlike their water-bound cousins. Either traveling as a lone hunter or in a pack, they are devastatingly adept at capturing and killing prey. They make no noise whatsoever. The beasts nest in rocky crevices and among crags. A man can literally be torn apart by the Sky Shark's razor-sharp teeth. It can also bash opponents as it swoops by, particularly with its muscular tail.



Sky Manta: (f)-(EVŞ,-,A,T)-5.

Huge, flat masses of cartilage and flesh, these manta-like creatures glide through the air, swooping down to attack their prey. They are black in color, have a large viper-like mouth filled with white teeth, and long slender tails. Most are 17'-20' long and 22'-25' wide.

Though magical, these creatures do not seem to be the result of some genetic experiment or divine curse. Men have managed to capture and train some of these beasts and use them as mounts, but they are difficult to master (resulting in a special modifier of -10 to all Riding maneuvers). They can carry up to 300 pounds as a mount.

Black and menacing, these flying devilfish can fly high into the sky, but usually stay close to the ground to look for prey. They fly through the air like mantas of the sea, using some sort of magical levitation gland. Unlike normal manta rays, these creatures have lungs rather than gills, a toothy mouth, and some can discharge a shock bolt through their tails. Like Sky Sharks, they make no noise, and they can be trained as combat steeds as well. Their young are born alive and oftentimes in the air, flying from their mother and into the world, immediately on their own. They do this in numbers of 10d10 at a time.

While all have powerful bites that tear apart flesh, approximately 40% of these creatures are able to naturally generate an electrical charge, like an electric eel. These sky mantas can project this charge from their tails, striking as a *Shock Bolt* with 100' range. They can do this three times per day.

Sky Whale: (f)-(-,-,-,-)-8.

Ranging in size from 25' to 100' in length, these huge winged whales are some of the most astounding and miraculous creatures in the sky. Short wings (20'-50' wingspan) replace fins, but in all other respects they are identical one of the various species of whale that dwell in the ocean.

Sky Whales avoid combat, but when they are attacked by aerial predators, they use their huge bulk or their heavy tail to bash their foes. 10% that have been encountered have had a single spiraling horn like a narwhale, giving them an additional horn attack (treat as a 80 huge horn attack, HHo). Even then, they use this natural weapon only in self-defense.

These rare behemoths of the air are prey for large airborne predators like rocs, dragons, and flocks of sky sharks or griffons. Sometimes they are captured by humans or another race and used like living dirigibles; often capable of carrying up to twenty passengers, or a few tons of cargo.

The small wings of this huge creature are proof that it has some sort of magical assistance in flight to keep its huge bulk in the air. The wings seem to be used only for maneuvering. Sky whales try very hard to avoid other creatures. They are herbivorous, coming down to graze as they please, but spending most of their time in the clouds.

Sphinx: nams-N@,Z,A,P-6.

The Sphinx is an animal which shares similar looks with many other creatures; it has a winged (wingspan 30') lions body but a humanoid head imparts it with far better than bestial intelligence.

These creatures often adopt solitary, nomadic existence's, traveling the world in search of knowledge of all types, but they are particularly known for their predilection towards gathering lymrics, prose, and especially riddles which a Sphinx view as the true test of intelligence. A Sphinx will often linger on well traveled paths so that it might question other travelers in this way adding to its repertoire of riddles. If those it accosts do not know a riddle unknown to the Sphinx, they will usually pose a riddle of their own to punish. Of those unwilling to answer, the Sphinx will attempt to stop the traveler from continuing his or her journey, often employing its Mentalist abilities to this end.

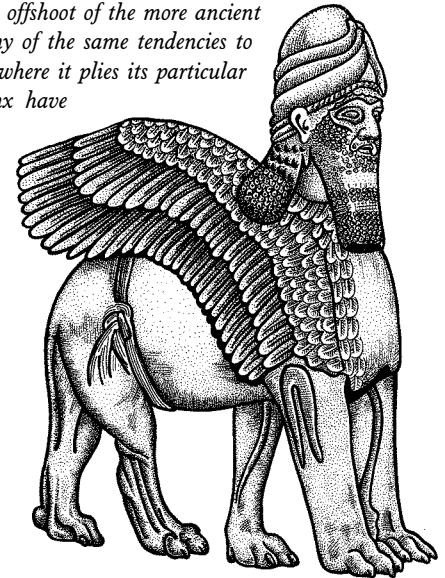
A Sphinx will first use its ability to case Mentalist base spells lists to 15th level in any conflict. When these mental machinations fail, its powerful lion's claws and battering wings are used to provide physical security. These beings have 8 PPs per level.

The Sphinx is thought to be a racial offshoot of the more ancient Androsphinx, therefore it shares many of the same tendencies to prefer desert climes and arid regions where it plies its particular brand of soliciting. However, Sphinx have been reported in many areas, some of which have apparently settled permanently after a lifetime of knowledge-seeking. Certain of these settled Sphinx's have been known to infrequently volunteer their extensive knowledge to those seeking it.

Stearidan: mktc(-,-),AR,(-)-5.

A winged horse (35' wingspan), in almost all physical ways indistinguishable from the graceful Pegasi, but Steardans mirror their cousins in form alone; it possesses only bestial intelligence. It is entirely possible that Steardan are the result of the capture and purposeful breeding of Pegasi, making them docile and bestial in intelligence. This cannot be proven, but it should be noted that Pegasus who meet Steardan in flight will always attack the Steardan's rider with wild abandon and vehemence.

Steardans are almost exclusively bred by and for royalty in many nations. As livestock, they are cared for exceedingly well. Those showing exceptional worth are trained as mounts, and even war-horses. As a steed, they can carry up to 200 pounds, giving the rider a special bonus of +10 to all Riding maneuvers. When called upon, the Steardan can batter opponents with its muscular wings, bite with its equine maw, or trample smaller opponents with its heavy hooves. It is most effective of course when it bears a rider who is also armed.



Section 7

Flying
Monsters

Section 7 Thyfur: ktcf(-),G,AR,(-)4.

Flying
Monsters

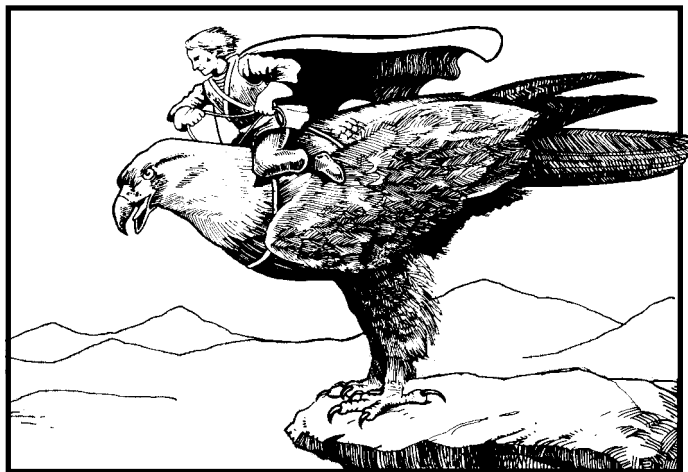
These great winged creatures resemble in almost every way their cousins the Great Eagles, with their gleaming eyes, hooked beak, and vice-like talons. They are usually not so big, however, enjoying a wingspan of 30'.

The first Great Eagle to seek and form a bond-mate was known as Thyfur. When Thyfur mated, the hatchlings were raised in an environment of mutual friendship between man and bird. All Great Eagles who seek bond-mates are the descendants of Thyfur, and as a race are called the same although in physical statistics they vary very little from the racial standard.

The Thyfur are more companionable than the Great Eagles; upon reaching adulthood these creatures will seek to form a bond of friendship with a single man or woman after which they rarely part. Bird and rider shelter together in a mutually agreed upon home, hunting together to supply their meals, and flying together to furnish their pleasure. It is the Thyfur who chooses its bond-mate, usually from a pool of 'applicants' who appear from surrounding villages when the bonding season is nigh. As a mount, the Thyfur can carry 250 pounds, and it gives its rider a +15 bonus to all riding maneuvers. Note that the above statistics are given for creatures in the flying mode. On the ground, actual movement rate of the creatures is one-quarter of that given (with a maximum pace of Run and half DB).

Thyfur are effective aerial combatants, able to use their wickedly sharp talons and tearing beaks to good advantage, even while carrying a rider, who will also often be armed in his or her own individual manner.

When Chyfaer told me in Sky-tongue of the imminent Vurkorgian invasion she had seen during her nocturnal hunt, I wasted no time in mounting; we were off like a true-fledged arrow into the sky. Covering the miles between our outlying home and the capitol in only hours, I was able to relay to the Queen the danger on her borders in such a timely fashion that the invasion was stemmed; the Vurkorgian forces were routed. The Queen was so grateful that Chyfaer and I were granted honorary knighthoods.



Tracha: (cf)-KVX@#,M,(A,T)-9.

The bizarre-looking Tracha is a giant (6'-7' long) beetle with only four insect legs. Replacing the missing set of legs is a pair of Mannish arms, while on their back is a pair of dragonian wings that stretch out up to 20'. They are uniform in color, their whole body being either black or brown.

Tracha are solitary creatures, and become hostile if disturbed. Despite their viciousness in combat, they are herbivores and not belligerent; don't bother them, and they won't bother you. Tracha spittle is acidic, and they are quite proficient in spitting small globs of it at their foes at ranges up to 6'. Targets should

make an RR versus a level 5 attack or suffer a 'B' Heat critical. The acid also makes their otherwise not very potent bite quite deadly. Their main offensive capabilities come from the fact that they can wield weapons (and often use magical ones), and that they can cast spells. They know all the Mentalist base lists and a d10 of the open or closed lists to their level. They have 8 PPs per level.

These intelligent creatures are classified by some scholars as a race, like Elves or Orcs, but most experts simply refer to them as monsters due to their hideous visage and the fact that they do not display much in the way of a civilized society. There seem to be no Tracha cities, social groups, etc., and they do not make tools, farm crops or do most of the things that are civilized or semi-civilized races do. They are truly alien in their thought patterns, and rarely react as one might expect.

Viperhawk: (hf)-†,F,(UJ)-6.

A viper's deadly fangs and long, slinky form are matched with feathery wings and deadly sharp talons. The feathers are blue-black, while the main serpentine body is a light gray. It hisses like a viper, its body is 1'-2' long and its wingspan stretches to almost 3'. Despite being another "feathered serpent" these creatures seem to be no relation to the Quetzalquatl. There is nothing to suggest that these beasts are not simply strange creatures that naturally inhabit the areas they frequent.

These creatures are a deadly menace to any area where they decide to nest. They feed on anything man-sized or smaller, and are fascinated with gold and silver. Often they will attack humans, even when they are not hungry, for their gold. Their hidden nests are built among rocky crags or in high trees, and are often filled with gold or silver coins. Note that the above statistics are given for creatures in the flying mode. On the ground, actual movement rate of the creatures is one-quarter of that given (with a maximum pace of Run and half DB). The Viperhawk's dangerous bite injects a level 4B Muscle Poison.

Whitesnake: (hna)-(-,OZ,-,-)-7.

This is an unusual looking creature. It is thicker than a normal snake and its length is covered by a coat of long white hair. It is 18"-36" long and 4"-6" in diameter. It floats in the air at all times, held aloft by magic. Perhaps its most significant characteristic is the ability to act as a natural familiar (see closed Essence list "Gate Mastery"). The creature usually attunes itself to a particular master moments after hatching (if one is nearby). Thus, Whitesnake eggs can be quite valuable.

The Whitesnake is a fine pet and ally. It is capable of flight, presumably by magic (it has no wings). It is omnivorous, eating insects, small rodents and various plants (another odd thing for a snake to do). Its bite inflicts a level 12A Muscle Poison that induces a flaccid paralysis (victim is conscious) lasting for 1 minute per 10% failure.

Winged Wolf: (hf)-(-,IO,-,-)-5.

The Winged Wolf is a highly intelligent species, having not only large bat-like wings capable of true flight, but also a long and muscular prehensile tail. They have a wingspan of 12'-16'. Though not large enough or strong enough to serve as mounts, these creatures are often coaxed into working with other species. They are particularly fond of Hira'razhir.

The wolves are usually only aggressive when protecting their territory or when hungry. They are capable of speech and some are friendly with certain humanoids. They are fond of living in trees and their paws are more flexible than other wolves, being suited to that terrain. They are more versatile in attack than normal wolves, being able—especially when attacking from the air—to use their claws as well as their jaws, gripping their opponent with the tail.

ELEMENTALS AND OTHER ARTIFICIAL BEINGS

Elementals and artificial beings are unnatural creatures constructed by enchantments. Composed of virtually any element or substance, they have no inherent soul. Instead, their spirit is a gift or a temporary lodger. Their bodies would not “live” but for the incantations that unite them with a wandering soul or part of the maker’s own spirit.

Elementals and artificial beings are often conjured or “summoned forth.” Symbols, runes, songs, ore-enchanted rituals, or items may provide a means to call up such a creature. The GM may also allow the use of the Evil Essence spell lists, treating the beasts below as demons (e.g., Lesser Elementals/Constructs would be handled as Lesser Demons). Alternatively, research into similar specialty spell lists may be permitted. Whatever the case, unless otherwise stated, the summoner must concentrate in order to control any lesser or greater creature of this type. Manipulation of minor creatures or servants requires no such concentration.

8.1 CONSTRUCTS

This section contains details on the various different types of constructed artificial beings that may be created.

STANDARD CONSTRUCTS

Minor: (-)(-,-,-,-)7.

Lesser: (-)(-,-,-,-)7.

Greater: (-)(-,-,-,-)8.

Constructs are creatures whose bodies consist of numerous separate, artificial parts, like a full suit of plate armor. A robot is a Construct, as is a scarecrow. As such, they come in many forms, most of which mimic the humanoid form. Those that are tools of war or of vigilance often have specialized appendages—hood-hands, wrist-mounted dart-throwers, blade-tipped fingers, spiked toes or elbows, and the like—for a Construct’s weaponry is always a part of its being. Minor Constructs range in height from 4'-6', Lesser Constructs range from 6'-10' in height, and Major Constructs range from 11'-15' in height.

As many scholars of magic now point out in biting essays, it is their own works of power which gave the Great Purge (the uprising of the commoners against practitioners of magic) its wild success. It was business as usual for many guilds and covens of sorcery to sell Constructs of great power to any who could pay their exorbitant fees. When common sentiments began to turn against practitioners of magic, the sale of warrior Constructs did not abate, in fact it seemed to pick up a bit. Finally, when the fomenters and nay-sayers had built the common populace up to a heady rage against all who use magic in their daily lives, what is now referred to as the Great Purge occurred, where a full 70% of magic users in the known lands were put to death. This incredible success rate is due in no small part to the armies of Constructs which were turned against their original creators in a betrayal of created against creator.

These artificial automatons are always created with a specific purpose. They are found many times as an untiring, ever-vigilant guard to a special vault or treasury of a powerful person who has



the resources to either create or purchase a Construct. They can also sometimes be found within special military divisions in powerful armies. In this capacity they are greatly feared by their foes, as a unit of metal-bodied, sharp-edged automatons are hard to stop and can wreak great havoc among fleshy creatures.

Built into the forms of these beings is all the weaponry they will need in a conflict. For foes at a distance, Constructs sometimes have built into them large, crossbow-like mechanisms that allow them to fire at foes once every other rounds (with standard crossbow ranges). For close-in skirmishes, their built-in blades, maces, and other various weapons, are able to attack twice in a single round with a proficiency which is deadly.

BEAST CONSTRUCTS

Dragon: (-)(-,-,-,-)8.

Falcon: (-)(-,-,-,-)5.

Horse: (-)(-,-,-,-)6.

Minotaur: (-)(-,-,-,-)7.

Pegasus: (-)(-,-,-,-)7.

Snake: (-)(-,-,-,-)5.

Spider: (-)(-,-,-,-)6.

Wasp, Minor: (-)(-,-,-,-)8.

Wasp, Major: (-)(-,-,-,-)8.

Wolf: (-)(-,-,-,-)5.

Beast Constructs are similar to standard Constructs in that they are made of numerous parts, rely on body parts for weaponry, and are artificially animated. They differ in the fineness of their construction. Each Beast Construct is a masterwork of interlocking pieces and sliding parts, all perfectly formed so that the overall creature is a marvel of smoothly functioning animation. They move as gracefully or better than the beasts they imitate.

Section 8

Elementals
and Other
Artificial
Beings

CONSTRUCTS													
Type	Lvl	Base Rate	Max Pace/MN Bonus	Speed MS/AQ	Size/Crit	AT Hits	AT (DB)	Attacks	# Enc.	Trea- sure	Bon. XP	Outlook (IQ)	
Constructs													
Minor	3H	40	Run/+0	VS/MD	M/I# 150A	20(0)	60We(2x)/50xl/Special		1	-	D	Mission(NO)	
Lesser	8H	60	Run/+0	MD/MF	M/II# 250A	20(10)	120We(2x)/75xl/Special		1	-	E	Mission(NO)	
Greater	13H	80	Run/+0	MF/VF	M/LA# 400A	20(20)	180We(2x)/100xl/Special		1	-	F	Mission(MD)	
Beast Constructs													
Dragon (fly)	20H	220	FSpt/+10	FA/FA	H/SL@ 400A	20(50)	90HBI/95HCl/90HBa/70HHo/50FBr		1	-	I	Mission(MD)	
Falcon (fly)	3H	200	Dash/+30	VF/BF	S/-@ 50A	20(40)	50MCl/30MPi/50lcb		1	-	B	Mission(NO)	
Horse	8H	100	Dash/+10	FA/MF	M/I@ 100A	20(20)	60MBa/50MTs[Slash]		1	-	D	Mission(LO)	
Minotaur	10H	80	FSpt/+0	MF/FA	M/II@ 140A	20(30)	100We/90MBa/80MHo/Special		1	-	E	Mission(AV)	
Pegasus	12H	250	Dash/+40	FA/FA	L/II@ 160A	20(40)	80MBa/60Sbi		1	-	F	Mission(AA)	
Snake	5H	40	Spt/+10	MD/VF	S/I@ 80A	20(25)	70MBi/Poison«/60lcb		1	-	C	Mission(NO)	
Spider	7H	70	Dash/+15	FA/VF	M/II@ 100A	20(15)	70MBi/Poison«/60lcb		1	-	D	Mission(NO)	
Wasp, minor	4H	120	FSpt/+10	FA/VF	M/I@ 85A	20(40)	60MBi/40MGr/Special		1	-	B	Mission(LO)	
Wasp, major	15H	200	Spt/+10	FA/VF	H/SL@ 450A	20(50)	100HBI/90HBa/110HGGr/Special		1	-	I	Mission(LO)	
Wolf	9H	90	Dash/+15	FA/VF	M/II@ 150A	20(15)	90LBI/60MCl/Special		1-12	-	D	Mission(*)	

*: Special (see description)

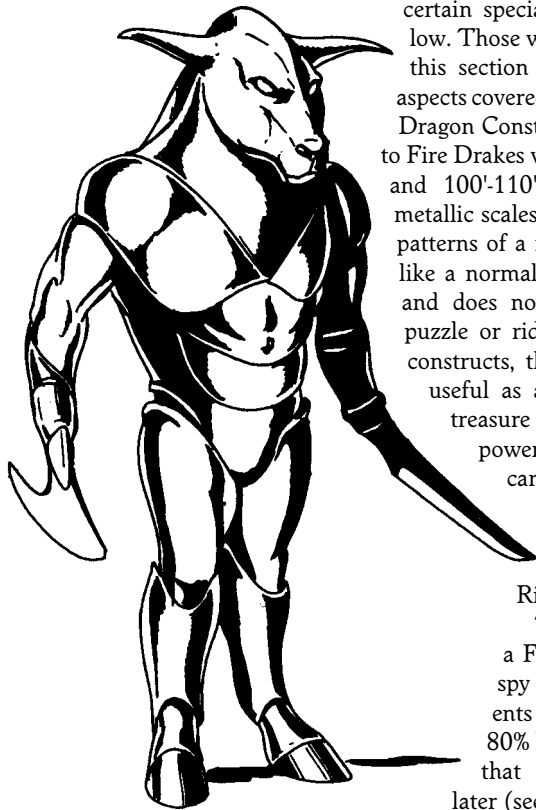
Many of these Beast Constructs possess magically enhanced capabilities such as Lightning Bolts, gaseous breath, etc. Additional capabilities can be added as the GM sees fit. All of these Constructs are physically stronger and sturdier than the creatures they resemble (except perhaps the Dragon Construct). Often these Constructs have red, green, or blue glowing eyes. GM's may wish to make other constructs based on other beasts, using the Constructs given here as a guideline.

These creatures are usually created for a specific purpose or to fulfill a special duty. Some of the Beast Constructs have certain special attributes which follow.

Those which are not covered in this section have their noteworthy aspects covered in the Combat section.

Dragon Constructs appear to be akin to Fire Drakes with their 60'-70' bodies and 100'-110' wingspans, but with metallic scales. It has all of the attack patterns of a normal dragon, but unlike a normal dragon it never sleeps and does not enjoy the occasional puzzle or riddle, because like most constructs, they cannot speak. It is useful as a guardian of valuable treasure or as a mount of a very powerful being (they have a carrying capacity of up to 3,000 pounds, giving their rider a special modifier of -5 to all Riding maneuvers).

The major usefulness of a Falcon Construct is as a spy using their superb talents of aerial reconnaissance; 80% have eyes that record all that they see for playback later (seen by looking into their eyes). From a distance, they are indistinguishable as artificial birds. Only when observed within 5' or less can it be seen that their feathers are made of a dull steel alloy.



Perhaps the most stunning and beautiful of this group is the Pegasus Construct. Craftsmen and spellcasters alike went to great lengths to make these flying horses from tiny interlocking metal scales. Rarely are these constructs given any special offensive capabilities, saving all of their magic for graceful flying.

Iron-skinned Wolf Constructs often have eyes that glow a deep ruby red. They are often made in numbers and travel in packs like the beasts they resemble, patrolling an area or hunting down foes.

Some Beast Constructs have been given magically added offensive capabilities (these are detailed below).

The fire breath of the Dragon Construct has a range of 200' and the cone length is 100' (with the base being 40'). Also, they are immune to fire damage.

In addition to the Falcon Constructs aerial reconnaissance abilities, 50% of them have built in dart-throwers which they fire out of their metallic beaks or from special compartments in their breasts. The dart thrower can fire once per round in melee (usable 30 times before reloading).

The metal hooves of the Horse Construct have been finely sharpened so as to deliver an additional Slash Critical in addition to any criticals normally delivered.

Minotaur Constructs are huge, metal bullmen which often have sword blades, hooks or ax-heads replacing their hands, as well as possessing impressive metal horns. Their eyes glow yellow, waiting to unleash electric energy on their foes in the form of a *Shockbolt* that has a 100' range. This can be fired once per round; maximum of 30 times per day.

The Snake Construct possess gleaming metal fangs coated with a level 5C Nerve Poison, and can fire darts from their tail. Resolve as a light crossbow with a range of 100'; and it can be fired once per round (maximum of 20 before reloading).

Spider Constructs do not dwell in webs, but 30% have suction-cupped legs allowing them to walk on walls and ceilings. Their bite has a level 6D Muscle Poison. They also have 2 dart throwers that can swivel to fire in any direction. Resolve attacks as light crossbows (with a range of 100') that can fire once per round (maximum of 30 times before reloading).

Wasp Constructs, with light glinting off of their metallic wings, are beautiful as well as dangerous. Their "sting" is more powerful than those possessed by the small creatures they mimic: their tails fire *Lightning Bolts* at foes once per minute (up to 40 time per day) with a 100' range. In addition to Major Wasps capability as mounts (they have a 4,000 lbs carrying capacity), their sheer size (80'-90' wingspan) makes them a match for small Dragons in aerial combat.



8.2 ELEMENTALS

This section contains details on the various different types of elementals that can be summoned and/or mastered.

WEAK ELEMENTALS

Air Elemental (Weak): (-)(-,-,-,-)-7.

Cold Elemental (Weak): (hna)(-,-Z,W,-)-7.

Earth Elemental (Weak): (-)(-,-LOG,-,-)-7.

Fire Elemental (Weak): (-)(-,-LOG,-,-)-7.

Light Elemental (Weak): (-)(-,-,-,-)-8.

Water Elemental (Weak): (-)(-,-,-,-)-7.

Weak Elementals have vague, ever-shifting shapes, 7'-8' tall. They maintain contact with the ground, but have no definitive appendages; nor do they have true facial features, although a hint of eyes or a mouth may suggest characteristics common to its spirit. The creature's arms, legs, and head take shape with need, extruding from its core said appendage which is composed of its essential material, such as when it wishes to speak or strike.

Elementals must be summoned from an essential source (e.g., a campfire for a Fire Elemental) consistent with their composition and exist only as long as their summoner concentrates, or for a number of rounds equal to the summoner's level (whichever is longer). A GM may wish to introduce Elementals of a composition not covered here (i.e., Plasma, Nether, Gravity). In this case, it is suggested that the statistics presented here for Weak Elementals be used as a basis for creating Elementals of another type. This is easy enough to accomplish and can provide greater variability in a campaign setting.

These creatures do not exist normally upon mortal dimensions, but rather are Elemental spirits drawn here from purer,



more distilled planes of reality to take form from a substance of its particular essence. As such, they must employ constant movement while existing here in order to maintain a shape. Their spirit lodges in a focus which, like the ice in the center of a snowball, becomes the core or "heart" of the creature. Gathered material swirls around this focus, increasing in speed whenever the Elemental hastens its pace or assumes a more compact form.

Elementals are capable of using the substance of their particular essence (i.e. earth, fire, water, etc.) to batter or grasp foes using pseudopods of material from their core. Depending upon the particular element, additional damage is delivered to grappled foes (e.g., the fiery grasp of a Fire Elemental will inflict severe heat damage, while the turbulent hug of an Air Elemental will buffet and batter victims with the impact of debris and other random material caught up in its winds).

Since these creatures are flexible and quasi-amorphous, they are difficult to slay. One dispatches an Elemental by separating it from its spirit or by killing its core. Any slowing of its movement stuns it, however, so these creatures are vulnerable to any disruption of their material flow. When an Elemental is frozen or disintegrated, it cannot function. Then its spirit must make an RR or it will depart, prompting the abandoned body to return to its natural state.

STRONG ELEMENTALS

Air Elemental (Strong): (-)(-,-,-,-)-7.

Cold Elemental (Strong): (hna)(-,-Z,W,-)-7.

Earth Elemental (Strong): (-)(-,-LOG,-,-)-7.

Fire Elemental (Strong): (-)(-,-LOG,-,-)-7.

Light Elemental (Strong): (-)(-,-,-,-)-8.

Water Elemental (Strong): (-)(-,-,-,-)-7.

Strong Elementals range in height from 9'-11'. Their elemental forms are composed of amorphous material of their particular essence. Air Elementals appear as a tornado-like structure visible only by virtue of suspended particles caught in its vortex, a Cold Elemental is a mass of swirling ice surrounded by a cool fog, Earth Elementals appear as a concentration of billowing earth, a Fire Elemental is a moving flame of fierce intensity, Light Elementals are swirls of bluish, electrically charged particles, and Water Elementals appear as spinning waterspout-like forms.

Elementals exist on the less refined mortal planes only as the product of a magical summoning. As described under Weak Elementals, there are various limitations and constraints upon the summoning of these creatures, as well as more extensive possibilities for Elemental material types which are not covered here. Those summoning Strong Elementals need to be wary of these creatures mindless tempests, the strength of which could well exhaust the will of even the most skilled practitioners of magic.

As temporary lodgers in the material of their essence, Elementals inhabit of a core "focus" of more densely packed substance as explained in the Weak Elemental Lifestyle section. Strong Elementals are of the same nature as Weak Elementals, but manifest their presence in the mortal planes more strongly.

Using their own bodies, and the materials of which they are made up, Elementals can either grapple or bash opponents. Each differing type of Elemental is also able to bring the properties of its essence to bear upon grappled foes, (e.g., the frigid clutches of a Cold Elemental will deliver a 'D' Cold critical, while the slippery grasp of the Water Elemental will deliver a 'C' Impact critical with its pulsing, turbulent form). Additionally, these creatures are difficult to slay due to their constantly moving form, as is further explained in the entry for Weak Elementals.

Section 8

Elementals and Other Artificial Beings

ELEMENTALS													
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	AT Hits	(DB)	Attacks	# Enc.	Trea- sure	Bon. XP	Outlook (IQ)	
Weak Elementals													
Air	10H	140	Spt/+10	VF/VF	M/LA#	80H	1(60)	30LBa(3x)/50LGr [BImpact]*	1	—	E	Berserk(NO)	
Cold	10H	90	Spt/+10	MF/MF	M/LA#	80H	1(50)	30LBa(2x)/60MGr [BCold]*	1	—	E	Berserk(NO)	
Earth	10H	45	Run/+0	SL/MD	M/II#	80H	8(20)	90LBa/40LGr [BImpact]*	1	—	E	Berserk(NO)	
Fire													
Light	10H	110	Spt/+10	FA/FA	M/LA#	80H	1(40)	40MBa(2x)/70MGr [BHeat]*	1	—	E	Berserk(NO)	
Water	10H	180	FSpt/+20	BF/VF	M/II#	80H	1(70)	20SBa(4x)/60MGr [BElect]*	1	—	E	Berserk(NO)	
Strong Elementals													
Air	20H	60	Spt/+0	SL/FA	M/II#	80H	3(30)	60LBa/60LGr [BImpact]*	1	—	E	Berserk(NO)	
Air	20H	120	Spt/+10	VF/VF	L/SL#	120H	1(50)	40LBa(3x)/70LGr [DImpact]*	1	—	F	Berserk(NO)	
Cold	20H	70	Spt/+10	MF/MF	L/SL#	120H	1(40)	40LBa(2x)/80MGr [DCold]*	1	—	F	Berserk(NO)	
Earth	20H	45	Run/+0	SL/MD	L/LA#	120H	8(10)	120LBa/60HGr [DImpact]*	1	—	F	Berserk(NO)	
Fire	20H	90	Spt/+10	FA/FA	L/SL#	120H	1(30)	50LBa(2x)/90MGr [DHeat]*	1	—	F	Berserk(NO)	
Light	20H	150	FSpt/+20	BF/VF	L/LA#	120H	1(60)	30LBa(4x)/80MGr [DElect]*	1	—	F	Berserk(NO)	
Water	20H	50	Spt/+0	SL/FA	L/LA#	120H	3(20)	100HBa/75HGr [CImpact]*	1	—	F	Berserk(NO)	

*: Special (see description)

8.3 ARTIFICIAL BEINGS

This section contains details on the various different types of artificial creatures (creatures that are created magically and then given some sort of intelligence). It is their intelligence that separates them from constructs.

ELEMENTAL SAVANTS

Air Savant: (-)EK,(-,-,-)9.

Ice Savant: (-)EK,(-,-,-)9.

Earth Savant: (-)EK,(-,-,-)9.

Fire Savant: (-)EK,(-,-,-)9.

Light Savant: (-)EK,(-,-,-)9.

Water Savant: (-)EK,(-,-,-)9.



Elemental Savants range in height from 9'-11'. Their elemental forms are humanoid in appearance, and composed of the material of their particular essence. Air Savants speak as though their voice was backmasked; they are quick-thinking and quick-tempered. Ice Savants are hard and cold; they feel little emotion and their voices are like a frigid wind. Earth Savants' voices are like two stone grating against each other; they are slow to come to a decision and slow to forgive. Fire Savants are fiery in personality, hot-tempered and emotional. The voices of Light Savants are like the ringing of many little

bells; they are confident and self-assured. Water Savants speak as if from a great depth; they perceive reality as clouded or murky, and are only concerned with their own schemes.

These beings are highly intelligent and extremely powerful. Their summoning is not considered lightly, and done only for the most pressing of problems, whether it be for consultation on a weighty

matter or for a more physical contract. Due to their inherent power, once they manifest themselves upon the mortal planes, they are able to maintain their presence regardless of a summoner's concentration. Therefore it is not unlikely that there are Elemental Savants who have taken up permanent residence here, and gather about them beings of lesser power who they are able to control, in order to pursue their own often inscrutable goals.

Elemental Savants are not summoned through normal spells, but there is said to be a rarely used arcane ritual which will conjure them. Savants are recognized as master by any other type of elemental, including Zephyr Hounds and any other beings closely related to an element (excluding Dragons). Savants are capable of summoning other lesser Elementals of their own essential substance (if available, use the "Elemental Summons" list). Because of this power, it is uncommon to come upon a Savant which does not possess a retinue of powerful Elementals in their own right. This retinue will do the biddings of the Savant, normally fighting physically the Savant's foes while the Savant hangs back in order to direct its forces and cast powerful spells.

Selfish and domineering, the vast selection of spells at their disposal and their innate powers make them formidable in combat. Savants have 10 PPs per level to utilize each day. Since they have no "core" like other Elementals, magical weapons are required to harm them. The essential material of which these creatures are made up will always inflict additional elemental criticals of equal severity as any normally delivered. The individual powers and spells of each type of Savant follow.

Air Savants know the lists "Wind Law" (Magician base), "Gas Destruction" (Sorcerer base), "Gas Alteration" (Mystic base) to their level, and any other spell dealing with air or wind (including aerial transport spells and some weather spells). Also, these beings may become invisible at will (standard rules for invisibility apply).

Ice Savants know the list "Ice Law" (Magician base) to their level, and any other spells dealing with cold and ice. Additionally, these beings freeze any liquids or objects which they touch.

Earth Savants know the lists "Earth Law" (Magician base), "Solid Destruction" (Sorcerer base), "Solid Alteration" (Mystic base) to their level, as well as any other spells dealing with earth.

Fire Savants know the list "Fire Law" (Magician base) to its level, as well as any other spells dealing with flame and heat. Also, these beings ignite flammables by touch.

Light Savants know the lists "Light Law" (Magician base), "Brilliance" (Open Mentalism), "Light's Way" (Open Channeling), and "Liquid Alteration" (Mystic base) to their level, as well as any other spells dealing with sight and visual illusion.

Water Savants know the lists "Water Law" (Magician base), "Liquid Destruction" (Sorcerer base), "Liquid Alteration" (Mystic base) to their level, as well as any other spells dealing with liquids.

EYE ENTITIES

Eye Entity (lesser): (-)(-,-,-,-)9.

Eye Entity (minor): (-)(-,-,-,-)9.

Eye Entity (major): (-)(-,-,-,-)9.

Eye Entity (greater): (-)(-,-,-,-)9.

Eye Entities are huge, bloodshot, disembodied eyes that fly magically through the air. Eye Entities are formed through a magical ritual and a foul alchemical process which combines the eyes of living creatures synergistically in order to create on massive eye. Needless to say, the amount of "raw material" for these artificial beings is exorbitant; those who press forward and "gather" the appropriate number of eyes anyway are almost always those of vile and despicable demeanor and pursue goals of questionable purpose.

The creator of the Eye Entity enjoys a special mental link with his or her creation, allowing the maker to view the world through the eyes of the Entity when desired, with a range of 1 mile per level of the creator.

These creatures can magically fly, allowing them the advantage of height in most conflicts. Also, their penetrating eyes can see invisible objects at all times. Additionally, they can project certain spells from the force of their gaze; they can cast *Lord Sleep* ("Spirit Mastery" spell list, closed Essence) 3 times per day. Also, they can have access to the "Curses" spell list (Evil Channeling) which can be cast by the Entity 3 times per day. Finally, 20% of all Eye Entities can cast *Lightning Bolt* (treat as a +50 attack) from their pupils once per minute (up to 20 time per day) with a 300' range.

GOLEMS

Brass Golem: (-)(-,-,-,-)7.

Clay Golem: (-)(-,-,-,-)6.

Colossus Golem: (-)(-,-,-,-)9.

Crystal Golem: (-)(-,-,-,-)9.

Diamond Golem: (-)(-,-,-,-)6.

Eog Golem: (-)(-,-,-,-)9.

Flesh Golem: (-)(-,-,-,-)7.

Iron Golem: (-)(-,-,-,-)6.

Mithril Golem: (-)(-,-,-,-)9.

Steel Golem: (-)(-,-,-,-)8.

Stone Golem: (-)(-,-,-,-)6.

Tar Golem: (-)(-,-,-,-)7.

Water Golem: (-)(-,-,-,-)8.

Wood Golem: (-)(-,-,-,-)4.

Golems are composed of a single piece of a particular substance, be it iron, stone, or flesh. In most cases they appear as sculptures or statues which have been endowed with animation and purpose, which they seem more than capable of carrying out due to the strength of their forms.

The infamous Lords of the Pit have a powerful fortress-city upon a proto-plane of congealing darkness. Here, in the city of Megadon built around the Pit of the Undying Flame, they hatch their diabolical plans against all who stand in the way of their goal of absolute domination of the mortal planes. They all abide in a silvery sphere which floats high above the Pit, to which there are nine catwalks which allow perilous access over the Flame below. There is one guard to these catwalks who through an ingenious time-slip devised by the Pitlords, is able to stand at all the entrance points simultaneously. This guardian is the legendary Primus, the Eog Golem which is rumored to be the archetype of its kind, towering 25' into the air and possessing the strength of 10 normal Golems. The Golem Primus suffers no intrusions to its masters' domains, having the capability to crush most transgressors, and the durability to stand up to almost every punishment.

These creations are formed of solid substances with a spirit. Many are creatures given life without a complete form and are little more than stupid beasts prematurely endowed with a soul;

others are more complex in form and mind. They serve only their maker, responding to simple instructions (e.g., one-liners). Should their maker perish, they will attempt to complete his last instruction (even if it is an ongoing duty) or, if uninstructed, they will become uncontrollable avengers.

Golems can choose to either bash foes with their inhumanly strong limbs, or to grapple foes, after which they then have the leisure to crush the life out of with their unflinching strength. However, whenever a Golem is unable to close with a foe, it will throw rocks or any other available objects in order to fulfill its duty (they have a maximum range for these thrown attacks of 200'; treat as a small Bash attack with half normal OB). Each type of Golem has a particular strength (or weakness) which follow.

- Wood Golems are the weakest of all Golems, but they are cheap to make; they can be carved from a large tree trunk, however they take double normal concussion damage from fire (and all Heat criticals are increased by one in severity).
- Flesh Golems are capable of wearing garb (including armor) and using weapons, in fact they may appear as human.
- Clay Golems ignore all Krush criticals.
- Water Golems are not the most effective fighters. Their water breath can be used once per minute and up to 50 times per day. Because they are constructed from water they are ineffective in melee combat. While Water Golems have not proved useful combatants, they are exceptional at sea where they are used to move ships during those times when the wind fails to fill the sails.
- Tar Golems ignore Krush criticals and weapons will adhere to them if they do not inflict a critical (requires a Very Hard maneuver to pull the weapon free; of course, the golem will continue to "pound" anyone attempting to free their weapon).
- Brass Golems are quick, but not very durable.
- Weapons that strike Stone Golems have their Break Numbers increased by 1.
- Iron Golems also break weapons made of softer materials (increase Break Numbers by 2 unless the weapon is made of a material that is stronger than iron).
- Colossus Golems are giant (20'-50' tall) golems made of iron (other materials are normally too scarce to make such a large Golem) which explains their awesome might. Softer weapons break against these creatures as per a regular Iron Golem.
- Crystal Golems reflect energy attacks back at cast as a +0 bolt attack (e.g., a *Fire Bolt* cast at a Crystal Golem will reflect back to the caster as a +0 *Fire Bolt* and do no damage to the Crystal Golem). All weapons striking a Crystal Golem have their Break Number increased by 2.
- Weapons striking Steel Golems have their Break Numbers increased by 3.



Section 8

Elementals and Other Artificial Beings

ARTIFICIAL BEINGS														
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	AT Hits (DB)	Attacks	# Enc.	Trea- sure	Bon. XP	Outlook (IQ)			
Elemental Savants														
Air	30G	150	Spt/+20	VF/VF	M/SL@	200H	1(80)	Spells/Special/90LBa[Impact]	1	-	J	Domin(EX)		
Earth	30G	50	Run/+10	MD/MF	M/SL@	200H	1(20)	Spells/Special/120LBa[Impact]	1	-	J	Domin(EX)		
Fire	30G	120	Spt/+20	VF/VF	M/SL@	200H	1(60)	Spells/Special/90LBa[Heat]	1	-	J	Domin(EX)		
Ice														
Light	30G	90	Spt/+20	FA/FA	M/SL@	200H	12(40)	Spells/Special/100LBa[Cold]	1	-	J	Domin(EX)		
Water	30G	200	FSpt/+30	BF/BF	M/SL@	200H	1(80)	Spells/Special/90LBa[Elec]	1	-	J	Domin(EX)		
Eye Entity														
minor	2A	120	Dash/+20	MF/FA	S/-#	60B	1(60)	Spells/Special	1	-	A	Mission(LO)		
lesser	6C	120	Dash/+20	MF/FA	M/1#	100D	1(40)	Spells/Special	1	-	A	Mission(LO)		
greater	10E	120	Dash/+20	MF/FA	L/LA#	200B	1(20)	Spells/Special	1	-	A	Mission(LO)		
major	15G	120	Dash/+20	MF/FA	H/SL#	400B	1(10)	Spells/Special	1	-	A	Mission(LO)		
Golems														
Brass	10H	70	FSpt/+0	MD/MD	M/LA#	150G	20(10)*	150MBa/50MGr/150LCr«*	1	-	F	Varies(NO)		
Clay	8H	40	Run/+10	MD/MD	M/LA#	120G	3(20)*	90MBa/60MGr/100MCrv*	1	-	E	Varies(NO)		
Colossus	35H	80	Spt/+0	MD/MD	H/SL@	600H	20(30)*	250HBa/180HGr/270HCr«	1	-	K	Varies(NO)		
Crystal	15H	50	Spt/+0	MD/MD	M/SL@	230H	20(40)*	130LBa/90LGr/190LCr+	1	-	I	Varies(NO)		
Diamond	30H	50	Spt/+0	MD/MD	M/SL@	500H	20(60)*	260HBa/90LGr/260HCr+	1	-	K	Varies(NO)		
Eog	30H	60	Spt/+0	MD/MD	M/SL#	500H	20(60)*	250HBa/60LGr/250HCrv*	1	-	K	Varies(NO)		
Flesh	5H	60	Spt/+20	MF/MF	M/II@	100D	1(55)*	80SBa/50MGr/80MCrv/100We*	1	-	D	Varies(NO)		
Iron	15H	50	Spt/+0	MD/MD	M/SL#	200H	20(30)*	120LBa/70LGr/170LCr«*	1	-	H	Varies(NO)		
Mithril	25H	75	FPst/+0	MD/MD	M/SL#	400H	20(50)*	200HBa/90LGr/200HCrv*	1	-	J	Varies(NO)		
Steel	20H	60	FSpt/+0	MD/MD	M/SL#	250H	20(40)*	150LBa/70LGr/170LCrv*	1	-	I	Varies(NO)		
Stone	10H	40	Run/+0	MD/MD	M/LA#	170G	16(20)*	100LBa/60LGr/150LCr«*	1	-	G	Varies(NO)		
Tar	8H	30	Run/+0	SL/SL	M/LA#	130G	3(20)*	70MBa/70MGr/150LCr«*	1	-	E	Varies(NO)		
Water	10A	100	Spt/+10	FA/MF	M/#	100H	2(20)*	90WaterBr	1-10	-	F	Varies(NO)		
Wood	2A	40	Spt/+0	MD/MD	M/II@	80C	3(20)*	60SBa/40MGr/70MCrv	1	-	B	Varies(NO)		
Beast Golems														
Iron Bull	12H	50	Spt/+0	MD/MF	L/SL@	210H	20(30)*	150LHo/110LBa/170HTs	1	-	h	Varies(NO)		
Mithril Unicorn	22H	125	Dash/+15	MF/FA	L/SL@	420H	20(50)*	200LHo/120LBa«/210HTs	1	-	j	Varies(NO)		
Steel Sphinx (fly)	18H	100	Spt/+10	FA/FA	L/SL@	270H	20(40)*	160LCI/130HBa/Both	1	-	I	Varies(NO)		
Stone Horse	8H	100	FSpt/+10	MF/MF	M/LA@	150G	16(20)*	80MBa/50MTs	1	-	G	Varies(NO)		
Stone Wyvern(fly)	10H	240	Spt/+20	FA/FA	L/LA@	190G	16(30)*	60LCI(2x)/90LSt	1	-	G	Varies(NO)		
Modified Golems														
Demon**	x2	**	**	**	**	**	**	**/Spells	1	-	+2 steps	Cruel(HI)		
Mite**	1/2	**	**	**	S/II@	1/2	**	1/2	1	-	1/2	Varies(NO)		

*: Special (see description)
 **: Stats vary (see description)

- Weapons striking a Mithril Golem have their Break Numbers increased by 4.
- The multi-faceted nature of the Diamond Golem allows them to reflect energy attacks back upon the cast as a +20 bolt (see Crystal Golems). Weapons striking this type of Golem have their Break Numbers increased by 5.
- Weapons striking an Eog Golem have their Break Numbers increased by 5.

BEAST GOLEMS

Iron Bull: (-)(-,-,-,-)-7.

Mithril Unicorn: (-)(-,-,-,-)-9.

Steel Sphinx: (-)(-,-,-,-)-8.

Stone Horse: (-)(-,-,-,-)-6.

Stone Wyvern: (-)(-,-,-,-)-7.

Just like standard Golems, Beast Golems are composed of a single piece of a particular substance, be it iron, stone, flesh, etc., but are fashioned to appear as natural and unnatural beasts rather than humanoid. Thus they usually appear as well-sculpted statues which have imbued with the gift of movement and purpose.

The listing of Beast Golems here is small, and represents only a fraction of all the possible types of these creatures. The GM may wish to create other Beast Golems of differing form and substance based on those listed here. Also, some Beast Golems may possess special magical enhancements which would add to their functionality.

Beast Golems serve only the one who gave them animation, although there are some creatures of this type who have been created to fulfill a special function which requires them to respond to all those who interact with the Golem in a pre-defined way (e.g., Stone Wyverns have been known to act as door-wards, sitting high upon the lintel of the portal to allow access past the threshold to those who possess the proper password, and denying passage to those who come without invitation). Should their maker perish, Beast Golems will attempt to obey his or her last instruction.

Beast Golems possess the natural (i.e., claws, bites, etc.) offensive capabilities of their namesake beasts, albeit more powerful due to their extremely strong bodies. Also, weapons might break when used against these creatures (use the same modification as a standard Golem of the same substance type—e.g., Iron Bulls modify weapon breakage as Iron Golems).

MODIFIED GOLEMS

Demon Golem: (-)(-,-,-,-)-8.

Mite Golem: (-)(-,-,-,-)-4.

Modified Golems are Golems which share the characteristic of an unusual change or a special quality. Demon Golems can appear as any other type of Golem, but the evil glint in their stiff expressions may hint at the Demonic spirit within. Mite Golems also can be of any substance as a regular Golem, but are small and delicate, usually standing from 1'-4' in height.

Those who wish the added power that a Demon Golem can bring them ought to heed the cautionary tale which is told about the Mage Moreena the Fair, who possessed a tomb of collected rituals for Golem making which none could rival. Confident in her ability, she created 3 separate Demon Golems of differing substance types. Demon Golems, of course, are very evil, but Moreena scoffed at such thoughts; after all, they were under her control. Unfortunately for Moreena, she failed to take into consideration the subtle intelligence which a Demon can bring to bear in a situation. Whatever the case, when Moreena was found dead of “mysterious” causes, the blame can safely be placed upon her Demon Golems—Demons don’t like to obey.

These creatures can be made from any material that any other Golem is made from. However, in the case of the Demon Golem, when it is created it is not endowed with a normal spirit, but that of a Demon. Because of this, it can cast spells and is highly intelligent. It can act of its own volition, though it must obey its creator if commanded. On the other hand, Mite Golems act as the mindless automatons that most expect from regular Golems. However, due to their diminutive size, some are able to accomplish tasks which require small size and shape.

These beings fight in the same manner as the Golem of the appropriate type would fight, however Demon Golems know all the Evil Essence spell lists to their level. They have 8 PPs per level to utilize every day. Mite Golems possess half the hits and half the OB bonuses of the appropriate Golem type after which it is fashioned.

8.4 OTHER ELEMENTALS AND ARTIFICIAL BEINGS

This section contains details on the other elemental creatures and artificial beings.

SHARDS

Shard (lesser): (-)(-,-,-,-)7.

Shard (greater): (-)(-,-,-,-)8.

Shards appear as tall, featureless Men. Their entire body is covered with a sort of greenish hide, a thick skin which resembles tight clothing. This covering extends over the entire body, including the face. On the feet, this second-skin thickens to an inch and is permeated by bizarre mole-like protrusions, “gripper-like” soles designed to accentuate their already stunning traction. Their hairless heads are also adorned with a second outer skin. Extending down from a heavy bone brown which surrounds the Shard’s skull, this semi-transparent layer flaps down over their lower head, obscuring the creature’s facial features. Shards pull the skin up when eating, but retreat behind its light-shielding protection at all other times.

Loremasters hold that the poisonous blood of the Shard serves as a lubricant, and that it is peculiar to the variety of Shard. According to legend, there are six “*i-lats*” of Shards, each being a group of six *lats*. The blood of each *i-lat* is reputedly unique, and it is said that Shard blood types equate with the six forms of poison: circulatory, conversion, muscle, nerve, reduction, and respiratory. These same tales speak of the Greater Shards from each *i-lat* as having gemstone eyes which cast differing bolts of power. Some supposedly use *Lightbolts*, while others use fire, air, water, cold, and earth. Given the nature of the incantations, this is possible, but hardly plausible.

Shards are awful “amalgams,” artificially altered Elves or Men who incorporate enchanted organic features akin to those found in Constructs. Immortal but unable to reproduce, these heinous creatures are haunting arboreal spirits which are nocturnal in nature (Lesser Shards suffer a penalty of -50 to all maneuvers in natural daylight, -100 if their facial shroud is not in place; Greater Shards suffer a penalty of -25 or -50). Nothing surpasses them in speed or agility, and few entities possess their fetish for unrestrained terror.

Shards normally live in “*lats*” of six: five Lesser Shards led by one Greater Shard. Omnivores, they reside in dark “nests” and live on tree products, but retain a quaint fondness for raw meat, particularly fresh cerebral matter. Their diet is ideal given their peculiar routine, for Shards are active less than an hour a day. Although they are capable of moving about for up to six hours, they prefer to rest. This is no doubt due to the fact that they never move a speeds under 1,000' per round (a Shardic “walking-pace”). Shards either stand still, or the burst about with alarming velocities; they travel 5,000' per round when dashing. Effortlessly peeling distance of up to 100', they move along tree limbs with the ease of a skilled (and hyperactive) monkey, hurling forward in a blur which defies the most excited of imaginations, even in full darkness (they can smell as an Elf might see). When at rest, they spread their arms to their sides and stare forward in a rigid pose, as if statues. This absolutely immobile form of relaxation has led many an unwitting victim to believe he was surrounded by sculptures, only to later discover that his brain was missing.

Shards also are motionless when attacking. Using but a fraction of a second’s momentum, a Shard strikes by swinging its arms back along its side, up behind its back, over its shoulder, and then down until pointing straight forward. This wheeling motion brings their head down and upper body forward, and pulls two natural bone discs out of the Shard’s interior chest reservoir. These sharp, 2" diameter discs travel along an exposed bone track on the Shard’s inner arm; then they are flung forward at amazing speed. Deadly missiles, they are coated with a fluid of diluted Shard blood, which serves as a level 3C Nerve Poison. Such attacks are always preceded by at least one round’s movement, for the Shard must generate momentum. With a reserve of fifty discs (which are actually the Shard’s waste matter), a Shard can initiate twenty-five dual attacks over the course of fifty rounds (supply renews at rate of 3 per hour).

While Lesser Shards rely on their hideous missiles, Greater Shards have another enchanted means of assault. Truly blind, they have magical gemstone eyes which pierce their facial covering. These emit lightbolts (resolve as one Lightning Bolt attack with Heat criticals, usable once per minute, up to six times per day). Greater Shards can emit these bolts of power even when the creatures is (and has been) immobile, making these creatures exceptionally deadly.

The best way to attack a Shard is while it is motionless. While moving, it is virtually unhittable (DB is 100 times its pace multiplier; if the Shard is moving at a fast sprint (x3 pace), its DB is 300), unless caught in a confined area (when DB drops to the listed DB). Fortunately, because Shards must decide where to start, turn, or stop seconds ahead of time, they can be ambushed even while moving; one needs to know their exact path. Once the Shard stops, of course, any readied attack will serve quite well. With a successful orientation roll, an adventurer can react to the Shard’s pause, then, assuming the dauntless warrior does not swallow a dice or two, he or she can fell the pitiless creature.

WARDERS

Elementals
and Other
Artificial
Beings

Warder (lesser): (-)(-,-,-,-)7.

Warder (greater): (-)(-,-,-,-)8.

Warders are great beasts (lesser forms are 6'-10' high at the shoulder, while greater forms are 11'-15' tall at the shoulder) who have been mystically bred such that they possess 2 or more vicious heads which constantly peer and observe, always ready to pounce on intruders.

Warders have been seen in use in various mage-academies around the known lands. This is probably due to the fact that these creatures can be bred from naturally occurring beasts. Therefore, rare and hard to find materials are not in such demand for the creation of these beings. This allows the relatively difficult art of artificial creature construction to be taught to student-magicians with the least amount of technical spell-weaving, allowing the master to lecture at greater length on theory.

These creatures are inhabited by guardian spirits which are tied to a particular creature place or thing, therefore they cannot leave their charge (they must remain within sight of their charge or a radius equal to 5' per level, whichever is less). They are vicious but extremely vigilant and are rarely subject to surprise. Ever-hungry but never starving, Warders are otherwise akin to the creatures from which they are spawned, however, their multiple heads are so observant that opponents suffer a penalty to all stalking and/or hiding maneuvers (-50 for Lesser Warder, -75 for Greater Warder).

One must kill all the heads (each of which can attack independently in the same round) of a Warder to slay it, and each stun result affects only 1 head. Besides embodying the Warder's superb sense of sight, smell and hearing, each head has a 30% chance of being able to see any invisible objects or beings and a 30% probability of having the ability to use *Presence* (open Essence, "Essence Perceptions" spell list).

MISCELLANEOUS

Guardians: (-)(-,-,-,-)7.

Guardians resemble Elementals in that there is a type of Guardian for each element (i.e., air, cold, earth, fire, light, water), but in form appear as stationary 11'-15' tall swirling columns of their particular essential element, 3'-5' in radius. They never stray from their appointed position of guardianship; these beings are ever-vigilant.

Those trapped in the core of a Guardian are soon succumb to death under the continual barrage of elemental spells directed upon the poor unfortunate. As time passes, the bones of those who have tried to pass and failed begin to accumulate

around the periphery of the creature, as its spinning body finally spews forth these sad reminders of the price of failure. Because of this, the sight of a Guardian can be quite macabre: a circular crater of bones sheltering a sinister-seeming swirl of motion within its confines.

These beings are far more stable within the mortal planes than are Elementals. They are also much more intelligent, for they embody complete and fully sentient spirits. Stationary, they exist to guard a particular thing or place, a task they perform quite well. Using their cunning and spellcasting powers, they can adapt to circumstances and react in a dangerously sophisticated manner. Guardians are often placed to block an enemy's passing and are quite capable of trapping an unwary traveler.

Guardians are often posted as sentries in strategically chosen positions such that they block off vaults or passages with the bulk of their swirling bodies. Those wishing to gain entry to the guarded portal must perforce pass through the body of the Guardian. One must make a RR (modified by SD) to voluntarily enter or leave the interior of a Guardian. All maneuvers by those within the maelstrom of a guardian suffer a modification based upon the guardian type: air -50, cold -60, earth -70, fire -75, light -65, water -60.

Also, each variety of Guardian can cast spells from a Magician Base to its level: air "Air Law," cold "Ice Law," earth "Earth Law," fire "Fire Law," light "Light Law," water "Water Law." All types of Guardian have 6 PPs per level to use each day.

Servants: (-)(-,-,-,-)8.

These creatures are small, 2'-3' spherical whirling globes composed of a particular element (i.e. air, cold, earth, fire, light, water). They fly about at the beck and call of their master, akin to diminutive Elementals.

The spell which creates these elemental Servants originated in the Guild of the Rose. This guild is a group of sorcerers and mages which specialize in the manipulation of elemental powers. Therefore, a guild member will commonly have 1-5 of these creatures orbiting him or her at all times, the type of which is dependent upon the element of specialization of the guild member.

Servants are extensions of their maker/summoner's (master's) mind, they follow him wherever he goes (range of 5' per level of the master), flying above and behind him unless ordered otherwise. They cannot speak or reason, but are quite capable of obeying simple commands. In addition, servants can perform menial chores. With specific orders, they can retrieve objects at distances up to 100' per level of the master. Although they cannot manipulate items and are incapable of handling goods affixed to something, servants can pick up and carry loose objects (weighing up to 5 pounds per level of the master). They will drop items only on a specific command.

These creatures attack their foes by merely flying into them, at the command of their master, delivering a Ball attack of the substance of which it is composed: air delivers an *Airball* attack (use Coldball attack table with Krush criticals), cold delivers a *Coldball* attack, earth delivers an *Earthball* attack (use Coldball attack table with Krush criticals), fire delivers a *Fireball* attack, light delivers a *Lightningball* attack (use Fireball attack table with Electricity criticals), and Water delivers a *Waterball* attack (use Fireball attack table with Impact criticals). This attack can only be used once (i.e., the servant will explode upon its target).

Solaar: (-)(-,-,-,-)9.

Shrouded in a continual discharge of energy, the humanoid appearance of a Solaar is one of obvious power. It possesses no features, presenting an inscrutable blank face to the world, however its skin is composed of tiny plates which absorb heat and light, transferring it to internal storage.

Legend tells of the ancient sorcerer-conqueror known only as the Devastator by the Loremasters of today, who lived over 3,000 years ago and reigned supreme over all the known lands. Dimly remembered stories hint at the vast arsenal of forces which the



OTHER ELEMENTALS AND ARTIFICIAL BEINGS

Section 8

Elementals and Other Artificial Beings

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Trea- sure	Bon. XP	Outlook (IQ)
Guardians	15G	-	-/-	-/MF	L/LA#	120H	3(60)	Spell/Special	1	-	F	Protect(AA)
Servants	5H	100	Dash/+30	VF/BF	S/LA#	50F	1(60)	30Ball *	1	-	E	Varies(-)
Shards												
Lesser	15H	1000*	Dash/+50	BF*/BF*	M/II	175G	12(50)*	120xl(2x) (Slash)/poisonv/	1-5	y	G	Cruel(AV)
Greater	25H	1000*	Dash/+50	BF*/BF*	M/LA	225H	12(50)*	150xl(2x) (Slash)/poisonv/ 100Bolt*	1	y	I	Cruel(VH)
Solaar	25H	80	Run/+15	MF/VF	M/II@	200H	12(50)*	180LBa[E Heat]/Special	1	-	J	Domin(HI)
Vile	10D	120	Dash/+25	BF/BF	M/LA@	200H	4(150)	200HCl/180LBi	1-10	-	F	Berserk(LO)
Warders												
Lesser	8H	120	FSpt/+30	FA/VF	L/II*	80F	4(40)	80LBI(2-3x)/Special	1	-	E	Protect(LI)
Greater	15H	90	FSpt/+30	MF/VF	L/LA*	250G	11(30)	100LBI(4-5x)/Special	1	-	F	Protect(MD)

*: Special (see description)

Devastator used to cow the populace at that time, but the one story which seems to appear in the most places is that of his unit if soldiers known as Force Flame. The creatures making up this unit are said to number 13. All of them were supposedly wrapped in burning coronas of fire, leaving footprints of fire upon the ground when they deigned to walk, but most often blazing across the skies on wings of flame. Force Flame was said to be the single best weapon the Devastator had in his arsenal, and it allowed him to reign supreme for a period of at least 400 years. These creatures are commonly acknowledged to have been Solaars. However, his dictatorship finally ended at the hands of an assassin, and his lands were sundered. In this time, it is said that a trusted servant relegated Force Flame to a deep vault in a hidden, underground fortress to "sleep" in the damp darkness. These beings were to wait until the eventual "resurrection" of the Devastator as was prophesied by Seers of the time. Even now, legend has it that Force Flame sleeps on in a forgotten subterranean cavern in shrouding darkness, waiting for the return of their master.

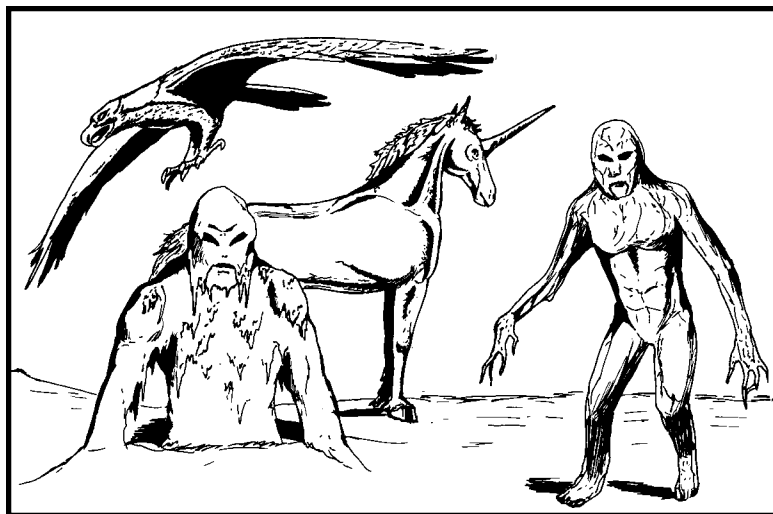
So much energy is stored within a Solaar that it cannot help but give off vast amounts of energy at all times, causing it to leave a trail of fire and melted slag wherever it goes. Using its stored power, it can form wings of fire which will allow it to fly at a rate of 250' per round. Although denying it light will keep it from growing stronger and regenerating wounds, utter darkness will not destroy this being. Solaars have enough energy stored within them to last 100 years at a stretch. Due to their obvious power, Solaars tend to be rather vain.

When these creatures willfully release their internal energies, they do so with devastating effect; they can release heat blasts once per round (resolve as a +100 *Fire Bolt* with triple concussion damage with a range of 300'; this power is usable up to 60 times per day). They can flare up with heat, causing 'C' Heat criticals to all within 15'. Also, their incendiary touch (normal attack) will inflict 'E' Heat criticals; flammables will ignite when within 1' and normal objects must make a RR or be destroyed when they come in contact with a Solaar. In addition to these powers, a Solaar also will regenerate 1 hit per round when exposed to strong light. Finally, Solaars use infravision to see, allowing them to see even in what would be total darkness to the Mannish races.

Vile: (-)X,(-),U,(-)8.

Viles are 6'-7' tall humanoids which are either completely jet black or utterly milk white. They lack eyes, ears and nose, but possess a gaping, forward-thrusting maw which is filled with sharp teeth. The smooth head of a Vile grows a mane of long hair on the back of its head, which streams through the air as Viles conduct the daily fare of their lives: killing.

Because Viles kill all living things that they can find, and because of their viciousness, it was long wondered if Viles weren't Undead. Eventually it was determined that they were



(l to r)
Falcon Construct,
Ice Elemental,
Mithril Unicorn,
Wood Golem

artificially created through complex but thoroughly evil magic rituals. Viles were originally made by the Rhodintor (a race of Demons), but now populate underground caverns and dungeon complexes, coming from many different sources. Vile always dwell underground, as they cannot abide the sun or stars. One Vile in a thousand will be a more intelligent specimen. These superior individuals can cast spells from "Dark Channels" (Evil Channeling spell list) spells to their level, but because of their need for ritual, the spells take one full minute longer than the normal casting time. Their rituals often include the beating of skin-wrapped drums. Many are the adventurers who can tell a story of a subterranean journey cut short by the slow sounds of skin-drums being beat in the darkness.

Viles are artificial beings which were created by various individuals who wished to make a being of particular bloodthirstiness and vicious force. Viles were the result. Wherever Viles are found, there also is death for the unlucky traveler who stumbles upon them. Viles possess no moral sense, and cannot be reasoned with. To see a Vile is enough to invite its precision attack (due to its complex heat sensory nerves imbedded in their skin, allowing them to "see" in a 360° radius). Viles do not eat their victims, but slay mindlessly, as they were made to do. The best policy to pursue as far as Viles are concerned is just to stay away.

These creatures are incredibly fast, perceptive, and deadly in combat. These artificially made monsters are also highly resistant to physical damage because of their superior construction. They should be treated as mindless with respect to Mentalist-type spells. When in melee they have the choice between bringing to bear their devastating claws or their snapping maw upon a victim. Those who are not especially prepared to combat a Vile usually do not survive the encounter.

DEMONS

Entities from other planes vary considerably. Some are friendly and benevolent, while some are selfish masters of mischief; others are simply evil. Of the latter group, Demons are the most notable.

Demons are tortured spirits, born of all-consuming desire and tied to a frightening form. Many are possessed of considerable intelligence and command the allegiance of numerous lesser thralls. Others are unthinking, unflinching deathdealers. Most have hairless bodies and glistening skin of unusual hues. Immensely strong and agile, they possess claws, fangs, or horns and are capable of wielding a variety of melee weapons.

Indeed, the term *Demon* is rather simplistic and when used to apply to such a large and varied group it is actually deceptive. The creatures loosely referred to as *Demons* fall into two very different (and in fact unrelated) categories: those of the Pales (and the Void Beyond) and those more unique, hailing from hells unknown.

All of these Demons have the following in common, however: they all see in the dark as per the Darkvision spell, they all are able to communicate with one another (unless the GM is separating Demons into different groups from different planes) and they all are evil in outlook, cruel in disposition and hate to be controlled in any way. Demons are generally not subject to the same limitations as mortal men, so the GM may wish to consider that many poisons, herbs, spells, and other powers may not affect them.

In the first section we will discuss Demons of the Pales; these are beings from beyond even what we know as the other planes of existence; indeed, they are from beyond existence itself. Their intermittent presence on the mortal world is as unpredictable as their own quixotic motivations. Their nature is totally alien to this universe; they are drawn and repelled by the Essence. To the ways of thinking most would consider rational, their actions are pointless, contradictory, and hopelessly chaotic. This section will also briefly discuss the planes known as the Pales—and the Void—and some of the lesser creatures inhabiting them.

The second section deals with a more varied group of Demons, which may or may not fit in with the cosmology of the Pales and the Void. Most assume that there are other Demonic planes or infernal regions where Demons reside. With all of these Demons, it is easy to imagine that they are not one unified force—many may not even be aware of the others' existence. Their use and placement is up to the discretion of the GM.

9.1 DEMONS OF THE PALE

"I believe that our research supports the conclusion that the near planes of the Void are contiguous planes along one track of space-time.

"Imagine a point on the ground: this is the beginning of time and space, the Nexus. Radiating from it in every direction are lines of reality. We are but one of those lines, running along the ground, moving further and further from the Nexus as Time advances. We are at a given point. Towards the Nexus is the Past; away and ahead is the Future. Running directly opposite from our direction away from the Nexus is Chaos. Not backwards in time because time ends at Nexus; more like a mirror image. This is but one dimension.

"Imagine other lines which radiate from the point, all on the ground. These have been known as (ironically, and erroneously, if my theory is correct) the Parallels, worlds similar to our own. The greater the angle, the more at variance from our world these realities are. Infinite numbers

of new 'parallels' are created every instant, diverging with alternate realities. This is two dimensions.

"Now, imagine lines radiating from the Nexus but rising above and diving below the Plane of the ground. These are the 'Planes of the Void' as they have been named. The six 'Near' planes are those immediately adjacent to us in the Space-time, much the way six beehive cells cluster about a central cell. What's that? 'What about the two Parallels which should lie to either side of our line of reality?' Yes, well, I think you are taking my analogy a bit too literally. They are there, but coexisting in a different material existence, you see. The Parallels are of Existence, while the Six Pales are of the Void, in a way co-existing in perhaps a 'negative' copy of our world.

"At any rate, these six nearby Planes are in ways alien, but in other ways strangely similar to our world. The Demons of the Pale are almost human in certain aspects.

"Beyond the Six Pales that cluster about our own little line of space-time are the 'Last Planes', those alien places which bear less and less resemblance to our reality. They have never been catalogued; the Sorcerer Kulthog Ruan claimed to have visited more than 300. There are, I believe, an infinite number. We now have—in a manner of speaking—three dimensions.

"Now things become conceptually treacherous. The Outer Void is so alien as to not fit into our little scheme in three dimensions, so I must ask you to envision a place which is beyond these three dimensions, a fourth dimension, if you will. It is a place which has no Place, a time where there is no Time. It has no relation to Existence, Chaos, or even what we call the Planes of the Void. It is totally alien."

—From the Lectures on The Nature of Existence (Nomikos
Advanced Theoretical Studies)

GM Note: *The stats given throughout the Demons sections are often fragmentary; this is because only stats which are applicable to humanoid norms are included; others must be extrapolated by the GM.*

The following section will attempt to briefly describe the nature of the Pales. These are also known as the Near Planes or the Six Pales. They are the home of the Demons most often summoned by powerful (or reckless) mages and sorcerers in search of knowledge and power. The fact that these Demons are able to travel through their planes and gain knowledge of this world supports the theory that the axis of the Void parallels the Order-Chaos axis of Existence.

The Six Pales share a singular feature: the constant faint light which illuminates the tortured landscape from the horizon. This would resemble the first grey light of dawn except that it emerges from all around, and has only the ability to light the sky near the horizon. On most of the Planes, it is depressingly constant in its changelessness. The upper sky is dark and starless.

Demons of the Pale are the more familiar and lesser echelons of the Demons which are known as the *Outsiders*. Outsider is a general classification referring to all Demons of the 'Planar' or 'Inner' Void. Demons of the Pale are categorized according to their home plane. Of those within the Pale, First Pale Demons are the weakest; Demons of the Sixth Pale are the strongest.

Following the description of the Demons which rule the Pale is a listing of a few other beasts which share that bizarre realm. These other creatures are rarely seen outside of their home environment, but can be drawn into the mortal world through portals or other such gateways.

THE WORLD OF THE FIRST PALE

The entirety of the First Pale would seem to be a vast grey Savannah, broken only by clumps of skeletal woods: gnarled, spindly trees bleached white. The light never changes, and the temperature remains the same: a bone-chilling cold. This is not alleviated by the icy winds which blow from random directions, flowing through the tree-branches with a low moaning wail. There are occasional patches of dry grass, but these, like the trees, are completely dead.

It is impossible to judge direction here, as the light comes from all around, and normal navigational techniques are useless.

Demons of the First Pale:

(-)-EK§#,(--,-)-6.

Averaging about 7 feet in height, they have pale grey skin and are naked and hairless except for a single clump of wiry hair protruding from the top of their large skulls.

Easily the weakest of the Demons, these instead tend to travel in groups (2-20). First Pale Demons are social creatures, given to animal-like ways and organization. Almost purely instinctive, their actions reflect a near absence of intellect. Although capable of wielding clubs, they have no understanding of sophisticated fighting techniques and are in fact quite stupid.

Other Creatures of the First Pale

Orgal: Resembling white, hairy, ten-legged spiders about five feet across, Orgal are less aggressive but can be very dangerous if they feel threatened. Their poisoned bite is deadly (level 4C Circulatory Poison). Orgal spin webs among the white trees, sometimes snaring even the Demons in them.

Shaan: Not unlike a stingray, Shaan hide themselves under the surface of the dusty grey earth and remain there unless disturbed. If stepped on or otherwise bothered, the Shaan will curl up and wrap itself around the offending limb. Using leech-like mouths, it bites and feeds on the target's blood. Shaan can fly like a stingray swims, though they never go higher than a foot or so above the ground. Its bite carries a level 2C Reduction Poison.

THE WORLD OF THE SECOND PALE

The Second Pale is a world completely covered by water. This murky ocean is inundated by myriad currents through treacherous reefs and contorted rock formations. The unwary can be swept upon dagger-like stone or coral. A few luminous jellyfish-like creatures drift through the deeps, but overall, the only light is a dim haze which pervades the entire environment. The temperature of the liquid varied from literally boiling to a frigidity would freeze it but for its constant churning.

The surface of the water is covered by an oily sheen and nearly dead-calm. Plumes of steam swirl up from the waters into the



darkness. Visibility is limited, though an occasional gust of icy wind will reveal a vista: a hopeless expanse of unbroken ocean.

Demons of the Second Pale: (-)-EK§#,LMOQ,(--,-)-6.

Ideally suited for the murky undersea world, the hands and feet of Second Pale Demons are webbed, and they are equally capable of breathing water or air.

They can propel their sleek, hairless bodies through the water with surprising speed. The base rate given above is their swimming movement rate. On land, this rate is cut to 50. These Demons have large, protruding eyes which allow them to see perfectly even in this murky liquid of their home. Although they are equipped with a variety of natural weapons, these Demons also wield small, curved knives with a surprising skill. These weapons are treated as broadswords, and the Demons inflict double damage with them due to their unearthly strength.

Other Creatures of the Second Pale

Vooj: Sea-snakes with a deadly barbed tail, Vooj often grow to more than thirty feet in length. While constrictors, their barbed tail also carries a swift-acting poison (level 5D Nerve Poison). Its huge mouth can swallow a man.

Algalon: Beautiful and graceful, the Algalon is like a large, translucent jellyfish. Inside its clear shell (often more than eight feet across are myriad blue and yellow lights, and undulating tentacles hang. While they appear to be about ten feet long, they can extend to more than three times that length, snapping out to entangle a victim and shock him (1-4 'A' Electricity Criticals). Then the prey is drawn in and consumed (injected with a level 10A Reduction Poison).

Section 9

Demons

DEMONS													
Type	Lvl	Base Rate	Max. Pace/MN Bonus	Speed MS/AQ	Size/Crit	AT Hits (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook (IQ)		
DEMONS OF THE PALES													
Pale I													
Demon	1A	90	Dash/10	MF/FA	M/I	35F 1(20)	40MCl(2x)/30MBa/60MCrv/50cl(2D)	1	-	C	Berserk (LI)		
Orgal	8C	80	Spt/20	MF/FA	M/I	160G 4(40)	70LPi/75LSt/poison/Special	1-10	-	E	Normal(LO)		
Shaan	3A	60	Run/20	MD/FA	M/-	45D 1(40)	80wp100/60MSt*/Poison*	1-2	-	B	Normal(NO)		
Pale II													
Demon	4H	110*	Spt/10	FA/FA	M/II	60F 3(30)	50MCl(2x)/40LBa/80LCrv/70bs(2D)	1	-	E	Berserk (IN)		
Vooj	4B	30	Run/10	SL/FA	M/-	120C 3(0)	70MBi30/100LGr70/140HGr*	1-2	-	C	Aggres.(NO)		
Algalon	5B	10	Walk/5	SL/BF	M/II	100D 3(10)	100LGr*/Special	1-2	-	C	Aggres.(NO)		
Pale III													
Demon	8H	130*	FSpt/20	VF/FA	L/II	120F 4(50)	60MCl(2x)/70LBa/105LCr§/90th	1	-	F	Cruel(MD)		
Urki	1A	30	Run/20	MD/FA	S/-	5A 1(30)	30TBi*/10SCL	1-20	-	-	Normal(NO)		
Morl	0A	5	Walk/0	SL/SL	S/-	5A 1(0)	Special	1-5	-	-	Passive(NO)		
Pale IV													
Demon	13H	160	Dash/40	BF/FA	L/LA	200G 4(60)	60wp(2D)/70LBa/130LCrv/Spells/90We	1	-	H	Cruel(SU)		
Pale V													
Demon	18H	100	FSpt/20	VF/FA	L/LA#	300G 8(50)	150HBa/200HCrv/Spells/140We(2D)	1	-	J	Domin.(HI)		
Xuun	2A	50	Spt/40	MD/FA	S/-	35A 3(40)	30SBi50/40SGr50	2-20	-	A	Normal(IN)		
Ag-Ak	8C	60	Run/0	MD/MF	M/II	200D 20(10)	120We(2x)/75xl/Special (varies)	1-10	-	D	Protect(LO)		
Ophul	1A	20	Run/0	MD/MD	M/-	50B 1(0)	10Martial Arts Rank 1	1-20	-	-	Passive(LI)		
Pale VI													
Demon	27F	150*	Dash/50	VF/FA	M/LA#	250G 12(60)	180LCI(2x)/130LBa/100MBi/150LCrv	1	-	H	Cruel(AV)		
Murg	2A	20	FSpt/20	Vf/VF	M/I	100D 12(30)	100SBolt [Heat]/50LPi	1-4	-	A	Normal(NO)		
Karax	10F	100	FSpt/30	VF/VF	H/LA	250G 12(40)	100HBi/70LCI/Special	1	-	F	Normal(LO)		
Beyond the Pale													
Demon	50G	120	Dash/20	VF/FA	L/SL	400H 20(60)	200HBa/250HCrv/240We/180We/Both	1	-	J	Varies(EX)		
DEMONS OF THE VOID													
Agothu													
Althoi	30G	60	20	MD/FA	L/LA	200H 11 (40)	6 MGr/40SSt/Spells	1	-	H	Aloof (VH)		
Tresh	20G	50	30	MD/VF	L/LA	300H 12 (50)	120LGr/80HPi/Spells	1	-	H	Aloof (HI)		
Mogloth	25G	120*	30	FA/FA	L/LA	250H 11 (60)	100LCI (2x)/Spells	1	-	I	Cruel (HI)		
Uthuro	30G	20	0	MD/FA	SL/LA	350H 3 (100)	150HGr/LTs/Spells	1	-	J	Hostile (IN)		
Agothu Servants													
Glaar	10D	30	20	FA/VF	L	120F 11(30)	LBolt/LBa/LGr/Special	1	-	F	Hungry (AV)		
Yathlu	8D	10	10	FA/VF	M/LA#	80F 1(10)	60wp(1-4x)/Special	1	-	F	Bellig. (AA)		
Xyr	20H	40	/50	MD/MD	L/	200G 11(20)	120 LGr[Elect]/40LBolt	1	-	G	Normal (AV)		
Noh-Kef	12D	20	100	SL/FA	L/LA	300G 20(10)	100LBa/110LGr/Spells	1-10	-	F	Passive (HI)		
Mind-eatrs	5E	80	60	FA/VF	S/-	70C 3(30)	50SCL/Special	1-10	-	D	Hostile (LI)		
Elf-Demons													
Daedhel(I)	2H	55	Dash\20	MD\MF	M\I	45D 1(30)	50We\Spells	1	-	C	Cruel(HI)		
Culrang(II)	4H	60	Dash\30	MD\FA	M\I	65F 1(40)	70We\Spells	1	-	D	Cruel(VH)		
Hothedhel(III)	7H	60	Dash\20	MD\MF	M\LA	90E 4(50)	130We\120We	1	-	E	Cruel(AV)		
Thauredhel(IV)	12H	60	Dash\20	MD\MF	M\LA	150E 4(60)*	140We\Spells	1	-	F	Cruel(VH)		
Celebdel(V)	20G	80	Dash\30	MF\FA	M\LA@	200F 1(70)*	175We\Spells\Special	1	-	I	Cruel(VH)		
Man-Demons													
Hothrog(I)	2B	50	Dash\10	SL\MD	M\I	60F 11(15)*	50MCL(2x)\50MBa\100MBiv	2-20	-	C	Cruel(AV)		
Daerauk(II)	4H	60	Dash\20	MD\VF	M\I	60E 11(25)	60We\Spells	1	-	D	Cruel(HI)		
Gogonaur(III)	6H	70	FSpt\10	MF\FA	L\II	135F 4(45)*	100We[Heat]\60LBa\Spells	1	-	F	Cruel(AA)		
Narauk(IV)	11H	50	Dash\10	SL\MD	L\LA	175G 12(50)	110LCI(2x)[Heat]\30FBolt\Special	1	-	G	Cruel(HI)		
Demons of Might													
Noble Gogonaur(V)	17H	70	FSpt\0	MD\MF	L\SL	250G 15(60)*	160We(3D)[Heat]\Spells\Special	1	-	I	Cruel(SU)		
Raukamar(VI)	30G	80	FSpt\10	MF\MF	L\SL	350H 20(70)	200We(3D)[Heat]\Spells\Special	1	p	K	Domin.(VH)		
Moloch(VI+)	35G	100	Dash\30	FA\FA	H\SL	450H 20(80)	240WE(2x)[Heat]\Spells\Special	1	u	L	Domin.(EX)		

*: Special (see description)

THE WORLD OF THE THIRD PALE

Rocky pillars and towering buttes dominate this world. Between these sheer spires lie narrow channels like dry riverbeds, constantly swept by bitter cold winds. The myriad overhanging cliffs are punctured with shallow caves, in which live the denizens of this plane. The rock itself is uniformly black with a volcanic porosity. Nearly constant lightnings flash through the sky, brilliantly illuminating the stark landscape with a strobe-like brilliance, but no clouds can be seen, and there is no sign of vegetation or moisture. A high-pitched keening fills the air like the squeak of bats.

Demons of the Third Pale: (-)EK§#,(–),U,(–)-7.

Nine feet tall and lithe, Third Pale Demons are the only ones equipped with huge, bat-like wings extending down from their long arms. Dark grey in coloring, these slender monsters have excellent senses of hearing, smell, and reflected sound location (akin to bats). They have large ears and noses, both of which are formed of gnarled bone.

While nearly blind under normal lighting conditions, these Demons see fine in the flashing maelstrom which is the Third Pale. They also have an excellent sense of smell, and have excellent flying and gliding skills. The rate given above is for flying. On foot, their base movement rate is 80. These Demons use their claws or a wickedly barbed two-handed sword in battle.

Other Creatures of the Third Pale

Urki: Grotesque parodies, Urki resemble black, hairless flying squirrels with long, whip-like tails. While their little claws are better suited for clinging to rocky crags, their sharp fangs are dangerous. They often travel in small flocks, and a massed attack is truly fearsome.

Morl: Slug-like beasts which crawl inexorably along the sheer cliff-sides of the Third Pale environment, they are less defenseless than they seem. Their slimy flesh exudes a dangerous acid (which allows them to actually tunnel into rock if they wish) Touching one causes a 'C' Heat Critical.

THE WORLD OF THE FOURTH PALE

The entirety of this world would seem to be an underground maze of tunnels all uniformly 4-5' in diameter. With the additionally confusing factor of no gravity to anchor the inhabitant, the warren is a completely disorienting. The darkness is nearly absolute as well, and only those with superior infravision can see at all.

Demons of the Fourth Pale: (-)EK§#,(--,-)-7.

Fourth Pale Demons are ten feet tall and markedly contrast with beasts of the Third Pale. To begin with, they have huge eyes guarded by a bony brow inset with two to four small, sharp horns. These creatures have a mottled, light blue coloration and long, thin appendages, including a whip-like, prehensile tail.

All insane, these creatures are doomed to forever wander the endless tunnels. Each is given superb sight (including infravision and imagesight), but often lacks development of other senses. Slender, agile, and strikingly precise, they usually throw things or resort to spell-casting; as a race, they have mastered both forms of attack. Each possesses knowledge of all the Ranger Base lists "Moving Ways" and "Path Mastery," as well as all of the Cleric Base lists, and receives 6 power points per level.

THE WORLD OF THE FIFTH PALE

The Fifth Pale is a nightmarish place of industrial technology gone mad. Smokestacks and gigantic refinery-like superstructures fill this world, which is constantly washed in a luminous steam. The rhythmic wheezing of bellows mixes with the clatter of gears and the roar of engines. Foul pools of chemicals, their oils-slicked surfaces aflame, illuminate open-scaffold elevators, steel mesh platforms, and large, powerful machines of incomprehensible function. Climbing over these machines (and apparently servicing them) are countless monkey-like creatures.

Demons of the Fifth Pale: (-)EK§#,(--,-)-8.

Strong and standing over eleven feet in height, Fifth Pale Demons wield strange weapons whose origins lie in this strange machine environment. Often covered with strange gears, pulleys, and other simple mechanisms, these devices are complex but all too often deadly. Although similar in some ways to Fourth Pale Demons, they are a darker blue, tail-less, stocky, and powerful of build.

These beings have heightened senses of smell and taste (but not hearing). Many are also quite bright, as evidenced by their skills in the ways of spell-casting and organized war-craft. Fifth Pale Demons are jealous of power and forever seek to dominate others. They travel to other planes to gather slaves to operate their machines.



No Demons of the Pale are stronger from the point of brute force. Legends commonly cite these creatures as being capable of punching through steel doors or thick, stone walls. Each possesses knowledge of all Monk Base lists and receives 8 power points per level. Their strange, technologically-based weapons often have whirling chains, power-driven pincers, or spinning blades which deliver extra criticals.

Other Creatures of the Fifth Pale

Xuun: Small, monkey-like creatures, Xuun are the servants of the Demons. They have six limbs, all are like long arms with dexterous fingers. Xuun have no fighting abilities, but scream loudly if they see a creature they do not recognize.

Ag-Ak: Not living creatures but constructs, Ag-Aks are robots built by the Demons. They come in countless forms, ranging in size from less than a foot to more than ten feet in height. Uniformly stupid, they are nevertheless often well-equipped fighters.

Ophul: Humanoid slaves, Ophul resemble men who have gone beyond the edge of starvation. These naked, skeletal creatures have dark, sunken eyes and fragile-looking limbs. They are the laborers of this realm, hauling the fossil fuels which power the machines. Emotionless and unthinking, they are like automata.

THE WORLD OF THE SIXTH PALE

Another dramatic place, the Sixth Pale consist of endless vertical cliffs which plunge into fiery chasms. These sheer walls continue upwards as far as the eye can see, and drop hundreds of feet to brilliant lava rivers. The sides are laced with treacherous, narrow shelves of rock, barely wide enough for one man to pass. Sections of these shelves frequently crash into the abyss without warning.

Demons of the Sixth Pale: (-)EK§#,(--,-)-8.

While resembling First Pale varieties in stature and structure, they have glistening black skin, huge hands, and large, prehensile tongues and feet. Their glowing red eyes and foot-long tongues contribute to a visage beyond terror. Intelligent, but insane and wildly violent, these are the most feared of the common Demons of the Pale.

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Nearly all are virtually immune to extremes of temperature, particularly fire, and pain seems alien to their being. Worse yet, they are powerful and elusive foes. Sixth Pale Demons have a 'recurved' musculature, and are capable to feats of tremendous acrobatic skill and rarely paralleled strength. These creatures may leap up to 100' from one chasm wall to another, holding on to the adamantine rock by literally driving their steely claws into the stone. Such fearless displays of raw, dexterous power are inherent in their character.

Perhaps the most grisly and terrifying legend surrounding the Sixth Pale Demons is that many have been known to tear the head off of a fallen foe with one swift motion—all the worse because it is true.

Other Creatures of the Sixth Pale

Murg: Insectile beasts, Murgs crawl along the cliffs on sticky appendages. While capable of short hops, they cannot fly. Murgs are about two feet across and resemble a glistening blue locust. They can spit a powerful acid (resolve as a *Fire Bolt* attack) up to 100' with deadly accuracy.

Karax: Mighty beasts which live without harm in the lava of the Sixth Pale, Karax lurk just beneath the surface, waiting for a creature to move too close to the liquid rock. If a Demon of Murg ventures too close, the serpentine neck shoots up (as far as 50 feet!) and snaps shut on the poor victim.

THE LAST PLANES

Home of the Demons Beyond the Pale, the Last Planes are not a place where sanity can survive. The senses are warped by energies and effects which cannot be understood. No more can be said, for no one has returned from the Last Planes and recounted anything which makes the least sense.

In reality of course, the Last Planes are made up of myriad worlds, but the subtle differences between the different incredible environments are lost on humanoid senses.

Demons Beyond the Pale: (-)EK§#,(--,-)-9.

Most powerful of the Outsiders, the Demons beyond the Pale are in another class altogether. They may choose a form while in this universe, but it requires great concentration and power. As a result, most must accept the awful form they take when they enter the mortal world.

Malevolent demigods, the Demons Beyond the Pale are souls who are inimical to the Essence of Creation. Some of these spirits were born of the Essence and later banished into the Void—indeed some theorize that Ordainers who have become too wild and powerful are thrust into this realm. They are lords who control their own, bizarre dominions and exercise control over many of the lesser Demons that inhabit the Known Planes. While most of their motives remain wholly mystifying, they sometimes act in a clearly understandable fashion and according to standards familiar to the Men and Elves of this plane.

Demons Beyond the Pale are incarnations of tremendous Evil. Most take gigantic forms, although virtually none are fair-seeming. All are agile and powerful, and enjoy swift flight (60' per round acceleration, with a maximum speed of 240' per round). For instance, even the weakest of these Demons can wield a great (two-hand) weapon in each hand. Each possesses an almost irresistible voice and commanding presence which enables them to lead large groups or dominate exceptionally strong minds. All can cast spells up to 50th from the Essence spell list "Spirit Mastery" with 14 PPs per level. Most such spirits are also tied to a specific element (e.g., fire), which allows them to command related elemental or base spells akin to their own makeup. Fire-spirits, for instance, know the "Fire Law" spell list,

as well as any other spell whose name contains the word "fire" (while those of light know "Light Law" and any spell with a name including "light"). Given to immolation, Demons beyond the pale can engulf themselves in fire, cold, or ball lightning, thereby delivering a 'D' critical to all within 5' of their huge, hideous bodies. Few creatures have so many tools of power, or so prone to wield them.

Those within a 50' foot radius who view them for the first time must make a RR versus fear. Failure of 01-25 results in the victim being immobilized by terror for d10 rounds; failure of 26-100 forces the victim to flee for d10 hours, while a failure of 101+ results in instant death due to shock. Magical weapons are required to harm a Demon From Beyond the Pale.

9.2 DEMONS OF THE VOID

Oddly tranquil after the unthinkable realm of the Last Planes, though it has even fewer reference points, and serenity can lead swiftly to insanity. An almost tangible darkness is everywhere, while small white lights dodge and dart about, seemingly without mission or purpose. It is utterly silent. Several demons dwell in this place. These are discussed below.

9.2.1 • OLDER ONES: AGOTHU

The Older Ones are ancient spirits, eerie demigods and their servants who predate Creation. While their appearance in most cases is the most hideous and disgusting of all the Demons, their purposes are sometimes not even what would be considered 'evil.' At the head of this strange and indecipherable order is Agoth itself, a sentient presence which is master of the entire chaotic hierarchy of the Older Ones.

In many ways the Older Ones are mere extensions of the Agoth, though their actions and intentions are so alien that they seem purposeless, often pointless and sometimes contradictory.

The 'high court' of Agoth, these individuals—if they can be called such—are the chief lieutenants of the force of Agoth. Each has a distinctive form (more or less), and even a twisted uniqueness which might be called a personality.

Althoi: (-)EK§#,(--,-)-9.

Often called 'The Eyes of Agoth,' Althoi resemble more than anything else large (8' long), inflated blowfish, except that their bodies are covered with eyes on short, wavering stalks. Over two dozen sight organs bulge from the creatures' cold, slimy skin, blinking and staring. An Althoi's fins are of a shimmering diaphanous nature and seem to propel it as if it were swimming in water, though it hovers in the air with no apparent effort. Several prehensile tentacles emerge from the large-jawed mouth, organs of sense and manipulation.

An Althoi almost always travels alone, and will rarely attack. True to its purpose, the Althoi is an observer, not a warrior. However, if attacked, it can be a deadly opponent. Althoi has the power of inter-planar travel; it can also propel itself through the air at about 5 mph.

Though not strong by Demonic standards, they can take hold of a man—paralyzing him with poisoned barbs—and drag him to the gaping maw. Then the creature drains its victim of blood and drops the empty carcass. The Althoi know the following spell lists: open Mentalism "Detections" and "Delving" to 30th; Bard Base "Mystical Change" to 20th; Mentalist Base "Mind Speech" to 10th. Althoi have 8 PPs per level. In addition, they can also use the spell *Passing* to get through physical barriers. Magical weapons are required to inflict harm upon them.

Tresh: (-)-EK§#,(--,-)-9.

Very similar in form to a large, slightly bloated squid, a Tresh floats in the air vertically, tentacles dangling below it, though they waver about in all directions, and three extremely long ones have a reach of 40 feet. The other tentacles have a 20-foot reach and the body is about fifteen feet long. In the center of the ring of tentacles (normally hidden) is the beak.

Its skin is for the most part green and leathery, covered with large, wart-like lumps. The long, powerful tentacles have moist suckers, however. Tresh also has three eyes, spaced evenly about the main body, and instead of the pointed, finned end of a squid there appears to be a huge humanoid brain, pulsing inside a transparent, globular casing.

Tending to be another 'loner' among the Agothu, Tresh travel either by themselves or at most in small groups. They specialize in small-scale operations. More aggressive than the Althoi, they will attack first if confronted with a situation they consider to be potentially threatening.

Potential food (including humans, but the Tresh prefers larger prey) is held to the beak by the short tentacles while pieces are bitten off and ingested. Tresh have the ability of inter-planar travel at will and are powerful wielders of Mentalism (all Mentalist Base Lists to 20th level; 10 PPs per level); they are immune to mental attacks (spells with a sub-type of "m"), are deterred by strong Essence (takes half damage) and avoids all Channeling (takes full damage). They are immune to non-magical weapons.

Mogloth: (-)-EK§#,(--,-)-9.

Most humanoid of the Agothu, Mogloth have the basic form of a bloated, black-skinned man with a bat head and large bat wings. They also have arms ending in long, six-fingered hands with retractable claws. The bat-like head includes a snout with fanged mouth and long, prehensile tongue, and huge upward-pointing, membranous ears. Mogloth frequently wield a terrifying 2-handed weapon in one clawed hand.

Mogloth are frequently the Captains of the armies of the Void. While not as physically imposing as the Ordainers, they coordinate large offensives by virtue of their cooler heads and better understanding of the normal planes. Mogloth have the power of inter-planar travel at will, and can fly at speed of up to 40 mph.

Mogloth know all Evil Channeling lists to their individual level, and gain 10 PP per level. They avoid Essence (they take full damage), but are unfazed by all but the most powerful Channeling or Mentalism. When not using spells, they lash out with wicked claws.

Uthuro: (-)-EK§#,(--,-)-9.

When at rest, an Uthuro appears to be a blob of oozing protoplasm about ten feet in diameter, but this is just this beast's quiescent state. It can assume a number of shapes to suit its needs, forming tendrils, pseudopods, etc. It can squeeze itself to 1" high or through a 6" diameter tube if necessary (though it is very vulnerable in that state).

An Uthuro is not very intelligent and is usually an enforcer brought along with other Demons to assist. It is willful, however, and tales from the Wars of Dominion recount that these awful monstrosities were seen to turn on their own masters without apparent reason. Uthuro have the power of inter-planar travel at will.

The Uthuro may attack up to five foes per round, as long as they are within 20' of each other. Once the Uthuro has successfully entangled a target, the victim takes 1 'C' Heat Critical per round while the blob-like form surrounds its prey.

They are immune to all attacks of Mentalism, deterred by strong Essence (takes half damage) and avoid all Channeling (takes full damage). Magical weapons are required to harm them. Uthuro do suffer double hits from Lightning attacks, and suffer *normal* (not Super Large) Electricity criticals. Uthuro have a *Presence* ability similar to the Mentalism Base Spell, with a range of 20' per level.

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9.2.2 • AGOTHU SERVANTS: DESTROYERS

The creatures listed below are types of Demonic servant of the Older Ones. Any of the below may be in the service of the Agothu above.

Glaar: (-)-EK§#,(--,-)-8.

Strange, almost formless creatures, these beings are composed entirely of energy. They take on a vaguely anthropoid form, standing about 10 feet tall.

Somehow electrical in nature, they feed on that power and need it to survive. They are drawn by any electrical charges—including that generated by living creatures. Glaar are able to coalesce during powerful electrical storms, a particularly potent lightning strike allowing a nearby Glaar spirit to re-form. After that a Glaar is an insatiable feeder, always requiring electricity to live. Glaar can also be summoned and directed by the Agothu, though the energy requirements usually make it an impractical tool.

The Glaar is naturally and permanently invisible. It can sometimes be detected by its trail: its toeless 'feet' instantly wither any vegetation it treads on. A Glaar will not cross water (it will 'short out') and can only be harmed by enchanted weapons. It can fire one *Lightning Bolt* per round, with a +50 bonus. It uses its hits as Power Points.

Swiping at a target with its forelimb, it can deliver a brutal strike, including a supplemental Electricity critical on top of any normal given (at no 'charge' to the Glaar). When it wants to draw energy, it will grapple with a target, and hits delivered by the Grapple attack are drained from the target and added to its hit total. It will continue to drain hits from an unconscious target, draining the hits until target is tapped out (and dead). Those striking it with metal weapons will receive an 'A' Electricity. Magic has little effect on it: Elemental attacks do half damage (Ice and Earth bolts will splatter and vaguely reveal its hulking, monstrous form; Electrical attacks will add to its hit total and agitate it). Without fresh energy, a Glaar will dissipate at the rate of 10 hits per hour. If the Glaar goes over maximum hits, it dissipates into harmless static electricity.

Mind-eaters: (-)-EK§#,(--,-)-8.

Mind-eaters appear very much like large (one foot diameter) opaque jellyfish with clawed tentacles instead of feelers.

Mind-eaters are grotesque little beasts which seek to attach themselves to the victim's head and then suck out the brains. They are mindless Demonic servants, usually set loose upon a target by one of the more powerful masters.

Mind-eaters appear out of thin air directly over a target. They normally attack one per person. If they fail their initial attack, they will attack by leaping, but they will flee if destruction is imminent. It is a Light maneuver to avoid allowing a Mind-eater attach to the head if they are detected. To anticipate a Mind-eater attack requires a Sheer Folly. To see a Mind-eater above one's head is a Medium Awareness maneuver. Mind Eaters use an ability identical to the Mentalism spell *Presence*, which they use to locate prey.

Section 9 Noh-Kef: (-)EK§#,(--,-)-8.

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These Destroyers stand about ten feet tall. Since they do not move and their skin has the texture and appearance of smooth, grey stone, they seem very much like oddly-shaped pillars. They are roughly cigar-shaped with eight longitudinal ridges. At their base are sixteen 'tentacles' radiating out about two feet. These tentacles are incredibly strong and support the creature while resting. They fly when active so these tentacles are really their manipulative organs. The tentacles surround an orifice which is totally sealed when dormant, but may open wide enough to actually swallow a man whole.

The Destroyers of Noh-Kef are among the most powerful and mindlessly destructive of their ilk. Fortunately, they are very rare, and if not roused from their lengthy sleep they can be easily avoided. The Destroyers of Noh-Kef are apart from many of the other Older Ones, ancient beings who, while residing in the mortal world, have for the most part been in a state of slumber for thousands of years.

When swallowed by a Destroyer, a target suffers an 'E' severity Heat critical every round until docile, then they will be infused with a level 30A Reduction Poison. All Destroyers (when awakened) have considerable spell-like mental abilities. Each knows all Evil Mentalism lists as well as *Mind's Door* and *Mind Control*, and possesses 10 PP per level to use in casting.

Yathlu: (-)EK§#,(--,-)-8.

Luminous, transparent beasts, the Yathlu appear in ways similar to the Tresh but are unrelated. They manifest as a large jellyfish-like creature, about three feet wide with dozens of multicolored tentacles hanging from the underside. The main body pulses and undulates as it floats in the air. The tentacles waver and drift, seeming aimless but actually searching.

The Yathlu seeks life-force and is drawn to it. Yathlu are not particularly strong, but they are frequently found accompanying a Moglath as bodyguards or scouts.

Each tentacle has an eye on the end, allowing the creature a very complex (if disjointed) vision. While not strong, these tentacles also deliver a powerful sting if they touch unprotected skin. Yathlu tentacles deliver a powerful (level 10A) Muscle Poison which immediately paralyzes the foe. However, they *must* touch bare skin. This is indicated by their medium stinger attack (the stinger attack roll is automatic after a Grapple critical is achieved). Once the target is stunned the creature can actually carry a single beast as large as a cow away, draining its fluids and leaving a husk. A Yathlu can attack as many as three foes at once, and if not surprised, can hold them at tentacles' length (the tentacles have a better defensive ability than the vulnerable body). Yathlu are immune to all but Elemental Spells. They take half damage from all but fire attacks (which delivers double normal concussion hits (but they take Large Creature criticals). They are immune to strikes from non-magical weapons.

Xyr: (-)EK§#,(--,-)-8.

Another unspeakable horror from the void, the Xyr are vaguely anthropoid, yet have a certain 'melted' look to them from a distance, and in close proximity they actually look inside-out. Transparent skin reveals pulsing veins and arteries. Their feet are mere stumps (like an elephant's) and their long arms end in three strong tentacles equipped with powerful suckers with which they try to grab an opponent. While easy to hit, they are resistant to serious damage.

Among the most common of the Destroyer servants, the Xyr act as a guard about the more powerful Agothu in battle situations. They are rarely seen alone, however, unless they have been thrust into the mortal plane by some accident.

Any critical result means a secondary Electricity critical is also delivered as the creature's suction cups drain blood from the target. Successful Grappling criticals mean the beast has a grip and will do an automatic 'B' Electricity every round unless the target makes a successful Very Hard disengagement maneuver (the victim may add double his Strength bonus and a single Agility bonuses), target may attempt this while parrying the other arm's inevitable attack.

Any bleeding hits from target while successfully grappling mean hits are healed on the Xyr that are taken from the target. Bleeding wounds close and heal at the rate of one hit per round (e.g., a 5 hit per round wound will only bleed at the rate of four the next round, three the next, etc., until healed after five rounds).

9.2.3 • OTHER DEMONS OF THE VOID

Aside from the Agothu, other Demons dwell in the realm known as the Void. Unlike Demons of the Pale, they are beings who were once of the "high races," but have long been changed. There are three kinds of these Demons: (1) perverted Elven spirits; (2) corrupt souls of immortal Mannish spellcasters; and (3) malformed spirits of fallen demigods. All were cast into the Void as a result of heinous crimes or their own foul incantations. In any case, they were sundered from this world because of their own evil acts.

These Demons can only take form on known planes when under a summons or by entering a Gate to the Otherworlds. Since the Gates are guarded, their passage is often tied to a pardon, a rare event typically inspired by trickery. Like Demons of the Pale, these wicked spirits take distasteful forms while in this world, thereby interacting with other beings. These forms serve as their conveyance, but are vulnerable and can be destroyed. Their "real being" or spirit, however, cannot be destroyed outside the Void.

Demons of the Void are rated on a scale from I to VI, with Ordainers stretching off the bounds. An Ordainer may only be normally summoned by a spellcaster of at least 50th level utilizing the highest possible level summoning spell. Rarely can they be controlled or mastered, although their presence outside the Void usually requires the use of these spells. The approximate breakdown by numbers is: Type I, 5% (01-05); Type II, 8% (06-13); Type III, 20% (14-33); Type IV, 30% (34-63); Type V, 25% (64-88); Type VI, 10% (89-98); Ordainers, 2% (99-00).

While some are masterful enchanters, all these creatures can make use of spells from the Sorcerer base list "Soul Destruction" and the Evil Mentalism base list "Mind Disease."

ELF DEMONS

Celebdel: (-)EK§#,(--,-)-8.

Tall, noble-looking Elves, enshrouded with an aura of great power, the Celebdel are terrifying to behold. Their evil can be seen in their black eyes, and their madness can be seen in the twisted crowns of silver that they wear upon their heads.

Because they wear bizarre silver crowns, Celebdel are called "Silver Horror" by the High Elves. They consider themselves lords of the Elf-Demons, and form twisted parodies of Elvish kingdoms among their kind. They fear the Agothu (of which they will not speak) and the Demons of Might, some of which they dare to scheme against. They are Type V Demons.

MAN DEMONS

Of all the Elf-Demons, Celebdel are the most potent. Frightening yet cruelly noble, their very presence forces those with 50' to make an RR versus fear. Those who fail by 01-50 flee for d10 minutes, while those who fail by more are frozen in terror for d10 rounds. Their crowns permit them 4 extra PPs per level (8 PP per level total). These they use to cast spells from the Evil Mentalism spell lists, all of which the Celebdel know to 20th level.

Culraug: (-)EK§#,(--,-)-7.

The golden-red brethren of the Daedel, the Culraug have similar, not-completely-corporeal appearances. While within the flames that they love, they are as invisible as a Daedel in darkness.

Enamored of fire and given to serving Fire-spirits, Culraug are also immune to flames and prefer warm places. They are Type II Demons. Culraug know all Sorcerer base lists to 5th level and enjoy high senses of Empathy and Intuition (with stat ranges of 85 to 102). They also have access to "Fire Law" to 5th level (8 PPs per level).

Daedhel: (-)EK§#,(--,-)-7.

Daedhel, or "Shadow Elves", appear as shadowy remnants of their former selves. That is, 5 1/2 to 7 feet in height, light in build with long, flowing hair.

These fallen Elves possess many of the abilities (such as the ability to see in the dark) that they had in their previous lives. Now they dwell in darkness and shadow, loathing the brightness of the light. They are Type I Demons. Daedhel know all Sorcerer base lists to 5th level and enjoy high senses of Empathy and Intuition (with stat ranges of 85 to 102). Despising of light, they can cast *Darkness* (Evil Essence spell list, "Darkness").

Hodhedhel: (-)EK§#,(--,-)-8.

The Hodhedhel have black skin and silver hair. Their thick hide is extremely tough, although it appears smooth and flawless, like that of true elves.

These Demons enjoy inflicting pain more than anything else. They wait on their own plane, thinking of it almost as a prison, until the day that they can inflict suffering upon the mortal world. They are not berserkers, however, and approach their "prey" intelligently and with great skill (+75 to all Stalking and Hiding maneuvers; as well as other skills in the Subterfuge group). They are Type III Demons.

Hodhedhel do not cast spells, but are extremely skilled with weapons. They often go into battle with a weapon in each hand, preferring barbed spears, curved or wavy blades, and spiked hammers. Very rarely, these weapons will be magical, or at least of excellent quality.

Thauredhel: (-)EK§#,(--,-)-8.

The skin of the Thauredhel is smooth, and their Elvish form is graceful and lithe. Outwardly indistinguishable from Hodhedhel, these creatures wield considerably more power.

Thauredhel dwell in the dark recesses of the Void, where even few Demons roam. These Demons focus on the corruptibility of the mind, torturing others with the same insanities which wrack their own minds. They are Type IV Demons. No normal weapon can harm them. All Thauredhel possess 4-8 PPs per level and know all the Evil Mentalism spell lists (to their own level).

Daerauk: (-)EK§#,(--,-)-7.

These shadowy forms appear as mere silhouettes of blackness, for they reflect no light. Although this makes them virtually invisible in shadows or deep darkness, this thirst for light can be their downfall.

Daerauk rule over their lesser Hothrog, bullying and threatening them constantly. These spirits were once Men that treated those below them with cruelty and contempt. In the Void, they continue this practice. Their own ambition and overconfidence often proves their undoing, however, for in the realm of Demons, they are lowly and weak. They are Type II Demons.

Daerauk can use weapons, and enjoy employing flails, morningstars and whips. An *Utterlight* spell will slay any Daerauk failing to resist within the area of effect. Spell users, Daerauk know all Evil Channeling lists to 5th level and receive 6 PPs per level.

Gogonaur: (-)EK§#,(--,-)-8.

Gogonaur are Demons of fire, appearing as 10' tall men surrounded in flame. Their skin is a dark red and their eyes are a deep and unblemished black. When aroused, their bodies burn brighter and take on an amorphous quality.

Gogonaur delight and enjoy fire—they love it for its destructive abilities.

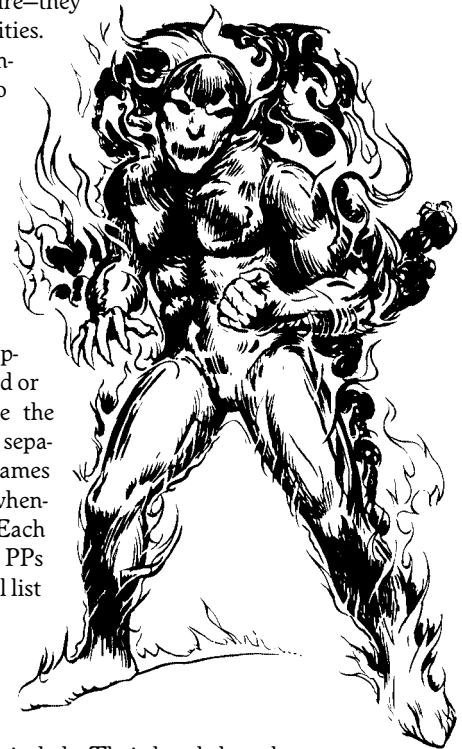
Lusting after destruction and burning, they long for the chance to inflict their love upon others. They do not, however, appear to have a preference as to whether they destroy living or non-living objects. They are Type III Demons.

While in their aroused state, they move like a dancing fire and cannot be harmed by normal weaponry. When struck by spells of cold or ice, however, they receive twice the usual damage (including two, separately-rolled criticals). Their flames yield an (additional) 'A' Heat whenever they deliver a critical strike. Each day, Gogonaur can cast up to a 45 PPs of spells from the "Fire Law" spell list (Magician base).

Hothrog: (-)EK§#,(--,-)-7.

Hothrogs are Man-Demons whose forms combine the bodies of men and the heads of large jackals. Their hands have but two non-opposing fingers, so they cannot use weapons.

Like the Demonic Elven spirits, these Man-Demons possess the skills and stature they had in life, but lack true form or pleasant features. Hunting in "packs" of two to twenty individuals, they are instinctively tied to one another and often attack with suicidal frenzy (a special bonus of +30 to OB with a special modification of -20 to DB and no ability to parry) when alone. Those who aspire to lead are less prone to such behavior but even more brutal, having slaughtered their numerous rivals. They are Type I Demons. Instead of weapons, they rely on their long, steely claws to tear or shred their foes. They also can bite with their canine mouths.





Narauk: (-)EK§#,(--,-)8.

Narauk are greater Fire-spirits, towering 11 feet tall. They have the bodies of men, with huge, flaming hands tipped with gleaming talons.

Like the Gogonaur, the Narauk are slaves to heat and flame. A Narauk will often have Hothrog or Daerauk slaves, but prefer the company of Culrang (despite the fact the Elf-Demons rarely ally themselves with their Mannish brethren). They hate Gogonaur, treating them as competitors, and lusting after the power of the Noble Gogonaur. Narauk are Type IV Demons.

Their critical strikes are accompanied by fire criticals of an equal level. Worse, they can "weave" a 1' wide, 10' high wall of flame wherever they tread. Although it requires their undivided concentration, they can extend the wall by 60' per round, and the fires last d10 minutes (roll once for the duration of the whole). This wall delivers a 'B' Heat critical (no RR) to all who pass through (take one critical) or remain in (one critical per round) its confines. Narauk can also breathe flames, exhaling white-fire bolts (treat as a +30 *Fire Bolt* attack with a range of 100') up to three times a day.

DEMONS OF MIGHT

Noble Gogonaur: (-)EK§#,(--,-)9.

With flesh flowing like black, molten steel, these 13' tall humanoids are enshrouded in flame. Most wield huge weapons, curved and barbed, dripping with flame.

Noble Gogonaur are great Fire-spirits, Demons who were once lower demigods. They serve as a model for the lesser Fire-Demons and, as such, their appearance is that of larger Gogonaur. They are often found as masters of loyal Gogonaur and jealously hateful Narauk. These Demons of Might are Type V Demons.

They possess all the powers of Gogonaur, but are more cunning and capable. Their critical strikes are accompanied by 'B' Heat criticals and most (80%) are armed with flaming-weapons (e.g., a "Sword of Flame"), great two-hand arms that they wield in but one hand (delivering triple concussion damage). All Noble Gogonaur can cast 90 PPs per day of spells drawn from the Magician base list "Fire Law." Their thick, smooth hide is both enchanted and resilient, and cannot be harmed by normal weapons or fire of any kind.

Ordainer Moloch: (-)EK§#,(--,-)9.

All Ordainer Moloch are unique in guise and possess the power to change shape at will, although they cannot hold fair form without concentration. In their usual state, they are huge, 15'-18' tall, hideous beasts, with tremendous wings and well-muscled arms and legs.

The mightiest of the Demons of the Void are the greater Ordainers, the Moloch. These lordly demigods are high servants of evil, brilliant, yet exceptionally cruel masters of hate. They are loners, simply because all creatures, including other Demons, fear them—with due cause. Moloch will casually destroy another being without thought or provocation. They are Type VI+ Demons.

Like the less spectacular Raukamar, the sight of an Ordainer Moloch is such that all non-Demonic creatures viewing the Demon must roll a successful RR or flee in terror for d100 (open-ended) minutes. RR failure of greater than 100 results in death due to shock. Moloch can fly (30' per round) and employ all open and closed Essence or Mentalist spell lists to their level (12 PPs per level). Some also know the Evil Mentalism and Evil Essence lists. When utilizing arms, they carry two 2-handed weapons,

striking each round as if 2 individuals. When unarmed, they simply use their hands, which strike as maces. In any case, their immense strength yields triple concussion damage. Only magical weapons can cause them harm. Given to immolation, the Moloch can explode into flame or shroud himself in ice (Demon's choice), and all within 6' radius receive a 'D' Heat or Cold critical each round they remain in the terrible, flickering radius. A Moloch can also "ordain" a foe, tearing the target's soul from his body with a 30th lvl *Absolution* (Sorcerer base list; "Soul Destruction").

Ordainer Raukamar: (-)EK§#,(--,-)-9.

Appearing as huge (12-15' tall) man-like forms veiled in blackness, their pitiless image fosters fear. Either hellish flames or frigid winds (varying from Demon to Demon) are expelled from the darkness, belying the Demon's preferred element. Huge, powerful arms wield horrible weapons with deadly skill. Long, curved horns grace their shadowy skulls, while dragon's wings hang from their backs like a shroud.

The Ordainers and their lesser brethren, the Noble Gogonaur, are demigodal spirits whose avarice led to their fall from grace. These Demons of Might were cast out as they upset the Balance of Things. Most became imprisoned, but many were destroyed and passed beyond Existence. A few survived to dwell in the depths of the earth, laying in wait as a dormant curse upon the world. Like the Demons Beyond the Pale, they are terrifyingly powerful creatures, with a thirst for lordship and a hunger for casual revenge.

Raukamar are lesser Ordainers, Fire- or Ice-spirits who embody great strength and power. They do not associate with others of their ilk, as all lesser Demons fear them and they avoid Moloch and the Agothu lords. If they do encounter other Demons, they are as likely as not to slay them or capture them to torture somehow. The fate of mortals that encounter them is far worse still. They enjoy taking others and placing them in inescapable and dangerous traps and mazes. They are Type VI Demons.

The sight of such a horrible presence as a Raukamar is such that all non-Demonic creatures viewing the Demon must roll a successful RR or flee in terror for d100 (open-ended) minutes. RR failure of greater than 100 results in death due to shock. Once a person has stood and fought a Raukamar, he is immune to the fear auras of all lesser level Raukamar.

Raukamar can bathe themselves in fire or an icy mist, immolating with explosive vengeance and each round inflicting a 'C' Heat or Cold critical on all characters within a 5' radius. Horned and winged, they can take flight, moving 25' per round, like fiery fell beasts. These Demons possess spells from the open Essence and Mentalist spell lists. They know all of these lists to their level, and receive 8 PPs per level. Their great strength allows them to wield two-handed weapons, such as great swords or axes, in one hand and inflict triple normal damage. Most of these weapons will be great magical items that they have found in their journeys to the mortal world—or worse, those crafted in Demonic forges in the Void.

For reasons known only to them, Raukamar focus their Demonic energies on elemental cold or fire. They choose these destructive foci early on, and never change them. It may be that some fundamental concept involving the Demon's spirit actually determines the element of primary focus. Fire and Cold spirits do not have any special enmity for one another however, although two Raukamar will never work together.

9.3 OTHER DEMONS

This section details the variety of demons that are not covered elsewhere.

Acarva: (-)EK§#,(GZ,-,-)-7.

Acarva are frog-like water Demons, greenish black in color, although some are bluish black. Its wide mouth is filled with a double row of pointed teeth, and its forearms end in dangerous claws. They stand 6'-7' tall when upright.

It is encountered on this plane in the places Demons frequent or in various water sources (it does not have a preference to fresh or salt water). It is completely amphibious, with no restrictions as to how long it can be in or out of the water. The movement rate given is for swimming. On land its base rate is only 40. It is a Type III Demon.

Their huge mouth bites for terrible damage, and drains 1-3 Constitution points. It also has long claws to fight with as well. It enjoys pulling air-breathers into water and holding them under the surface (with Strength stats ranging 95 to 101) until they drown. In any event, when fighting land-dwellers, it will try to force the fight into the water where it has all the advantages.

Acid Demon: (-)EK§#,(--,-)-8.

Acid Demons are disgusting, fat yellow-skinned humanoids with no hair and exaggerated facial features. Acidic slime pours from open sores on the creature's bloated body. Its fingers are too short and stubby to manipulate objects well, although little could survive its touch anyway. An Acid Demon stands five to six feet tall and appears to be in constant agony.

Acid Demons possess neither weapons nor treasure, for everything it touches, is destroyed. This creature wanders abroad, without having a permanent lair, looking for living creatures to share its misery and pain. It is a Type II Demon. This Demon uses its fists in combat, delivering damage from its acid secretions with each blow. Use Heat criticals as additional damage inflicted when it touches something. Normal objects touched must make an RR or be destroyed.

Black Stalker: (-)EK§#,(--,-)-8.

Protected by black Demonskin armor and wrapped in a cloak of darkness, these humanoid warriors are terrifying to all that view them—particularly the target of their mission of death.

The Black Stalker is a Demonic assassin, a cursed warrior possessed by a spirit from another plane. Each of these rare creatures stalks a particular target until it succeeds in assassinating him or is "killed" in the process. Nothing short of death will stay their mission. They will do whatever is necessary to smite their victim and always utilize the fastest, most complete manner possible. Black Stalkers prefer to avoid melees which delay them from reaching their target, but when forced to fight, they will usually quickly dispose of the opponent and get on with their mission.

During daylight they sleep in a dark chamber, for they are weakened when exposed to natural sunlight or its enchanted equivalent (-50 to all actions/maneuvers in this type of environment). Darkness invigorates them and allows them great advantages over most prey. They have both *Darkvision* (500') and, out of daylight, the power of limited hit regeneration (2 hits per round). The Black Stalker is a Type VI Demon. Only Demon Lords, Ordainers, and other extremely powerful Demons can send a Black Stalker on a mission. More commonly, a mage on the mortal plane will learn the correct spell or ritual to summon one and will send the Stalker after its enemies.

Section 9

Demons

OTHER DEMONS													
Type	Lvl	Base Rate	Max. Pace/MN Bonus	Speed MS/AQ	Size/Crit	AT Hits (DB)	AT (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook (IQ)	
Acarva (III) (swims)	8C	110	FSpt/30	FA/VF	M/II	150D	4(40)	80MCl/70LBi/Special«	1	-	F	Cruel(MD)	
Acid Demon (II)	5C	50	Spt/10	MD/FA	M/I	125D	3(20)	80MBa[Heat](2x)	1	-	C	Hostile(AV)	
Black Stalker (IV)	15G	80	Dash/30	BF/BF	M/II	150H	20(50)	180bs (Slaying) / Special	1	-	F	Special(HI)	
Corvox (I)	3B	60	Spt/20	FA/FA	M/I	60C	1(20)	60MGr(2x)/Spells	1	-	B	Cruel(AV)	
Demon Dog (II)	4H	120	Dash/60	FA/FA	M/I	70G	3(30)	50MBi/50MBa/90LBi/30FBr	2-20	-	D	Hungry(VL)	
Demon Horse (III)	7F	150	Dash/40	VF/FA	L/LA	160H	4(40)	100MGr/90LTsv/90MBi[Heat]	1	-	F	Special(AV)	
Demon Drake (V)	34G	220	FSpt/20	VF/VF	L/SL	400H	20(50)	140HCl/120HBi/120HBA/90HHo/130FBr/Spells	1	yysz	K	Cruel(HI)	
Demon P.lasm (III)	10F	40	Run/0	SL/MD	L/LA	200G	12(10)	90LGr (4x)/Special	1	-	H	Cruel (HI)	
Demon Scourge (VI)	30G	100	FSpt/20	VF/BF	L/LA#	250G	20(90s)	200We(3D)/Special«/130We(3D)/Both/Spells	1	uy	K	Cruel(HI)	
Eraditor (IV)	23F	70	Spt/20	MD/FA	L/LA	340G	11(35)	150HBI(3x) /60FBr/60IBr/60WBr	1	-	H	Berserk (LO)	
Frzzzm (fly)													
Normal (I)	1A	25	Dash/30	MD/VF	S/-	1A	1(50)	0TBI/Spells	1-1000	-	-	Hostile(AV)	
Large (II)	5C	80	Dash/20	MF/VF	S/-	80C	4(30)	60SBI/Special«/Spells	1-10	-	C	Cruel(AA)	
Giant (III)	9D	120	Dash/10	FA/VF	L/LA	200E	10(20)	100MBi/Special«/Spells/90We	1	-	E	Cruel(AA)	
Grumoz (I)	2A	80	FSpt/10	MF/FA	L/I	110D	3(10)	90LBA/40We	2-7	-	B	Cruel(LO)	
Huntaar (IV)	15F	100	Dash/30	VF/VF	M/LA	250F	4(70)	150We/100MCl/90LBI/Spells	1	p	G	Cruel(HI)	
Ice Demon (III)	7D	80	Spt/0	FA/FA	M/II	135E	1(50)*	90MBa[Cold]/Spells	1	l	F	Cruel(AV)	
Mortal Demons	12H	160	FSpt/20	BF/FA	M/I	150E	4(60)	170We(2D)/150We(2D)/150LBA	4-48	y	H	Cruel(AV)	
Neng (IV)	8F	90	FSpt/20	MF/FA	M/I	120F	11(50s)	110We/Special/40FBolt	1	-	F	Cruel(HI)	
Plague Demon (III)	8E	100	Spt/10	VF/FA	L/LA	200F	4(40)	100LBA/Special«	1	-	F	Cruel(LO)	
Rashtar (II)	6C	110	Dash/5	VF/VF	M/I	160E	12(40)	90We(4x)/60MBa	1	-	D	Berserk(LO)	
Rhodintor (V)	25G	80	FSpt/10	FA/FA	M/II	190E	2(40)	20We/Spells	1(1-6)	uy	K	Domin(EX)	
Shade Demon (IV)	14E	150	Dash/20	VF/VF	M/LA	220F	1(80)	110MCl(2x)/Spells	1	-	F	Cruel(HI)	
Shadow Demon (VI)	30G	150	Dash/30	VF/BF	M/SL#	250H	20(50)	200We(3D)(2x)/150HBA/Spell	1	uuzz	K	Cruel(SU)	
Smoke Demon (II)	5D	100	Spt/0	FA/FA	M/I	110D	1(30)	80MBa/110MHov/60We	1	-	C	Hostile(AV)	
Succubus/Incubus (II)	12G	80	Dash/10	MF/MF	M/-	140F	3(50)	100We/Spells/Special	1	-	F	Special(VH)	
Storm Demon (V)	25G	150	Dash/30	BF/VF	M/LA	275F	1(80)*	150We(X2)/Spells	1	u	J	Cruel(VH)	
Sword Demon(V)	20G	200	Dash/40	BF/BF	M/LA#	300H	12(90)	210We(2D)(2x)/220MSw	1	uzz	J	Playful(VH)	
Terrorite (VI) (fly)	32F	200	Dash/20	BF/BF	L/SL#	250F	12(60)	200We(2D)/130We(2D)/Both/90LGr/Special«/100MBi«/Special«/Spells	1	u	L	Domin(EX)	
Thonis (V)	25F	60	Spt/40	MF/FA	L/LA#	300G	4(60)*	180HBA/220HTsv/and Spells or 140We(2D)	1	y	K	Domin(EX)	
Thorned Demon (II)	6C	90	FSpt/0	FA/FA	M/I	100C	4(20)	80LBA1-4 A Puncture/60xl(1-4x)	1	-	D	Berserk(LO)	
Tlaque (I) (fly)	3B	180	Dash/10	VF/FA	M/I	80C	4(30)	60MCl(2x)/55MBi/Special	1-20	-	C	Hostile(LO)	
Warrior Demons													
Clubber (II)	5H	50	Dash/10	SL/MD	M/I#	150E	4(40)	110cl/90cl	1-20	-	E	Berserk(IN)	
Spear Demon (III)	10G	130	Dash/40	VF/FA	L/LA#	135F	4(50)	130sp/120sp	1-20	-	F	Cruel(MD)	
Sentinel (IV)	15G	60	Dash/20	MD/FA	M/LA#	175G	19(60)	150We/130MSt or MSw/150LBA	5-50	-	G	Mission(AA)	

*: Special (see description)

Blindingly fast and armed with a blade of quickness (a special bonus of +10 to all initiative rolls), they are deadly foes. The quick blades these creatures carry are reforged for each mission, thereby becoming a slaying broadsword keyed to the new target (i.e., it inflicts Slaying criticals upon the target). Garbed in light, black, enchanted full plate Demonskin armor (encumbers as AT 4; protects as AT 20) and a shadowy cloak of hiding (a special bonus of +50 to all Hiding and Stalking maneuvers), they prefer to hunt during hours of darkness.

Corvox: (-)-EK\$#(-,-,-)-7.

A Corvox is a Demon who appears to be a 5'-7' tall human (male or female) with straight black hair and long greyish tentacles in place of normal arms. The tentacles are not suckered like an octopus', but rather resemble long prehensile snake tails.

Favored by evil sorcerers of minor power, these are one of the few Type I Demons that have spellcasting powers. A Corvox is often encountered in the company of another type of Demon, such as a Tlaque or some Grumoz, and will usually lead these lesser Demons on its forays. It can use its tentacles to grasp and manipulate objects with surprising agility, although it never uses weapons.

The Corvox uses its tentacles to grapple foes, as well as for casting spells; it knows all Evil Mentalism spell lists to 5th level (they have 8 PPs per level to cast spell with). In general, however,

they avoid combat since they are not adept at fighting. Their powers are more appropriate for subtlety, manipulation and subterfuge.

The Quiet Mage, a mysterious figure of the recent past, employed a mastered Corvox as a manservant and builer. This proved his undoing when Sarast, a sorceress with whom the Quiet Mage had a quarrel, used her own magic to master the Demon. The Corvox used its spells to immobilize its former master while he slept, and then strangled him with its snaky embrace. Among the mages of the Northern Sun Guild, Corvox Demons are now often known as "Night-slayers."

Demon Drake: (-)-EKY\$#(-,-,-)-9.

These beasts appear to be small Demonic drakes, black in color, or rarely reddish black. Evil eyes burn yellow or sometimes red, and their scaly hide is covered in tiny spikes. They range in length from 20 to 30 feet, with a wingspan of 50 to 70 feet.

Demon Drakes are Dragons originating in the Pales or other Demonic region. They are often encountered leading other Demons (they can summon them with spells when needed) or serving a powerful Demon Lord. They do not sleep for long periods like normal Dragons, and their mating practices (if any) are unknown. They hoard treasure as their earthly brethren do. They are Type VI Demons, though they do not consider themselves to be Demons at all. They prefer to classify themselves as Dragons—though superior to those of the mortal



plane, of course. They come to this plane only to gather treasure and magic. Though they may set up temporary lairs in dark caves or abandoned ruins (they favor abandoned temples of good deities), they keep their main lair on their plane of origin. Rumors of the fantastic hoards that they keep there, with items and treasures from countless worlds, do not exaggerate. However, no known treasure seeker has actually looted such a find and returned to tell of it.

They cast spells from the following spell lists: "Mind Domination" (Evil Mentalism), "Darkness" (Evil Essence), "Dark Summons" (Evil Essence), "Matter Disruption" (Evil Essence), "Spell Reins" (closed Essence) and "Lofty Bridge" (closed Essence). They gain 10 PP per level. Like their Dragon counterparts on this plane, their blood is caustic, and they are allowed the special dragon attack patterns described in that section. Their breath weapon is unlike any on the mortal plane, as it consists of black fire which is paradoxically hot and cold at the same time (bolt range 400'; cone length 200'; cone base 75'; causes Cold *and* Heat criticals).

Demon Dog: (-)-EKYS#,(--,-)-7.

The Demon Dog is a huge black wolf-like hound, with flames belching forth from its toothy maw. They range from five to seven feet in length. Demon Dogs possess all the attributes of large hunting dogs and often hunt in packs of 2d10. Craving flesh, these fire-spirits roam at night in search of human fodder. Their only restraint is their master, for most (75%) serve a greater power (typically a greater fire-spirit). Demon Dogs often watch over or herd the undead armies of their overlord. Demon Dogs are Type II Demons. Ten times per day, once per minute,



the Demon Dog can breathe a cone of fire with a 50' range. This attack can accompany the bite attack (and breathing fire on a successfully bitten target in the same round gives the Demon a special bonus of +35 to OB with the breath attack).

Demon Horse (Nightmare): (-)-EKYS,(--,-)-8.

The Demon Horse, or "Nightmare," is a nocturnal steed. Possessed by an evil spirit, it is jet black and appears as a huge, swift, riderless horse. It stands 8.5- 11', and a hellish glow emits from its mouth and nostrils. Its teeth appear pointed and canine.

Typically, a Demon Horse contains the soul of a jaded or vengeful spirit, and may seek to kill a specific individual or group which directly or indirectly (e.g., through their ancestors) harmed either the horse or its Demon-possessor at an earlier time. These Type III Demons are sometimes used as mounts by more powerful Demons (Type IV+, particularly Celebdel and Demon Scourges, although occasionally they also will suffer a Huntaar to ride them as well), or, more rarely those that serve the Demon Lords directly, such as a powerful Skeleton Lord or Lich, and infamous evil priest, etc. They prefer to remain riderless, however.

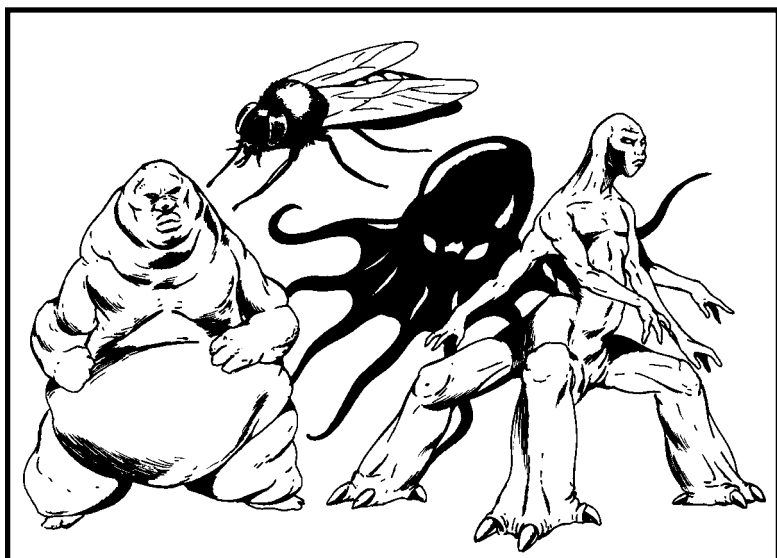
Immune to fire, these beasts are filled with a Demonic heat and all bite attacks are accompanied by an additional Heat critical. In combat, they function much like Great Warhorses.

Demon Scourge (Demon of Might): (-)-EKYS#,(--,-)-9.

These nightmarish terrors appear as huge humans wearing gleaming black plate armor with black (or rarely, red) cloaks trailing behind them continually blown by a cold, hellish wind that follows them wherever they roam. Above the armored body is the creature's flaming, featureless head which gives off no heat.

The Demon Scourge is a Demon of Might. They are few in number, and greatly feared. Their reputation as a merciless killer precedes them, and very few Demons will associate themselves with these beings if they can help it. Demon Scourges often employ undead servants or henchmen for this reason. They especially enjoy the company of vicious killers like Vampires or Wraiths. Sometimes a Demon Scourge will comb the lands for the body of a slain mortal who was once a murderer; and then take him as an undead servant. Additionally, a Demon Scourge will rarely be encountered without a steed of some sort. They ride Demon Horses, Dreadwings and Traags, although all of these beasts must be extra-large to support these Demons' bulk and equipment. They have also been seen riding certain Beast Golems or Constructs, or even small Drakes. Demon Scourges are Type VI Demons.

All beings (including Demons of lesser type) within 100' must make an RR vs. fear or cower in this creature's presence. Demon Scourges know the following spell lists: "Darkness" (Evil Essence) and all Evil Channeling spell lists. They have 6 PPs per level. They use large two-handed enchanted weapons such as two-handed swords, battle axes, and flails (all used one-handed), with a special magical bonus of no less than +25. In their "off-hand" hand they usually use magical shield (with a special bonus of at least +20 to DB), though sometimes they will use a second magical weapon.. Usually their weapons have extra abilities like delivering additional criticals, throw and return ability, imbedded spells, and so on. The weapons are very often poisoned with a level 15A Reduction poison. They wear full plate armor that is also highly enchanted (with a special bonus of at least +15 to DB) which allows them to move freely and relatively unencumbered, although anyone else wearing it will be fully encumbered due to their lack of the Demon's strength. Because extremes of temperature do not effect them (they all ignore Heat, Cold, and Electricity criticals) and they do not need to breathe, sleep or eat, they can be encountered absolutely anywhere.



(1 to r) **Demonic Protoplasm:** (-)EKYS#,(--,-)-8.

Acid Demon,
Frzzzm,
Thonis,
Xaastyl

This Demonic being appears to be a huge mass of grayish black matter with numerous tentacles, eyes, mouths and other body parts. It can stretch itself up to 20' across, but naturally is only about 12' in diameter.

In the roiling pits of the dark infernal realms, Demonstuff—from which the corporeal bodies of Demons are formed—bubbles and steams in the obscene throws of creation. Very rarely, however, this raw Demonstuff gains its own will and mind, and the ability to ooze out of the pits and hunt for flesh and spirit to consume. This is Demonic Protoplasm. Roaming the dark realms of Demonkind, devouring everything it can find, Demonic Protoplasm longs to come to the material plane to feed there. It is considered a Type III Demon, although it is very rare that one is summoned. It should also be noted that if one is summoned and controlled, the extra Demons its spawns are *not* automatically controlled by the Protoplasm's summoner.

These creatures grapple foes with their tentacles and then draw them into their mass. Any victim pulled into the Demon automatically takes a 'C' Heat critical each round held. The mass has a Strength of 100. A Demonic Protoplasm can also produce other Demons from its mass up to 10 times per day, setting them free to wreak havoc. To determine the type, treat the production as a *Lesser Demonic Gate*. The protoplasm can also cast *Darkness* (Evil Essence List "Darkness.") *Dark Stunning*, and *Dark Sleep* (both from Evil Channeling List, "Dark Channels") each once per hour.

The discovery of the Demonic Protoplasm changed the way many think of the creation of Demonkind in general. I do not agree with these findings, however. In my own experience, I do not believe that the pits of Demonstuff referred to by the new wave of demonologists exist. The Demonic Protoplasm is simply a mutation or new derivation of more common forms of Demons. Or perhaps, somehow a melding of many Demons which can sometimes detach from the whole—explaining the Protoplasm's "spawn."

Eraditor: (-)EK§#,(--,-)-8.

With three eyeless heads on long snake-like necks and three muscular legs all sprouting from a roundish body, this mindless Demon destroys all that it perceives. Each of its three heads has a huge mouth filled with iron-like teeth that can crush stone. It stands 9' high and bellows with three unearthly voices at all times.

Often a mage who wishes the total annihilation of an area will summon an Eraditor to that spot. They are basically unintelligent and are difficult to master, however, (they receive a special

bonus of +20 to their RRs against such spells) due to their ferocity and mindlessness. There are few greater forces of sheer destruction than an Eraditor. They are Type IV Demons.

Aside from its crushing bite, each head also breathes a certain type of breath weapon—fire, water, or ice in bolt or cone form (usable once per round each; up to 50 times per day; bolt range 200'; cone length 100', base 50'—treat a water cone as a *Cold Ball* with Impact criticals). Eraditor have a "radar" sense with a 500' range rather than sight or smell, and attempt to destroy everything that they sense—people, animals, plants, buildings and even natural formations such as cliffs or hills (and they usually destroy things in that order). They are immune to elemental attacks and magical weapons are required to do them damage.

Frzzzm (normal): (-)ENK§#,(--,-)-5.

Frzzzm (large): (-)EK§#,(--,-)-7.

Frzzzm (giant): (-)EK§#,(--,-)-8.

Frzzzm are intelligent Demonic flies. The smallest is physically indistinguishable from a normal fly, the Large Frzzzm is a giant fly, one to three feet long, and the Giant variety is a terrifyingly huge (6'-9' long) insect. The Giant Frzzzm can also alter its form to appear as a greasy, black-haired human with large eyes, a fat torso and spindly limbs.

There are three types of Frzzzm, but they often work together. All Frzzzm can see particularly well in the dark (*Darkvision* with a range of 200'), and their compound eyes allow them to see as if they had a *Sidevision* spell (closed Mentalism, "Sense Mastery" spell list) cast on them.

The Normal Frzzzm are more common than people of this plane would like to think. Often found in cities and towns, they serve as spies and scouts for other Demons. They are Type I Demons. Large Frzzzm are very large flies, 1'-3' long. They dislike most other Demons, save other Frzzzm, Plague Demons, and Grumoz. They are Type II Demons. Giant Frzzzm are generally loners, working with other Frzzzm when it suits their needs. Resembling gigantic flies, they are horrible to behold and disgusting to smell. They are Type III Demons.

Each normal Frzzzm has one-quarter of a PP. Four of them together can cast a 1st level spell, sixteen can cast a 2nd level spell, and so on. They know the "Dark Summons" list, but are sometimes taught other lists by more powerful Demons if their mission will require it. They use their spells to bring other Demons into this world when the time is right. Normal Frzzzm communicate to each other telepathically and act in a coordinated fashion.

Being extremely disgusting creatures, the bite of a Large Frzzzm will "rot" a victim (usable three times per day), if victim fails an RR; a portion of body hit (determined by the critical or randomly) rots and is useless in 1-3 days; it falls off in 3-6 days (if the midsection, head, neck, or something vital, victim will die) if another RR is not successful. The spell lists they know are "Diseases" (Evil Channeling), "Physical Erosion" and "Darkness" (Evil Essence) all to 10th level. They have 6 PP per level.

Giant Frzzzm have the same rotting capabilities of their smaller counterparts, plus it is nearly impossible to concentrate with the mind-numbing droning of their huge wings (does not allow concentration in 10' radius—treat as a continuous *Mind Shout*, Mentalist Base spell). They can also change their form to that of a human for up to four hours per day. In this form they can use weapons. In either form their skin is like hardened leather giving them an AT of 10. They can cast spells in both forms, and the spells they know are in the following lists: "Soul Destruction" (Sorcerer base), "Diseases" (Evil Channeling), "Curses" (Evil Channeling), "Darkness" (Evil Essence). They gain 8 PP per level.

Grumoz: (-)EK§#,(--,-)-7.

Grumoz Demons are apelike in appearance and huge, standing 8'-9' tall when erect.

They will never be encountered alone, always in groups. If a summoning spell is cast to summon Grumoz, there is a 25% chance that 2-7 will appear rather than just one. Spellcasters who learn this often use this fact to their advantage, but it must be kept in mind that Grumoz are only capable of combat, and little or nothing else. Their lack of intelligence makes it difficult to get them to perform even the simplest tasks, and they are useless for providing information. These Type I Demons are very often the servants of more powerful Demons. On their own plane, they dwell in animalistic tribal groups that wage a continual war with each other.

Grumoz sometimes use simple weapons like clubs, but prefer to use their muscular arms to bash their foes into gruey pulps.

Huntarr: (-)EK§#,(--,-)-8.

A tall, muscular human frame graced with the head and regal mane of a leonine king, the Huntarr hardly appears Demonic. Most are seen dressed in functional but regal clothing, with a finely-wrought weapon of silver or steel at their side.

A Huntarr is a noble and proud creature, much like the lion's head it bears. They specialize in hunting down victims like Demonic bounty hunters, although they also lead other lesser Demons into battle when need be. The Huntarrs with Ranger spells are often found in wilderness situations, actually conversing with animals and using them for servants by use of their spells. They are excellent trackers (with a special bonus of +90 to all Tracking maneuvers) and rely on their sense of smell as much as that of sight or hearing. They often ride Demon Horses or even especially large Demon Dogs. Huntarrs are Type IV Demons.

Half of the Huntarrs know all Monk base spell lists to 20th level. The rest know Ranger base spells to 20th level (Animist spells could also be appropriate instead). They have 8 PP per level to cast their spells. Their weapons are often enchanted, or at the very least made of high steel. Only in the most dire of combats will they resort to their claw or bite attacks, preferring the elegance of sword play.

Ice Demon: (-)EK§#,(--,-)-8.

Ice Demons are bluish white humanoids with snow and ice billowing around them at all times. Large icy fists are their main weapons, as they do not have overly developed teeth or claws, unlike most Demons.

On their home plane, Ice Demons would lair in an icy cavern complex. They enjoy freezing their victims to death, sometimes encasing beings in ice while still alive. These are displayed like trophies in the creature's domain, or if on the mortal plane, left to terrify those that come across them. The ice they generate is an unearthly variety, and melts at one third the rate of normal ice, so even on a hot summer day, an Ice Demon's victims can be found frozen in an icy cocoon. They are Type III Demons.

The Ice Demon's high defensive bonus is derived from the chaos of the miniature maelstrom that blows around it. Their touch is that of flesh-numbing cold, inflicting an additional Cold critical with every strike. They know the "Ice Law" (Magician base) list to 20th level, and have 6 PP per level. They are immune to cold, and a magic weapon is needed to do these creatures damage.

Mortal Demons: (-)(--,-,-)-7.

The result of ancient breeding between fallen spirits and human types, the Mortal Demons are now more like men than

Demons except in form. They retain horns, reptilian faces, functioning wings, claws, and a powerful natural physique. No two of them look alike, however, each displaying a different aspect of its Demonic heritage. A few (10%) can actually pass for normal, albeit odd-looking, humans. They stand 6' to 8' tall, and usually wield large weapons.

Mortal Demons are no longer innately magical, can be wounded or killed with natural weapons, and cannot be influenced by gates, Force Information spells, or other Demonic Control spells. They are generally very mean creatures, effective with weapons, and greedy for gain and accomplishment.

Their Demonic strength allows them to inflict twice the normal damage as they strike with their weapons. They are also able to bash opponents with forceful, scaly fists.

Neng (N'ng): (-)EKXY@§#,(--,-)-7.

Six foot tall hairless humanoids, Neng have charcoal grey skin and small, dark green eyes. Long tongues hang from their oversized mouths, dripping a caustic spittle that stains their chest and upper body. Most use curved or barbed weapons and spiked shields. They can disguise this appearance for short periods, however, making them appear as normal men.

Neng are Demonic warriors, spirits from another plain whose saliva is composed of a powerful acid. They enjoy infiltrating mortal society and then revealing their hideous appearance as they attack with their acidic spit. Sometimes, they serve more powerful Demons as guards or lieutenants in their Demonic army. Neng are Type IV Demons.

Their six inch tongues contain a hollow tube which enables them to spit up to 40' with startling accuracy (once per minute; treat as a +40 *Firebolt* with a range of 40'). This power, coupled with their ability to take on a normal appearance and their exceptional intelligence, makes them formidable. Worse, a Neng has the ability to turn movable objects (total weight not to exceed their encumbrance allowance) invisible with a mere touch, should they so desire. Such items will remain invisible for the duration of the Neng's touch, save for any round in which they are struck or jarred. Neng can also make their own bodies invisible (up to four times per day; 4 hours at a time), but they must concentrate (1 round) and will become visible after making a violent move or being subjected to attack. They use weapons of all sorts, and often employ shields. They do not need armor as their flesh is like the toughest of leathers.



Section 9 Plague Demon: (-)EK§#,(--,-)-8.

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One of the most disgusting of all Demonic creatures is the Plague Demon. Most are blackish green with yellow puss oozing out of open sores which cover their bodies. They are gaunt, with huge bloodshot eyes, and stand eight to nine feet tall.

These beings are loners and are avoided even by other Demons. They prefer to live amid rotting offal, garbage, rats, grubs, and insects. They often work in conjunction with, relying on the fly-like Demons to come up with a plan on how to spread their filth and disease. Plague Demons are Type III Demons.

A Plague Demon's touch causes disease (roll and refer to the Evil Channeling spell list "Diseases": 01-20 Chills, 21-30 Tongue Rot, 31-35 Asthma, 36-45 Leprosy, 46-50 Malaria, 51-65 Pneumonia, 66-70 Elephantiasis, 71-80 Leukemia, 81-90 Rabies, 91-100 Plague). Only magic weapons will harm them.

It is distressing to learn of how frequently these beasts are turning up in the sewers and garbage dumps of human cities recently. One expert theorizes that great amounts of disease and filth somehow draw these Demons from their other planar abodes to this plane.

Rashtar: (-)EK§#,(--,-)-7.

Rashtar are four armed humanoid with scaly, red skin. Large mouths and eyes dominate their hairless heads, and their ears are pointed.

These Demons are mindless combat machines, and often make up large phalanxes in the Demon Lords' armies. Rashtar never use shields, retreat from battle or surrender, nor do they accept surrender from their foes. Because of this, many mages refrain from attempting to summon them. Aside from combat,

Rashtar are skilled weaponsmiths. When not in battle, they are always honing their weapons, or creating new ones.

Rashtar are often encountered with Warrior Demons, and are Type II.

As berserker fighters, they are mindless in their pursuit of prey. They normally wield swords, hand axes, scimitars, and/or whips in each of their four hands. These weapons are of their own creation, and are made from a greenish steel native to their home plane (they have an inherent +10 bonus due to quality and material).

Rhodintor: (-)EK§#,(--,-)-9.

Although humanoid in shape, these beings would never be mistaken for a mortal. A ram's head, complete with horns, rests atop their shoulders, from which a black or red robes draped over their form. Their hands are clawed, and their fingers are long with an extra joint.

These beings are also known as Demon Magi. Rhodintor (singular and plural) are very powerful, and often travel in groups.

They like nothing better than to practice foul experiments in breeding and mutations, designing horrible creatures and then letting them loose upon our mortal realm. It is said by men learned in such areas that Rhodintor are responsible for not only many of the breeds of Demons but also for many of the creatures that have

become so familiar on this plane (certain Trolls, certain Orcs, certain Fell Beasts, etc.). They enjoy the company of Demon Drakes, and often employ War Trolls of their own breeding as guards and soldiers. When working together, they will usually be of differing professions so that they have a variety of spells to choose from. They are Type V Demons.

Rhodintor each choose a profession in which they cast spells up to their own level, i.e., a 25th level Rhodintor that is a Mystic will know the Mystic base lists and various open and closed Mentalism lists to 25th level. They have 12 PP per level. Rhodintor often employ staves made of solidified Demon fire that are +20 in melee, do extra Heat criticals, and will have 2-8 spells imbedded in them, such as *Bladetum* (closed Essence list, "Shield Mastery"), *Stun Relief* (open Channeling list, "Concussion's Ways"), *Haste* (closed Essence list, "Rapid Ways"), *Cancel Essence* (closed Essence list, "Dispelling Ways"), and so on. Their foul touch drains 3 points of constitution (temporary stat) if a successful RR is not made. Their blood is acidic (every time blood is drawn, i.e., a puncture or slash, anyone within 5' must make an RR or take an "A" Heat critical).

Shade Demon: (-)EK§#,(--,-)-8.

Shade Demons appear to be shapeless, shadowy blurs with yellowish, human eyes. They are able to form shadowy talons to strike at their foes. Sometimes called Temptation Demons, these fiends enjoy tempting individuals to do evil and horrible deeds in the dark of night, and if they can tempt their victims without using spells, all the better. Such victims are usually slain after performing the Demon's will. They are Type IV Demons.

Magical weapons are required to hit these beings. They cast spells from the "Darkness" (Evil Essence) and "Spirit Mastery" (closed Essence) lists. They are practically invisible (additional -50 to hit) in deep shadow. They have 8 PP per level.

Shadow Demon: (-)EK§#,(--,-)-8.

The Shadow Demons appear as insubstantial, shadowy humans of muscular form. Black wings cloak them with darkness.

Shadow Demons are usually bent on a single mission or purpose, or a guardianship of some sort. Provided, of course, the summoners don't try to push them too hard or too long, they can be invaluable servants. On their own plane, they remain insubstantial and do not move or act in any way—only the process of summoning gives them purpose and will. They are Type VI Demons, but do not rank in "status" with Ordainers or other Demons of Might. Despite the similarity of their form, they are not related to Shade Demons, nor do they ever operate together.

They often fight with a long whip in one hand (does additional grapple criticals) and a 2-handed weapon in the other. Shadow Demons are deadly serious in combat. Magical weapons are needed to strike these Demons, but light- and electricity-based spells do double damage against them. They have 8 PP per level to cast spells from the "Flesh Destruction" spell list (Sorcerer base list).

Smoke Demon: (-)EK§#,(--,-)-7.

Grey-skinned humanoids with glowing red eyes and surrounded by smoke, Smoke Demons are said to stink like no other being, with only Plague Demons coming close. Curved horns sprout from their heads, partially obscuring their flat, inhuman faces.

Smoke Demons are cowering, simpering scum. Mistreated by all other types of Demons, they exact their retribution on mortals when they can. They only engage in combat if they have a good chance of winning, preferring to turn to smoke and float away in the face of real danger. They fear and respect pain, and are more likely to faithfully obey a cruel master than a kind one. They are Type II Demons.



These beings can also become smoke themselves, thus they are able to slip through cracks and avoid physical damage. They can remain in this form for 10 minutes, and can make the change once per hour. Though while in smoke form, they are unable to make attacks. In their normal form, they still require magic weapons to do them harm and are immune to heat and flame. Each has two horns on its head which are used in combat, when weapons are unavailable.

Storm Demon: (-)EK§#,(--,-)-8.

Storm Demons appear as muscular humans with jet-black skin, clothed in billowing winds, with lightning eyes and long, unruly hair.

Storm Demons are extremely powerful elemental Demons. Even those few that do come to the mortal plane are rarely seen, for they spend most of their time in the clouds summoning up violent and destructive storms.

These Demons fly at will (up to 300' per round), causing storms wherever they go. They can cast spells from the "Weather Ways" (open Channeling) list, and any other spell having to do with the atmosphere, with 10 PP per level. They prefer lightning storms, but will willingly cause blizzards, tornadoes, or other foul weather. They can also throw lightning bolts (once every three rounds; 300' range). They wield magical weapons in combat—usually ones causing extra elemental criticals, while magical weapons in turn are needed to harm them. They are immune to elemental damage.

Sword Demon: (-)EK§#,(--,-)-8.

Winged and hairless (except for long mustachios), Sword Demons are otherwise very man-like except for having goat's hooves as feet.

The Sword Demons are an arrogant and dashing breed, confident in their truly overwhelming prowess and blinding speed. They fight most often wearing just a loin cloth. Sword Demons resent being 'mastered' and force their masters to constantly keep a firm hold on them or else face certain doom.

They will always accept a challenge to combat with an enemy, should one be so foolish. They are Type V Demons, and are related to the Warrior Demons.

They playfully tease and humiliate their opponents before disarming them and then destroying them with brilliant 2-handed swords (made of Black Mithril and having a special bonus of +20 to OB). A Sword Demon can split a 6" thick oak door in a single strike, and can cut through 1 cubic foot of stone per round. Sword Demons' leathery skin is thick enough to provide AT 12 for them, protecting the Demons well from damage.

Succubus and Incubus

(Secubus, Cambion): (-)EKXY@†#,(--,-)-7.

The Succubus and Incubus are Demons (female and male Incubi, respectively) who appear as fantastically virile, sensual humans.



These Demons are enamored of this world and full of lust for mankind. Drawing humans to them using their irresistible looks, they hide their origins and intentions until their victims lose control. They prey upon the sleeping, coming in the night like beautiful, terrifying dreams, and seducing their quarry with spells and soothing words. In this way they achieve their goal, which is the conception of a half human Demon-child, one who will serve them for eternity. Unfortunately, their chosen mate usually (75%) dies at childbirth, although an "evil" (GM discretion) spellcaster will have a better chance of survival (50%). The successful offspring of these creatures appear as wild humans, but many (25%) are born misshapen and crippled. A few will become Mortal Demons. Incubi are Type IV Demons, although they cannot be summoned by normal means—they come and go as they please, able to traverse from plane to plane.

All Incubi share similar powers. Shapechangers, they can alter their size (from 5'-14'; 4 + d10) and exterior features (or shift to mist form) whenever they concentrate (1 round preparation), enabling them to change both their strengths (all abilities can vary within human normal ranges—i.e., d100) and identity. An Incubus or Succubus cannot, however, change its odor (which is musky and slightly foul) or its fundamental structure, the latter of which resembles that of a normal man or woman, but for their cloven feet. These Demons possess all the Mentalist base spell lists and receive 13 PP per level. Additionally, Incubi can fly, either as a mist (at 50' per round, AT 1, 50 DB) or in typical form (100' per round); in neither case do they require wings.

Terrorite: (-)EK§#,(--,-)-9.

Terrorite Demons have long snake bodies topped with a human upper torso. They have a long white head of hair and large black bat wings. Their scales are a shimmering blue-black color and their bright red mouths contain two slender fangs. They

hiss in combat as vampires are apt to do. Their bodies and wingspan are both 10'-15' long.

These powerful Demons are lieutenants to the Demon Lords themselves. Very often they command powerful Demon bodyguards such as Sword Demons, Huntarrs, Rhodintor, and/or beasts such as Demon Dogs, Traags, various Fell Beasts, and so on. They are Type VI Demons.

Their modes of attack include a grapple attack with their tail (which secretes a magical sleep serum, effecting all who fail their RR within their coils) and then an immediate blood-draining bite (bite drains d10+20 extra hits as the Demon drains blood like a Vampire), or two powerful attacks with the weapons the Terrorite wields. They usually wield bladed weapons with at least a +25 bonus, for they enjoy drawing blood. Terrorite Demons usually attack from above, both physically and with spells. They only enter melee if absolutely necessary or if they are confident that they are

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in little danger and can enjoy carving up their foes. All that are within 100' must make an RR or flee in fear of these Demons. The spells they know are: all Sorcerer base lists, "Evasions" (Monk base), and "Lofty Bridge" (closed Essence). They have 8 PP per level to cast their spells. The DB given for them does not include their use of any spells. They can also use Dark Summons and Dark Contacts freely without PP expenditure in half the time they normally take and with no chance of spell failure. Terrorite Demons are immune to heat and cold.

When my friend Thal's summoning spell went awry, we knew right away. The winged horror (which I later learned was a Terrorite Demon) ripped its way into our reality and laughed at us. It was only his bemusement which allowed me to live, for as he laughed, I ran. Thal and Jocutos stayed to try to send the thing back, but by the time Jocutos had prepared a spell, he was entwined in the creature's coils and his blood soon became a feast for the Demon. Thal managed to actually cast his Fire Bolt, but the Terrorite shook it off and cast a foul spell of his own. Soon Thal was bleeding from wounds that mysteriously appeared on his body. While he tried to stop the horrifying flow of blood, the Demon chopped him into little pieces with two blades that appeared to be made from sharpened black stone. Although it happened very fast, I was able to run into the temple. The creature didn't follow. I do not know where it went, but I fear that it may still be on this plane, murdering and slaughtering—and its all our fault.

Thorned Demon: (-)EK§#,(--,-)-7.

Thorn Demons are 7'-8' tall humanoids, with tanned skin covered with thorns and spikes. These beasts always wear a leering, hideous smile.



Because of their immunity to non-magical attacks, they are often found in caverns or chambers with spike covered walls and floors, letting the spikes pierce their own skin, only to have the wounds immediately close and heal. Thorn Demons are horribly insane and live to inflict pain and pierce the flesh of others. They are Type II Demons.

While not very intelligent, they seem to delight in impaling living creatures on their thorny bodies. To this end they not only shoot out

their quills, but throw themselves on their foes, stabbing them with 1-4 thorns if their bash attack was successful. In large combats, they are normally considered fodder by whomever is leading them (a Thonis Demon or a Huntaar, usually). Their own spines will never harm them, as magic weapons are needed to hurt them.

Thonis: (-)EK,(--,-)-9.

Thonis appear as bald humans from the waist up, with an additional pair of huge, muscular, three-fingered arms. Their lower torso is huge and round, and it is supported by four powerful legs—one in front, one on each side, and one in back.

When they walk, they step with the front leg first, then each side, and then the back. Despite this, they can move steadily at a fairly good rate. They stand nine feet tall.

A Thonis is an extremely powerful Demon that rarely leaves its own plane of existence. Thonis Demons plot and scheme most of the time, developing plans to dominate their fellow Demons or beings of the material plane. They usually have at least 10 lesser Demons (often Warrior Demons) serving them. It is not unusual for a Thonis Demon to have a small fortress or keep of their own on their home plane. They are Type V Demons. Some Thonis have shown a liking and an aptitude for mechanical objects and devices. These individuals are not unknown on the Fifth Pale

If they are forced to engage in combat (they prefer to have their servants fight for them) they bash their opponents with huge fists and then stomp with a powerful leg attack the next round. However, at the same time, they can cast spells or attack with a powerful weapon (usually a sword—at least a special bonus of +20) with the smaller pair of arms. They know most open and closed Essence lists to 20th level. Often, a particularly powerful Thonis will know all the base lists of any one class to 20th level as well as their other spells. Thonis have 13 PP per level. They are immune to the effects of both fire and acid.

Tlaque: (-)EK§#,(--,-)-7.

Tlaque Demons appear as lanky, gaunt humanoids with long, bovine heads. They are unlike most other Demonic creatures in that their skin and bat-like wings are white.

They are normally encountered in large numbers, for singly they are not very powerful. Their wings are thin and somewhat frail, thus they cannot fly for long distances nor carry heavy weights. They are Type I Demons, and but are often encountered amid the rocky chasms of the Sixth Pale, among other Demonic realms.

Tlaque are known for their screeching which is so shrill that it will cause all within 10' make an RR. The victim(s) will be stunned for 1 round per 10% failure on the RR. They attack with a claw and bite routine, swooping down upon their enemies from above.

WARRIOR DEMONS

Warrior Demons are different from other Demons in a few significant ways. They all have an unusual preoccupation with weapons, rather than natural arms or magic. They are usually fairly manlike in appearance and can be encountered in fairly large numbers; i.e., if a spell caster works a summoning for Warrior Demons, instead of calling 1 of the type specified, there is a 25% chance that he will summon several Warrior Demons (numbers given in # Enc stats). Warrior Demons do not usually know many deep or dark mysteries, but they function as the enforcement arm of many dark masters. Sword Demons can also be classified as Warrior Demons, and many also include Shadow Demons.

Clubber: (-)EK§#,(--,-)-7.

Spear Demon: (-)EK§#,(--,-)-7.

Sentinel: (-)EK§#,(--,-)-7.

Warrior Demons appear very Man-like, with Clubbers being the largest, with bulging muscles and expressionless faces. Spear Demons are shaped like a mix of man and a black-maned lion. They walk upright, have hairless limbs, and vestigial wings appearing as webs between arms and legs. They have dragon-like tails. Sentinels are well-armed, well-armored humanoids, easily distinguished from mortal men by the silver-glowing eyes and the pointed teeth. All Warrior Demons also give off a distinctive odor that well-seasoned warriors learn to detect—and dread.

Muscle bound and stupid, Clubbers are the lowest of the Warrior Demons. They are great for blocking doorways and halls. They enjoy the use of any blunt wooden, bony, or metallic objects as clubs. Having found a favorite pair of clubs, a Clubber is likely to carry them from plane to plane working his own dumb brand of mayhem. They are Type II Demons.

Spear Demons are the Warriors above the Clubbers. They rely on instinct and cunning, as well as their great agility and skill with spears. They are Type III Demons.

The most commonly encountered of the Warrior Demons are probably Sentinels. Sentinels make up the central core of many Demonic armies, and are often used as guards. Impossibly well disciplined, they will maintain the same post unmoving, literally for years. They are Type IV Demons.

Clubbers are instinctive, animalistic and strait forward in combat. They simply charge into battle and fight until either they or the enemy is dead.

In combat, Spear Demons scream and roar constantly, making amazing leaps (50' or more) and gliding from heights, constantly throwing or stabbing with spears. Their aim is precise and their strength sufficient to throw a spear at four times its normal ranges. They enjoy cruelty, pinning an opponent's limbs with thrown spears, and then tormenting the hapless victim. They usually carry at least one quiver of 10 spears on their persons. The spears are rarely magical, but they are sometimes poisoned.

Sentinels traditionally arm themselves with 2-handed weapons of all sorts, and wear armor of plate and chain (treat as armor with a special bonus of +10 to DB). Some are armed with an extremely heavy 4-shot crossbow, with 4 separate bows and triggers. The bows are made of very high tensile alloy (with a special bonus of +15 to OB) and a master trigger can permit the firer to fire all remaining bolts at once if desired (same target, of course).

9.4 DEMON LORDS

Each of these Demons is a singular individual. These beings are the most powerful of all Demons and most of their lesser kin will obey any of their commands, no matter how ridiculous. These beings should be played by the GM as intelligently as possible. If they are prepared for combat (and they almost always are when it comes) they will have cast all of the appropriate spells at their disposal. Note, however, that they will usually attempt to flee if a fight goes against them. How these beings interact with the Agothu and other powerful entities is up to the individual Game Master.

Maleskari: (-)EK§#(-,-,-)9.

Maleskari appears as a giant skeleton wearing full plate and brandishing a huge iron staff. His face is obscured by a mask resembling a skullface, which, strangely enough is exactly what his face looks like underneath.

Maleskari is the Demon Lord of Death and Undeath. He has three Demon Scourge retainers, a Terrorite lieutenant, and a huge number of undead servants such as Vampires, Wraiths, Wights, Wraths, etc. He dwells in a dark city known as Necrophia on his home plane. He is the most feared Demon of all, save Sith.

All within 100' of Maleskari must make an RR at -25 or flee in terror. All within 10' must make an RR or receive a *Major Pain* spell. He wears a Skullmask, which is a magical item usable once per day. When used, it flies off of his face and strikes as a mace



with an OB of 90. If someone is struck, they must make an RR versus 10th level or die instantly. It attacks for ten rounds or until it has slain a victim. His armor gives a special bonus of +40 to DB and does not encumber him. His staff gives a special bonus of +40 OB and does additional Impact and Cold criticals. Those failing their RR when struck by it lose 5 Life Levels. He strikes with it in combat twice per round as if he were two individuals. The staff also can cast the following spells: *Fireball* (black fire doing Heat and Cold criticals at the same time) usable twice per day, *Bladeturn III* usable three times per day, and it reflects spells as *Reverse Spells*. The *Bladeturn* modification is not figured into his given DB. His touch causes death up to three times each day, and he knows the following lists: all Evil Essence, open and closed Essence lists, as well as "Necromancy," the Evil Channeling list. He has 312 PP to cast these spells. Magical weapons are needed to hit this Demon Lord, and he is immune to Cold and any undead-related draining-type attacks.

It is sometimes said that Maleskari has a half-mortal son. This being is a powerful necromancer, specializing in the magic of shadow and darkness. He claims that he will one day usurp his father's position as a Demon Lord and master of the undead.

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DEMON LORDS													
Type	Lvl	Base Rate	Max. Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	AT Hits (DB)	Attacks	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)		
Maleskari (VI+)	50	150	Dash/30	BF/BF	L/SL@	350 20(90)*	300We(3D)(2x)[Impact and Cold]/ Special/Spells	1	yyz	L	Cruel(EX)		
Sith (VI+)	75	180	Dash/30	BF/BF	L/SL@	400 1(110)*	Spells/Special	1	yyzz	L	Cruel(EX)		
Yrrigav (VI+)	45	210	Dash/20	BF/BF	L/SL#	300 12(90)	250We(3D)[heat] 100 MBi(1-6x)/Poison«/110LSt[electricity]/Spells/Special	1	yyz	L	Cruel(EX)		

*: Special (see description)

Sith: (-)-EK§#,(--,-)-9.

Sith appears most often as a 15' tall pillar of darkness, but can appear literally as whatever he wants within double to one-eighth of his size.

Sith is a very powerful Demon Lord, being the Lord of the Dark. His servants include Ordainer Demons, Terrorites, Rhodintor, Demon Drakes, Shadow Demons, and a host of Demonic legions comprised of lesser Demons. His influence is great, and his authority is challenged by few. His name is not spoken on the mortal plane. He prefers to direct his campaigns and plans from afar. His is the hand behind many of the foul happenings on many planes, although few (including many of those who take part in his grand designs) ever realize he is the ultimate fiend behind it all. Many of those who are truly foul at heart revere him as a deity, including the Dark Elves, who are said to be favorites of his. It is even said that he has occasionally left his mighty onyx fortress in the Infernal Regions to physically visit some of the Dark Elven cities and temples.

The Demon Lord of the Dark does not melee, relying on his servants and his spells in the incredibly off chance that he would ever be in a combat situation. He is far more likely to be far away from any combat, even if he is the aggressor.

He drains the power and energy from all those around him, and the souls of those that are foolish enough to get close enough to attempt to melee with him. All within 200' of Sith must make an RR at -30 vs. fear or flee; all with 50' receive a 'C' Cold critical; all within 20' must make an RR or lose half their remaining PP and hits; all within 5' must make an RR or be absolved (as per *Absolution Pure*, "Dark Channels" Evil Channeling list) as the Demon Lord consumes their soul. Sith has the ability to cast spells

from the "Dark Summons", "Dark Contacts" and "Darkness" lists (all Evil Essence) without PP expenditure and all spells are instantaneous. He also knows spells from the following lists: all Evil Channeling lists, Sorcerer lists, Evil Mentalism lists, and all open and closed lists of all three realms. He has 450 PP. A magical weapon is required to hit this Demon Lord, and he is immune to all forms of elemental attacks.

Yrrigav: (-)-EK§#,(--,-)-9.

This foul being appears as a huge, muscular male Gorgon with large bat-like wings, and a long, barbed tail. He is 10' tall, and wields a flaming two-handed sword.

Yrrigav is the least awesome of the three Demon Lords presented here, but is still extremely powerful. He is accompanied everywhere he goes by a Terrorite Demon, and many other servants. He has been known to ride a Dragon Construct as a mount. He claims no "sphere of influence" like the other two, but still commands respect and instills fear in all but the most powerful beings. His agenda is unknown, but one thing is certain—his power is growing.

Like all Demon Lords, all within 100' must make an RR or flee in terror. Yrrigav has a tail that delivers an additional electricity with each attack. His gaze turns all who look upon him to stone (see Greater Basilisk for specifics), and the snakes on his head can strike (snake bites inject a level 10E Nerve poison) at the same time as he swings his +45 two-handed sword that inflicts an additional Heat and *Hastes* it evil master at will. Yrrigav wears the hides of a Ice Drake and a Fire Drake, made into one set of armor, which has a special bonus of +45 to DB (protects as AT 12), and makes him immune to heat and cold. He knows the following spells: all Evil Essence lists, "Diseases" (Evil Channeling), "Soul Destruction" (Sorcerer base), and all open and closed Channeling lists except the healing lists. He has 270 PP.

Far in the jungles of Trkk I have seen temples to a god named Ghuminn who resembles Yrrigav in form and power. Although most of the worshippers are Sstoi'isslythi, I also have seen Humans, Orcs, and Garks engaging in the foul rites of worship to this god. I am certain the Ghuminn is the Demon Yrrigav, and that this worship is some foul scheme of his to obtain more power in this world.



ENTITIES FROM OTHER PLANES

While we may believe our world, our reality, to be all that is, it is but one manifestation of the Essence. Ours is only one plane of existence, a unique gift of the Song of Creation and the patterned Essence which is its legacy. Other planes lie beyond the reach of normal senses and common roads, but they are no less real than what we see or touch or feel.

Entities from other planes occasionally come forth in this world, either as visitors or in search of residence. Frequently unwelcome, these creatures upset the Balance of things, for their entire being is keyed to a different aspect of the Song. Their enchanted nature often harbors awesome power.

In coming to this plane, these creatures bring only their spirit, and thus must generally take a form in order to interact with others. This guise is not critical to their existence, but it allows them freedom of action and enables them to affect things in a physical manner. Without it, they are but unseen souls forced to rely on imagery and enchantments.

Still, with every creation and each act, the spirit of these entities risks being captured by its adopted form. Acts of great power also carry the danger of changing the form itself, regardless of the entity's desire. After a time, some of these creatures find their appearance allied with their inner being and shaped by their feelings. No illusion can change their countenance. When their spirit is fully trapped in such an unchanging form, these entities may become imprisoned outside their natural setting. Most avoid this plight, shifting from plane to plane, as summoned, by happenstance, or at their own whim.

The creatures presented in this section are other-dimensional entities that, for one reason or another, are not considered "Demons."

10.1 STANDARD PLANAR ENTITIES

This section contains information on the creatures from other planes that are (more or less) standard.

CHAMPIONS

Centaur: (-)EK,(-,-,-)7.

Winged: (-)EK,(-,-,-)8.

Noble: (-)EK,(-,-,-)9.

High: (-)EK,(-,-,-)9.

A Centaur Champion is a magnificent golden horse with a human torso, head and arms where the horse's head and neck should be. The human portion is muscular and perfect (always male), the face handsome with a firm jaw, sometimes adorned with a neatly trimmed snow white beard. A Centaur Champion's hair is usually long, and always pure white. The Winged Champions appear as beautiful humans with golden eagle's wings. Their hair is long and golden as well. Noble Champions appear much like Centaur Champions, except that they can be male or female, they have golden hair, and they have golden wings which carry them through the heavens. High Champions appear as Noble Champions save that they are almost always bald and always have a golden unicorn horn spiraling out of their foreheads.

On their own planes, Champions can take other, simpler forms, and often appear as simply beings of light and embodied order, nobility and purity. They serve their deities faithfully and without question, although they often treat mortals with an attitude of superiority (some, however, reflect the humble and giving nature of the forces they represent).

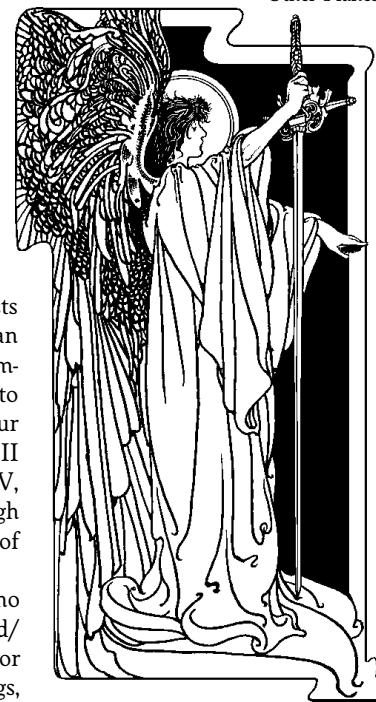
GM's should note that Clerics/Priests of "good" or "lawfully" aligned deities can use *Demonic Gate* spells to summon Champions instead, if it would be appropriate to the world and to the deity. Centaur Champions should be treated as Type III Demons, Winged Champions as Type IV, Royal Champions as Type V, and High Champions as Type VI, for purposes of those spells.

A Champion is a servant of a deity who represents the concepts of goodness and/or order and strongly opposes evil and/or chaos. They are very powerful beings, usually very single-minded, always noble, charitable, true, and right, and so are often sent on missions by their masters to help hold back the tide of evil, and to help those who are deserving or in need. They are terrible to behold when angered.

All Champions are incredibly strong and inflict increased damage with every strike.

Centaur Champions wield swords and bows of a magical nature (usually with a special bonus of at least +15) and magical shields. They wear breastplates of mithril. They give off a continuous *Aura* ("Light's Way," Open Channeling spell list) and have 8 PPs per level to spend casting spells. The spell lists that they know are "Concussion's Ways" (Open Channeling), "Exorcism" (Paladin base), and "Channels" (Cleric base).

Winged Champions usually wield swords, spears, and shields, all of which are highly enchanted (with a special bonus of at least +20). They normally wear chain armor of mithril with a long, snow white robe over their whole body. They have a continuous *True Aura* ("Light's Way," Open Channeling list) and *Holy Aura* (Paladin base list). Magical weapons are needed to harm them. They have 8 PPs per level to spend casting spells. The spells they know are all the Paladin base lists and "Light's Way" (Open Channeling). They inflict additional Holy criticals when attacking other Demons.



Noble Champions wield two-handed weapons such as two-handed swords and battle axes in one hand and a shield in the other, both powerful magic items (with special bonuses of at least +25) and often possessing additional powers (determined by GM). They have a continuous *True Aura* ("Light's Way," Open Channeling list) and *Holy Aura II* (Paladin base list). They have 10 PPs per level to spend casting spells. Spells and magical weapons are needed to harm them. Their spell lists are any open and closed Channeling lists, and the Paladin base lists. When attacking evil creatures of any type they inflict an additional Holy critical.

High Champions are almost demigods themselves, these are the most powerful of the deities' servants. They disdain weapons, but if they were to use one, it would certainly be an artifact. They never use shields. Poisons are neutralized within 10' of these beings, and evil items at that range must make an RR or be destroyed. They have a continuous *Alcar* ("Light's Way," Open Channeling list) and *Holy Aura III* (Paladin base list). They have 12 PP per level and have access to all open and closed Channeling lists, Paladin base lists, and all Cleric base lists. All evil beings struck by High Champions are inflicted with *holy fire* doing both additional Holy and Heat criticals. Magical weapons are needed to harm them.

Note: *If you are using the Channeling Companion, you can substitute an appropriate Priest base lists for any Champion (subject to GM approval).*

DJINN (GENII)

Jann: (-)-EKN†§,(-,-,-)-6.

Jinn: (-)-EKN†@§#,(-,-,-)-6.

Shaitan: (-)-EKVY†§#,(-,-,-)-7.

Ifrit: (-)-EKNXVY†#,(-,-,-)-7.

Marid: (-)-EKNY†#,(-,-,-)-8.

Djinn are Household- or Nature-spirits, trapped from outside the world. Unlike Demons, they are not tied to a set corporeal

form; instead, they are bound to a focus, such as an object or a place. This enables them to take many differing quasi-physical forms, but prevents them from having complete freedom of action. In fact, the wills (and appearance) of many Genii are subject to the master of their focus (e.g., the owner of an oasis or holder of a jar).

There are five types of Genii: Jann, Jinn, Shaitan, Ifrit, and Marid, in ascending order of

power. Although they vary in demeanor, those who are stronger tend to be the most evil. Their multitudinous forms are somewhat dependent on their inner characters, so that manifestations of the savage Marid are invariably ugly. On the other hand, Jann are pleasing of countenance, or at the very least comical.

Djinn are spirits tied to specific things. They seem to be found within certain Mannish cultures more often than others, but the reasons for this are unknown. It may be that they are tied to geographical areas of this world, and the nearby civilizations have come to familiarize themselves with the beings. Traditionally, Demons of all sorts hate Djinn, and visa versa.

A Genie's master must be an intelligent being. In the case of a non-portable focus, such as a place or an immovable item, the master is normally the first individual who touches the focus and remains in its sphere of influence (i.e., the radius the Genie can operate; GMs may wish to determine possession otherwise).

The destruction of the Genie's focus releases it from imprisonment in this world. However, since the focus enslaves the genie, the genii must protect the given object or place. These beings cannot employ spells or chicanery as means a breaking their ties. Genii must rely on other ways to exact freedom and a return home. Typically, this involves the fulfillment of its quest. In the case of the lower Genii (the Jann, Jinn, and Shaitan), they must grant their masters the required number of wishes. The greater Genii—the cunningly evil Ifrit and Marid—have individual quests.

Jann are lesser beings commonly found residing in fixed containers around or in a household, typically storage bins, closed wells, rooms, and the like. Cast into our world from another plane, they are forced to live within their new focus until they grant their master one wish. Such a wish can involve the transference of any one object (up to a radius of 10' per Janni's level; range of 10 miles per Janni's level), but cannot involve the creation or transformation of a thing. A Jann can offer an existing replacement, but cannot renew life or mend what is broken; nor can it transfer items or creatures which are not fixed to the desired object. (However, should the master desire to use a "Force Analysis" spell (Evil Essence list "Dark Contacts") in lieu of his wish, he will analyze an item with no chance of failure.)

When the Janni's container is opened, it can come forth for d100 (open-ended) minutes, but must return at the appointed time or whenever its master so commands. Both its will and spirit are bound within the focus, and whosoever rightfully owns the container is its master. It must serve and obey him, despite the Janni's mischievous nature. Generally jovial and friendly, Jann can be troublesome pests when released and uncontrolled. Their pranks have been the downfall of many a fine fellow.

Jinn resemble Jann, but are much more powerful. Generally, they live within a closed yet mobile focus, such as a jar or bottle (no heavier than 50 pounds), and are locked within this world until they grant their master 3 wishes (akin to a Janni's). Should a Jinni's focus be transferred to the ownership of another, all prior wishes are forgotten and the Jinni must begin anew. Upon the fulfillment of the first wish by the new master, physical objects acquired by previous owners as a result of wishes simply "disappear" (returning to the point and state where they were before the wish).

Jinni can be released from their focus for up to 10 hours but must return upon its master's command. While about, it appears friendly and servile; however a Jinni is actually conniving and untrustworthy. Although its spirit and will are tied to its container and it must obey its owner as master, a Jinni will only follow the literal wording of orders. Whenever possible, it will twist meaning to fit its own, sneaky desires, thereby transforming simple wishes into dangerous propositions. (However, should the master desire to use a *Force Analysis* or a *Force Information* spell (Evil Essence list, "Dark Contacts") in lieu of a wish, he will analyze an item or answer a question with no chance of failure.)





Section 10

Entities from
Other Planes

Marid are the most powerful and evil of all Genii. Like the Ifrit, they have free will and the ability to move outside their focus. A Maridi's focus, however, is not a location; instead it is a specific mobile object, such as an orb or a sword. The one who owns or bears the item does not command the Maridi, although he does direct where the spirit must go. A Maridi can never leave the area around the focus (radius of 10' per level), nor can the spirit move its object or force the focus' movements through spells). Of course the power of the Maridi may dictate the moves of the focus' possessor (who, like all masters, must be an intelligent being), because few are as strong as these beings. If they are to be treated as Demons, Djinn range in power from Type I to Type V, respectively.

The lesser Djinn (Jann, Jinn, and Shaitan) are not powerful combatants, but instead rely on tricks and pranks. If forced into melee, all use martial arts to varying degrees of ability. Clever but utterly wicked spell users, Ifrit possess all the "Evil Mentalism" spell lists and 8 PPs per level to use in casting spells (see below). They have no master, grant no wishes, and show no compassion.

Marid are dangerous spell users, knowing all the Sorcerer base spell lists, as well as the "Essence Hand" and "Lesser Illusions" lists (open Essence). They receive 12 PPs per level. Their most dangerous tool may be the power to grant "false wishes." These, they handle as a Shaitani might undertake a real (transferring or transforming) wish, but Marid will invariably cancel the request, either on a whim or at a preset time. Generally, a Maridi will obviate the wish at a time which is most detrimental to the grantee. For instance, with the first critical use of the desired end (e.g., one is besieged in his wished-for tower or wielding a wished-for mace in real combat), the wished-for attributes or object will return to its normal state. Marid conceal their true nature, so the victims of their falsehoods typically believe that they are

dealing with other Genii.

Shaitan are similar in power to Jinn, but are wilder, stronger, meaner, and rather impish. As such, they cannot take truly fair forms. Their guises must be small (maximum 5') and either weird or humorous. A Shaitani will grant its master 1 greater wish, a request that will either transfer or transform an object, but cannot involve an act of creation or lifegiving. These beings are tied to a natural feature (e.g., a pool or tree), but are not confined to a life in a container; instead they exist within or outside their focus (must be in a radius equal to 10' per level). Both their will and their spirit are subject to the guidelines of their master. (However, should the master desire to use a *Force Analysis*, a *Force Information*, or a *Force Search* spell (Evil Essence list, "Dark Contacts") in lieu of a wish, the Shaitani will analyze an item, answer a question, or conduct a search with no chance of failure.)

Ifrit are Nature-spirits who have been tied to a specific location, yet who retain their freedom of will and need not reside in confined quarters. Still, an Ifriti can only leave its focus for a limited time in a given day (up to 1 minute per level). Otherwise, it must stay within specific bounds (e.g., the border of a city quarter or the walls of a compound) or inside a set radius (10' per level) of the appointed location.

OTHER STANDARD PLANAR ENTITIES

This sub-section contains entries for other planar entities.

Absorber: (-)EK#,M,(-,-)8.

Absorbers are fat, bluish-purple beings that secrete an acid all over their body through large open pores. They have no facial features save two dark eyes. Most stand about five feet high. Absorbers come from a unearthly plane which in inimical to normal life. The air is acidic, and most substances are caustic. There is little or no flesh that they can absorb to reproduce, so they long to leave to other dimensions. It is very likely that the plane was not once so caustic and that there were once many more other inhabitants, but the Absorbers have altered it with their presence.

They absorb into their flesh whatever they kill, and use that extra mass to split into two Absorbers, thus asexually reproducing. The new Absorber will be identical to its creator and will be at full hits. The flesh of one man, two Halflings, three dogs, etc. will be enough for an Absorber to split. Both absorption and the splitting process take but one round each. Absorbers are very

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Entities from Other Planes

ENTITIES FROM OTHER PLANES													
Type	Lvl	Base Rate	Max. Pace MN	Speed Bonus	Speed MS/AQ	Size/Crit	AT Hits	(DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook (IQ)
Absorber	6A	60	Spt/5	MD/MF	M/I	60A	1(20)	80MGr[Heat or Acid]		5-50	-	C	Hostile(IN)
Blacar	7D	85	Dash/30	FA/VF	S/I@	75E	1(45)	90MBa(Cold)/Special		1-8	-	D	Belig(MD)
Champion													
Centaur	15E	130	Dash/20	VF/VF	L/LA#	190G	17(70s)	170We(2D)/150Lba/150LTs/Spells		1	y	F	Good(HI)
Winged (fly)	20F	200	Dash/20	VF/VF	M/LA	220H	14(80s)	200We(2D)/Spells/Special		1	uy	H	Good(VH)
Noble (fly)	30G	220	Dash/30	VF/BF	L/LA#	260H	17(90s)	250We(3D)/230Lba/Spells/Special		1	uyy	J	Good(EX)
High (fly)	40G	230	Dash/30	BF/BF	L/SL@	350H	17(100)*	300HMst(4D)/270HMsw(4D)/200HHo/Spells/200We(4D)/Special		1	uxyz	L	Good(EX)
Clostoph	12H	-	/10	-VF	L/SL	155E	4(30)	110Lbi[Heat or Acid]/100MGr/120MHo(1-6x)«/poison«		1	-	F	Hungry(HI)
Crystyl	15E	1	Walk/0	IN/MF	L/LA@	300G	20(10)	150Lba/120sp		1	e(gems)	H	Aloof(EX)
Dictic	5A	1	Spt/10	IN/VF	T/-	60a	20(40)	60SPi/50ro(200')		1-50	-	A	Hungry(NO)
Discord	9D	60	Dash/10	MF/FA	M/LA@	100D	1(25)	60IBolt/Special		1	-	D	Normal(AV)
Djinn (Genii)													
Jann	2B	170	Dash/50	BF/BF	M/I	50E	4(70)	70Msw(Rank2)/Special		1	special	D	Playful(AA)
Jinn	5E	150	Dash/40	VF/VF	M/I	80F	4(60)	90Msw(Rank3)/Special		1	special	E	Playful(SU)
Shaitan	10G	120	Dash/30	FA/FA	M/II	100G	4(50)	110Msw(Rank4)/Special		1	special	F	Special(SU)
Ifrit	15G	130	FSpt/20	VF/VF	M/I	150G	4(60)	130Msw & Mst(Rank4)/Spells/Special		1	special	G	Cruel(HI)
Marid	20G	110	FSpt/10	FA/FA	M/LA	200H	4(50)	150Msw & Mst(Rank4)/Spells/Special		1	Special	H	Domin(VH)
Dreadwing	7C	180	Dash/20	FA/FA	L/LA	120D	4(20)	80MCl/85MBi		1-6	-	C	Bellig(LO)
Flame Beast	6E	90	Dash/10	MF/FA	L/II	115E	1(25)	105MCl[Heat]/110MBi[Heat]/Special		1	-	C	Hungry(NO)
Gem Entity	13G	80	Dash/10	MF/MF	M/-	135C	1(30)	125We/Spells		1	-	G	Inquis(HI)
Hoard	10C	55	Jog/10	SL/MD	L/LA	300B	4(10)	100MBa/90LGr«/Special/Spells		1	-	F	Hungry(AV)
Lithaba	4B	50	Dash/0	MD/VF	S/-	80B	1(20)	60MGr[electricity]		1-6	-	B	Agress(LO)
Mrem	6B	100	Dash/20	FA/FA	M/-	95A	1(40)	Special		1	-	C	Hungry(AA)
Nightwing	5C	170	Dash/10	FA/VF	M/-	65B	1(30)	85MCl/Special«		1-100	-	C	Cruel(AV)
Nycorac	11F	250	Dash/0	BF/BF	L/LA@	100E	1(60)	Spells/60LGr/Special«		1	-	F	Hungry(AA)
Oran	8F	80	Dash/5	MD/FA	L/LA	200H	1(15)	180We(4D)/Special«/90ro(300')		1-10	h	D	Normal(AV)
Sligguth	12D	20	Run/0	CR/MD	L/LA@	130E	4(10)	90LGr[Disrupt]/70We(1-6x)/both		1	-	G	Cruel(AA)
Traag	7C	95	Dash/15	FA/FA	L/II	195D	3(25)	100Hbi/Poison«/95LCl/Poison«/Spells		1-2	-	D	Cruel(AV)
Vultrim	9F	75	FSpt/5	FA/MF	M/-	95B	9(15)	130We/50Lbolt/Spells		1-10	u	E	Agress(HI)
Xaastyl	15G	65	Run/0	MD/FA	L/LA	200F	8(30)	110HGr(1-8x)/130HPiv/Spells		1-4	-	G	Protect(EX)
Chaos Demons													
Type I	3B	90	Dash/10	FA/VF	M/I	65D	3(20)*	45MCl/40MBi/Special		1-10	-	B	Berserk(MD)
Type II	5D	100	Dash/15	VF/VF	M/II	90E	3(35)*	60MCl/55MBi/30We/Special		1-4	-	D	Berserk(MD)
Type III	8F	110	Dash/20	VF/VF	M/LA	120F	3(40)*	80MCl(2x)/75MBi/65We/Special		1	-	F	Berserk(HI)
Type IV	13G	110	Dash/20	VF/BF	M/LA	175G	4(50)*	100MCl(2x)/100MBi/120We(2D)/Special		1	-	H	Cruel(HI)
Type V	18G	120	Dash/25	VF/BF	M/SL	200G	4(60)*	150Lba/140We(3D)/Special		1	-	I	Cruel(HI)
Type VI	25G	120	Dash/30	BF/BF	M/SL	250G	4(70)*	160We(3D)(2x)/Spells/Special		1	-	J	Cruel(HI)

*: Special (see description)

anxious to get to other planes to obtain more "food". They will usually come in great numbers if given the chance (e.g., a portal opening, etc.). Although intelligent, no one has ever been able to successfully reason, or even communicate with these creatures.

Their main mode of attack is to grapple a foe, thus burning him with their acid (giving an additional Heat critical). They will then try to hold the victim, doing an additional Heat critical of the same severity as the previous round for every round held. Slain victims are absorbed. Even when struck by a weapon, the weapon may be harmed more than the Absorber because of the creatures caustic secretions. The weapon must make an RR or be destroyed.

Blacar: (-)(-,-,-,-)7.

Blacar are energy creatures who appear on this plane as floating 1'-1.5' diameter black spheres. Blacar can be summoned to this plane through a variation of the *Demonic Gate* spells. Treat Blacar as Type III Demons for this purpose. Strangely, on their plane of origin, they need no mental strength to feed upon, and coexist peacefully with the other energy creatures there. The plane is one of total energy, and is nearly impossible for creatures of substance to survive there.

They feed on resolve, mental strength, willpower and self control. They drain d5 Self Discipline points by touch from intelligent living creatures to sustain themselves. Victims that lose all Self Discipline die with no will to live. When intelligent beings are encountered, the Blacar will simply fly towards a victim and swoop through them with their non-solid form. This attack inflicts a Cold critical (rather than the one indicated) in addition to the stat draining. Because they have no substantial form, magical weapons are needed to hit these beings.

After encountering these creatures when the villainous Filynis summoned them upon us, we began to believe that they were Demons of a sort. It was years later when, on an interdimensional expedition that I learned in the libraries of the Xaastyl that they are actually peaceful, good-natured creatures that are driven insane upon entering our world of matter.

Clostoph: (-)EK,(-,-,-)9.

The portion of the Clostoph that extends into our world is a large tooth-filled mouth surrounded by tentacles, half of which are covered in spines which literally drip poison. This "head" is connected to a stalk which extends back through the hole. No one has ever seen the rest of a Clostoph, although it has been theorized that it is a fantastically huge creature of which the part that is extended into our world is but a very small part.

There is no known way to summon the creature intentionally, and there is no known control spell for it. It is thought that perhaps there is actually only one Clostoph which possesses many of these “heads”, making it seem as though there were many such beings. This theory goes on to say that the Clostoph makes up its entire plane (i.e., it is an entire plane to itself) and that when it needs to feed it reaches into another plane with one of its “heads”. In any event, the statistics given here are only for the part of the Clostoph which comes into a world to feed.

Little is known about these other planar beings. They are referred to by some Conjurers and Magicians as “Gatecrashers.” Apparently they seek out areas of the mortal plane where huge amounts of magic have weakened the fabric of space, then they “punch a hole” into other universes through some means which is still unknown. They do this to feed on the flesh of humans and other humanoids.

It either bites with its horrible mouth, which is filled with acidic saliva, or it grapples prey which is then raked with the spined tentacles, causing d5 small horn attacks, each coated with poison—a level 10C Nerve Poison. It takes a magical weapon to harm a Clostoph. If it has eaten all organic beings within 50' of the breach, or if it takes the amount of hits given as its hit total (or if it receives a “kill” critical) it will retreat back through its gate and close the portal.

Crystyl: (-)EK, (-), U, (-)-8.

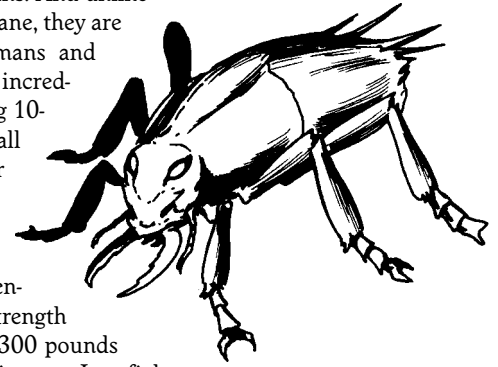
Thought to be related to Earth Elementals, Crystyls are actually large crystal formations, having no uniform structure from one specimen to another. Most are 10'-20' in diameter. Physically, they move very little, and very slowly at that, however, they can exist on many planes at one time or even many different places on the same plane, and therefore are incredible sources of information. They do not speak, but can be communicated with via mental spells. Note that a Crystyl can cast no such spells intrinsically, and probably would never initiate such a conversation anyway. They cannot be summoned or controlled. They like to add different colored gems to their form, however, and often will accept some in exchange for information. If they have a “home” plane, it is unknown to all learned men.

Crystyls do not eat, sleep, breathe, or carry on most activities attributed to living organisms. Nevertheless, they are sentient and extremely intelligent. In combat, they use part of their form as a mighty fist with which to bash opponents, or stab out with a sharpened crystal shard, doing damage as a spear. Any weapon that strikes an Crystyl has its break number increased by 3 (and any strength checks required by weapons striking the creature are modified by -10). If things go badly, Crystyls simply shift to another plane or another place on their present.

Dictic: (-)EK#, (-,-,-)-8.

Dictics look like normal insects at first glance, but if examined closer, their other-planar nature will be betrayed by their high number of eyes or legs, their multiple heads, their strange shape and color, etc. They are all very different from each other, unless more than one is encountered—in which case all in the group will be the same type of Dictic. Theory has it that they simply wander into this world through portals and gates to other planes carelessly left open by spellcasters, or they are brought into this world along with summoned creatures by accident. Either way, they are on this plane with no way back, and they are hungry.

These insects are from some other plane, obviously where the natural conditions are much harsher than those here. They are unintelligent as are the insects we are familiar with, but they will eat anything, including humans. And unlike the common insects of this plane, they are fully capable of killing humans and large animals. They have an incredibly dense structure, weighing 10-60 pounds despite their small size. This accounts for their high number of concussion hits. Their chitin is the equivalent of fine steel, giving them a good armor type and defensive bonus. They have the strength of 5 men, and can lift up to 300 pounds and move it a considerable distance. In a fight, they are likely to pick up a large object (including a living being) and throw it at their foes.



Think twice before stepping on a bug—it might throw you across the room.

Discord: (-)EK, (-,-,-)-9.

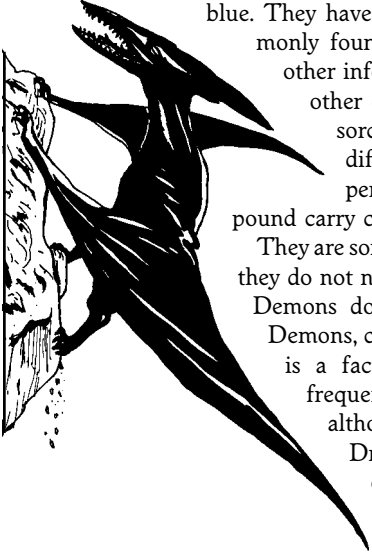
A Discord is a being of living sound who can solidify the sound it is made of, and make itself appear as a 5'-6' tall humanoid figure without hair and very small facial features. The plane from which the Discord hails is a bizarre place of random energies and matter. They do have a societal organization there, but it is beyond human comprehension. No one from the mortal plane has been able to decipher the relationships that Discords have for one another, nor has a Discord “value system” been discovered (if one exists). A special version of the *Lesser Demonic Gate* spell is required to summon a Discord, but they are not as inherently hostile as Demons. In fact, they require little in exchange for a service, for they actually like being summoned (no control spell is needed). They are good messengers or long-range assassins.

As an alternative to its solid form, a Discord can revert to normal sound waves and move through objects at incredible speeds. Movement statistics given above are for the solid form. As sonic waves, the Discord can move at the speed of sound. Changing from one form to another takes a complete round. The motivations of these beings are extremely alien, but they do seem to enjoy dwelling on the normal plane. Many seem to be very friendly, but they do not actually develop emotional ties. They have no compunction about killing—even beings that seemed to be their “friend.” Being entities of energy, they do not seem to need nourishment or rest in any manner. When a Discord speaks, it sounds as though three to five people are speaking at the same time.

In combat, they can project waves of concussive sound doing impact damage. This should be treated as an 100' range *Ice Bolt* inflicting only Impact criticals (not Cold). A Discord can also radiate very loud sounds in all directions stunning those within 20', as per the spell *Mind Shout* (Mentalist Base List, “Mind Attack”). It can also eliminate and restrict all sounds within 20' of its body. Note that it can only use these powers when in solidified form. It has no odor or sense of smell, is immune to poisons (as are most entities from other planes), and only magic weapons will harm it.

Section 10 Dreadwing: (-)EK\$#,(--,-)-7.

Entities from
Other Planes



These horrible beasts are either pitch black or blood-red pterodactyl-like creatures, although they are capable of full flight and not just gliding. Dreadwings' eyes always glow an eerie, pale blue. They have an 8' body, and a 30' wingspan. Commonly found throughout the Pales, the Void, and other infernal realms, these creatures are used by other extra-planar creatures as well as human sorcerers and mages as mounts. They are difficult to control, giving the rider a -5 pound penalty to his riding bonus. They have a 500 pound carry capacity.

They are sometimes called Demon Mounts, although they do not necessarily come from the same planes as Demons do (if the GM wishes to treat them as Demons, consider Dreadwings as being Type II). It is a fact though, that Demons do use them frequently when they need a flying mount, although the Vultrim are also known for using Dreadwings. These creatures use their talons and tooth filled mouths in combat. A Dreadwing can also turn itself and rider (if any) invisible once per day.

Flame Beast: (-)KV,(--,-)-8.

These alien beasts resemble giant rodents enshrouded in flame. Most are 10' long. The plane they are native to is evidently a fiery one, although there is no known connection between Flame Beasts and Fire Elementals. Sages and loremasters who study the planes are still trying to discover the true nature of the Flame Beast. It is possible to summon a Flame Beast with a *Demonic Gate* spell; treat it as a Type IV Demon for these purposes. The major difference being that there is *no* way to get a summoned Flame Beast to return to its own plane. Once here, it stays—controlled or not. There is rumored to be other types of Flame Beasts, giant flaming cats, dogs, birds, etc. All can be treated as giant creatures giving Heat criticals and leaving trails of flame.

These creatures are carnivorous, though they evidently do not mind eating burned meat, as everything around them bursts into flame. They are loners, and fearless in their pursuit of food. They have been known to actually enter a settlement and burn their way into buildings to get at prey. They have a savage bite and mighty claws—each of which delivers a Heat critical as well. A Flame Beast leaves a trail of fire wherever it goes, and all within five feet take “A” Heat criticals. It is immune to heat and fire-based attacks.

Gem Entity: (-)K,(--,-)-9.

A Gem Entity will appear as a humanoid being of any type (Man, Elf, Orc, etc.). Their appearance can change at will, often adapting to a form most pleasing to the viewer. Gem Entities are sent to our plane by other beings in their universe, for reasons that are not readily apparent to those from this realm. They cannot be summoned.

Gem entities come from a universe very alien to ours. In this plane intelligent beings inhabit nicely carved gems, projecting corporal forms to carry out physical tasks. They can make any one humanoid form to carry the gem which houses their consciousness and deal with things in the physical world. Often, one will use its telepathic contact with those around it to discover what form would be most pleasing to its immediate company. Gem Entities are extremely curious about the material plane, and are generally eager to please other entities that are not hostile.

They are intelligent and powerful in their home dimension, but in ours their power and knowledge only translate into an ability to cast spells off of the following lists: “Brilliance,” “Delving,” “Detections” (Open Mentalism) and “Presence” (Mentalist base). They have 8 PP per level to cast these spells. They can make telepathic contact with any being, at will, within twenty feet. This power is a special ability (and requires no PPs), and neither does their ability to alter their form. Using their humanoid form, they can wield weapons and manipulate objects as if they possessed a 100 Strength stat. If the form is destroyed it will disappear revealing the Gem Entity. The entity will be powerless for approximately 24 hours, after which it can create a whole new form. Only destroying the gem itself will permanently kill the entity within.

These beings are extraplanar explorers, and are generally peaceful and curious creatures. Generally, if you do not react with hostility toward them, they will approach peaceably—and you may be in for an interesting conversation. The reason most people end up in conflict with them is that they appear to be normal humanoid creatures that act in strange and sometimes seemingly obnoxious or boorish ways.

Hoard: (-)EK,(--,-)-8.

When a Hoard comes to this plane, it appears to be a humanoid creature which is grey in color, and made of a thick, mud-like substance. It stands twelve feet tall. Hoard cannot be summoned, but have a strange ability to sense dimensional warps and holes which they can travel through. They are encountered on many different planes of existence, and seem to be dimensionally nomadic, having no home plane.

This creature is actually composed of a multitude of organisms forming a collective entity, called a Hoard colony. Each organism is the size of a single cell, and is completely aware of what happens to all the other Hoard organisms. This applies not only to the organisms which make up the colony (the humanoid creature) but to all Hoard organisms in all colonies. So, if one Hoard colony experiences something, all Hoard colonies will be aware of the fact, regardless of intervening spatial or interplanar distances. A Hoard colony can divide itself in half, each half being able to act independently and being half the size of the original with half the hits and PP (but all other stats remaining the same). These 6' halves can also divide in half in a like manner, but Hoard colonies can get no smaller, as one-quarter of the original mass is the minimum size for the colony to maintain itself. Of course, when a Hoard colony splits itself, it can re-join its parts at any time. These beings require flesh to nourish their colony members.

When formed in the collective entity of any size, hoard organisms can utilize spell-like powers including *Major Pain* (“Mind Destruction,” Sorcerer Base list), *Long Door I* (“Lofty Bridge,” closed Essence list), *Presence* (“Presence,” open Mentalist List), *Darkness I* (“Light Law,” Magician Base list), and the entire “Essence Hand” list (open Essence). They have 10 PP per level to cast these spells. Because of how their body is composed, they ignore both Slash and Puncture criticals—blades pass through them doing little damage. Due to the alien nature of the hoard, even their touch causes damage to those of the material plane. Treat this as a *Jolts III* spell (“Mind Attack,” Mentalist base list). When a Hoard colony is “killed” all of the organisms are dispersed, each one dying within an hour without the colony to support it. If a Hoard colony is destroyed while in its full 12' form, there is a 5% chance that enough dispersed organisms will come together to form a new colony, although it will be the 3' tall version with one-quarter the original's PP and hits.



Lithaba: (-)EK,(-,-,-)8.

Lithaba, also known as Lightning Balls, resemble Light Servants (see Elementals) as they are small balls of intense light, composed entirely of electricity. Each is one to three feet in diameter, and bob as they float in the air. Lithaba are thought to be intelligent creatures, but no communication has ever been established with them. Their home plane is one of pure energy, where it is impossible to distinguish individual Lightning Balls. There, all seem to be one in the flow of energy. A special, very rare spell will summon them to this plane, and they usually come in groups of 5-14 (d10+4).

To Mannish beings, their behavior is erratic, sometimes they attack, sometimes they do not. They also seem to have no sense of self preservation, not caring whether they lose all of their charge or not. When they attack foes, or when they are struck in combat, they discharge large amounts of energy. The attack is accompanied by an Electricity critical equal in severity to the one they deliver with their grapple attack as well as one equal to any they receive. They “die” when all their charge is gone, which is when they lose all their hits (note that they take all the damage that they inflict on others).

Mrem: (-)K#,(--,-)7.

Mrem are large hovering eyes. Round and bloodshot, these 4'-5' diameter beings are terrifying to behold. Mrem may inhabit any area where living prey is available. They are summoned to this plane via *Lesser Demonic Gate* spells, treating a Mrem as Type III Demons. They frequent the Void.

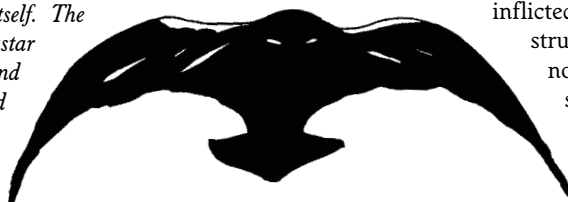
They absorb energy in the form of concussion hits from all those around them. This seems to be their only goal. These apparently mindless beings can see through most substances and thus it is very difficult to hide from them (sees invisible, in the dark, through water, all 100' range; sees through solids, 2' range). They use their visual capabilities to find prey from which they can steal energy. They have no physical attack. They drain d10+10 concussion hits from all within a 10' radius until slain.

Nightwing: (-)EK§#,(--,-)7.

Nightwings look like shadowy, winged shapes in the night sky. Their eyes are pale grey, and their wings stretch out four to eight feet. The Nightwings are summoned through a dark ritual that brings 10d10 of the creatures to feast on the souls of the summoner's enemies, or they can be summoned individually via a *Lesser Demonic Gate*, treating the Nightwing as a Type II Demon. They hail from a world of utter darkness and cold.

They are remarkably intelligent, but do not mind serving others (such as powerful Demons). They attack by raking with their talons, which drains the living as the touch of the Undead—anyone touched by a loses d5 Constitution if an RR is failed. Anyone killed by a Nightwing will have his soul eaten (i.e., destroyed) at the time of soul departure, if the is there at the time. This means that even Lifegiving will not restore life to the victim. Nightwings can also become intangible for up to ten minutes per day. In this non-solid form, they cannot be harmed or affect others, although they can still consume a soul leaving a body.

The horrible tyrant Vastar once owned what is now called the Book of the Nightwing. The huge tome was chained to his iron belt, so that it was always with him. Before going into battle, he would open its black pages and recite the dreaded ritual which caused dozens of the creatures to fly from the book itself. The creatures fell upon his enemies while Vastar laughed. The sound of souls being torn and rended in unearthly maws could be heard across the battlefield.



Nycorac: (-)EK,(-,-,-)7.

These beings are composed of an unknown energy that is beyond the comprehension of Mannish creatures. They are invisible, non-solid, with no odor and make no sound that humans can hear. Nycorac cannot be summoned, though they travel from plane to plane at will. The plane of origin of these predators is unknown, and beings from many planes fear and despise them for the reputation that they have gained.

Although impossible for humans to detect unaided, animals and monsters with heighten senses such as those possessed by dogs can perceive Nycorac 10% of the time. Spells such as *Detect Invisible* will only work 75% of the time. Nycorac feed on the mental energies of other beings, and devote their existence to the gathering of its nourishment. A Nycorac will usually choose a human or other Mannish being as its victim and follow him wherever he goes. The victim may feel cold chills at times, and feel as though he is being watched. The beast will wait until its chosen victim is alone and will not be disturbed for a significant amount of time, and then strike.

All Nycorac know the “Light Law” list and will use these spells to attack their prey. They have 8 PP per level to cast spells from this list. Because it is permanently invisible, it can always attack with a surprise bonus. The energy manipulated by these spells is the same unknown type of invisible energy, so the “bolts” cannot be seen. Additionally, the *Darkness* spells on the list will create invisible darkness, befouling all detection spells in its radius (i.e., those seeing invisible will see darkness). When the victim is sufficiently wounded by these spells, the Nycorac will grapple with lightning-like tendrils. Grappled foes will lose d10 points in each of the mental statistics (SD, Me, Re, Pr, In and Em), as the Nycorac feeds upon its victim's intellect. When a victim reaches 0 in any of the mental stats, he dies. Battling a Nycorac is very difficult, because it cannot be seen nor can its attacks and spells be seen. No bonuses due to the target's Quickness, shield or any other defensive measure he could take apply to elemental attacks by the Nycorac unless the target can somehow see the attack coming. Magic weapons are needed to harm them.

Oran: (-)EK,(-,-,-)8.

Oran have tan skin covering their muscular humanoid bodies. They stand 8'-10' tall, and their shoulders span almost 4'. They are hairless, and have long, almost horse-like heads with flat, protruding teeth. Oran are the dominant lifeform on their native plane. They are organized into warrior castes, but actually very rarely fight amongst themselves. They will gladly travel to other worlds to champion just causes, and love to fight against Demons, Undead and other creatures usually supporting ignoble or unjust masters.

The Oran are another planar race who are extraordinarily strong (as if they had a Strength stat of 120) and huge. These beings are herbivorous, and yet are warlike. They enjoy becoming involved in a conflict in which their side is the “noble” one, so they are often summoned to this plane via a special spell by spell casters involved in a large battle or even a war. Honor is more important than life to the Oran.

They wield two-handed weapons in one hand or huge weapons (delivering double damage) in both hands. Their strength yields four times concussion damage and their blows inflicted are treated as “Cleaving” (armor struck is destroyed in location struck, if no armor, bone is broken—critical results determine hit location), with the victim receiving an RR. Oran can

Section 10

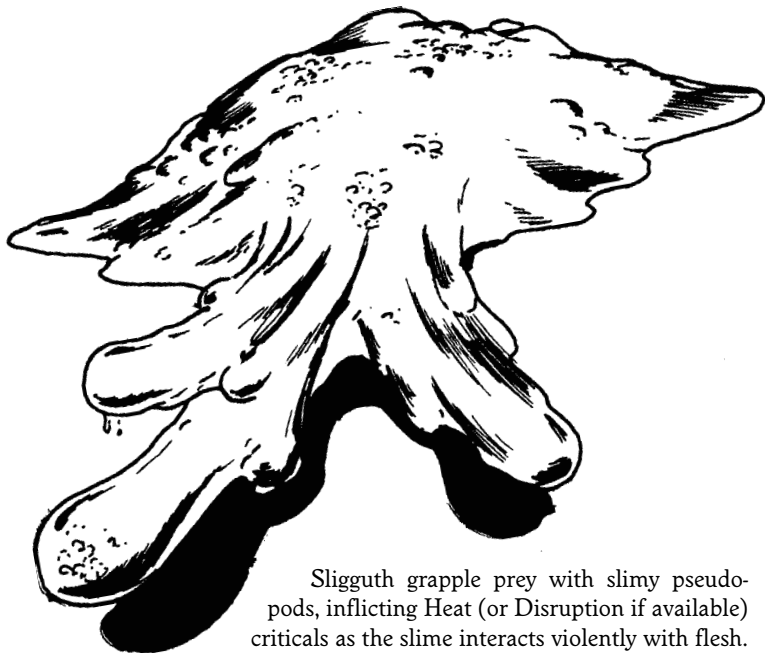
Entities from Other Planes

break or bend most any object (object gets RR). They can throw rocks like a giant. They regenerate 1 concussion hit per round. Unfortunately, because of the small amount of active magic in their universe, Oran are especially susceptible to it (they suffer a -10 to RRs versus all magical attacks).

Sligguth: (-)K,M,(-,)-8.

These strange creatures are intelligent, animate slime. They can alter their malleable 10'-15' diameter form as they will, usually producing 1-6 pseudopods at any one time. They are grey and green in color. Sligguths cannot be summoned by any method known to the Mannish races, but the Elder Worms have discovered how. Their plane is one of alien physics, mysterious forms of energy, matter, and life, and great misery.

Sligguth only need to "feed" when they are in their embryonic stage. To create an "embryo," a Sligguth will kill a living creature and cover it with its own slime. The creature will animate the dead body, forcing it to find flesh to devour. Eventually, the slain victim will itself be consumed, and a new Sligguth will be formed. After this point, the creature seems only interested in propagation.



Sligguth grapple prey with slimy pseudopods, inflicting Heat (or Disruption if available) criticals as the slime interacts violently with flesh. They can also wield weapons with these arms, forming up to six arms at a time. If a foe is slain, the slime creature will engulf the victim and eat its brain. The victim will then become a Class III created Undead, covered in the disruption slime. This undead will seek the flesh of others. After months in this condition, the slime will eventually completely devour the mass of the victim, and the Undead creature will become a Sligguth.

Traag: (-)EK§#,(-,)-7.

Traags are huge extra-planar cats, looking much like giant 10' long black panthers with a pair of grayish horns protruding out from their forehead. They have an oversized mouth and especially large claws, both of which are coated in the same sort of poison. There are said to be Traag lords somewhere on an unknown plane which know all the spells to summon and control Demons, and perhaps even some other spells. Such Traags would probably have 6 PPs per level. Despite the rumored existence of Traag lords, the creatures are usually predatory loners, preferring darkness and even subterranean atmospheres.

A Traag is a surprisingly intelligent creature, and though it is not technically a Demon itself, it seems to have some rapport with Demonkind, as a Demon will never harm a Traag and a Traag will never harm a Demon. Occasionally they will work together for some goal, the Traag even allowing a powerful Demon to ride it. Each of the Traag's many (double-rowed) teeth has a poison sac like a cobra's fangs. The beast's paws also secrete the poison constantly, keeping the claws coated. The poison is a level 8E Conversion poison. All Traags know the spell *Demonic Possession II* and will possess a foe with a Type II Demon (which will not cause harm to the Traag) if the need arises. They can do this once per day.

Vultrim: (-)EK,(-,)-8.

Vulture headed with vestigial wings that now serve as arms, these creatures stand 5'-6' tall and usually wear many layers of thick clothing, leather armor, or long robes. These humanoids come from a very obscure plane, the location of which a Vultrim will never voluntarily reveal. They cannot be summoned.

Vultrim are mysterious planar travelers, intelligent but openly hostile. Vultrim are a violent people, and choose one race, group, or society in each plane to war against. They can use their feathered arms as wings that can be used to glide short distances (100'). They are primarily meat eaters, hunting various types of small game (whatever is handy on the plane they are currently on).

These creatures build up energy from the surrounding essence of the plane they are in and can release it in the form of power blasts (treat as a *Lightning Bolt* attack). On the normal, material plane these bolts do normal damage, but on other planes where the Essence is stronger, the blasts will cause double or triple damage. Likewise, if the world has less Essence, the bolts will be less powerful. Most of these intelligent beings are fighters, using pole arms, scimitars, crossbows and spears. They use magical items of all types (including the special items that transport them from dimension to dimension). Some (20%) Vultrim can cast spells as Mystics of their level, selecting base spells, open and closed Mentalism lists, etc. These individuals have 6 PP per level.

Xaastyl: (-)(-,)-7.

They appear as mottled red, green, blue and black octopi. Their massive head is 8' in length, while each tentacle stretches out 30'. They can float over the ground in order to move. Dwelling in an interdimensional realm known as Phriagh, these beings are also known as the Keepers of the Arcane. The Xaastyl have collected books compiling all of the various spell lists and magical skills in existence, and stored them in tall towers. Many Xaastyl learn these list and become masters of spellcasting (they can learn any spell list). The rest act as guards for the towers, as well as servants for the spellcasters. Although long ago they traveled all the planes to collect spells and knowledge, they now never leave Phriagh. They cannot be summoned.

Their mode of locomotion is to float in the air and guide themselves along the ground with their tentacles. They detest water. They are very intelligent and civilized creatures who revere knowledge and learning. Those that cast spells have 10 PPs per level, while the others simply rely on their huge tentacles to destroy prey. Anyone successfully grappled is pulled in to be ripped apart by the sharp beak-like mouth on their underside.

10.2

CHAOS DEMONS

Far beyond the realms of physical reality, and even beyond the Void itself, there exists the Plane of Consummate Chaos. Within this level of reality is the indescribable substance of Entropy itself. Swirling energies and random islands of varying types of matter fill the plane, where physics has no laws, and the ultimate contradictions of Creation are born.

One rule that holds with every corner of Reality is true here as well: given enough time, sentient beings evolve from whatever primal energies exist and take whatever form is possible. Mannish creatures evolved on the physical plane, elemental spirits take form on their respective planes, and even foul Demons gained consciousness in the Pales. In the Plane of Chaos, a number of beings have formed which embody the concepts of randomness and disorder. These Chaos Demons are different from other Demons known to men, and have no allegiance with them.

There are six types of Chaos Demons, each more powerful than the one before it, although it is almost impossible to tell the difference between the differing types by appearance alone. Due to their chaotic nature, all that is orderly (like matter) in close proximity with them are disrupted. There is a 10% chance per Demon type each round that something random and unlikely (total GM discretion) will happen within 10' of the being. These random occurrences are not always in the favor of the Demon, and are sometimes so slight as to go unnoticed. In the past, random objects have appeared or disappeared, gates have opened, objects or people have changed shape, color, composition, etc.

Chaos Demons are bound via special spells to a Chaotic Lord's skin as Chaotic Armor. They can also be formed into weapons, shields and other items.

CHAOS DEMONS (TYPES I-IV)

Type I: (-)(-,-,-,-)9.

Type II: (-)(-,-,-,-)9.

Type III: (-)(-,-,-,-)9.

Type IV: (-)(-,-,-,-)9.

On their home plane, the Chaos Demons are as formless and random as the chaotic energies that abound there. When they come to a material plane, however, they take a grey, hairless, humanoid form, sometimes with long, razor-sharp claws and tooth-filled maws. Their yellow eyes are three-faceted, bulging from their bulbous heads. These minor types usually serve as servants of the Type V and VI Chaos Demons, as well as mortal chaos priests and warriors.

Speed and strength are their forte, and they lust after battle, killing and destruction. These Demons, though not unintelligent, act in a random, chaotic, and berserk manner. The only thing a Chaos Demon will not attack (including inanimate objects if no foes are around it) is another of his ilk.

Minor (Types I-IV) of Chaos Demons attack with their long claws and teeth, although sometimes they are encountered with a weapon of some type. They do not seem to have a preference for any particular sorts of weapons, as they have been encountered with any type. Their presence inflicts "A" Impact criticals to all in a 10' radius. Their touch inflicts "C" Impact criticals.

Chaos Demon (Type V): (-)(-,-,-,-)9.

These Demons are physically indistinguishable from their lesser brethren. These beings are leaders, intelligent and cunning. They are great manipulators of events and circumstance, and relish traps and tricks which put their opponents at a great disadvantage.

Type V Chaos Demons are sometimes called Entirhath, and usually act in a less berserk manner than their lesser fellows. They still accomplish the ends of chaos and destruction, but in a cold and calculating manner. Their great strength allows them to strike effectively with their rock-hard fists, or to use weapons with power and skill. Their presence inflicts "B" Impact criticals to all in a 10' radius. Their touch inflicts "D" Impact criticals. They are fearsome in battle, but will normally only enter into a melee in which the odds are clearly in their favor.

Chaos Demon (Type VI): (-)(-,-,-,-)9.

These Demons are physically indistinguishable from their lesser brethren. These beings are greatly feared as the true masters of chaos and destruction.

Villigir are Type VI Chaos Demons. Like the Entirhath, they are calculating and cunning. The mere presence of these beings inflicts "C" Impact criticals to all in a 10' radius. Their touch inflicts "E" Impact criticals. The most fearsome ability of these Demons is that they can cast all of the Evil Channeling and Sorcerer base lists to their level, with 10 PPs per level. The GM is encouraged to develop stats for the armor formed by bonding Chaos Demons to their flesh.



Section 10

Entities from
Other Planes

UNDEAD

Unnatural extension of human or bestial existence gives birth to the Undead—transformed spirits that harbor disturbing intentions. Some retain an ability to reason and to act upon their thoughts. Many become pawns responding to the will of the spell caster who created them. All have passed through the gates of death and linger in the world unnaturally. They prefer the shadowy lack of definition that fills the night rather than the harsh clarity of day, since Man’s fear of the unknown is heightened by darkness. Ironically, the force of life feeds this terror, since often slaughter by Undead creates Undead.

The statistics give for the 6 specific Classes of the Undead (I-VI) are intended to be for Undead “created” through the use of “Create Undead” spells from the Evil Channeling spell list, “Necromancy.” Usually these Undead have a physical presence in the form of the bodies used to create them. Special Undead are detailed separately. An Undead’s “Class” is used to determine the exact effect of “Repel Undead” spells from the Cleric Base list “Repulsions,” the Paladin Base list “Exorcism,” and of “Control Undead” spells from the “Necromancy” list (Evil Channeling).

“Killing” the Undead

Normally Undead are not “killed” when given their hit total or incapacitated due to criticals. Enough hits to cause “unconsciousness” (or similar minor critical damage) in a living being will cause an Undead to “drop” due to loss of physical structure; however hits are “healed” at a rate of one every minute, and the Undead will become active when its “current hits” rises above zero. While “dropped” the Undead may continue to take more hits (by attacks against its inert form); even the Undead without a solid body may be attacked like this as their “bodies” are assumed to “drop” to the ground.

Enough hits to “kill” (or similar major critical damage) a living being will cause the Undead to fragment; at this point the hits heal at a rate of one every 10 minutes as the pieces come back together. When the “current hits” rises above the “death” point (i.e., the Undead has pulled itself together), the hits will “heal” at the rate of one every minute. If pieces of the body are separated by physical barriers, this process will be hindered or delayed with respect to those pieces (e.g., an Undead might be missing a head, hand, or arm and still be functional with a penalty).

To actually destroy an Undead, further steps must be taken. The standard and most straightforward method is to burn the pieces of the Undead’s “body;” this consists of merely applying flame to each piece. Undead without solid “bodies” may be destroyed by burning only when their “bodies” have pulled together enough to begin the one per minute “healing” process. Damage caused by holy weapons and appropriate “slaying” weapons is never “healable” by Undead (and thus can destroy them). Other methods of destruction may be allowed for specific Undead or at the discretion of the GM (i.e., spells, rituals, holy water, etc.)

“Becoming” Undead

Undead have no “life force” (they are sometimes called minions of “unlife”). Most Undead can detect life forces and usually strive to eliminate them.

There are four forms of Undead: those created with spells, those created by evil forces or events, those that are created by other Undead, and those created by demonic pact. This section discusses the differences between these types.

There are several spells on the Evil Channeling spell list, “Necromancy,” that create Undead. When using these spells, the spell caster must have dead bodies to cast the spell(s) on. The result will create a form of Undead that has no special powers and is termed, “standard created” Undead.

Sometimes, a particularly evil event will trap a spirit in this realm, refusing to let it go to a final rest. This could include a particularly brutal murder or the death of a particularly evil baron. The GM should rule on each event that deals with particularly evil being. Many of the non-corporal forms of Undead are created this way.

Because of the nature of their “unlife,” many types of Undead drain Constitution points; either by their proximity to living things or by their touch. Anyone that has all his Constitution drained in this fashion will become a Standard Created Undead of one class less than the class of the Undead creature that drained the last bit of Constitution. For example, if a Greater Shadow drains the last bit of Constitution from a victim, the victim becomes a Class III Created Undead. Note that if the last bit of Constitution is drained by a Class I Undead, the victim simply dies (his soul has rotted away).

In addition, there are certain types of Undead that are created through ritual. For example, a spell user who desires eternal life might trade his soul to some demonic force. The net result of this deal is usually some sort of spell casting Undead (usually a Lich). The exact nature of these rituals should be determined by the GM, but should be very complicated (high risk of failure with death by demonic torture as the consequences).

Many of the individual descriptions will reveal the creation nature of the particular form of Undead.

Note on RRs and Lost Constitution

When resisting the effect of Constitution loss, use the standard RR procedure and modify the roll by the victim’s Constitution stat bonus. Remember that each failed RR results in loss of Constitution which might lower the character’s stat bonus.

BLACK REAVER

Black Reaver (Lesser): (-)(-,-,-,-)9.

Black Reaver (Greater): (-)(-,-,-,-)9.

A dangerous presence emanates from these 7'-9' tall beings, who hold a large hooked battle-axe of Eog (+30 to OB). The black plate armor (+25 to DB) they wear is partially concealed by an ebony cape, but the most fearsome part of this creature is simply its horned helm, from which two bright scarlet eyes glow forth with hellish intensity.

There is nothing short of a deity more dangerous than a Black Reaver. A Black Reaver is the result of the possession and subsequent combination of a Major Undead (Lich, Vampire, etc.) or a Greater Lycanthrope with an Ordainer or other Demon beyond the Pale. They are always given a purpose, most often guarding a particular object or door, or the killing of some individual. They are not wanton but they will do whatever is necessary and will remove any obstacles to their goal in a brutal fashion. There is not a single recorded account of anyone successfully penetrating an area guarded by a Black Reaver, those who did try were utterly vanquished by this unyielding power from beyond the grave.

This creature’s mission is to accomplish the specific goal of its master. To this end, they are capable of flight or underwater



movement at a constant rate of 120' per round. When they come upon a barrier, they are able to cut through it a rate of 1 cubic feet round in *any* material softer than Laen. They need nothing for life support (i.e., air, food, water, etc.), do not age, become bored, or get tired. They will not stop without fulfilling their objective. There is no easy way to kill one. They usually do not move faster than their base rate. Why hurry? Both Lesser and Greater Black Reavers have a Class of VI.

The massive amount of damage these creatures are able to deal out in a round is almost mind-numbing. With their huge battle-axes, they are able to attack twice in a round with the damage being multiplied due to their Undead/Demonic strength. In the event they are disarmed, they are still able to batter foes with a huge bash from their mighty arms.

BLOODBEAST

Bloodbeast (Lesser): (-)YS#,(-,-,-)7.

Bloodbeast (Greater): (-)YS#,(-,-,-)7.

This gruesome creature appears as an animate corpse which is slicked with a thick layer of fresh blood. Its scarlet hued-body leaves bloody tracks wherever it ventures, while the moist, coppery smell of blood it exudes nauseates the living.

These Undead entities are seemingly created when a mortal dies a remarkably bloody death. However, there are also necromantic rituals for the creation of these creatures, purportedly scribed first by Mausolus the Vile Lord of Darkness, which requires one living (to begin with) mortal, but the freshly let blood of a full 20 other man-sized sentient creatures. At the end of the ritual, if all goes well, a freshly glistening Bloodbeast will have been created.

This creature is one of the most revolting Undead to ever wander the earth. It is of such disgust that many of power who would not bother with other sorts of Undead will go out of their way to attempt to exterminate Bloodbeasts. One of the reasons these creatures are so abhorred, besides their appearance, is that

they crave blood even more strongly than a Vampire, and have the intellect to achieve their goals. Areas which have been preyed upon by a Bloodbeast are beset with carnage and death of extreme proportions. Lesser Bloodbeasts are Class III Undead, and Greater Bloodbeasts are Class IV Undead.

In a conflict, these beasts commonly employ 1-6 lesser Undead with bladed weapons to fight for it. If it is forced to melee, it does so with a very sharp (with a special non-magic bonus +5) bladed weapon. All these sharp weapons are bound to draw copious amounts of blood, which is just what the Bloodbeast requires. All bleeding wounds within 50' of the creature will bleed twice as quickly (i.e., hits/round are doubled). What's worse, these gushing wounds within the 50' radius will spill blood into the air, where it will stream through space, against all the laws of physics, to splatter wetly onto and be absorbed by the waiting Bloodbeast. All blood absorbed in this way transfer hits to the Bloodbeast on a 1 per 1 basis. Those witnessing this must make a RR or be thoroughly revolted (-30 to all actions while in the beast's presence). To help it more successfully gather the blood it desires, it can cast spells from the spell list "Wounding" on all within a 10' radius. It can cast up to its level at will, 1 spell per round.

CHAOS SOLDIER

Chaos Soldier (Warrior): (-)(-,-,-,-)4.

Chaos Soldier (Commander): (-)(-,-,-,-)8.

The Chaos Soldier may be spotted by his uniformly dark clothing and armor, a tendency towards exotic helmets with horns or wings and eye slits, and weapons of often flowery design.

Chaos Soldiers gain their relatively great immunity and prowess by a terrible mass ceremony where the candidates impale themselves on their own weapons. Those "blessed" by their deities are healed and transformed. However, should the soldier renege on his vow, the deity will release him to the death or maiming incurred during the ceremony. Chaos warriors are considered as living men in all other respects.

These Undead-like beings are the scourge of the battlefield. Except for their often spectacular helmets, there is nothing to initially distinguish a soldier from an opposing army as a Chaos Soldier. That is, until it becomes apparent that they shrug off massive strikes which would incapacitate mortals as if they were nothing, as if the soldier itself were Undead, in fact. However, Chaos Soldiers do not have a Class, and cannot be affected by spells which affect Undead. These special soldiers are finely trained and superbly conditioned warriors, and have specialized in 1 or more weapons to such an extent that they would be considered masters among normal mortals.



CORPSE LIGHT

Undead

Corpse Candle: (-)Y§#,M,(-,-)-4.

Corpse Lantern: (-)Y§#,M,(-,-)-6.

Illusion cloaks the remains of a drowned corpse, bequeathing upon it a whole and fair, if moist appearance. The image seems to float just below the surface of the water, the Corpse Candle cupping a beckoning light in its hands, while the Corpse Lantern motions with alluring charm to the living who gaze at it from above.

By whatever design of fate or chance which brings certain individuals to their end by drowning, there are some few who make a necromantic transition to a Corpse Light of one variety or another. The wise who hold an opinion on this subject will argue either that that particular person's soul held a substantial amount of selfishness, or that the waters that the drowning occurred in were fouled by some sort of particularly unclean element or influence. It seems that both these viewpoints are valid, as these Undead seem to appear wherever there has been mortality attributed to drowning, in evil waters and in sunlit streams.

The corpses of the drowned dead lie motionless in the dark depths of the icy waters which hold them. Their attire and form soon rot mostly away, and the denizens of the underwater world make off with their possessions, but still these Undead possess the will to feed of the life energies of any of the living who might chance by above them. Their undying hatred forever seeks to pull more beings into the cold waters to share their fate. The Candle is a Class III Undead while the Lantern is a Class IV Undead.

Those viewing the Corpse Candle's burning eyes fall into a trance from which they may never wake; the Undead weaves a trance which holds the victim motionlessly staring at the Candle if he fails a RR. Additionally, the gaze of the Candle drains 4 Constitution points per round from the hapless victim (RR applicable). The victim can make a RR each round to wake before it is utterly drained to a lifeless corpse itself.

The Corpse Lantern seeks to physically drown its victims. Its gaze causes the viewer who misses a RR to give in to a delusion that a gallant warrior needs assistance from drowning or that a beautiful lady desires companionship in her enchanted realm. The ensorcelled viewer will not only seek to plunge himself into the water, he will also lose 5 Constitution points per round (-10 RR applicable). The victim must make a RR each round to refrain from drowning himself.

DIRGE

Dirge (Lesser): (-)E§#,(--,-)-7.

Dirge (Minor): (-)E§#,(--,-)-7.

Dirge (Major): (-)E§#,(--,-)-7.

Dirge (Greater): (-)E§#,(--,-)-7.

Vague of form, insubstantial to the touch, these dark-eyed musicians are Undead who are seemingly tied to music. Each individual Dirge will carry with it an instrument of some sort, the one thing they carry with them from their breathing days.

The sound of haunting, ghostly music in the blackness of the night is cause to seek shelter or protection at once; it is most likely the plaintive

playing of the Dirge. The naive may be drawn to investigate such ethereal sounds, but the experienced explorer will nod knowingly, realizing that the sounds are nothing but a musical prelude to death for the foolish.

Dirges are partial to playing deathly depressing funeral music wherever they go. In most cases, this is in seldom-visited cemeteries or atop overgrown burial mounds. Caught up in their music, they take ill to any interruptions to their songs. If they are interrupted by the sight of a living being, a Dirge will most likely exert all its enchanted power to bring about that being's death. Lesser Dirges are Class II, Minor are Class III, Major are Class IV, and Greater Dirges are Class V Undead.

All Dirges know the Bard spell lists, "Controlling Songs," "Sound Control," and "Sound Projection" to their level. They have 8 PPs per level to utilize in every 24 hour period. After 3 rounds in the presence (10' radius) of a Dirge, the living must begin to make RR or be drained of Constitution; Lesser forms drain 1 point per round, Minor forms drain 2 points per round, Major forms drain 3 points per round, and Greater forms drain 4 points per round. These creatures will only use a weapon as a last resort, initially confronting foes with their evil music. Because these creatures are insubstantial, magical weapons are necessary to harm them.

GHOST

Ghost (Headless): (-)EY§,M,(-,-)-4.

Ghost (Lesser): (-)EYN†§#,M,(-,-)-5.

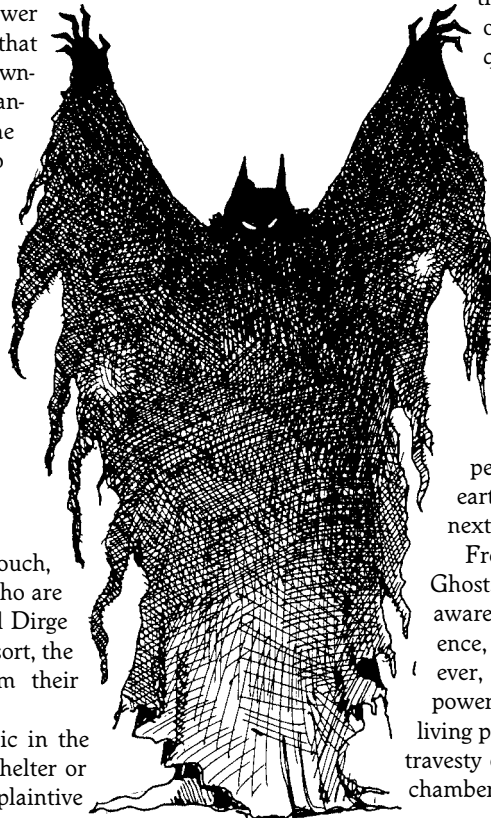
Ghost (Minor): (-)EYN†§#,M,(-,-)-5.

Ghost (Greater): (-)EYN†§#,M,(-,-)-5.

These remnants of dead souls cling to the earth with a supernatural stubbornness, forming an insubstantial body of ectoplasm which resembles the body they wore while living. The form of a ghost can alternately be hazy, blurred, and translucent for the minor types, while the greater forms may very well bestow no visual clues as to their Undead origin. However, if one is of the headless variety, the absence of a head or its presence tucked under an arm quickly reveals it as Undead.

Ghosts are almost always tied to a focus of some sort, which prevents their souls from departing the earth for whatever awaits beyond death. These foci can take many forms—a person, a weapon, a treasure, a place—which is tied in somehow with their deaths. For instance, the weapon used to kill one Ghost may become that being's focus, while another ghost may haunt the villa where it was slain by cruel parents. If a Ghost's focus is identified, it can then be destroyed or dispersed, cutting the Undead's tie to the earth, allowing it the peace to ascend to the next realm.

Frequently the most subtle of the Undead, Ghosts masquerade as the living, often unaware of the true nature of their own existence, or at least unwilling to admit it. However, a haunting by a Ghost of particular power will soon empty a house or building of living persons, forcing the Ghost to continue its travesty of life alone in dark corridors and cold chambers. The varying types of Ghost possess the



following specific Class: Headless, III; Lesser, II; Minor, III; Greater, V.

These Undead like many others drain energy from the living, often unknowingly, through mere proximity; all those within a 10' radius must make a successful RR every round or lose Constitution points each round (3 points for Headless and Minor Ghosts, 4 points for Minor Ghosts, and 5 points for Greater Ghosts). In combat they will use either a powerful Undead bash, or a weapon which they have retained some skill with after their death. These weapons can be either real, or immaterial like their bodies. Because a Ghost's form is insubstantial, magical weapons are necessary to harm it. However, if a ghost is "dropped", it can not be permanently "killed" through burning. It can only be permanently killed if the Ghost's focus is destroyed.

GHOULS

Ghoul (Lesser): (nstcf)-EY§#,FLMS,(-,-)-3.

Ghoul (Greater): (nstcf)-EY§#,FLMS,(-,-)-3.

Ghouls are strangely transformed, putrescent corpses with teeth lengthened into fangs and nails strengthened into claws. They are horribly animate, and the stench of the grave always accompanies them in their nocturnal patrols. Those dying from the Rot are destined to become Ghouls themselves. In this way, the Ghoul population renews itself, an obscene parody of more naturally occurring life-cycles.

Most Ghouls seem to prefer moist, swampy areas, where they can easily burrow into the soft earth when the sun holds sway over the land. When night once again casts her concealing cloak across the world, these Undead rise from the earth, shedding dirt, worms and small insects as they make their nightly rounds. Stupidity clouds their behavior; a Ghoul remains preoccupied with the protection of its territory, fighting any newcomers who wish to cross it. A Ghoul may even attack other Ghouls who



transgress territorial lines. Lesser Ghouls are Class I Undead, and Greater Ghouls are Class II Undead.

Greater Ghouls dispense fear by mere sight; any viewing must make a RR or suffer the affects of a *Fear* spell. In combat, Ghouls can rake foes with their powerful limbs, at the same time slashing with their filthy nails, and sometimes biting with their slaving maws. Greater Ghouls sometimes have acquired weapons which they may wield in a conflict. Those taking damage from a Lesser Ghoul are 30% likely to become infected with Ghoul Rot. Greater Ghouls infect foes 50% of the time with this dread disease, if they claw or bite their opponents. Those infected with Ghoul Rot do not heal naturally (magical healing spells are equally ineffective), in fact they will lose 1-5 hits a day until death claims them. Only a *Cure Disease* or a *Remove Curse* spell will remove the affects of this infection.

GIANT SKELETONS

Giant Skeleton (Lesser): (-)-VX@,FILMOS,ARU,CDJ-6.

Giant Skeleton (Greater): (-)-VX@,FILMOS,ARU,CDJ-6.

Towering 10'-22' into the air, these huge skeletal monsters inspire fear in both normal and giant-sized beings who yet live. These creatures can be of either man or beast, but they all share the characteristic of extreme size in common.

It seems that most of these beings dwell in the area where they resided before their demise. This suggests that these creatures are not created by Necromancy, who would most probably have put them into their service. Rather, they may just spontaneously generate upon the death of a particularly evil giantish being, who yet had designs upon the living world.

Giant Skeletons, when encountered, do not seem to be localized to any one Habitat or geography. Wherever they do exist, the lesser varieties act as mindless brutes, simply animate skeletons with no minds of their own. They are often under the control of a more powerful Undead presence. The Greater Giant Skeletons are more intelligent and most retain any spells they



Section 11 might have possessed in life. Lesser Giant Skeletons are Class III Undead, and Greater Giant Skeletons are Class IV Undead.

Undead

These creatures are able to smash foes with their giant limbs, but are even more effective with a weapon with which they do triple concussion damage due to their great strength and size. Lesser forms will begin to drain 2 Constitution points per round after 3 rounds to any who are in a 10' radius (RR applicable). Greater forms will drain 3 Constitution points per round after 3 rounds to all in a 10' radius (RR applicable). Also, if the Greater Skeletons have retained any spell use from their living days, they will have 8 PP's per level to utilize every 24 hours.



LICHES

Lich (Standard): (-)ENX#,(--,-)-9.

Lich (Classic): (-)EKX@S#,(--,-)-9.

These enchanted Undead are skeletal in form, but are often dressed in fine, although unkempt and tattered, clothing or robes. The hollows of their eyes burn with actinic points of red light, while their bony limbs leave a chill in the air as they pass.

When confronted by unavoidable death, most Evil Clerics, Evil Magicians, and Sorcerers depart life with one last, dreadful curse. A few forego this privilege to become Undead, securing immortality as Liches. A Lich brings all of its powers and possessions through this last feared portal, retaining its memories and thaumaturgic abilities along with its treasures and its stronghold. There is reputed to be a ritual of ominous power (*The Ritual of Twilight*) which will cause the celebrant to undergo the transformation to Standard Lichdom in a year and a day, if the ritual is successful. The soul of the celebrant is blasted to fragments if the ritual fails. However, the Lich Bhalwaenc is reputed to have gained his present status from the crown he wears, which was rumored to have been a gift from powers within the Pale for services rendered.

Classic Liches are created from an even older, more dangerous and hard to find ceremony (*The Ritual of Black Eternity*). This allows the Lich to store all of its organs in a special container which is magically sealed. If the Classic Lich is "killed" in combat yet the container with its organs remains hidden (or at least unharmed) the Lich will reform near the container in 1-5 days. The Classic Lich can only be permanently destroyed by destroying the container and its organs. These beings may travel no more than 100 miles from the location of the container. It may

influence some being to transport the container though it may not do so itself.

Liches carry on a lifestyle very similar to what they knew before they exchanged mortality for their present immortal but Undead state. Only the most depraved and power-hungry would have chosen such a route, and therefore their lifestyles before and after their change were and are filled with the most diabolical plots and the most twisted of designs. However, there are many Liches which tend to lose focus as the centuries roll over them, leaving them millennia later as crazed, wandering Undead, but still possessing great power and magical ability. A Lich is a Class VI Undead.

The mere presence of a Standard Lich (within a 60') or a Classic Lich (within 100') radius causes the living to make a RR or suffer the effects of a *Fear* spell. If they choose to attack with a weapon, they always deliver an additional Cold critical of equal severity. In fact, their touch alone will inflict a +50 Cold Bolt attack to the victim, as well as draining 5 Constitution points if an RR (with a special modification of -20) is not successful. Classic Liches will drain 5 Constitution points per round to all the living within a 10' radius (with a special modification of -20 RR applicable). However, the greatest strength of a Lich is their spellcasting ability. A particular Lich will have all the lists of one of the following sets: Evil Essence, Evil Channeling, or Sorcerer. Treat the Lich as if it were a spellcaster of one of these types, and give them all the appropriate spells for that profession.

MUMMIES

Mummy (Lesser): (-)E§#,(--,-)-4.

Mummy (Greater): (-)E§#,(--,-)-4.

Mummies are humanoid beings who have been embalmed, then wrapped in layers of securing cloth to help preserve the body. However, these particular Mummies have also been animated through necromantic sorcery, imbuing them with both movement and a malevolent will.



The ancient art of embalming was once wide-spread across the lands, but due to embalmed forms being exceptionally susceptible to necromantic influence, the practice has fallen out of favor in many civilizations. However, the Mage-Kings of Gorgathuel have made a long practice of Mummifying their dead rulers, interring them in a vast complex of catacombs beneath the city. Over the centuries since the first Mage-King, it is estimated that no less than 300 embalmed kings rest uneasily beneath the city, guarding the treasures they accumulated during their reigns, and also indirectly protecting the source of the supernatural power employed and wielded by the succession of Mage-Kings; the Undead ancestors guard the Millennium Anhk.

Mummies roam the unlighted halls of the necropolis built for their internment in an untiring, shambling gait, trailing a few stray swaths of tattered cloth behind them. Concerned primarily with grave robbers, a Mummy usually limits attention to its own sepulcher, where intruders are ruthlessly attacked. Mummies may also wait for centuries, motionless in their tomb, but always vigilant to the possibility of unwelcome visitors. Lesser Mummies are Class III Undead, and Greater Mummies are Class IV Undead.

Lesser Mummies crush intruding foes with their well-wrapped arms. Greater types can also batter opponents senseless with their powerful limbs, but they also can utilize foul sorcery; they can cast spells off the "Disease" spell list to their level, at will, one spell per round. Mummies are particularly susceptible to fire. Their RR's are modified by -25 against heat and fire attacks and they take double normal concussion damage from fire.

SHADOWS

Shadow (Lesser): (-)E†§#,(-,-,-)6.

Shadow (Greater): (-)E†§#,(-,-,-)6.

Huge, cloudy bat-like wings augment the soaring flight adapted by this spirit, a shred of darkness barely visible against the night sky. Invisible fangs facilitate consumption of the warm and living red blood of its prey to satiate its raging hunger.

Shadows are the result of a horrible ritual known to only a few Necromancers and recorded in only the most despicable tomes of vile knowledge. The ceremony involves one living being from a Mannish race, which is sacrificed slowly over the span of 1 month, from one new moon to the next. During this time, the sacrificial victim undergoes the most hellish of tortures, slowly losing his mind and will as it becomes obsessed with only one desire, which is to seek blood. These Undead share some special link with their necromantic creator, which somehow transfers some sort of mystical invigoration from the blood of the Shadow's prey to the Necromancer. The effects of the invigoration is known to only a select few, but is purported to enhance both physical and mental abilities of the linked Necromancer.

The unlife of a Shadow is spent huddled in concealing nooks, caves, and caverns by day, hiding from the harsh glare of daylight which makes them sluggish and slow. When darkness steals across the land, the Shadow bolts from its nest in a flurry of black wings, and begins its nightly vigil of hunting and feeding. A Shadow must consume blood at least once a night, or it will begin to fade. If a Shadow does not receive blood for an entire month, it will fade into utter nothingness. A Lesser Shadow is a Class II Undead, and a Greater Shadow is a Class IV Undead.

When acquiring its prey, a Shadow will attempt to swoop down unseen from a darkling sky and first use its ability to cause all within a 10' radius to fall into a motionless trance for d10 rounds (if they fail an RR). The Undead will then select a paralyzed victim to feed off of, delivering a vicious bite that then

allows blood to be drained at a rate of 2d10 hits per round. When (if) a victim awakes from the trance, most Shadows will flee once again up into the night seeking more Mannish flesh from which to slake its cannibalistic thirst.

SHADOW ASSASSINS

Shadow Assassin (Lesser): (-)N#,(--,-)8.

Shadow Assassin (Major): (-)N#,(--,-)8.

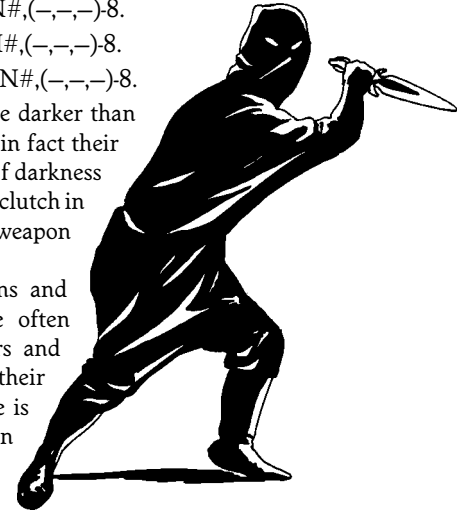
Shadow Assassin (Greater): (-)N#,(--,-)8.

These beings are only a shade darker than the shadows in which they live, in fact their bodies are but ghostly stirrings of darkness with piercing yellow eyes, which clutch in their shadowy, invisible fingers a weapon made for murder.

The spirits of dead Assassins and Nightblades, these entities are often conjured by foul Necromancers and dark priests or magi to slay their enemies. If the proper incentive is not offered, the Shadow Assassin is just as likely to turn on its summoner and slay him or her outright, so it is best to be cautious when dealing with these Undead.

These creatures exist only for the fulfillment of a deadly mission of murder. They use their non-solid form to walk through walls and barriers—there are few ways to hide from their relentless pursuit. They are never encountered without a mission, and they disincorporate after completing it. They are crafty, shrewd and have no mercy. A Shadow Assassin has no qualms about slaying anyone that gets in the way of its mission. The Lesser form is Class IV, the Major form is Class V, and the Greater form is a Class VI Undead.

These creatures can become invisible at will, so as to set up the perfect ambush (they have an Ambush skill bonus equal to their level) to attack from with their usually magical weapons. To enhance their effectiveness, they also know all the Magent Base spell lists to their level (8 PPs per level per 24 hour period), and are apt to use poison.



SKELETONS

Skeleton (Minor): (-)E§#,(-,-,-)3.

Skeleton (Lesser): (-)E§#,(-,-,-)3.

Skeleton (Greater): (-)E§#,(-,-,-)3.

Skeleton (Ice): (ktcf)-Y§#,(-,-,-)7.

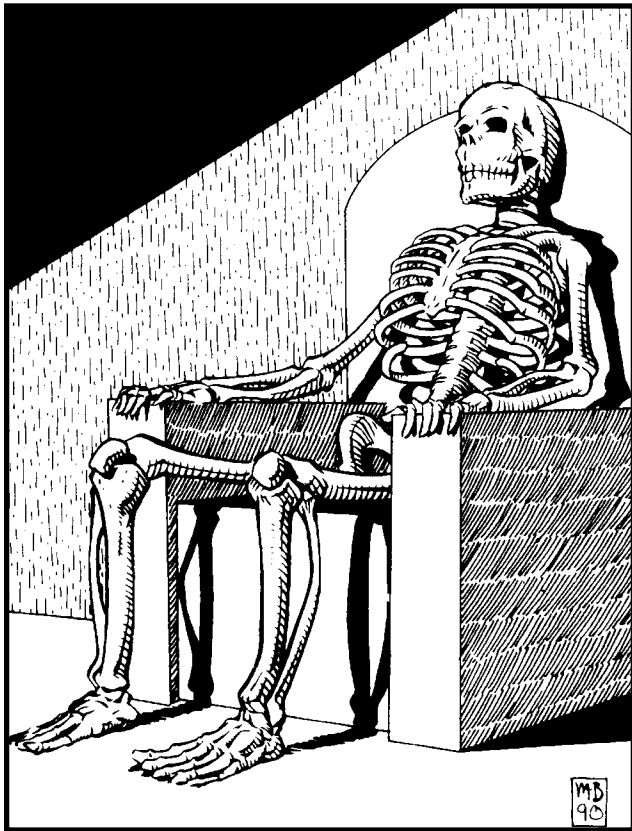
Skeleton (Iron): (-)E§#,(-,-,-)5.

Skeleton (Lord): (-)E†§#,(-,-,-)6.

Skeleton (Sovereign): (-)E†§#,(-,-,-)6.

White bones, stripped of flesh and blood but still intact, move with a darkly born animation. These willful bones can be from man or beast, but all are equally terrifying in their vile aspect. The Ice Skeleton is shrouded by a mist of evaporating ice, the Iron Skeleton is coated in a sheen of hard metal, while the Lord and Sovereign Skeletons often wear garments of quality which hang off their bones in mockery of human dress.

Minor, Lesser, Greater, and Iron Skeletons possess little except hostility. Retaining expertise at wielding weapons or claws and tusks, they scamper to denude bones of their cloaking flesh at every encounter with the living. These almost mindless creatures usually serve the desires of a Necromancer or more



powerful Undead. Ice Skeletons possess some modicum of sentience, but wander singly, freezing all that it touches; shrubs in its wake sparkle with frost, and tree branches grow icicles. Skeleton Lords have retained their intelligence and some power from their transformation to Undead form, and will usually keep a guard of 2d10 Class III Undead with it all times. Even more powerful, the Skeleton Sovereign likewise keeps a cadre of 20d10 Class III Undead, as well as 1-5 Skeleton Lords, to help it unfold its nefarious plots for ever greater influence and power. Skeletons are of the following Classes: Lesser, Class I; Minor and Ice, Class II; Greater and Iron, Class III; Lord, Class IV; Sovereign, Class V.

Skeletons of all Classes are unaffected by puncture criticals due to their form. The various types of Skeletons possess different means of inflicting damage in a battle with foes. The abilities of each are discussed below.

Lesser: These creatures can do little but mindlessly slash with weapons they may have retained from the living days, or bash opponents with their powerful bony fists.

Minor: In addition to bashing and slashing opponents, Minor Skeletons drain 1 Constitution point per round after 3 rounds to any living being within a 10' radius who fail a RR.

Greater: Its greater talents in the use of a weapon and strength of its limbs is complimented by its stronger ability to drain vitality from the living; after 3 rounds, any living beings within a 10' radius must make a RR (with a special modification of -10) or be drained of 3 Constitution points per round.

Ice: In addition to the 10' radius *Fear* spell which these Undead constantly generate, they prefer to bash foes with their supernaturally enhanced limbs which delivers an additional Cold critical of equal severity to any critical normally delivered. Also, it will begin to drain 2 Constitution points per round after 3 rounds to any within a 10' radius who fail a RR (with a special modification of -10). Fire does double normal damage against these creatures.

Iron: These animate Skeletons have been coated with molten iron. The iron was magically sealed to their bones so that every part is coated in a protective casing. This accounts for their remarkable AT and number of hits. Also, all within 10' will begin to lose 2 Constitution points per round after 3 rounds who fail a RR.

Lord: These Undead possess all the abilities of a Greater Skeleton, plus access to the "Physical Erosion" spell list (Evil Essence) to its level, from which it can cast at will, 1 spell per round.

Sovereign: These Undead possess all the abilities of a Skeleton Lord, plus access to all Evil Channeling spell lists to its level. It can cast these spells at will, 1 spell per round.

When Mausolus the Vile Lord of Darkness made his bid to overrun all the lands west of the Great Mountains, he initially sent armies of Undead pouring through the mountain passes, under the command of special generals he had created just for that purpose. These generals were the Sovereign Skeletons, possessed of keen mind, powerful body, and Sorcerous ability. Along with the Sovereigns, Skeleton Lords also served as captains within these massive forces, and were also possessed of considerable power. To this day, the wildly successful campaign against the free races, of which the tide was turned only after fully one-third of civilization had fallen, it attributed to the masterful leadership and insightful planning of these Sovereign Skeletons and their lieutenants, the Skeleton Lords. While it is true that the armies were finally broken and most of the Undead put to the torch, many of the Sovereigns and Lords escaped to places of sanctuary where they may plot today.

SKULLBATS

Skullbat (Minor): (-)§#,(--,-)-5.

Skullbat (Major): (-)§#,(--,-)-5.

Skullbat (Greater): (-)§#,(--,-)-5.

These Undead creatures are animate skulls with leathery wings. The variety of these creatures is wide; different individuals may possess human or animal skulls with a wingspan of only 3', to larger creatures which bear bull or Troll skulls with a wingspan of 5', up to huge beasts with the skulls of Giants or even Drakes with a wingspan of 9'.

Deliberate constructs of powerful Necromancers, Skullbats make excellent aerial guards, spies, and combatants when the need arises. Their leathery wings can often be spied from afar, flying sentinel over the fortress of their evil masters. If observers are close enough to get a good look at a Skullbat, it is probably a pretty good bet that the Skullbats are also aware of the observer's presence, and word is being passed along to the master of the stronghold.

Creatures of unlife, these beasts delight in killing and mayhem. To this end they can often be found in the service of evil Undead who regularly raid the living. The Skullbats usually provide aerial support as Undead ground forces move in for the kill on a sleeping village or a small caravan traveling cross country in dangerous territory. Minor Skullbats are Class I Undead, Major Skullbats are Class II Undead, and Greater Skullbats are Class III Undead.

These creatures can swoop down from the silent night sky on their dead wings to deliver a vicious bite with their Undead maw. Minor Skullbats will also drain 1 Constitution point per bite (RR applicable), Major Skullbats will drain 2 Constitution, and Greater Skullbats can drain 3 Constitution points. Also, 15% of Greater Skullbats (those having Drake skulls) have a breath weapon. They can breath cold as a +40 Cold Bolt attack with a range of 100'.

SPECTERS

Specter (Lesser): (-)ENS#,(-,-,-)7.

Specter (Minor): (-)ENS#,(-,-,-)7.

Specter (Major): (-)ENS#,(-,-,-)7.

Cold white lights inhabiting the region where eyes might shine reveal the presence of these nearly invisible spirits. Terror heralds their arrival and fades with the departure of the tattered cloaks they often wrap around their non-corporeal forms.

When a living being dies with a lust for power and evil thick in their souls, it may be that their ties to the earth will not be severed upon death. Rather, these souls will gather to them the essence of Unlife, forming the horribly powerful Undead known as Specters. Once made manifest, however, Specters seem woefully incapable of gaining any true power, as if they were played for some cruel joke. Instead, they must be satisfied with performing evil deeds, which they take to with a vengeance.

These immaterial haunts seek areas where the presence of strong evil shadows the surrounding land in weary despair. Their unrelenting lust for unclean pursuits make them a true terror for any living being which might chance across their path. Minor Specters are Class II Undead, Lesser Specters are Class III Undead, and Major Specters are Class V Undead.

All Specters generate terror as a *Fear* spell within a 100' radius of their presence. Additionally, their insubstantial touch drains a full 10 Constitution points for those who fail their RR (with a special modification of -20). The Lesser form attacks prey with a +40 Shock Bolt attack, while the Minor can discharge a +50 Electrical Bolt attack (all bolts have a range of 100'). The Major form prefers to bash foes with its noncorporeal fists, which inflict an additional Cold critical of equal severity in addition to any critical normally delivered. Also, Major Specters can use spells from the spell lists "Ice Law" and "Wind Law" to their level. All Specters have 8 PPs per level to use daily. Also, these creatures have immaterial bodies such that magical weapons are needed to damage them.

STANDARD CREATED UNDEAD

Class I Created Undead: (-)EYS#,(-,-,-)3.

Class II Created Undead: (-)EYS#,(-,-,-)3.

Class III Created Undead: (-)EYS#,(-,-,-)3.

Class IV Created Undead: (-)EYS#,(-,-,-)3.

Class V Created Undead: (-)EYS#,(-,-,-)3.

Class VI Created Undead: (-)EYS#,(-,-,-)3.

White, rotting skin and oozing, decomposing flesh of recently dead Men (and other races) is the typical look of these creatures—unless their flesh has completely eroded away and only skeletal bones remain, imbued with a dark necromantic animation. Glazed eyes and gesticulating maws give mute testimony to the mindlessness of these Undead husks, these things seem bent only on the destruction of anything living.

Those practiced in the art of Necromancy, pronouncing foul incantations over the helpless dead, produce mindless abominations chained to a malevolent will. These animated corpses are preserved against decay, but their cold flesh emanates the dark chill of the grave. The degree of power inherent in these creations reflects the skill of the necromancer. A Created Undead's "Class" is determined by the spell (*Create Undead*) used to create it (or by the type of undead creating it—in the case of drained Constitution). If not controlled by a *Control Undead* spell, they will attempt to attack the closest living being by whatever means possible. Normally, they can take no activity other than moving to and attacking living creatures.



Normally Created Undead are suited to wander dark tunnels and dim tombs, shambling about mindlessly. When they espy movement or life, they press forward with only one intent burning in their Undead eyes: the utter destruction and death of that living being. Occasionally, they will be gathered together by a powerful Necromancer to act as a large expendable force in the first wave attack against a helpless village. The beauty of this, as far as the Necromancer is concerned, is that any of his forces which are killed can be easily re-animated. Also, as a bonus, enemies which are killed can then be "recruited" to swell the ranks of the Necromancer's armies.

If the opportunity presents itself, an Undead will use all means to attack a nearby living being. It will move forward unerringly, in a straight line to intercept its prey, not giving any mind to any obstacle in its path. Once its prey is in melee range it will either use its powerful, necromantically empowered fists to bash its victim to death, or else it may choose to use a weapon that it has some shred of skill left with from its living days.

UNDEAD DINOSAURS

Skeletal Tyrannosaur: hnawms-V,FQ,(-),DHP-6.

Spectral Tyrannosaur: hnawms-V,FQ,(-),DHP-6.

These prehistoric beasts were a terror while they lived. In death, they are even more frightening. The Skeletal Tyrannosaur looks like its name suggests: A horribly animated skeletal dinosaur with all the ferocity it possessed while it drew breath plus an Undead vitality and power which makes it a truly terrible creature to behold. The Spectral Tyrannosaur appear as ghostly apparitions with only their blazing eyes and gnashing maw visible to mortal eyes. The bodies of both of these Undead creatures can stretch to 50' in length, and tower 25' above the earth.

Section 11

Undead

THE UNDEAD													
Type	Lvl	Base Rate	Max. Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	AT Hits (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook (IQ)		
Standard Created Undead													
Class I	1H	40	Run/0	VS/SL	M/I# 25	1(10)	25SBa/15We	1-30	a	A	Berserk(NO)		
Class II	3H	50	Run/0	SL/MD	M/I# 50	1(20)	40MBa/45We	1-20	a	B	Berserk(NO)		
Class III	6H	50	Spt/0	SL/MF	M/I# 100	1(30)	60MBa/50We	1-10	g	C	Berserk(NO)		
Class IV	9H	60	Spt/0	MD/FA	M/II# 135	1(40)	70LbA/95We	1-5	g	D	Berserk(NO)		
Class V	13H	80	Spt/0	MF/VF	M/LA# 165	1(40)	90LbA/110We	1-2	m	E	Berserk(NO)		
Class VI	16H	100	FSpt/0	FA/BF	M/SL# 200	1(40)	90LbA/180We	1	s	F	Berserk(NO)		
Apparition (III)	6D	45	Run/20	SL/MD	M/II# 80F	1(50)*	50MBa[Elect]/Spells	1	q	E	Cruel(SU)		
Black Paladin (VI)	10F	45	FSpt/20	SI/FA	M/LA# 150E	Var(70)	90We/Spells/Special	1	t	F	Bellig(HI)		
Black Reavers (VI)													
Lesser	50G	60	FSpt/40	MD/BF	M/SL# 600G	20(60)	250We(3D)(2x)/200HBa(2D)	1	z	L	Mission(AA)		
Greater	85G	60	FSpt/40	MD/BF	M/SL# 999G	20(100)	375We(4D)(2x)/300HBa(3D)	1	z	L	Mission(SU)		
Bloodbeast													
Lesser (III)	6C	50	Spt/0	MD/MD	M/I# 100F	1(20)	Spells/50We/Special	1	n	F	Hungry(AA)		
Greater (IV)	10E	60	Spt/0	MD/MF	M/II# 160G	1(40)*	Spells/95We/Special	1	s	G	Bellig(HI)		
Bone Golem (III)	8H	50	Spt/0	MD/MD	M/II# 120F	12(30)*	90MBa/60MGr/100MCrv	1	-	F	Varies(NO)		
Chaos Soldiers													
Chaos Warrior	7H	90	Dash/30	VF/FA	M/I# 135F	18(50)	130We/120We	1-300	tt	F	Cruel(AV)		
Chaos Commander	20H	120	Dash/30	VF/VF	M/II# 400H	19(75)	175We/160We/150MSt/150MSw	1	yz	H	Cruel(SU)		
Corpse Candle (III)	7H	-	-/-	-/-	M/I# 100A	1(30)	Spell/Special	1	f	C	Cruel(LO)		
Corpse Lantern (IV)	10H	-	-/-	-/-	M/II# 135A	1(40)	Spell/Special	1	k	D	Cruel(LO)		
Dark Apparition (II)	5C	80	Dash/10	FA/FA	M/I# 80C	1(30)*	60MCl/45MBi/Special	1	c	E	Cruel(AA)		
Deathwoode (IV)	12F	40	Run/0	SL/MD	L/LA# 190H	3(50)*	100LbA/90LbBi/Special	1-12	m	F	Protect(AA)		
Desert Spirit (III)	7D	60	Spt/0	MD/MF	M/II# 110F	1(45)*	85MBa/Special	1	m	E	Belig(AV)		
Dirge													
Lesser (II)	4C	60	Spt/0	MD/MD	M/I# 50C	1(40)*	Spells/40We/Special	1	l	D	Hostile(AA)		
Minor (III)	8E	80	Spt/10	MF/MF	M/II# 110F	1(50)*	Spells/60We/Special	1	m	E	Belig(HI)		
Major (IV)	16G	100	FSpt/10	FA/FA	M/LA# 120G	1(60)*	Spells/80We/Special	1	n	F	Cruel(VH)		
Greater (V)	22G	100	Dash/10	FA/FA	M/LA# 200H	1(60)*	Spells/100We/Special	1	s	G	Domin(EX)		
Disembod. Head (III)	8E	90	Dash/20	VF/VF	S/I# 80F	1(35)	85MBi/Special	1-6	-	R	Berserk(AV)		
Drake, Undead (VI)	30G	130	Dash/25	VF/VF	H/SL# 400H	1(80)*	120HBi/130HCl/150HBa/90HHo/75CBr/Spells/Special	1	yyz	K	Cruel(VH)		
Dream Horror (V)	15C	100	FSpt/30	FA/FA	M/LA# 90F	1(50)*	50FBall(its body)/Special	1	c	C	Special(AV)		
Ghosts													
Lesser (II)	3H	75	Spt/10	MF/MF	M/LA# 55A	1(40)*	40MCl/Special	1	h	B	Bellig(AV)		
Minor (III)	7H	100	Spt/20	FA/FA	M/LA# 100A	1(30)*	60MBa/50We/Special	1	m	D	Bellig(AV)		
Greater (V)	15H	130	FSpt/30	VF/VF	M/LA# 165A	1(50)*	110We/90LbA/Special	1	s	F	Bellig(AV)		
Headless Ghost (III)	6H	40	Run/0	VS/SL	M/LA# 90G	1(30)*	60We/50MBa/Special	1	g	D	Bellig(MD)		
Ghost Wolf (IV)	10H	120	Dash/30	FA/VF	L/LA# 200A	4(55)*	100Lb50/75MCl50/Special	1-5	g	E	Berserk(NO)		
Ghouls													
Lesser (I)	1A	50	Spt/20	SL/MF	M/I# 25D	4(10)	25SBa/30SCL/10SBi	1-10	e	B	Protect(NO)		
Greater (II)	3H	65	Spt/20	MF/MF	M/I# 50E	4(20)	40MBa/50SCL/45We/Special	1-5	g	C	Protect(NO)		
Ghoulking (IV)	16G	60	Spt/0	MD/FA	M/II# 150H	4(60)*	110LbA/90MCl/100We/Special	1	t	G	Domin(HI)		
Giant Skeletons													
Lesser (III)	7D	80	Spt/0	MD/MD	L/LA# 200H	1(20)	100LbA/90We(3D)/Special	1-6	d	F	Berserk(MD)		
Greater (IV)	12F	110	FSpt/10	MF/FA	L/LA# 300H	1(40)*	120HBa/110We(3D)/Special	1-2	n	G	Belig(AA)		
Giant Skull (IV)	15G	100	Dash/10	FA/VF	M/LA# 180H	12(50)*	130HBi/Special	1	n	F	Berserk(AV)		
Gloombird (I) (fly)	1A	80	Dash/10	MF/VF	S/I# 20B	1(15)	20SPi/10SCL/Special	1-20	-	A	Agress(NO)		
Grey Noble	8H	90	FSpt/10	MF/VF	M/II# 135G	1(60)	95 We/Spells/Special	1-3	i	F	Hostile (IN)		
Lich													
Standard(VI)	20G	40	FSpt/20	SL/VF	M/LA# 150D	18(75)	70We[Cold]/Spells/Special	1	v	I	Domin.(EX)		
Classic(VI)	35G	40	FSpt/20	SL/VF	M/SL# 450H	18(75)	180We/200HBa/Special/Spells	1	yyzzz	L	Cruel(EX)		
Living Ghoul	5C	50	Spt/0	MD/MD	M/- 70D	1(10)	50MCl/40SBi/Spells	1-30	b	C	Hungry(MD)		
Mara (II)	2B	100	Dash/20	FA/FA	M/LA# 70B	1(30)*	Special/Special	1	a	C	Timid(AA)		
Monastic Lich (VI)	30G	100	Dash/40	BF/BF	M/LA# 200H	1(100)*	130HMst[Slash][C Cold]/120HMsw[Slash][C Cold]/Spells/Special	1	yz	K	Cruel(EX)		
Mummies													
Lesser (III)	6C	40	FSpt/0	VS/MD	M/II# 100F	8(30)	70LbA100/120LGrv	1-2	n	E	Protect(IN)		
Greater (IV)	10H	55	FSpt/0	SL/MF	M/LA# 150G	8(40)	110LbA/150LGrv/Spells	1	o	F	Protect(AV)		
Necros (I)	2B	50	Run/0	MD/FA	S/I# 40B	1(20)	30MBi/Poison	1-10	a	B	Berserk(NO)		
Nightgaunt (III) (fly)	9E	100	Dash/20	FA/FA	M/I# 120G	4(35)	80MBa/70MCl/90MBi/Special	1-20	m	D	Belig(LI)		
Phantom (I)	2B	50	FSpt/10	SL/MD	M/I# 40D	1(20)*	30SBolt/Special	1-2	a	B	Inquis.(LI)		
Phantom Steed (II)	6C	80	Dash/15	FA/FA	L/I# 120E	3(40)*	60MBa/70MTs/Special	1-6	-	C	Hostile(LO)		
Revenant (II)	3C	40	Spt/0	VS/MD	M/I# 55F	7(25)*	40We[Cold]/Spells/Special	1	g	D	Berserk(MD)		
Roaming Hand (II)	5C	30	Run/10	SL/MD	S/I# 60D	1(15)	60MGr[Cold]/Special	1-2	-	C	Berserk(MD)		
Rotting Corpse (II)	5C	40	Jog/0	SL/SL	M/I# 50C	1(10)	65MBz/70MClv/Special	1-30	b	C	Berserk(NO)		
Shadows													
Lesser (II)	4H	80	FSpt/20	MF/MD	M/I# 60A	1(35)	Special/75MBiv/Special	1	h	C	Hungry(VL)		
Greater (IV)	8H	70	Spt/10	MD/MD	M/II# 100A	1(30)	Special/110MBiv/Special	1	i	E	Hungry(LO)		

*: Special (see description)

THE UNDEAD (CONTINUED)													
Type	Lvl	Base Rate	Max. Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	AT Hits (DB)	AT Attacks	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)		
Shadow Assassin													
Lesser (IV)	12F	100	Dash/15	VF/VF	M/II# 180G	1(50)*	110We/Special/Spells	1	r	G	Mission(HI)		
Major (V)	18G	110	Dash/25	VF/BF	M/LA# 200H	1(60)*	150We/Special/Spells	1	x	H	Mission(VH)		
Greater (VI)	24H	120	Dash/30	BF/BF	M/LA# 230H	1(70)*	190We/Special/Spells	1	y	J	Mission(EX)		
Skeletons													
Lesser (I)	1A	40	Spt/0	VS/MD	M/I# 25F	1(0)*	25We/40MBa	2-20	a	A	Berserk(NO)		
Minor (II)	3H	60	Spt/0	MD/MF	M/I# 55E	1(10)*	40We/50MBa/Special	1-10	c	B	Berserk(NO)		
Greater (III)	5H	80	Spt/10	MF/FA	M/I# 100F	1(30)*	50We/60MBa/Special	1-5	h	C	Berserk(NO)		
Lord (IV)	8H	90	FSpt/10	MF/VF	M/II# 135G	1(70)*	95We/70Lb[Cold]/Spells/Special	1	i	E	Domin.(AV)		
Sovereign (IV)	10F	45	FSpt/20	SL/FA	M/LA# 150E	1(70)*	90We[Cold]/Spells/Special	1	t	F	Domin.(HI)		
Red (VI)	20G	40	FSpt/50	SL/BF	M/SL# 999G	1(200)*	300Joke/350Pun/250Pie	1	-	-	Playful(EX)		
Ice Skeleton (II)	3B	60	Spt/10	MD/MF	M/I# 50G	1(35)*	45MBa100[Cold]/Special	1	h	C	Hostile(IN)		
Iron Skeleton (III)	8E	40	Jog/0	SL/MD	M/LA# 130H	20(40)*	70MBa/50We/Special	1-20	h	D	Berserk(NO)		
Skullbat (fly)													
Minor (I)	1A	70	Spt/0	MF/MF	S/I# 35B	1(10)	30Sbi/Special	1-12	a	B	Berserk(NO)		
Major (II)	4C	80	FSpt/0	FA/FA	M/II# 60D	1(30)	60MBi/Special	1-8	g	C	Berserk(NO)		
Greater (III)	7D	90	FSpt/10	FA/VF	L/II# 100E	1(60)	90Lbi/Special	1-6	h	D	Belig(LO)		
Skullbeast (IV)													
Skullpack (III)	8D	30	Run/0	SL/MD	L/LA# 200H	1(35)*	100LbA/75MBi(5-11x)/Special	1	o	F	Belig(MD)		
Spajlen-Tier (VI)(fly)	35G	80	Dash/5	FA/VF	M/I# 120F	1(40)*	75MBi(4-16x)/30IBolt	1	-	E	Berserk(AV)		
		180	Dash/35	BF/BF	H/SL# 400H	20(60)*	125HBi[Cold]/135HCl[Cold]/150HBa[Cold]/95HHo[Cold]/75IBr/Spells/Special	1	yyz	L	Cruel(EX)		
Specter													
Lesser (II)	5H	100	FSpt/40	FA/VF	M/II# 150F	1(100)*	40SBolt	1	c	C	Cruel(IN)		
Minor (III)	10H	90	FSpt/30	FA/VF	M/LA# 200F	1(75)*	50LBolt	1	h	E	Cruel(AA)		
Major (V)	15H	80	FSpt/20	MF/FA	M/LA# 250F	1(50)*	70MBa[Cold]/Spells/Special	1	m	G	Cruel(HI)		
Spiderskull (I)	2A	50	Spt/10	MD/MD	S/I# 45C	1(15)	40Sbi/Poison	1-6	-	A	Berserk(NO)		
Swamp Star (IV)	9H	120	Dash/40	VF/VF	S/LA# 30F	1(70)	Spell/Special	1	a	D	Inquis.(SU)		
Undead Mass (V)													
Undead Monsters	20G	60	FSpt/0	MD/MF	L/LA# 260H	1(40)*	Spells/100MCl(1-3x)[Cold]/Both	1	t	G	Belig(AV)		
Skeletal Tyran.(IV)	14H	60	Spt/0	MD/FA	H/SL# 400G	1(40)*	200HBi/Special	1	-	H	Berserk(LO)		
Spectral Tyran.(V)	2H	90	Dash/10	VF/VF	H/SL# 500H	11(80)*	200HBi/Special	1	-	H	Belig(LI)		
Vampire													
Lesser (IV)	10H	120	Dash/30	VF/BF	M/II# 110E	1(100)*	90We[Cold]/70MBi/Special/Spells	1	l	G	Domin.(HI)		
Minor (V)	15H	100	Dash/20	FA/VF	M/LA# 120F	1(90)*	110We[Cold]/90MBi/Special/Spells	1	r	H	Domin.(VH)		
Greater (VI)	20G	100	Dash/10	FA/VF	M/SL# 140G	1(80)*	150We[Cold]/120MBi/Special/Spells	1	w	J	Domin.(EX)		
Bunny (III)	5E	170	Dash/50	BF/BF	S/LA# 70E	4(80)*	80TBa/80Sbi/Special	1	k	F	Cruel(SU)		
Other Vampires													
Centaur (V)	15G	100	Dash/10	VF/VF	M/LA# 140F	1(85)*	120We[Cold](2D)/90MBi/Special/Spells	1	r	H	Domin(HI)		
Drake (VI)	28G	110	Dash/20	VF/BF	H/SL# 350H	20(80)*	100HBi[Cold]/140HCl[Cold]/110HBa[Cold]/110HHo[Cold]/60CBt/Special/Spells	1	y	K	Domin(EX)		
Gorgon (VI)	25G	90	Dash/10	FA/VF	M/LA# 160G	1(80)*	140We[Cold]/60Sbi(1-6x)/Poison/90MBi/Special/Spells	1	x	J	Cruel(VH)		
Troll (IV)	10G	100	Dash/10	VF/VF	L/LA# 130E	11(80)*	90We[Cold](2D)/100LCl/75MBi/Special/Spells	1	l	G	Domin(AA)		
Unicorn (V)	16G	110	Dash/20	VF/BF	L/II# 120E	1(90)*	110HHo[Cold]/90MBi/90LbA/100LTs/Special/Spells	1	r	H	Cruel(VH)		
Werewolf (VI)	22G	100	Dash/20	VF/VF	L/LA# 230G	3(90)*	130We[Cold]/170LCl/135Lbi/Special	1	w	I	Belig(HI)		
Veyrr (VI)													
	50G	110	Dash/20	VF/VF	L/SL# 500H	1(100)*	200HGrl[Cold][Elect]/180HBa[Cold][Elect]/Special/Spells	1	z	L	Cruel(EX)		
Wight													
Lesser (IV)	10H	50	Dash/10	SL/MD	M/II# 90E	11(30)	90We[Cold]/80LbA/Special/Spells	1	n	F	Cruel(AV)		
Minor (V)	15H	60	Dash/10	MD/MD	M/LA# 120G	16(30)	110We[Cold]/80LbA/Special/Spells	1	s	G	Cruel(AA)		
Major (VI)	20G	80	Dash/10	MD/MD	M/SL# 170H	19(30)	150We[Cold]/80LbA/Special/Spells	1	x	H	Cruel(SU)		
Barrow-wight (V)	15D	50	Spt/10	SL/VF	M/LA# 145E	1(90)	110We[Cold]/90LbA(Cold)/Spells	1	s	G	Protect(AV)		
Wraith													
Lesser (IV)	10C	70	Dash/30	MF/VF	M/II# 120D	1(70)*	80We[Cold]/70LbA/Special/Spells	1	r	F	Cruel(SU)		
Greater (V)	15F	60	Dash/20	MD/BF	M/LA# 165E	1(50)*	100We[Cold]/90LbA/Special/Spells	1	w	G	Cruel(HI)		
Wrath													
Minor (IV)	10F	90	Dash/10	FA/VF	M/LA# 110F	1(40)*	90MCl/Spells/Special	1	-	F	Cruel(HI)		
Major (V)	15G	100	Dash/15	VF/VF	M/LA# 150G	1(50)*	110MCl/Spells/Special	1	-	F	Cruel(VH)		
Greater (VI)	20G	110	Dash/20	VF/BF	M/LA# 200H	1(50)*	120MCl/120We/Spells/Special	1	-	H	Cruel(EX)		
Wild Hunt Hound (I)	1A	160	Dash/40	BF/BF	M/I# 50A	1(40)	40MBi/Special	*	-	A	Hostile(NO)		
Zombie (I)	2B	30	Run/0	VS/MD	M/I# 45F	1(15)	30MBa1/Special	2-20	a	B	Berserk(NO)		

*: Special (see description)

Section 11

Undead

Animate skeletons or roaming spirits, these beings are monsters that have had their existence extended beyond their normal years through dark rituals of necromancy. When a powerful Necromancer has the time and resources, he or she may choose to revive some long dead creature to serve as an Undead servant or even as a "pet." These creatures are two examples of how a familiar monster can be treated as an Undead being. Note that not all Undead monsters will necessarily be as powerful as these presented.

Spirits of long dead monsters, these creatures roam the earth at the behest of evils magics in order to destroy the living. Thankfully, creatures of this particular breed are quite rare, existing only in conjunction with a powerful Necromancer who has the time and resources to create one of these monsters. These Undead dinosaurs do not seem to be any more intelligent in their ghostly form than they were when they were alive, but they are endowed with a fierce, overwhelming drive to slay all they encounter. Skeletal Tyrannosaurs are Class IV Undead, and Spectral Tyrannosaurs are Class V Undead.

The Skeletal Tyrannosaur radiates *Fear* within 100' radius of its presence. All within 10' of the creature who fail a RR will be drained of 2 Constitution points per round. In addition to the horrible damage a bite from this huge creature can deliver, it also drains an additional 6 Constitution points from living prey.

The Spectral Tyrannosaur is such a horror that all who lie eyes upon it are subject to the affects of a *Fear* spell. Any living being which comes within 20' of it will take a 'B' Cold critical per round. Its bite is not as immaterial as its body, capable of delivering awesome damage, as well as draining 6 points of Constitution from its prey. Due to its non-solid form, only magical weapons can harm these creatures.

VAMPIRES

Vampire (Lesser): (-)EN§#,(--,-)-7.

Vampire (Minor): (-)EN§#,(--,-)-7.

Vampire (Greater): (-)EN§#,(--,-)-7.

In almost every case, male or female, Vampires are gifted with exceptional presence and appearance. Their sculpted faces and porcelain skin tones are home to eyes as deep as the Void and filled with an all-consuming hunger. This hunger manifests itself as a driving motivation and an intense passion which colors every aspect of a Vampire's unlife.

Vampires prey on the living to sustain their own existence. They require blood drawn freshly from healthy "donors" at least once a night, or they begin to degenerate. A Minor or Lesser Vampire who has gone without fresh blood for an entire month will be rendered completely helpless, unable to move (Greater Vampires can go for an undetermined time longer). They can exist in this fashion for centuries, lost in a hellish blood dream, constantly tormented by an unquenchable thirst. To assist them in their hunt for blood, Vampire's usually maintain some sort of holding or stronghold, to help protect them from some of their various weaknesses, which includes a susceptibility to direct sunlight (sunlight delivers an 'E' Heat critical to a Vampire for every round they are exposed), and the inability to cross running water under their own power. Also, a Vampire must make regular contact during their nightly repose with the earth where their bodies were interred. However, many of these beings have learned the trick of transporting the earth overland when they are in need of moving to a new domicile. Finally, Vampire's cast no reflection in a mirror. Lesser forms are Class IV Undead, Minor forms are Class V Undead, and Greater forms are Class VI.

These powerful Undead can call on a host of powers during their nocturnal hunts. Physically they are capable of draining d10+20 hits per round with a successful bite attack, along with draining 2-4 Constitution points per round for those who fail a RR (with a special modification of -15). Those drained (either hits or Constitution) to death will rise from the earth which they were buried in as a Vampire under the control of the Undead which killed it. Augmenting these fearsome abilities, Vampires are also capable of casting all Evil Mentalism spell lists to their level. They have 10 PPs per level which regenerate each night. Due to their strong mystical constitution, these beings can only be harmed by magical or silver-forged weapons. Puncture criticals from wooden stakes or similar weapons also affect these creatures. Magically, only Force spells (type F) and elemental water and electrical spells will harm them.

Vampires are said to be the first type of Undead to ever trouble the world, appearing so far back in the mists of time that their true origin is lost. However, among their kind, some few elders of the clan claim to trace their "bloodline" back to a single being which they name simply as Aleph. This singular creature was once a member of an old Mannish race, now long vanished in the vast tracts of time which have passed since his inception. This particular Man is said to have been a wanderer, spending months away from his tribe to hike the high, cold places of the world in solitude. Sometime during one of his months-long trips he fell ill from a wasting illness which weakened him to the point of death. In his weariness, he was momentarily blinded by the sun and fell from a high place into a chasm cloaked in darkness. Here, in this desperate strait, he found something, That Which Is Not Named (alternately known as The Un-Named). No one, not even the oldest of the still existing elders know anything about the Un-Named's nature, but what is known is that 10 years later, the one now known as Aleph appeared before his tribe again at the dark of the moon, asked their forgiveness, then slew them all to slake a blood-thirst of monumental proportions. Aleph passed from memory after spawning a host of creatures such as himself. It is rumored among the elder Vampires that Aleph yet resides in the world, but sleeps the sleep of Ages, and has in his keeping That Which Is Not Named.



WIGHTS

Wight (Lesser): (-)EY§#,(--,-)5.

Wight (Minor): (-)EY§#,(--,-)5.

Wight (Major): (-)EY§#,(--,-)5.

Wight (Barrow): (-)Y§,(--,-)4.

These Undead appear as dark, shadowy human forms with eyes akin to faint lights. Pale white limbs appear now and again, but are immaterial and quickly hidden again beneath their shadowy raiment. When observed with the aid of magic, they take on the tattered forms of great lords and ladies with cold, cruel gleaming eyes.

Burial mounds and cemeteries located near strongholds of powerfully evil beings never seem to fare well. Evil influences creep across the land, filling up dark valleys, swampy fens, and graveyards with foul, unwholesome energies. When this unclean influence saturates the final resting place of a once-noble lord or lady, laid low by mortality, there is often nothing to prevent a necromantic spirit from inhabiting the remains of those interred there. These spirits are in some part remnants of the those originally buried, so their animation is particularly depraved.

Barrow-wights haunt the mounded tombs erected to honor great warriors and kings, while the other forms of this Undead haunt abandoned graveyards and profaned cemeteries. They roam the narrow halls and low tunnels of the tombs, daily playing out the actions of their former lives, or else sitting still for years at a time, contemplating the evil fortune which brought them to their present state. These Undead suffer no intrusions, dealing harshly with any who might violate the tomb or its environs. Minor Wights are Class IV Undead, Lesser Wights are Class V Undead, Major Wights are Class VI Undead, and Barrow-wights are Class V Undead.

Wights wield with cold efficiency the enchanted weapons often buried with the dead (an additional Cold critical of equal severity is delivered with any normally achieved critical). They also cast dread spells on the living who violate their burial grounds; they can cast a 60' radius *Fear* spell once per round. Additionally, their immaterial touch bestows either a *Paralysis* spell, a *Sleep* spell, or it drains Constitution (lesser drains 4 points; minor drains 5 points; major drains 6 points; barrow drains 5 points) if an RR (with a special modification of -25) is not successful. Due to their non-solid form, magical weapons are necessary to harm them.

WRAITHS

Wraith (Lesser): (-)ENY§#,(--,-)8.

Wraith (Greater): (-)ENY§#,(--,-)8.

A quivering in the air, a red glow where the eyes might flash, a garment or armor housing empty air: these are the signs of a Wraith. Its corporeal structure has been so changed through foul magic that it hardly exists in the physical world.

Wraiths are the creation of supernaturally evil Powers. Usually a mortal is selected to become a Wraith who is particularly powerful, or holds an important political position. These mortals are usually of a selfish or evil bent to begin with, so when they are offered a great boon of some sort by a dark force, they take little time to weigh the consequences of accepting items or rituals of power. In return for such gifts, the dark power will then gain utter domination over the mortal, who will slowly enter the Wraith world, perhaps even due to the item or ritual itself which they originally accepted as a gift.

Wraiths are normally the servants of a powerful but evil deity or demi-god, or they may serve a very powerful Necromancer



who was given the Wraith as a reward for distinguished service to an evil Power. As such, Wraiths make excellent heralds or couriers due to their immense Undead might. Their presence alone is enough to strike fear in the hearts of mortals, thereby adding even greater terror with the thought that if the servant is this powerful, how much more powerful the master must be! Lesser Wraiths are Class IV Undead, and Greater Wraiths are Class V Undead.

Wraiths have available to them all the spell lists they had learned in life, which are usually extensive due to the fact that a Wraith would not have been created from a mortal who did not already possess considerable power. These Undead have 10 PPs per level to use every 24 hours. The Wraith form confers many powers upon these Undead as well. Their gaze delivers a *True Hold* spell if they desire at will, once per round. Also, because their form is not completely solid on this plane, magical weapons are required to harm them. Many of these Undead carry with them specially constructed slay-knives, which leave fragments deep in the wounds delivered by the blade. These fragments will automatically drain 1-4 Constitution points per day from the victim they are lodged in. If death occurs from this draining, a new Wraith is created who is under the control of the Wraith which slew him or her.

The Lesser Wraith is surrounded by a continuous *Aura* spell, as well as generating a continuous *Fear* spell within a 50' radius. Also, 'A' Cold criticals are delivered to all within 5' radius, and they also deliver an additional Cold critical of equal severity to any regularly achieved critical during combat. Finally, their touch drains 10 Constitution points for those who fail an RR.

The Greater Wraith is surrounded by a continuous *True Aura* spell and radiate a *Fear* spell to a radius of 100'. They deliver a 'B' Cold critical to all within 5', as well as delivering an additional Cold critical of equal severity to any criticals regularly achieved in combat. Also, the Greater Wraith's touch will drain 20 Constitution points from those who fail an RR.

WRATHS

Undead

Wrath (Minor): (-)EK§#,(--,-)9.

Wrath (Major): (-)EK§#,(--,-)9.

Wrath (Greater): (-)EK§#,(--,-)9.

These horrid creatures appear as ebony-skinned, gaunt humanoids. Their ends of their fingers end in foot long, razor sharp claws of the same unrelieved black as the rest of their bodies. Their eyes gleam with a black light, while their mouths grin in anticipation of a slaughter.

Wraths are the creation of supernaturally evil Powers. When a demon is destroyed, its material form usually simply fades away within a small span of time. But rarely, it lingers long enough for a Necromancer to attempt to cast a spell which creates Undead. Though it only works occasionally, this procedure can create a Wrath: an Undead Demon. Necromancers who do have Wraths in their service take full advantage of the demon summoning powers of these creatures, supplementing the Necromancer's own Undead forces. Masters of Wraths must be always on their guard however, as these creatures are subtle, and take servitude with bitter resentment.

Wraths sometimes serve powerful Necromancers, but as often as not have done away with a former master, and set themselves up as a dominant creature. Wraths will attempt to gain Undead followers, as well as wholly demonic ones; due to their Demonic background, they are able to call on resources from the Pale to some extent. Thus, a Wrath's followers often include from 5-10 Demons of types I-III. The Minor Wrath is a Class IV Undead, the Major Wrath is a Class V Undead, and the Greater Wrath is a Class VI Undead.

All within 20' of these creatures will be drained of 1-3 Constitution points per round (RR applicable). All forms of Wraths can cast spells from the "Darkness" (Evil Essence) list to their level. Major Wraths can cast spells from the "Dark Summons" and "Demonic Summons" list to their level. Greater Wraths, in addition to all the abilities of the lesser Wraths, can also use all the Evil Essence spell lists. All these creatures have 10 PPs per level to utilize in every 24 hour period. Also, greater Wraths use weapons of great power, usually artifacts.

OTHER UNDEAD

This section contains details on other specific undead creatures.

Apparition: (-)ENY#§,(--,-)5.

Appearing as an insubstantial form, like an evil waking dream, Apparitions cling to the world even beyond death. Apparitions mold ectoplasmic substance from the Void to mimic the form and features which they held in life.

In the 23rd Year of the Rampant Stag, there was a decree sent across the lands by Emperor K'fath in the west. The decree read thusly: "Those who are bold and of strong mettle are sought for the undertaking of an important contract. My father has passed away, but a curious affliction now haunts the Catacombs below the palace; my father's spirit roams there, twisted with hate and unclean magic. As none in the capitol city may bring harm to one of royal blood (living or not) without severe consequences, I am offer-

ing a grand inducement for any who would be willing to put the Apparition of my father to rest." Thus read the decree, and it is still circulating even now, as no one wished to risk trifling with the sticky laws of the Emperor, which are commonly acknowledged as the most obtuse and unyielding in all the known lands.

Unable to let go a life of evil ways, or perhaps denied a place in the afterlife, these Undead remain in the living world and await the wicked chances which its Undead status may afford. Some remain free to exercise their own depraved will, while others serve as tools of the Pale or the Void. Apparitions are Class III Undead. The touch of these creatures heralds pain; their touch drains 1 Constitution point per round from the living if a RR is not successful. However, Apparitions disdain weapons, seeking victory in combat through sorcery; they know the Evil Channeling spell lists "Disease," "Curses," and "Wounding" to their level. These creatures have 8 PPs per level. Foes of these Undead had best be well prepared as well, as only magical weapons will harm an Apparition.

Black Paladin: (-)ENY#§,(--,-)7.

Physically, Black Paladins are hideous to look upon. Their skin has withered on their flesh, and their eyes have become things of green fire. Any armor they wear seems to corrode although its protection is not lost. Black Paladins are Undead who fell from grace while alive and were denied their proper place in the afterlife as punishment.

In Unlife, they are cruel creatures who seek to conquer all they encounter. They are leaders and organizers of lesser Undead, and often have Grey Nobles as trusted aides. Many ride Phantom Steeds as mounts. Though selfish and evil, they are not beyond serving a more powerful master if it means a greater opportunity to inflict harm upon the world of the living that caused them to fall to such a base existence. They are Type VI Undead.

Black Paladins usually use bladed weapons of some type, and if mounted, will always be equipped with a lance. AT differs from Black Paladin to Black Paladin as some wear armor, and others do not. They have access to all open and closed Channeling spell lists, as well as the Evil Channeling spell lists, all to 10th level. If available, a GM may wish to give them the Paladin Base lists, suitably adjusted for their now-evil nature. They have 8 PP per level. All within 10' of a Black Paladin must make an RR after three rounds of proximity or lose 3 Constitution points. They are immune to puncture criticals.

Bone Golem: (-)EX§#,(--,-)8.

This creature appears as a statue which has been completely carved of bone, perhaps a single piece but of massive size. This bone construction seems to be infested with an Undead spirit, as its very presence chills the soul.

This creature does not appear in the Artificial Beings section due to its special Undead nature. It is a construct made completely of bone, accomplished by a process which only a select few Liches and Necromancers know. Then, by this same process, a spirit of Unlife is called from beyond the grave to invest the statue with mobility and purpose. Not as mindless as other Golems, it does not need to be commanded to attack the living; it will attack whenever it detects one.



These beings spend much of their time immobile, standing guard at the command of their creator the entrance to a treasury or a domicile. They are unfailingly loyal, sharing this in common with more mundane Golems. What sets them apart however is that they are possessed by an Undead spirit. Bone Golems are Class III Undead. Any living being within a 10' radius of these creatures must make RRs every round, or be drained of 1 Constitution point per round by the Undead presence of this Golem. These creatures are able to batter foes with Undead force, or when they can, hold a foe fast so that they can crush the life right out of them.

Dark Apparition: (-)§#,(--,-)-5.

Dark Apparitions are Undead shapechangers, able to alter their form at will, but always choosing a form sure to prove the most horrible to a potential viewer. Often they appear as shockingly mutilated but animate corpses or monstrous forms not even resembling anything remotely Human. Whatever form they take, it will be translucent and ghostly.

Those who met their end after an extreme fright are likely candidates for becoming Dark Apparitions in the afterlife, especially if their bent was towards greed, selfishness, and evil. These creatures seek ever after to punish the living with the same or similar death that they themselves suffered.

These beings seem to enjoy a sick thrill from being able to scare mortals into screaming fits. To achieve this end they often will haunt dark city streets in the long hours of the morning before dawn, appearing to any lone wanderers which they spy. If they can arrange it, they will attempt to direct a fleeing victim into a dangerous trap or situation, usually something involving a long fall or drowning. Dark Apparitions are Class II Undead.

All living beings within 100' of these creatures are subject to the affects of the spell "Fear" who do not successfully make a RR at a -25 modification. These creatures seem more interested in scaring the life out of a victim than physically taking it, but if they do become involved in battle, magical weapons are needed to harm them due to their non-solid form. They can take any shape they can imagine, but their attacks will always be with their magical claws and bite.

Deathwoode: (-)(--,-),M,CDHJ-7.

These woody spirits appear as large trees of twisting limb with black eyes and an ominously toothy maw. Their forms are ghostly, but the swish of the wind through their dead leaves and the creak of their boughs is not just imagined by those who come face to face with these Undead.

Only vary rarely are sentient trees killed or murdered, but when they are, a high percentage of those slain seem to regenerate their presences as Deathwoodes. Thus, even in death, those charged with the guardianship of the forests are able to continue their duties, although it is a torment for them. After only a few centuries of unlife, most of these ghostly entities fade away into the woodwork, finally gaining their eternal rest.

These Undead are the spirits of slain Treeherds and other sentient or animate trees. Even in unlife, they are protective of the forest. In fact, they are vengeful and ruthless in their pursuit of forest travelers. They often protect the living trees from those who would do them harm, or sometimes they simply slay any who would enter the forest at night. Deathwoodes are Class IV Undead.

These creatures are adept at bashing foes with their massive limbs or biting with their unforgiving maws. In addition to any damage normally delivered, their touch also drains 4 Constitution points per round (RR applicable). Due to their insubstantial form, magical weapons are needed to harm these creatures.



Desert Spirits: (-)(--),Z,(--,-)-6.

Sands swirl up from the desert floor to form a multitude of humanoid forms or fluid sand sculptures; this is the body of the Desert Spirit. Often they take the sand form of a large human's upper torso jutting out of a dune.

The souls of those who have died in the desert from the unbearable heat, lack of water, and choking sands now haunt the dunes to bring more desert travelers to untimely ends. There is conjecture that on rare occasions, 2 or more of these Undead have been able to combine their sandy forms, creating a sort of super-spirit, capable of animating far more sand than the individuals that make it up. Needless to say, these combined creatures would be of considerable danger even to a powerful, experienced party of desert travelers.

These Undead are found exclusively amidst the parched, trackless wastes of deserts. They haunt the wind-driven dunes by day and by night, calling out in ghostly voices the agony of their own remembered death at the hands of the merciless desert. They themselves have no pity left for living travelers they chance upon, attempting to end their travels in death. Desert Spirits are Class III Undead.

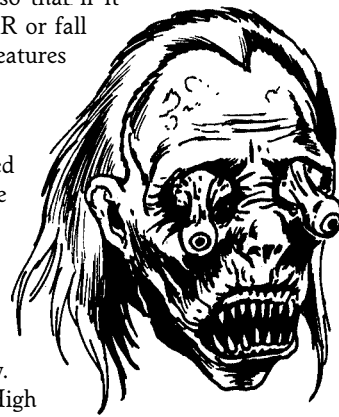
In battle, these creatures can animate a sizable chunk of sand to bash foes. Due to their inconstant structure, these Undead ignore bladed, slashing, and stabbing weapons; such attacks simply pass right through them. The sand that is churned up by the Desert Spirit's presence is enchanted so that if it enters a victim's eyes, they must make a RR or fall into a natural sleep (Because of this, these creatures are sometimes referred to as Sandmen).

Disembodied Head: (-)EY§#,(--,-)-6.

These ghastly beasts are hovering, severed humanoid heads. Decomposing eyes dangle from black sockets, and sharpened teeth fill their rotting maws, which constantly mouth deprecations and foul curses.

One of the most depraved acts which Mausolus the Vile Lord of Darkness was responsible for occurred within living memory. When he was refused an audience with the High Magistrate of the Middle Kingdoms, he flew into a rage. To get even for the seeming snub, he arranged for the daughter of the High Magistrate to be kidnapped. A fortnight later, the daughter returned to her father, sans body, as a disembodied head under the control of Mausolus to once again plead for an audience.

(l to r)
Ghoulking,
Wrath,
Deathwoode,
Skullbat



Section 11

Undead

These creatures are usually to be found in the service of a powerful Necromancer or evil power. Their particular form is ideal for missions involving infiltrating hard to get to areas, as they can slip through small openings which full-bodied creatures could not. They particularly repulse mortals, therefore these creatures are often used as heralds by Necromancers who possess sick and twisted natures (which is all of them). Disembodied Heads are Class III Undead. All within 30' of these creatures must make a RR or be subject to the affects of a *Fear* spell. Their putrid bite will drain 1-4 points of Constitution (RR applicable) as well as draining an additional d10+10 hits; these creatures love the taste of fresh blood.

Drake (Undead): (-)E#,(--,-)8.

Of draconian origin, these beasts no longer possess the armor-like scales and acidic blood that was theirs in life, but are skeletal now. However, the sight of a fully animated skeletal Dragon is arguably even more terrifying than espying one which yet lives. These creatures can reach 90' in length, with up to a 120' wingspan.

These Dragons hang on to life even after death through the same mystical process which creates a Lich. In the land of the Sorcerer-Drakes, it is said that one, if not two, of the ruling Triumvirate are said to be Undead Dragons. These creatures tend towards extreme policies at times, but the other member of the body is able to keep them in line, at least from a draconian perspective.

These creatures often live as they did while still living. They still hoard treasure after death, but they no longer need long periods of sleep, and so are constantly on guard. Often, these creatures are heavily involved in the politics of living Dragons, being heavily invested in the power structures, such as they are, of draconian society. However, they are wont to surround themselves with lesser Undead under their control, which most living Dragons find displeasing. Undead Drakes are Class VI Undead.

On top of their awesome physical abilities specified above, they can breath coldfire. Treat this as Fire Breath with a bolt range of 300' or a cone length of 150' and base of 60'. All criticals rendered will be Cold criticals. Their very touch drains 3 Constitution points (RR applicable), and they know spells as other dragons, as well as either the Sorcerer or the Evil Channeling lists to their level; they have 8 PPs per level to utilize in each 24 hour period. Finally, even though their wings are skeletal, they can still fly magically with them, enabling them to attack from the air.

Dream Horror: (-)(--,-,-)8.

These creatures are found in the land of dreams, where they appear as hideously malformed humans. They have can have up to four arms, each of which has a long, shinning metal blade in the place of a hand. By the cruel demeanor and form, their intent seems all too clear.

Dream Horrors are Undead who are able to migrate to the dreams of living mortals. The source of its power is its thirst for revenge and a particularly unpleasant psychotic nature. They are fixated on destroying the person or persons it believes responsible for its death (its choice may not reflect the reality of the situation), and it may attempt to kill several targets related in some way to its true and final victim. Dream Horrors are Class V Undead.

The Horror will move into its target's dream world, filling night after night with nightmares (a cumulative -5 to all actions for each night of nightmares), and when the Horror finally corners its victim in the nightmare, any damage done to the

target in the ensuing struggle actually occurs in real life. Unfortunately, even if the target is able to kill the Horror in the nightmare (which is possible since the victim will retain all his equipment and abilities in the nightmares as if in real life) the Horror will return the very next time the target sleeps. The only way to kill a Dream Horror permanently is to first somehow draw it into the waking world (e.g. the target might grapple or trap the Horror just before being awakened).

Loremasters contend, based on the existence of the Dream Horror and other creatures, such as the Spajlen-Tier, that the lands of dream might very well be filled with ghastly, alien creatures which would abhor the Mannish races if ever they found us. Loremasters contend this because the land of the dreaming is vast, and when mortals sleep, they pierce only the bare, outermost fringes of its massive extent. This is supported by the story of Prince Faruhk, who being tormented by a Dream Horror, managed to pull it into the waking world. Just before a phalanx of guardsmen killed it (who were especially assembled and waiting for just that purpose), the Horror screamed out, "My masters in the Inner Realm will one day take direct action against you! You will all be consumed on that day!!"

Firephantom: (-)#,(--,-),HPT-6.

Dead of flames, the unreleased souls of these sufferers are swathed in supernatural fire. An immaterial form can be distinguished, motioning and writhing within a patina of roaring, spectral fire which smells of brimstone.

One of the repercussions of the Great Purge which still haunts the memory of many is the torching of the Mage Academy in the city of Folon. The higher order practitioners escaped, but the lower level magicians and the apprentices were sealed in, and burned with the rest of the complex, accompanied by many a strange pyrotechnic affect and ominous noise. The screams of the dying at one point rose above the roar of the flames, chilling all who were nearby, and then just as quickly cut off. In the months after, a plague of burning specters roamed the city and surrounding countryside, still crying aloud in their dead voices at the intensity of their pain. These were the first reported incidence of the Undead known as the Firephantom.

These Undead wander the lands in continual agony, feeling the licking flames which charred their flesh to cinders for an eternity. Their wails of immortal agony bring pangs of pity from any unlucky enough to hear. Any conflagration may draw them to its light, as a candle attracts moths. Firephantoms are Class III Undead.

Not really cognizant of their Undead status, Firephantoms tend to rush towards any living being they see in order to engulf the new victim in a desperate, belated plea for succor. For every round in which a victim is within a 20' radius, they will be subject to a +50 Fireball attack. Additionally, these Undead drain 1 Constitution point per round to any characters they touch (if a RR is not made). Their bodies are immaterial, therefore only magic weapons will do them harm; however, immersion in water will "kill" them (as burning does to some other Undead). All cold and water spells do double normal damage against them.

Ghost Wolf: sktcf-E†@§#,(--),RW,CHPT-4.

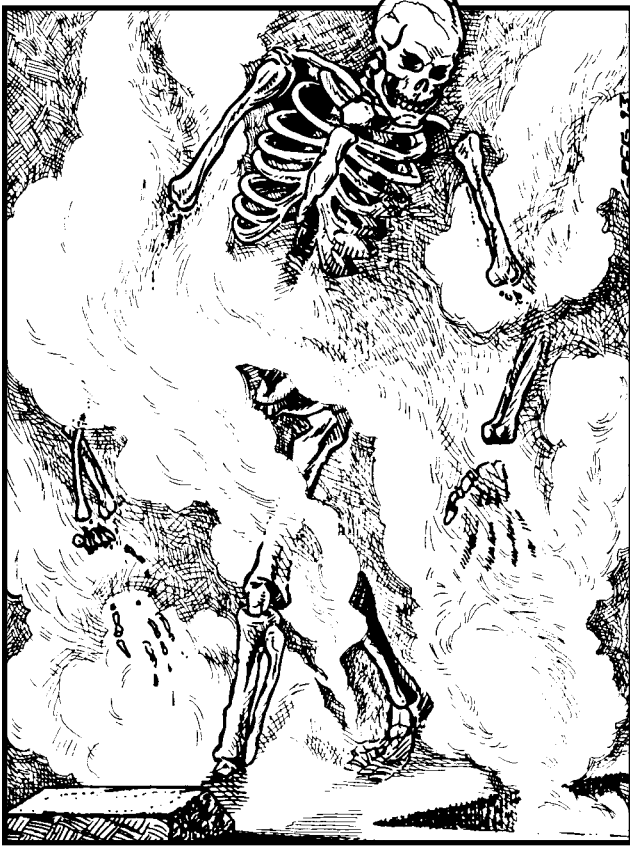
A dead-white lupine form lopes across the countryside with an immaterial body, the Ghost Wolf counterfeits the dread Great Wolves. These Undead variety, however, inspire even more fear and dread than their living kin.

These creatures are most often observed running in packs, but from time to time they have been known to be in the service of other powerful Undead. In fact, it is told by adventurers who have survived the ordeal of crossing the Blasted Plains far to the

west that there is a Vampire Lord there who has a pack of 100 of these vicious Undead constantly prowling the expanses of his realm. Needless to say, such a large pack of Ghost Wolves would deter even the most dedicated group of travelers from achieving their goal.

These creatures roam the wide, wild open spaces, hunting in packs under a dominant spectral male or female of particular Undead might. They will run all night long in search of prey, tirelessly, as their blazing eyes light their paths like redly glowing lamps. As the dawn breaks, they normally retreat to caves or underground tunnels to await the coming of the next night, where they again will be free to hunt for the life force of living beings which they need to continue their existence. Ghost Wolves are Class IV Undead.

This ghost's canine fangs and claws draw blood like those of its living brethren, but more than blood is drained; those who miss their RR will lose 3 Constitution points per round of contact. Due to their insubstantial form, magical weapons are necessary to harm these Undead. When death finally calls these creatures, their bloodless corpses dissipate like smoke in a strong wind.



Ghoulking: (-)EY§#,FLMS,(-,-)-6.

Ghoulkings appear as twisted corpses, rotting, but not entirely decomposed. The purpose in their dead gaze hints at a greater intelligence than their lesser fellows. Powerful Ghoulkings have been known to try and raise up armies of Undead (mostly Ghouls) in order to attack villages and small cities. Their objective in these attacks is all the flesh from those unfortunate enough to dwell there which will become available to feast on after a successful attack. Reports of a Ghoulking-led force will usually send entire populations of villages fleeing into the hills from fear.

These Undead normally dwell in wet, marshy areas. In most cases, a Ghoulking will have assembled a group of lesser Undead to serve it, usually Lesser and Greater Ghouls, to serve their

desires. They like to dwell in submerged caves, just below the surface of a lake or marsh, in order to hide their whereabouts and protect their domicile. Ghoulkings are Class IV Undead.

The very sight of these Undead will cause viewers to be subject to the effects of a *Fear* spell. Any living being coming within 10' of a Ghoulking will take 'A' Cold criticals each round. Their physical abilities are great, and liable to cause the dreaded Ghoul Rot (wounds are 80% likely to become infected—the effects of which are described under the Ghouls entry). However, when encountered, they are more likely to be wielding a magical weapon of some sort.

Giant Skull: (-)§#,(--,-)-7.

This creature is a giant 4'-9" tall skull which sails through the air on a cold, deathly wind which constantly swirls about it. The smell of rot emanates from the decaying matter which dangles from mouth, nose, and eye sockets of this nasty Undead. Loremasters of the Undead are not sure how these horrible beings came to be. Nowhere is it recorded or even rumored as to their origin. The first reported sighting took place 300 years ago—a story was recorded in an Inn by the Loremaster Auman.

Giant Skulls are reclusive, preferring to haunt areas where living beings rarely go. During the light of day, they find a place to rest their ponderous bulk, usually a high cave in a burial chamber or atop a high wall in a ruin. When night comes, they rise into the air on their cushion of chill wind, to roam their territory, dealing harshly with all intruders.

The graveyard winds which surround these creatures will inflict upon all within 10' of it an 'A' Cold critical or an 'A' Impact critical each round (01-40 = Impact, 41-90 = Cold, 91-00 = both). In addition to any damage their rot-filled mouths might inflict in its bite, it also will drain 1-6 Constitution points from the living (RR applicable).

Huge it was, and fierce, and a wind of death went before it and came after it. It had no like for me or my business, which was robbing graves, you see. I was down in a stone grave when I heard a shriek of wind. I looked up in time to see my partner bitten near in two by a massive skull, taller than a standing Man. I ran as if my life depended on it, as I'm sure it did.

Gloombird: (-)NY§#,(--,-)-6.

These Undead carrion birds have two forms which they can appear as: either as a skeletal vulture, or as an insubstantial wraith-like raven. Whatever the form, their eyes always appear as black voids, devoid of hope and life. These creatures are borne of horrible conflicts where innocents are slaughtered in great numbers. These spirits are animated by the death cries of hundreds as they go too soon to that final sleep. Once formed, they will fly forever more over the site of their creation, spreading gloom, doom, and depression as a reminder of what fell atrocities occurred there.

Seeing one of these Undead winging through the air on dead wings is considered to be an extremely bad omen. They often frequent graveyards and battlefields, but also travel to populated areas, particularly sites of past murders or atrocities. Gloombirds are Class I Undead. Gloombirds are not known for their combat abilities (almost negligible) so much as for the gloom they bring. All within 30' must make a successful RR or be severely depressed for d10 hours (-15 to all actions for the next 24 hours).



Section 11 **Grey Noble:** (-)NY§#,(--,-)-7.

Undead Like Black Paladins, Grey Nobles have become shallow husks of their former appearance. They are grey, skeletal creatures with red glowing eyes. They often garb themselves in the finest clothing or armor available, and unlike the Black Paladins, their clothing and armor does not deteriorate. Grey Nobles are similar to Black Paladins. In most cases, they were evil nobles who fell prey to the promises of easy power from the unlife and have become trapped in the world they sought to dominate.

These Type IV Undead beings often serve Black Paladins as henchmen and squires. On their own, they are tyrannical and evil, attempted to control or destroy all that they encounter. After three rounds of being in a Grey Noble's presence (10' radius), any living creature must make an RR or lose 3 points of Constitution. Grey Nobles rarely wear armor, and usually wield finely made blades, morningstars, or axes. They have 6 PPs per level with which to cast spells, and they know 1-4 Open or Closed Mentalism lists to 10th level.

Living Ghoul: (-)N§#,(--,-)-7.

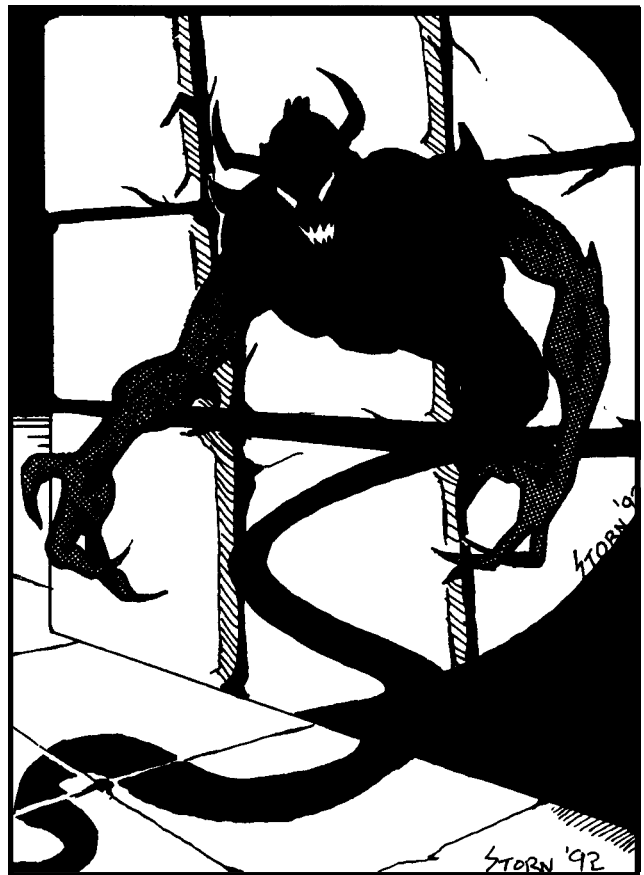
Depraved Humans who have opted for a diet of flesh, their appearance has been horribly altered by their lifestyle. They appear as gray-skinned, hunch-backed humanoids with long teeth and claws.

These beings are not really Undead, but rather live like the creatures of unlife. They have given up life in normal society to live in cemeteries and the like, to feed upon the corpses of the newly dead. Eating the flesh of the dead oddly makes them exceptionally long lived but it does not take long, however, for most of them to forget what it was like to be normal Humans. Because these creatures are not truly Undead, they do not have a Class, and are not affected by "Repulsions" spells.

Living Ghouls are limited to slashing with their ragged nails, which over time grow to be as effective as claws, or biting with their filthy mouths. A few

retain the spell casting abilities they had in their breathing days; these being for the most part Evil Essence and Evil Channeling spells. They will normally only remember their base lists to their level. They will have 6 PPs per level to utilize every 24 hours.

Sane individuals have a hard time understanding the motivations of those who would forsake the living world to live like a Ghoul and eat the flesh of the dead. Therein is part of the answer; most Living Ghouls were criminally insane and just kind of fell into the lifestyle. However, their have been people who, desiring a longer span of days, began to eat the flesh of the dead based on rumors of life-extending qualities from decaying flesh. These poor unfortunates may have gained a longer life, but at what cost?



Mara: (-)†§#,(--,-),HPT-8.

An insubstantial phantom which flits along upon the night winds, the Mara is hardly ever viewed by the living, or if one is seen, it is almost never recognized as Undead.

In life gifted with song, the Mara uses its talent in death to trouble the sleep of the living. Bound to no particular location, they make their abodes in dark attics or abandoned cellars of houses inhabited by the living. In the quiet hours of the night, these spirits seek out slumbering creatures in order to serenade them with eerie ballads on ethereal instruments. While pleasing to the Mara, the ghostly music is not healthy to the sleeping listener. The Mara is a Class II Undead.

The sounds of the Mara's phantom music brings nightmares to nearby sleepers (without waking the slumbering being from its repose) and destroys the restorative properties of the sleep. The sleeper must make an RR (with a special modification of -30) or else not regain any spent Power Points or Exhaustion Points. More disturbing yet, the Mara drains 2 points of Constitution per round from any living being within a 10' radius who does not successfully make a RR. Should the solitude of those asleep be interrupted, the Mara flees to avoid detection. The body of a Mara is insubstantial, thus magical weapons are needed to harm them.

It was the haunting of a Mara that caused the slow, wasting decline (and eventual death) of the Merchant King of Endolar. Physicians, Healers, and Mystics were brought in from all over in an attempt to stem the tide of the baffling affliction. It was only on the last night of his life, when his daughter thought to stay beside him throughout the night in his weakened state, that the slow, haunting melodies of the Mara were heard and recognized for what they were. Unfortunately, it was too late to save the Merchant King, and his spirit passed away into the nether world, borne up on wings of phantom song.



Monastic Lich: (-)EN#,(--,-)9.

Monastic Liches appear as skeletal figures robed in grays and blacks. Their quick and subtle movements seem to belie their Undead status. Few monks discover the rituals and spells which enable Clerics, Magicians and Sorcerers to become Liches, and fewer still decide to cross the threshold into the Unlife. The Monks that do are usually those so obsessed with mastering their discipline that even death will not deter them. If they were not evil and twisted in life, the very nature of their new Undead form will be enough to subvert them.

As Undead, these creatures potentially have an eternity to delve ever deeper into the martial arts, sharpening their skill and honing their speed. In almost every case, these creatures can be found in abandoned monasteries or other ruined structures which will afford privacy so that these Undead monks can practice their disciplines in peace. They are particularly unpleasant to uninvited guests who disturb their studies. Monastic Liches are Class VI Undead.

These students of the martial arts retain all of their martial arts abilities and Monk spells from their breathing days. Their Undead form gives them long claws and a chilling touch, delivering an additional Slash critical and a "C" Cold critical of equal severity with any criticals normally delivered. Also, their touch will drain 5 Constitution points (RR applicable). A hit from one of these horrors can be devastating; the very sight of one of them will effect the living as a *Fear* spell.

Necros: (-)E§#,(--,-)4.

The Necros consists of a humanoid skull atop a spinal column which now slithers upon the ground and writhes like a snake. The skull possesses two large fangs which glisten with a deadly poison.

This creature is the result of a humanoid who had died a horribly painful death from the venom of a serpent. Usually, in the pain of dying, these poor souls were foolish enough to take the name of their deity in vain. The magnitude of their agony unfortunately translated into curses of particular strength, causing their spirit to be bared from its particular place in the afterlife. What remains of these souls is the Necros, the venom which originally killed them now carried by them to be inflicted upon others.

Necros' can be found in large numbers around the nest of a powerful serpent, such as a Wyvern. Here, they scavenge for the chance to inflict their deadly bite upon living beings. However, individuals can sometimes be found singly among other types of Undead who use these creatures as servants/guards. Necros' are Class I Undead. The bite of these snake-like Undead will deliver a level 5F Muscle, Nerve, or Circulatory poison (equal chance for each) to its victim.

Nightgaunt: (-)Y§@#,(--),RW,(--)-5.

These nocturnal horrors regard the world blindly, as they have no eyes. In form, they resemble large, haggard carrion birds with a 15' wingspan.

Nightgaunts fly from their caves in the rugged hills to dine on the corpses found on nearby battlefields, in graveyards, or in other places of death. Often, groups of these nasty creatures will follow behind an invading army, intent on feeding from the field of the slain at the first hint of full night. Nightgaunts are Class III Undead.

The piercing screech which emanates from these Undead throats is of such power that all within 50' must make a RR versus *Fear*. Their physical capabilities are also dangerous; they are not above fighting off those who wish to chase them away from dining upon a newly killed corpse.

When Princess Aja rose before the dawn one morning and gazed out across the land from her high tower, she saw a strange sight. Winged off in the distance were a flock of flying creatures making their way through the cold, pre-dawn air. Even from the great distance which separated them, Aja could still hear the spine-chilling cry of these creatures. It was to be an omen of particular weight, for the creatures were following the cruel brigand forces of Garnos the Destroyer, and Aja's kingdom was the next in a long line to fall. The Nightgaunts are said to have had good pickings after the massacre was completed, screeching their foul cry into the cold skies all the while.

Section 11

Undead



Phantom: (-)EY§#,(--,-)3.

These Undead are insubstantial spirits whose pale, translucent faces display a contorted rictus of pain, expressing their death agonies. The misty image of a diseased or dismembered body sometimes accompanies the horror of the face.

Even though these Undead are unaware of their origin, Loremasters contend that they are generated upon the slow wasting deaths of prisoners in deep, forgotten dungeon cells, or those who have been locked away in high towers. Basically, anyone who dies after years of imprisonment, torture, and loss of all hope is a candidate for generating a Phantom. The minds of these poor souls have already been cracked and broken—only a will to find surcease of pain remains, but these motivations only serve to fuel the movements of these creatures.

Phantoms wander the across the lands, always searching, but never finding. They search for what they have lost but once possessed while inhabiting the realm of the living: flesh, emotion and memories. These Undead know not their reason for being, and may not even realize that they are no longer alive. The only motive which now propels them is the desire for what can never again be theirs. Phantoms are Class I Undead.

In the event of a conflict, the touch of a phantom is treated like a +30 Shock Bolt attack, as well as draining 1 Constitution point per round (for those who fail an RR). The bodies of these restless spirits are immaterial, thus only magical weapons will have any effect upon them.

(l to r)
Undead Drake,
Phantom

Section 11 Phantom Steed: (-)EY§#,(–),R,(–)-6.

Undead These Undead spirits of horses are spectral in appearance and quite frightening. They glow with an eerie blue or gray radiance while their eyes burn red. Breath as chill as the grave steams from this steed's nostrils as at champs and paws at the earth.

These creatures can generate spontaneously if slain in battle where one or both of the sides employs a large contingent of Undead. It seems that a massive concentration of unlife has a horrible affect on creatures dying nearby such that fleeing spirits are sometimes snared, to become Undead in their own right. It is probably good to note that horses are not the only creatures affected by this phenomena.

Often used as a mount by powerful Undead (Vampires, Liches, Ghouls, etc.), they may also be found roaming among ruins, haunted hills or old battlefields. In the latter instance, they seem to almost be searching for something lost, perhaps a rider which was slain in the same battle as they themselves were pulled down into death. Phantom Steeds are Class II Undead. These creatures radiate *Fear* to all within a 75' radius, while their breath is so cold that it acts as a +10 Ice Bolt attack (with a 15' range). Otherwise, their physical attacks differ little from those horses of a more corporeal nature.

Revenant: (-)ENS#,(–,–,–)-7.

These Undead are all immaterial haunts which appear only partially in our world. Usually, only the head and torso are completely visible, with the rest of the body fading into apparent nonexistence. Also, most Revenants clutch a weapon of some sort in a hand which is not absolutely corporeal.



Revenants prowl the night in many areas, but are seemingly most concentrated in areas where many have died suddenly or tragically. However, they also have a particular fancy for cemeteries where visitors are rare. But, when an intruder does become evident, a Revenant will attack it immediately, attempting to quench another soul and bring it into the darkness of death. Revenants are Class II Undead.

With whatever weapon a Revenant attacks with, it also delivers a Cold critical of equal severity to any critical normally achieved. Additionally, these Undead will drain 3 Constitution points per round to any living being they touch who fail a RR. Finally, a Revenant has access to the Sorcerer Base spell lists "Soul Destruction", "Mind Destruction", and "Flesh Destruction" which it utilize to its level at will, 1 spell per round. Due to their immaterial forms, magical weapons are necessary to harm them.

An artful suicide ties the specter to the world. Death channels its inward destruction toward the living, further strengthening the chains of blood that bind its soul. The weapon that ended its life, if such exists, accompanies the ghost on its nightly forays to draw new victims through the last gate.

Roaming Hand: (-)NY§#,(–,–,–)-4.

This Undead is very simple in appearance being merely an animate hand, severed by the look of it, walking with its fingers. When a humanoid dies in a particularly gruesome manner, in this case through mutilation, there is always the chance that the spirit while be caught by the monstrosity of the act, binding to a remaining body part. Hands, being the most mobile piece of a humanoid body, tend to act as the focus for the bound spirit. Thus, Roaming Hands are born, to wander the earth in perpetual anger, seeking to punish others for its misfortune.

These Undead hands are animated by the spirit of the being that the hand once belonged to. It spends its time roaming graveyards, ruins, and places of the dead, scuttling about like some nightmarish insect looking for prey. It considers prey to be anything which lives and breaths, and that it can get a grip upon. Roaming Hands are Class II Undead.

When this creature encounters a victim, the hand will attempt to grab the prey with a crushing grip. The hand disrupts the flesh that it holds, delivering one 'C' Cold critical every round it is in contact. The Roaming Hand will not let go until the victim is killed or the hand is physically destroyed.

Rotting Corpse: (-)Y§#,(–,–,–)-5.

The smell of festering decay announces the presence of a Rotting Corpse. Its flesh oozes and its limbs are home to carrion insects. For all its look of dissolution, however, these creatures are animate and dangerous.

These creatures wander in a near mindless daze, looking for the flesh of living beings which they crave. Not much for subtlety, they will dare anything and go anywhere if they catch the scent of flesh. If successful, they feed on the fear they spread and the bodies of those too slow to escape their fetid grasp. Rotting Corpses are Class II Undead.

Not known so much for the terrible damage they inflict, these mindless killers are renowned for how hard they are to destroy. They ignore all critical effects except for heat and slaying crits, not even noticing lost limbs or heads. Their bodies repair themselves with amazing speed (they regenerate 8 hits per round), and even if they lose all concussion hits, they may be up again the next round. their regeneration does not stop or even slow down when they are "dropped" in a regular Undead fashion. The only way to stop them from regenerating is to put their bodies to the torch, and utterly consume it in flame. Only magical weapons will harm these creatures. Additionally, their touch spreads disease (RR applicable), which if not cured will cause the death of the victim in d10 days. Upon their deaths, the victims will become Rotting Corpses.

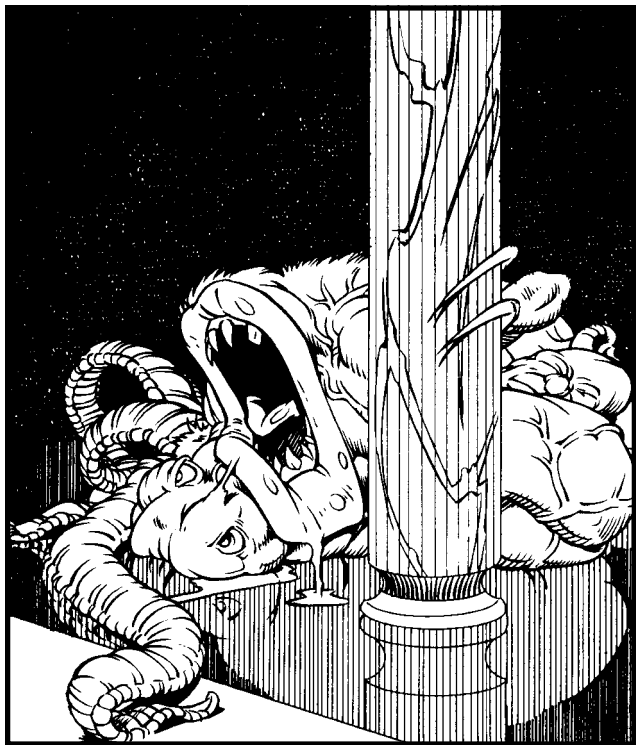
The horrible disease which is reason behind the existence of these creatures is said to have been created in the lab of the Alchemist Abesinge. Among many other strange things which he worked upon, he also held a strong fascination for the Undead. Culturing the bacteria he found infesting Undead flesh, he succeeded in developing a bacteria which would almost without fail turn a living being into an Undead monstrosity. However, Abesinge was not an evil man, just obsessive compulsive. He put the products of his experiments aside and moved on to other things. Unfortunately, a lab assistant one day accidentally broke the flask containing the bacteria, and was infected. Two days later, the first Rotting Corpse came into the world as the lab assistant's sentience lapsed, and Undead power filled his body.

Skullbeast: (-)ES#,(–,–,–)-6.

Skullbeasts are 8'-9' tall animate mounds of filth, sewage, and decaying flesh, with humanoid skulls jutting from the rotting mass in random locations. As the mass oozes and flexes pseudo-pod limbs, the attached skulls clatter and click their dead jaws.

These creatures were originally formed from the foul stench of death and the rot of corpses. Many Undead spirits animate its form, so the skulls can act independently, through they are mindless seeming in their pursuit of food. If their is a dearth of decayed flesh which these creatures subsist on, it will think nothing of attacking the living to quench its hunger.

These creatures are the ultimate scavengers. They exist in sewers and cemeteries where they absorb dead and dying creatures of all types, whether it be a drowned rat or a buried person in a shallow grave. As they absorb the dead flesh of their



diet, their mass continues to grow, until a critical threshold is reached. When this occurs, the creature fissions, forming two separate entities; this is the foul method by which these creatures reproduce. Skullbeasts are Class IV Undead.

The Skullbeast bashes foes with disease-ridden limbs, while its skulls bite with bony jaws. Those failing a RR will be subject to the effects of a disease of the GM's choice. Also, 5-11 skulls can all bite, up to 3 per opponent, all which deliver a *Touch of Disruption* (from the Sorcerer base spell list "Flesh Destruction").

Skullpack: (-)E§#,(--,-)5.

A Skullpack is a group of d10+4 skulls which magically fly, swirling about each other in complicated patterns of random design. The clacking maws and empty sockets of these creatures usually communicate nothing but death.

When a group of Men all die at once in the exact same way, it is possible that they will remain in this world as a Skullpack, their spirits linked by the timing of their death. Swarms of Skullpacks are often sighted after a ship goes down at sea, or a boarding house goes up in flames; the poor souls who once walked and breathed apart are now joined forever beyond the grave as an Undead predator.

These packs can operate independently, but usually act as a unit. In any case, they never are separated more than 10' from each other. Skullpacks tend to travel across the land by night in migrational patterns which do not seem to serve any purpose other than to slay random living beings in their path. Their stopovers are usually cemeteries or ruins of evil reputation. Skullpacks are Class III Undead.

Skullpacks swarm their victims, attacking with a frenzy of bites and +50 Ice Bolts (with a 100' range). Each skull can fire a bolt once per day. Each bite of a skull not only causes physical damage, but chills the soul as well: 2 Constitution points are drained (RR applicable). When in a conflict, no individual

skull will fall until all the hits from every skull has been reduced to zero or below; then they all fall at once.

Section 11

Undead

Spajlen-tier: (-)E#,(--,-)9.

A Drake of the darkest hue, with a body which seems to wink in and out of sight, sometimes just the torso, then the legs, then the entire creature but for the staring lamps which could well light hell which these creatures use for eyes.

Some Loremasters argue that the spirit realm where the Spajlen-Tier dwell is actually the land of dreams. This would explain the inexplicable sighting of many dreamers, who come screaming awake with a fleeting memory of a long sinewy shape with gaping maw pouncing upon them (and perhaps also explain those who seem to die quietly in their sleep, with no real reason; they did not escape from the pounce). If these creatures do inhabit the land of dreams, no-one who sleeps is really truly safe from threat of death or madness.

A very magical spirit, these Undead Dragons roam the waking world and those of dreamers, looking to cause trouble, misery, chaos, death and destruction; its Undead essence thrives on such things. They have no lair in this world, but on some spirit realm they dwell in huge castles with incredible treasures. Spajlen-Tier are Class VI Undead.

All who see this creature are subject to the effects of a *Fear* spell, and rightly so, for these creatures are particularly effective in combat. They attack with all the benefits that a Dragon form can give, along with the horrible powers granted to them in the unlife. All within 20' of the creature are drained of 1-3 Constitution points/round (RR applicable), and every touch they bestow also delivers a Cold critical of equal severity to any critical delivered normally. Their breath is as cold as ice; treat as either a +75 Ice Bolt attack with a range of 500' or as a cone attack with a length of 300' and a base of 100'. Their bodies are insubstantial, so magical weapons are necessary to harm them. Finally, these creatures know all the Illusionist base spell lists with 12 PPs per level to utilize in every 24 hour period.



Section 11 Spiderskull: (-)N§#,(—,—)-4.

Undead A Spiderskull appears as a poison-blackened skull with eight spindly, spidery legs protruding from it. It scuttles around in an obscene parody of life, but its business is nothing but death. Their kind was started as a foul experiment by a poorly versed experimenter into the necromantic arts. Unfortunately for the experimenter, he was bitten by his own creation, and soon new first hand the fruits of his labor. The victims of this poison are finally killed when their skulls sprout spidery legs. The legs quickly accomplish detachment from the body and scuttle away, roaming their new territory in search of foolish prey. In this way these Undead propagate.

These creatures make ideal “pets” for various Necromancers and other powerful Undead who have a soft spot in their heart for little “critters.” When left to their own devices, they tend to infest seldom used basements, sewers, and graveyards. Spiderskulls are Class I Undead. The nasty bite which these creatures inflict upon their victims also injects a level 4C Conversion Poison. This poison turns its victims into Spiderskulls within 1-3 days after their deaths.

Swamp Star: (-)EY§#M,(—,—)-5.

The Swamp Star manifests as a small, bright light. It hops from point to point, pulsing and changing color in an attempt to gain the attention of those viewing it. Experienced travelers in swamplands are full of horrifying stories concerning the naive, and their deaths in the heart of a murky fen after following a beckoning light towards an unfulfilled promise of treasure. While old swamp dogs (guides through swampy areas) can chart a path through the wending, watery ways of most any marsh, they too are wary of transgressing into territories known to be haunted by Swamp Stars, as their flashing lights can have a hypnotic affect on even the most strong minded.

Denizens of marches and fens, Swamp Stars are notorious for leading travelers off the proper paths into deep water and quicksand where death awaits. It attempts to lead travelers astray with its hopping motion, color changes, and changing the intensity of its illumination. Those who are caught by quicksand or submerged in murky water makes a quick feast for the Swamp Star as it quickly drains off the life force of the struggling victim. Swamp Stars are Class IV Undead.

The light of the Swamp Star can hypnotically influence those who fail a RR to follow it into dangerous waters. The touch of this Undead will drain 6 Constitution points per round from the bodies of the living who do not make a successful RR each round. The incorporeal form of the Swamp Star makes it impossible to damage them without the aid of magical weapons.

Undead Mass: (-)E§#,(—)W,(—)-7.

This horrid creature is a 5'-9' tall mass of rotting flesh and bone, maggots, filth and decay. It is shapeless, fluid, and ever-changing, producing rotting limbs as needed to fulfill its foul desires.

An Undead Mass of extreme size (30' tall) is rumored to guard the Portals of Admission. These fabled doors are hard enough to reach on their own right, as they exist within the Catacombs beneath the city of Gorgathuel, which are infested with generations of animate Mummies. The Portals supposedly guard the entrance to the tomb of a slain demi-god, and the Mass which guards the door is supposedly a fragment of the god's power given Undead life so that his final resting place is never disturbed.

These creatures are most often found as guardians of crypts. They can subsist on nothing (being Undead), but when necessary, they are quite able to suck down vermin or other creatures which might intrude upon the tomb which it stands vigil over.

These creatures can produce up to 8 clawed limbs, each of which can function independently from the other, slashing for great effect against up to 3 separate opponents. Its touch drains 2 Constitution points as well as an additional Cold critical of equal severity to any normally achieved. Also, wounds delivered by this creature are 50% likely to infect the victim with a disease of the GM's choice. Finally, the creature can cast spells with one of its free limbs. It can cast spells from the Evil Channeling list “Diseases” and the Evil Mentalism lists “Mind Death” and “Mind Domination” to its level. It has 6 PPs per level to utilize every 24 hours.

Vampiric Centaur: namsktc-§#,(—,—),CDP-8.

Able to change its shape, these Undead can either appear as Human, albeit one of distinctive manner, or as a Centaur. In its Centaur form, it is usually much more fully apparent that this creature is Vampiric, due to its burning gaze and slavering fangs.

These creatures most likely spring from the race of Centaurs which are abundant in forested and grassy areas. It seems likely that a Human Vampire, desperate for blood one night, chanced upon a lone Centaur. Killing the creature and leaving it for dead, the Vampire probably never knew that it had created a whole new class of Undead, as three days later the Centaur rose from its death in deadly guise.

These Undead live out their unlives amid towering forests or wide grasslands, rarely preying upon the civilized world. However, when chance brings it across wanderers who have entered into its domain, it will not discriminate. It will slake its bloodthirst upon animal or Man. Vampiric Centaurs are Class V Undead.

These Undead have all the resistances of a standard Vampire: they are only harmed by magical or silver-forged weapons, puncture criticals from wooden weapons, water and electricity elemental spells, Force spells, and sunlight (from which they suffer an “E” Heat critical for every round of direct exposure). The vicious bite of these creatures will drain d10+20 hits, as well as drain 2-4 Constitution points (RR applicable). They can cast Evil Channeling spell lists to their level with 6 PPs per level which they can utilize every night. When wielding a weapon, they deliver a Cold critical of equal severity in addition to any critical normally delivered. Also, their great strength yields double concussion damage on all hits. Finally, they can become mist, or take the form of a Spiderbat at strategic times.

Vampiric Drake: (-)(—,—,—)-9.

This creature is able to take many forms, including that of a bat, a snake, or a patch of mist. However, it spends by far the majority of its time as either a cruelly handsome Human or a great, dark Drake of singularly evil countenance.

These creatures are extremely rare, and in most cases prefer to remain anonymous from the great mass of mortal population. Due to their great power and ability to change form, pretty much any environment is available for them to hunt, but the few recorded sightings of an actual Vampiric Drake seem to suggest that they prefer lairing in the ruins of vast underground complexes which have long been abandoned. It is even suggested that these creatures hold intermittent discourse with the many strange races which inhabit the bowels of the earth. Vampiric Drakes are Class VI Undead.

These Undead have all the resistances of a standard Vampire: they are only harmed by magical or silver-forged weapons, puncture criticals from wooden weapons, water and electricity elemental spells, RR spells, and sunlight (from which they suffer an ‘E’ Heat critical for every round of direct exposure). The very

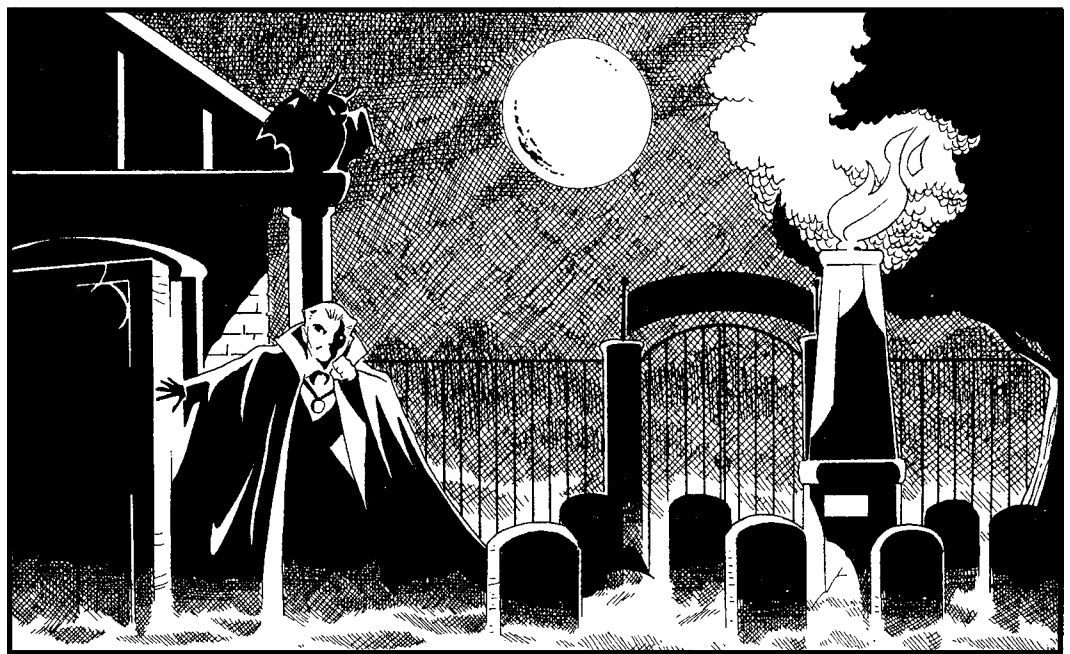
touch of these creatures will drain d10+2 Constitution points (RR applicable) from the living, as well as delivering an additional Cold critical with any other critical normally delivered. These creatures are also able to breath the chill cold of the grave delivering a Cold Bolt attack within a cone with a length of 100' and a base of 30'. They can use their breath weapon once every 2 rounds, up to a maximum of 30 uses per day. In addition to the host of physical abilities which a Vampiric Drake can bring to bear against a foe, they can also cast spells to their level from the following lists: "Spirit Mastery" (closed Essence), "Spell Reins" (closed Essence), "Dispelling Ways" (closed Essence), "Essence Perceptions" (open Essence), and all Evil Essence spell lists. They have 8 PPs per level to utilize every 24 hours.

When the miners of King Weremirth IX, after many long years of quarrying, broke into a cavern of such regular proportions that it had to be artificial in nature, his court historians rejoiced. Here was the evidence which finally supported the myths of the land which had that the people of the kingdom had descended from an elder race who had originated below the surface of the earth. Whatever the merits of this theory the newly discovered cavern, which was quickly assessed to have many corridors and passages leading off of it into darkness, soon became a curse. On the very night it was exposed, a dark presence was felt within the city, leaving many bloodless corpses to greet the rising sun the following day. In the week that followed the death toll mounted to such a number that citizens rioted, and collapsed the tunnels leading to the underground chambers. Right before all was concealed beneath falling rubble, it is reported that many saw a dark, draconian form away back in the darkness, its red eyes staring with unblinking intensity. There was indeed a menace from beneath the earth; it was a Vampiric Drake.

Vampiric Gorgon: (-)ENS#,(-,-,-)9.

The blazing eyes of these creatures are framed by a writhing nest of snakes, each of which is constantly hissing and darting in a sickeningly animate way. These Undead blend the worst features of the mythical Gorgon with the feared power of the night-hunting Vampire.

Vampiric Gorgons cannot take on a pleasing humanoid form, and therefore eschew any concealed commingling with mortals such as many other Vampires practice. Instead, they prefer to set themselves up in an unused belfry, attic, warehouse, or sewer, where they can rest undisturbed from mortal prying, but still be close enough to a constant blood supply that they need not strain themselves to look far for it. Due to their ability to change flesh to stone with their gaze, they take particular care in attacking and subduing their prey from concealment so that their intended meal does not become unyielding rock, in which no blood flows. These creatures are Class VI Undead.

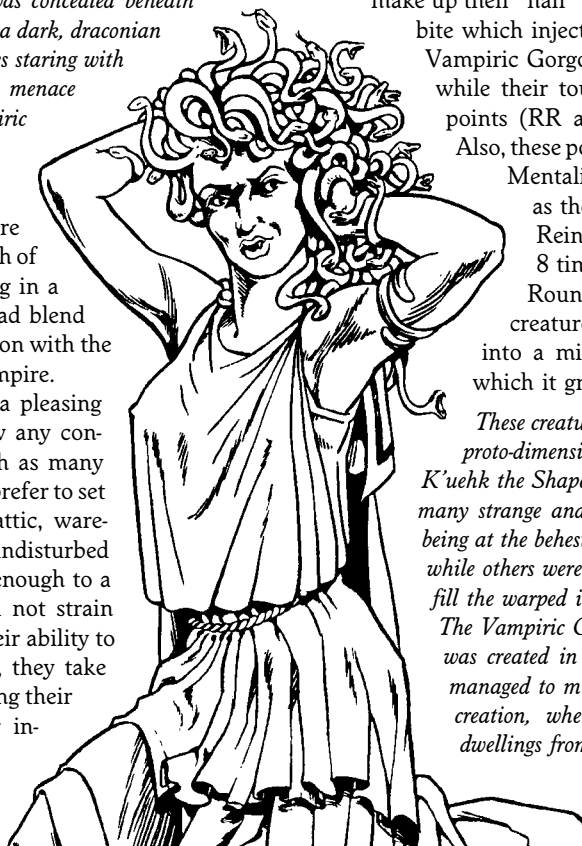


These Undead have all the resistances of a standard Vampire: they are only harmed by magical or silver-forged weapons, puncture criticals from wooden weapons, water and electricity elemental spells, RR spells, and sunlight (from which they suffer an "E" Heat critical for every round of direct exposure). Meeting the gaze of these Undead requires a successful RR against petrification, the duration depends on the amount the RR was failed by. Failure by 1-25 results in petrification for d100 (open-ended) minutes. Failure by 26-50 results in petrification for 2d10 hours. Failure by 51-100 results in petrification for d100 (open-ended) days. Failure by more than 100 results in petrification for d100 (open-ended) years. The writhing snakes which

make up their "hair" are each able to deliver a vicious bite which injects a level 8A Nerve Poison. The Vampiric Gorgon's bite will drain d10+20 hits, while their touch will drain 2-4 Constitution points (RR applicable) from a living being.

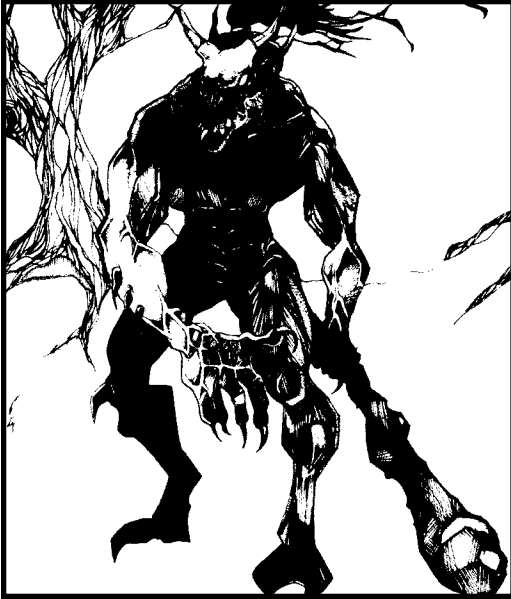
Also, these powerful Undead know all the Evil Mentalism spell lists to their level, as well as the lists "Lofty Bridge" and "Spell Reins" (closed Essence). They can use 8 times their level in PPs each night. Rounding out the resources of these creatures is their ability to change either into a mist or a snake, much like those which it grows upon its head.

These creatures originated upon a newly forming proto-dimension where the Demi-god known as K'uehk the Shaper reigned. In this improbable place, many strange and fearsome creatures first came into being at the behest of K'uehk, some delightful in form while others were abominations of nature, fit only to fill the warped imaginings of the criminally insane. The Vampiric Gorgon was one such creature which was created in this way. Somehow, these Undead managed to migrate to the better known planes of creation, where colonies of them have set up dwellings from which they can plague the living.



Section 11 **Vampiric Troll:** (-)X@,(–),U,(–)7.

Undead Massive, hulking brutes who move through the night with a speed hard to imagine, these Undead are truly a frightening sight. They appear as Trolls, with all the power of form normally associated with such beasts, but they also possess a dark miasma of fear about them as their burning gazes communicate a hunger from beyond the grave.



The habits of Vampiric life come very quickly to a Troll. They already have a natural aversion to sunlight, and they are accustomed to hunting for prey in the dark of the night. These creatures are some of the least intelligent of Vampires, however, and a standard Vampire's subtlety is lost on most Vampiric Trolls. These beings are Class IV Undead.

These Undead have all the resistances of a standard Vampire: they are only harmed by magical or silver-forged weapons, puncture

criticals from wooden weapons, water and electricity elemental spells, RR spells, and sunlight (from which they suffer an 'E' Heat critical for every round of direct exposure). These creatures have no access to spells, but their combative skills and strength make impressive substitutes. With a weapon, they deliver double normal concussion damage, along with a Cold critical of equal severity to any normally delivered. Their massive claw attack yields a Cold critical in the same way, as well as draining 2-5 Constitution points (RR applicable). Their massive bite drains 2-5 Constitution points (RR applicable) also, as well as draining d10+20 hits as large amounts of blood are sucked out of a victim. Because these Undead very often eat the rest of their victims once they are drained of blood, this vampirism is only propagated among other Trolls.

In her assault on the strongly held river valley of Salish, the Vampire Lady Jhaeden desired a strong force of Undead regulars. She was tempted to create a host of Minor Vampires under her control, but was wary of creating so many highly intelligent and scheming creatures of such great power. The evidence of associates who had been done in by their supposed slaves through some subtle machination gave her pause. One cold night while contemplating the clouds paths across the moon, she hit upon a plan. By swift paths she made her way to the rocky crags to the north, and soon found the object of her search: a den of Trolls. She stormed in and without pause lay waste to the band of brutish creatures there assembled (for such was her power). Her intent to pass on her Vampiric curse was in the end successful. The one Vampiric Troll which finally survived the experience became the first of a long line of such Undead, all of who served Lady Jhaeden, until her destruction 2 centuries later by a Paladin of great power and luck.

Vampiric Unicorn: (-)E,(–,–),CD-9.

It is very difficult to tell the difference between a living Unicorn and one that is afflicted with Vampirism, however under close scrutiny, the singular horns of these creatures can be seen to emanate a distinct chill into the air, causing condensing vapor to be given off under the right conditions.

A foul perversion of what was once good and fair in the world, Vampiric Unicorns are the legacy of particularly evil Vampires. Once the guardian of all that was pure in the woods, these Undead have now become a menace of deathly power, feared by all within the sylvan realms. The horn of one of these creatures is rumored to be a Power Point Multiplier of considerable potency for evil users of magic, but this has never been proven.

Living in the heart of woods of evil reputation, the Vampiric Unicorn is often the major evil influence in the forest. They lair in rocky caves during the day, but as the sun falls below the horizon they stir from their deathly sleep. As full darkness penetrates the forest, they wander forth, a terror of the night for all forest dwellers. These beings are Class V Undead.

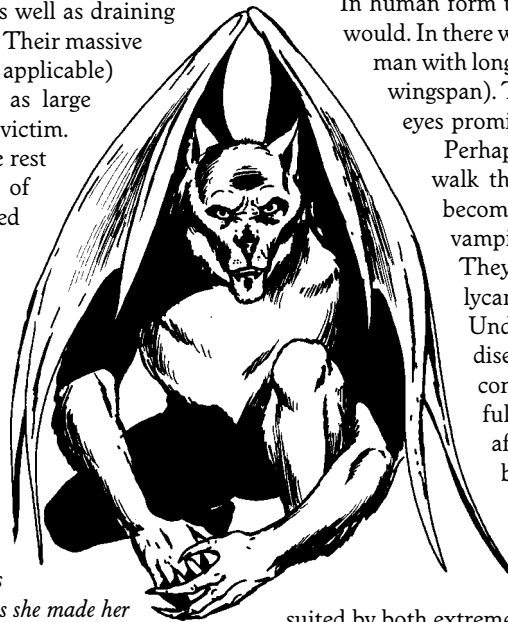
These Undead have all the resistances of a standard Vampire: they are only harmed by magical or silver-forged weapons, puncture criticals from wooden weapons, water and electricity elemental spells, RR spells, and sunlight (from which they suffer an "E" Heat critical for every round of direct exposure). The singular horn of these Undead will deliver an additional Cold critical along with any critical normally delivered, while their bite will drain d10+10 hits as well as 2-4 Constitution points (RR applicable). From their living days they retain their use of the spell lists "Shield Mastery" (closed Essence), "Lofty Bridge" (closed Essence), "Elemental Shields" (closed Essence), and "Spell Reins" (closed Essence) but now also can cast spells from the Sorcerer Base lists "Soul Destruction" and "Flesh Destruction." They can use 8 PPs per level each night. Finally, they can change into a patch of vapor or a leathery winged bat.

Vampiric Werewolf: (-)N#,(–,–,–)9.

In human form they appear much as a Lesser Vampire would. In their were-form they appear as a hideous wolf-man with long claws and towering wings of a bat (15' wingspan). Their breath reeks of the grave and their eyes promise swift death.

Perhaps the most cursed individuals to ever walk the face of the world, these poor souls become infected with both lycanthropy and vampirism within the span of their existence. They would have had to contract the lycanthropy first—Vampires due to their Undead status cannot be infected with disease. Many of these beings attempt to continue to live a facade, pretending to be fully human as they did when they were afflicted with just the lycanthropy. It becomes a much more difficult proposition, however, when one can only show one's face in the twilight hours.

These Undead are consummate hunters of the living, being wholly suited by both extremes of their divergent natures to seek out prey at all costs. During the full moon, these creatures are filled with an excess of rage and hunger, and during their hunt will throw caution to the wind, attacking anything living which moves. The raging savagery may in fact top the blood-lust of any other Vampiric creature.



These Undead have all the resistances of a standard Vampire: they are only harmed by magical or silver-forged weapons, puncture criticals from wooden weapons, water and electricity elemental spells, RR spells, and sunlight (from which they suffer an "E" Heat critical for every round of direct exposure). The very touch of these creatures will drain 1-3 Constitution points (RR applicable) from the living, as well as delivering an additional Cold critical with any other critical normally delivered. Their bites, in addition to draining Constitution, will drain d10+30 hits, more blood than a standard Vampire. Also, their bite has a 10% chance of inflicting lycanthropy in victims who are not killed outright. Increasing their effectiveness in conflict, they are also able to take the shape of a wolf, or of mist. They have complete control over all changes, regardless of the phase of the moon or the current situation.

Veyrr: (-)-K§#,(--,-)-9.

A Veyrr appears to be an ethereal white-on-white spirit with a nimbus of blazing power, or as a sheer curtain of blackness which can tower 100' into the air, superimposed upon which is a hideous face of cruel and twisted visage.

An Undead god, there is only one such as these known to exist, but theoretically, there could be more. Even more powerful than the various Liches, Vampires, or the several types of Undead Drakes, this being has complete control over all its Undead brethren. Often, it will have veritable Undead armies at its beck and call, which it will use every century or so in an attempt to raze the civilizations of the living. Veyrr are Class VI Undead.

This creature is an ultimately powered Undead. It knows all the Evil Channeling spell lists and the Evil Mentalism spell lists to its level, and are able to use 10 PPs per level every 24 hours. These creatures are unaffected by *Repulsions* or *Control Undead* spells. In combat it attempts to envelope foes, delivering both Cold and Electricity criticals in addition to any other criticals delivered, as well as draining 5-10 Constitution points. Its horrible bite slays foes outright (RR applicable), and those slain will rise in 1-20 minutes as some form of lesser Undead. Due to its immaterial body, magical weapons are necessary to harm it. These creatures are so fearsome that all viewing must make a RR at -10 or be affected with *Fear*.

When a demigod or a similar being dies or is destroyed (an extremely rare event) an incredible amount of energy is released into the universe. If a foul spirit manages to harness the energy, control it, and not be driven utterly insane with the strain of it, becomes a Veyrr: Entity of Undeath. The only Veyrr known for certain to exist is known by the human populace as Mausolus the Vile Lord of Darkness. Uttering his name aloud is enough to make the sky darken for a moment, as Undead forces across the world tense. In recorded history, Mausolus has made 4 attempts to overrun civilization, but each time he was beaten back at a huge cost. The next time Mausolus takes it into its head to attack, many Loremasters feel he may be successful. The power to defend the lands may have been eradicated during the Great Purge, leaving humanity unprotected in the face of this Undead god.

Wild Hunt Hound: (-)-EKVY§#,(--,-)-7.

A pack of ghostly, white hounds whose eyes and mouths, glowing red, paint racing streaks of pale fire across the skies and the lands on cold, windy, moonless nights. Their wild cries drive all without shelter before these tireless pursuers.

There is rumored to be a Master of the Hunt who resides in the darkling forests deep in the center of the continent where the ruins of ancient days stand silent and alone. The Master calls up the Hunt with an ancient artifact of evil purpose, the Horn of the Hunt. What evil power spawned this item is not recorded,

but it is said that anyone who draws breath and sounds it will call up the Wild Hunt Hounds and have mastery over them for a night of chaotic hunting. Many have tried to wrest control of the Horn from the Master in order to boost their own power or to put an end to an ancient evil, but to date none have been successful.

The Wild Hunt Hounds are only called out to hunt on the dark of the moon by their master. They are called to hunt when natural or man-made disaster forces a large population out into the night, homeless, afraid, and seeking shelter in strange lands. When hope is lowest, and the night is coldest, that is when the deep baying of the Hunt Hounds can be heard far off in the distance, but swiftly closing the gap while yammering and barking in their ghoulish delight. Hunt Hounds are Class I Undead.

A pack of these Undead hounds generate a 100' radius front of *Fear* (ahead of them as they run through the night). When a pack descends upon fleeing prey from the sky (these creatures run on both land and air), each individual hound will not pause to engage a victim; but rather bite deeply once, then pass by to leave the laggard to the fangs of the rest of the pack as it passes. Those bitten who fail a RR will lose 1 Constitution point for every bite they receive.

Zombie: (-)-EY§#,(--,-)-4.

The rotted, shambling remains of dead men and women drip from the forms of these mindless monstrosities. Often mindless groans, sighs, and screams pour from these Undead husk's mouths in a continuous babble of foul torment.

There is little to distinguish Zombies from the standard Created Undead of low power levels. However, Zombies are not specifically created through a spell, but rather seem to animate all on their own in response to nearby sources of evil contamination. There have been incidents reported where an entire graveyard spontaneously animated, whereupon the newly formed Zombies laid siege to entire villages, laying waste to a greater part of the peasant population before they were finally controlled.

When left to their own devices, Zombies will tend to roam countryside or city (wherever they happen to be) looking for living beings which supply these Undead with tasty living flesh which they love to eat whenever they can get it. They particularly delight in cracking open a victim's skull in order to extract the tender sweetmeats found hidden within. Whenever a more powerful Undead comes upon a Zombie, the Zombie will follow the commands and orders of the newcomer.

Zombies unimaginatively batter their victims, raising bruises and an often incapacitating nausea; their touch causes nausea (-10 to all activity) to the living for those who fail an RR.



SHAPECHANGERS

Wherever a shapechanger exercises the aberrant possibilities of a mutable form, confusion spreads through civilization like ripples in still water. Doubt and horror grip the witness of a shapechanger's fluid metamorphosis from woman into tiger or serpent into king. Which is real: woman or cat, snake or king? The insane imagery relayed by the outraged senses persists as an hallucination straight out of nightmare. Unwitnessed transformations permit subtler delusions. The contradictory decrees issued by a monarch, the unexplained mutiny of an army, or a new coolness displayed by one's wife all suggest the tampering deceit of a shapechanger.

12.1 LYCANTHROPE

During the hours of darkness between dusk and dawn, the phase of the moon affects the shape assumed by lycanthropes. The new moon helps a werebeast to retain his human form, while the full moon tries to mold him into a beast. With morning, the sun's brilliance conquers the moon's gentler elegance, restoring to werecreatures more control over their humanity. Strength of will and experience help free some from the dominion of these luminaries; both in inhibiting the transformation when it is undesired and in aiding the transformation when it is desired.

False rumors imply that wounds received from werebeasts invariably cause lycanthropy in the injured. Actually, the syndrome is rarely transmitted in this fashion (percentage chances of such "infections" are given below). Only the offspring of werebeasts consistently inherit the shapechanging skill, a phenomenon that manifests at puberty. The first plunge into the nightworld of bestial passions drowns human reason, but practice facilitates its retention. Werebeasts progress from innocence to altruism or villainy, choosing as Men, Elves and other free-willed races do.

The werebeasts given below are a list of the most common forms. A GM may decide to use any type of animal as the base for a lycanthrope in his world. Similarly, lycanthropes are usually human in their humanoid form; but a GM may use any race he wishes.

Transformations: The chance of transformation into beast form varies depending upon the phase of the moon (at night), the lycanthrope's "control" skill bonus, and several other factors. In any "tense" situation and every time the moon rises or day breaks, a transformation roll must be made. When the lycanthrope wants to change at other times, he may concentrate for one

round and may make a transformation roll. After the roll (d100 open-ended) is made, the lycanthrope's "control" skill is added (i.e., he does not want to take beast form) or subtracted (he wants to take beast form). Then any applicable modifications are added. If the result is equal to or less than zero, the lycanthrope takes on (or remains in) beast form. If the result is greater than zero, the lycanthrope takes on (or remains in) human form.

MODIFICATIONS

(TO TRANSFORMATION AND CONTROL ROLLS)

full moon:	-100	daybreak:	+100
new moon:	+0	half moon:	-50
have taken hits:	-25	have taken a crit:	-50
daylight outdoors:	+50	daylight indoors:	+25
see a friend wounded: ...	-25	no moon:	+0
daylight underground: ..	+10	see a friend killed: ...	-50

Plus any similar modifications for emotional responses due to circumstances (GM assigned).

Control While in Beast Form: If the circumstances dictate it, the GM may require a lycanthrope to make a control roll. The lycanthrope's "control" skill bonus and any applicable modifications (see above) are added to a roll (d100 open-ended). If the result is 50 or less, the lycanthrope acts as an animal of his type would, if it is greater than 50, the human aspect has partial control, and if it is over 100 the human aspect has full control.

Greater Lycanthropes: Certain types of were-creatures exhibit a curious tendency: 1 in every 100 are invested with a higher concentration of power that results in their enchanted abilities being far greater than their normal brethren. The reasons for this greater might for particular individuals is unknown (though it is most likely keyed to some undiscovered lunar cycle). The stats for greater lycanthropes are given below where applicable. In addition, they possess another heightened power: the bite a greater werebeast is 95% likely to incur lycanthropy in the victim if the victim is not killed outright. If a greater werebeast is not completely killed, it will heal entirely when it returns to human form. All greater werebeasts regenerate 3 hits per round and recovery from all non-fatal wounds is in one-tenth the normal time.

Disease vs. Curse: Is lycanthropy a disease or a curse? Lycanthropy can be played as either (or both). A GM must decide how to handle lycanthropy in his game (to cure the condition does it take a *Cure Disease* spell or a *Remove Curse* spell?). Without other preferences, a GM can rule that all passing on of lycanthropy through wounding a victim is a disease (possibly hereditary?); people could, however, be cursed with the infamous condition.

WEREBEAR

Werebear (lesser): (-)EN†#(-,-,-)5.

Werebear (greater): (hna)(-,-,IO,-,-)8.

In its transformed state the Werebear has the form of a giant bear, the heavy fur ranging from coal black to a blondish-brown depending upon the species of the given specimen. There is little to distinguish a Werebear from its natural cousins except the Werebear's often larger size, and perhaps the gleam of purpose in its eyes.



LYCANTHROPES													
Type	Lvl	Base Rate	Max. Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	AT Hits	(DB)	Attacks	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)	
Werebear													
Lesser	8F	100	FSpt/30	FA/FA	L/II	250G	8(40)	110MBa/90LGr/75LCl/80MBi/	1	m	F	Aloof(AV)	
Greater	30H	130	FSpt/30	VF/VF	L/SL@	475H	8(70)	150LCl(2x)/220HBA/150LGr/200HCr	1	yy	K	Good(SU)	
Wereboar	6E	90	Dash/30	MF/FA	M/-	120E	4(40)	70MHo/70MBA/60STs	1-2	g	E	Bellig(AV)	
Werejackal	5E	120	Dash/40	FA/FA	M/-	80G	3(50)	60MBi	1-5	g	D	Greedy(AV)	
Werelion													
Lesser	8G	110	Dash/10	VF/VF	L/I	140F	4(40)	95LCl/110MBA/130LBi	1	m	F	Domin(AV)	
Greater	35G	140	Dash/30	VF/BF	L/LA@	425H	4(80)	160LCl(2x)/200HBA/150LBi	1	yyz	J	Domin(AA)	
Wererat	3C	60	Dash/20	MD/FA	M/-	50E	4(30)	40MBi/30SCL(2x)/Both	1-10	g	C	Greedy(AV)	
Wereshark													
Lesser	10G	130	Spt/10	VF/VF	L/I	150F	4(30)	130LBi/170LGr	1	m	F	Belig(AV)	
Greater	25G	150	FSpt/20	VF/VF	L/LA@	360G	4(60)	180HBI/220HGr	1	yyz	J	Bellig(SU)	
Weretiger													
Lesser	10G	110	Dash/40	VF/VF	L/I	150F	4(40)	95LCl/110MBA/130LBi/	1	m	F	Protect(AV)	
Greater	30H	140	Dash/30	VF/BF	L/LA@	450H	4(70)	170HCl(2x)/200HBA/160HBI	1-2	yy	J	Aloof(SU)	
Werewolf													
Lesser	7F	130	Dash/30	VF/VF	M/-	130E	4(50)	70MBi/60SCL/Both	1-5	m	E	Aggres(AV)	
Greater	20G	160	Dash/30	BF/VF	L/LA@	350H	4(70)	140LBI/140LCL/160HBA	1-4	y	I	Belig(IN)	

Note: Stats are given for beast form

By no means can the Werebear be considered a coherent race of creatures, as different families often seem to have varying stories of the origin of their state. Usually, it seems that the affliction is the result of an ancient curse by a powerful sorcerer, which is passed on to descendants. However, there are some that believe that they are descended from wild bears, who for some mystical reason, were given the ability to become human beings in mind as well as body.

While in an untransformed state, the Werebear is normally of a mannish race, and can be found at every station of life, from peasant to king. Usually, the afflicted attempt to keep their transformation secret, and thereby mold their lifestyle around that objective.

The Werebear is normally slow to anger while in beast form, but when aroused it can be formidable. It often rears up upon its hind legs to bring its great fore-paws to full advantage as it claws with its deadly sharp nails, or brings its foes in close with a grappling "bear hug." If a grapple is successful, in the following round the Werebear's bite attack is treated as if the foe were prone. It should be noted that there is a 10% of the victim being infected with lycanthropy if the Werebear achieves a critical during its attack. Also, while in beast form the creature is invulnerable to non-magic and non-silver weapons.

WERELION

Werelion (lesser): (-)EN†#,(-,-,-)-7.

Werelion (greater): (f)(-IO,-,-)-8.

In human form these beings often sport wild, unkempt manes of hair, as well as holding pride in large bushy mustaches if male. In Werelion form, they are larger than natural lions, and more fierce seeming.

A king of the jungle country of Koresh once felt the desire to lord it over the jungles as he did the human populace of his kingdom. As was his royal prerogative, the king commanded his royal Magus to confer upon him the ability to become the king of the jungle: the lion. Forced to work fast, the Magi merely "cannibalized" certain mystic elements from the disease of lycanthropy in the north, and bestowed it upon the king. Unfortunately, in his first transformation, the Werelion-king killed and ate his royal Magus in a bestial rage.

These beings hold no particular station in life, and can usually be found in every race, creed, and religion. If anything distinguishes them, they are far more often male (95%) than female.

As any other werebeast, Werelions are a deadly force to contend with while shapechanged; wicked claws, battering paws, and a tremendous bite which has a 5% chance of conferring lycanthropy upon the victim, if the victim lives. While transformed, the beast is immune to nonmagical and nonsilver weapons.

WERESHARK

Wereshark (lesser): (f)(-),LMOQ,(-,-)-5.

Wereshark (greater): (f)(-),LMOQ,(-,-)-9.

Humans afflicted with this particular form of lycanthropy often are broad, tall, and smoothly muscled, given to a slick and greasy appearance.

Seamen still shudder when the tale of the mystical pirate ship crewed by Weresharks is passed over cups of heady ale. This particular ship is called Shredder's Hurst, or just Shredder, and is captained by a Greater Wereshark with a complement of 30 crew, Weresharks the lot of them. Their favorite tactic is to send boarders unobtrusively through the water, shapeshift back to human form to climb into the victim ship, then hurl unsuspecting crewmen into the water, were the rest of the Shredder's complement wait, circling and slaving for meat in the icy cold waters of the Wintering Sea.

Due to their need for frequent transformation, humans with this disease live exclusively near large seas or oceans, employed most often as fishermen, sailors, or pirates. Weresharks by nature are usually neither bright or discriminating in either form. Their greatest temptation to take wereform is hunger.

When shapeshifted, they obviously will conduct their battles aquatically, where they are able to maneuver swiftly in the 3-dimensional murky waters so as to find the perfect place to bring to bear their massively toothed maws to bite, and many times swallow whole, their prey. While in wereform, these beings are immune to normal weapons; silver or magical weapons are necessary to harm them. The bite of a Wereshark is 20% likely to pass on the disease.

WERETIGER

Shapechangers

Weretiger (lesser): (-)EN†#,(-,-,-)7.**Weretiger (greater):** (hf)(-,-,IO,-,-)7.

There is very little to distinguish a normal human from a Weretiger, unless it is the propensity of these beasts to be broad of limb and heavily muscled while in manish form. While in tiger form, these creatures are always half-again as large as a normal tiger, with a gleam to the eyes which denotes more than just hunger, but intelligence....

It has been noted that there are few Weretigers. This is because this particular form of lycanthropy is passed on only to descendants who are willing be invested with the power. Also, the shapeshift is often triggered by a mystical charm given to the newly invested Weretiger. As the Weretiger becomes more experienced, it no longer need depend upon the charm for its transformations back and forth. Whence the origin of these singular charms no one seems to know....

These beings are rarely found among the common populace, but seem to more often hold positions of power over others, be it political or as champions of a particular game or sport. These lycanthropes seek out challenges at every opportunity, and are often known as great hunters in their human guise. Weretigers are rare, being the least common of all were-creatures.

Truly fearsome when in beast-form, when roused the Weretiger will aggressively attack its foes with a deafening roar, razor sharp claws, and a piercing bite of immense strength. Few will stand against an enraged Weretiger. While in its wereform, the beast is invulnerable to weapons which are not forged of silver or enchanted. Unlike other were-beasts, wounds inflicted by the Weretiger will not pass on the shapeshifting ability.

WEREWOLF

Werewolf (lesser): (-)EN†#,(-,-,-)3.**Werewolf (greater):** (hf)(-,-,IO,-,-)6.

Humans afflicted with this form of lycanthropy often boast particularly thick eyebrows, shaggy hair, and coarse ear and forearm hair. While transformed, they appear as particularly large wolves with an crazed look in their eyes. Sometimes these werebeasts maintain the partially transformed shape of a wolf-man, which is a particularly terrifying state to its victims.

Some will tell you that Werewolves are the original werebeast, and that their appearance coincided with the first appearance of humanity itself. It has been suggested that back in the mists of time there were certain primitive cultures that worshipped the wolf, and that the wereform was given as a badge of honor to the greatest warriors within a tribe by shamans who had such powers. While this may be the case, the existence

of werewolves today is thought of by many as a disease or curse.

These werebeasts are found in many places where human beings dwell, but there is a definite propensity for werewolves to seek solitude from civilization. They often dwell alone or with family deep within a dark wood, or far out upon a grassy prairie, herding livestock for a living. This solitude allows them to range widely while in wolf-form, and makes it less likely that they will draw suspicion from nearby neighbors.

Many Werewolves aggressively seek conflict while transformed, mostly to feed their ravenous hunger. When confronting other animals, they will most often maintain a complete wolf-like facade, but when confronting humans, werewolves will often change into their wolf-man state at a key moment in the

conflict so as to more fully demoralize and terrorize their foes. Their slashing claws and rending teeth can inflict substantial damage to its intended victim. While in either of its transformed states, it takes weapons forged of silver or enchanted weapons to do any actual harm to these creatures. Also, wounds received in battle against a Werewolf have a 10% chance of inflicting the lycanthropic curse.

12.2

OTHER LYCANTHROPES

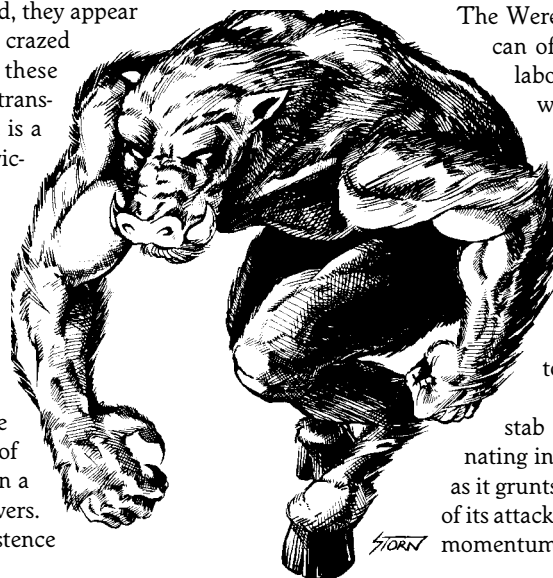
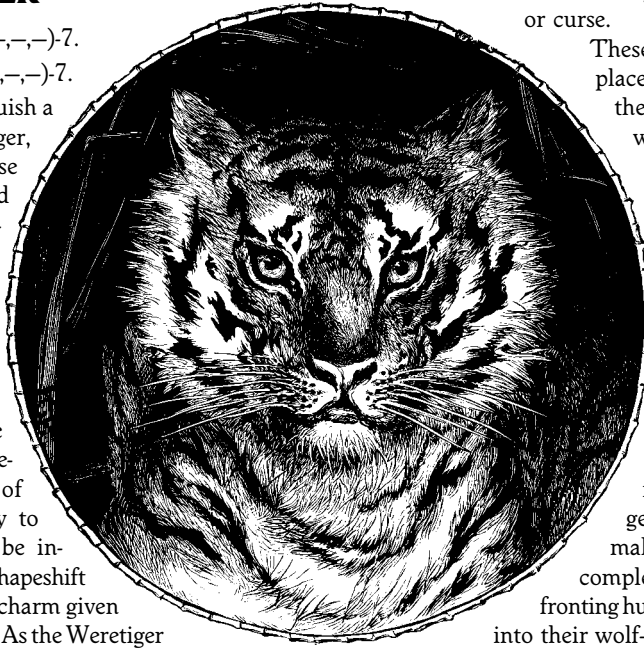
Wereboar: (-)EN†#,(-,-,-)6.

While in mannish shape the head and body hair of a Wereboar is often thick and bristling. When transformed, the creature takes the form of a large, long-tusked, mean-tempered boar whose hair is usually completely black, unlike its natural counterparts.

The origin of these creatures is almost certainly the result of an ancient curse by a vengeful user of magic. It is said that the original recipient of the curse held many physical and mental characteristics in common with that of a boar, thus the final form of this were-beast.

The Wereboar while in its untransformed state can often be found living the life of a ruder-laborer or peasant farmer who lives alone with few companions. The Wereboar often relieves the perceived slights done to it during the day in its bestial form during the night, terrorizing supervisors and landowners. The creature is none too bright in either form, and of all the were-creatures, the Wereboar is the one most easily discovered and killed due to its predictable habits.

In battle, this creature uses its tusks to stab and slash, its first attack usually originating in a furious charge from the underbrush as it grunts and squeals to add to the intimidation of its attack. Not only do its tusks puncture, but the momentum of the charge itself is often enough to



12.3 SHAPECHANGERS

NAGA

bash its foes to the ground, where the creature can make short work of the prone foe with well placed slashes from its tusks. While in beast form, the creature is unharmed by non-magical and non-silver weapons. Also, any wounds inflicted by the Wereboar have a 20% chance of infecting the victim with the curse of lycanthropy.

Werejackal: (-)EN†#,(—,—,—)5.

Often gaunt, short, and disreputable looking in mannish form, in beast form the Werejackal is almost indistinguishable from its more natural brethren, albeit larger and sometimes more vicious.

As is the case for most other lycanthropes, this particular form is said to be the result of a particularly nasty generational curse.

While in its mannish form, these creatures can almost always be found living together in small enclaves or families, with a distinct social framework placing each member of the household under a higher-ranked companion, all under the absolute domination of the head of the family. These creatures are most often self-employed, given to running small businesses which place them as middle-men of one sort or another, allowing them to scavenge profits for themselves.

While in its transformed state, Werejackals will almost invariably flee if confronted singly, but attack if the bulk of their pack is present. Their preferred strategy is that of a multi-pronged attack where at least 2 beasts attack the foe from the front, while the remaining pack dart in from flanking or rear positions to deliver vicious bites; these types of attacks can be very efficient against 1 or 2 foes. While in jackal form these creatures are invulnerable to normal weapons; silver or magic is necessary to harm them. Wounds inflicted by the Werejackal are 5% likely to pass the curse to the wounded to become Werejackals themselves.

Wererat: (-)ENX†#,(—,—,—)4.

For the majority of these were beasts, the term “rat-faced” is completely applicable while they maintain their untransformed state. When in rat form these beasts are much larger than an average rat, so much larger in fact that they are easily identified as having a supernatural origin.

There is a curious story relating the origin of the Wererat back to the famed genetic sorcerer Tuerk. It has been related how one day while working in his lab studying the effects various magical mutagens had on his rat specimens, that he accidentally was infected by a blood sample taken from one of his test subjects. The rat blood changed him into a kind of “ratman,” from which all Wererats today are descended.

While these lycanthropes can spring up anywhere where humans have a foothold, they seem to most commonly infest larger cities where they often dwell together in cramped quarters in the more disreputable sections of the city, making their living by begging and scavenging.

Never creatures to seek combat, these beasts most often attack only those foes who are disabled or at a disadvantage. If confronted by a strong foe, Wererats will (like their small cousins) run for any shelter which presents itself. If cornered, however, these creatures can put up a vicious fight for survival with their sharp teeth and small but wicked claws. Sometimes these creatures will operate in a half-changed state, combining some of the characteristics of rat and man. In rat form and in the half-transformed state the Wererat enjoys the same invulnerability as other lycanthropes; non-magic and non-silver weapons will do them no harm. Additionally, wounds inflicted by the Wererat have a 30% chance of passing on the curse of rat-lycanthropy.

Naga (Snake Form): (-)X,(—),U,(—)4.

Naga (Human Form): (-)X,(—),U,(—)4.

Naga (Human/Snake Form): (-)X,(—),U,(—)4.

When in their subterranean homes, Naga appear as giant serpents; 20' to 30' cobra-like snakes with varying colors and shading to their scales depending upon the individual. They also take human form from time to time, in which case their is little to distinguish them from other humans. When an individual Naga takes human form, it will always come back to that same form in following transformations. One of things which Nagas seemingly enjoy is to take a combined shape, blending human and serpent. Of the many strange permutations possible, the Naga favor two: that of a human with three snakes growing from its shoulders to curve over the top of its head where they writhe and bare their fangs; and that of a mannish torso joined to a serpent's tail.

For as long as the subterranean underworld has been known to exist, Nagas have been there. Their cavern-bound cities dot the planet's interior according to the murky geographical and political boundaries followed by all the subterranean races and creatures. Certain cities are allied with other underground cultures while others maintain an isolationist posture. Among themselves, the Naga believe their race originated upon a far star, and that those present here are but a small colony of a race which has seeded itself throughout the universe.

Extensive underground cities containing onion-domed spires, sculptured fountains, colored lanterns and florescent mosses sprawl through the cavern realm of the Naga, the snake people. Long, lazy cobra-like creatures bathing in the eerie glow of their urban grotto, the Naga take human form while above ground. The Naga would rather remain unknown and underground as a whole, but there are always individuals who enjoy trade or employ above ground where they normally maintain human form.

The Naga normally give birth to 1-2 young during their lifespan of 200-600 years (depending upon the individual).

While fully human, a Naga will fight with whatever weapon it is trained in. While in serpent form, it will seek to grapple and constrict its foe within its steely coils, at the same time attempting to administer a poisonous bite (their fangs dispense a level 5A Nerve Poison). If a Naga is unconcerned about its true nature becoming known, it will shift to a blended human and snake form, allowing it to still attack with its human weapon, but also biting and grappling with its snaky appendages. In this way, Naga can be very dangerous adversaries.



As a breeder of small song-birds, I am used to my livestock being purchased singly or in pairs by wealthy individuals to brighten their home or as a gift. You can imagine my surprise when one day this fellow came in and wanted to buy no less than my entire coop! Well, he offered me a bag of uncut gemstones worth a king's ransom in my eyes; I accepted. Curious about what possible use this fellow could have for so many birds, I tailed him to see where he was staying. However, he lit right out of town towards the mountains! No one lives there, as they are rugged and untamed. Well, I followed this fellow right up to a hidden cave, where he went right in. I waited for a bit, then seeing as he wasn't coming out, I ventured down from my place of concealment and looked in; there was nothing there but a dead end cave, a strange musky scent which reminded me of reptiles, and a small litter of huge snake scales. I've never traveled up into the mountains again.

Silverscale

Silverscale (Human Form): (cf)(-,-),AR,CD-8.

Silverscale (Dragon Form): (-)N†,(-,-,-)8.

Reflections glitter in metallic hair and eyes when the Silverscale assumes the human form of a lissome maid or a muscled youth of above average looks. In dragon form, the Silverscale are as awesome as any drake of legend, with metallic silver scales which reflect a prism of color in any light.

Silverscale are increasingly rare, and have always been so. The species has its origin in the dim past when certain drake-kings wished to send emissaries to other races. Knowing that a full size dragon might not be received too kindly, these drake-lords devised a plan whereby with their arcane magics they would allow certain members of their kind to become for a time human, not only in body, but in mind as well. The spells were performed and were successful after a fashion; however, the human mind-set they wished to achieve was over-exaggerated and lasted an entire century! Today, the Silverscale that underwent these spells owe little allegiance to the drake-nations which gave rise to them, preferring to live their own lives, beholden to none.

Silverscale are seasonal creatures in that every century they undergo a significant change in attitude; these creatures alternate between being "timid" and "dominant". In the timid phase, the Silverscale is most likely to spend a majority of its time as a human, living far away from conflict, war, or intrigue by roaming mountainsides and wandering forests. In this way these fair creatures encounter few save nymphs and satyrs, avoiding men and mannish envy. However, those lucky enough to encounter one of these long-lived creatures in its timid stage might receive much information. However in its dominant phase, the Silverscale is less reclusive. The rule of nations usurped by dragon-queens and the worship of priests given to dragon-gods flavor its draconic life.

While in the timid stage of its life cycle, the Silverscale will avoid combat if at all possible, fleeing or using spells to this end. If combat cannot be avoided, it can attack foes with its weapon of choice as a human, but given the chance will shift to dragon form and make full use of its massive biting and clawing attacks, a gigantic tail which can literally crush smaller foes, or its draconic ability to breath lethal blasts of ice and cold (usable once per minute; up to 60 times per day). Of course, while in its dominant phase, it will use these draconic abilities without question.

The Silverscale may assume either human or dragon form at will with one round of concentration required. The Silverscale can use all Bard Base lists to 20th level as well as the "Presence" list (Mentalist Base) to 15th level.

12.4

OTHER SHAPECHANGERS

Changeling: (-)N†,(-,-,-)8.

The Changeling at its inception into a human family has altered its features to conform with that of the baby which it has been sent to replace. Therefore, in appearance there is usually nothing to distinguish it from a normal human.

An infant of the faerie folk, the Changeling is abandoned to replace a human babe, lost or stolen from its parents. Those creatures of Faerie have particular uses for those of mortal kind, and think nothing of stealing a child now and again; however they seem to have a sense of fair-play in that they leave as replacement one of their own. While it is not possible to say exactly what the faerie folk do to human babes, it has been told that they are somehow vital to games played in Faerie whose rules are unlearnable by mortals.

Sent by creatures of Faerie to replace the human babe they have stolen for their own inscrutable purposes, the Changeling often conforms to whatever lifestyle its "foster parents" provide. However, many Changelings cannot counterfeit human warmth. The chill reserve and timeless eyes may bewilder and sadden the adopted family, but the true loss may go unnoticed. When the Changeling matures, it usually attempts to get return to its own kind, stealing gold, gems and even children to present as gifts upon its return.

These beings usually only alter their form once to resemble another. They rarely shift more than their facial features after that: They know *Study* and *Face Shifting True* off the Mentalist and Mystic base lists, which they may cast freely, one per round.

The Changeling has no special abilities above and beyond that of a normal human. Whatever skills in arms or magic it has learned will be the manner in which it attacks and defends itself in the event of conflict, just as any other human might.

Doppleganger: (-)ENX†#,(-,-,-)7.

Mutable flesh enables the Doppleganger to mimic precisely the appearance of any person. It is hard to say exactly what one of these beings might look like when not impersonating another, but it has been recorded by the wise that they first appear as a single large pod, utterly featureless until such time as they make their first transformation.

The Doppleganger as a species are believed to be native to an alternate dimension, where the masters of this race are subtly working their "agents" into the weave of regular society so as to further their own unknown ends. It is speculated that at some point these creatures will rise up as a unified force to take control over civilization after some mysterious cue from their masters.

Seeking their own personal agendas, Dopplegangers seek to duplicate the form of another. Following such a duplication, the creature attempts to eliminate and impersonate its victim. Success in this endeavor allows the Doppleganger to simulate a gradual change in its victim's approach to life, allowing the impostor's nasty ambitions to surface plausibly.

Dopplegangers have the power to alter their form at will, 1 change/round. They can use all the spells (1-50) on the Mystic base list, "Mystical Change." These creatures have three times their level in Power Points a day. Once during a Doppleganger's life span it will produce a single offspring, continuing the propagation of this nasty species.

Questions or suspicions from others often prompts the Doppelganger to attack, striving to block its exposure as a double. The creature will use whatever weapon is close to hand, attacking in an entirely normal manner. Sometimes a desperate Doppelganger will rapidly shift forms during combat, in an attempt to confuse its foe.

Empusa: (-)X,(-),U,(-)4.

When not taking the shape of another, these beings appear as particularly ugly humans with the exception of a hobbling gait; one of their legs seem to be permanently cursed to the form of a donkey limb. In fact, whatever form they take, they retain the donkey leg. Whether a seductive houri, a savage lion, or an imperious soldier, the asinine limb reveals the true nature of the Empusa.

Quite some time ago, there was an incident involving a vain woman of some beauty and rank. It is said she was courted by a Gypsy caravan master, but she spurned him to her misfortune. In his anger, the caravan master made some horrid deal with an unnamed power within the Pales which resulted in the enchantment of disfigurement; the ability to take any form imaginable, but burdened in every aspect with the ludicrous donkey leg. No matter how much she used her new shape-shifting ability, she could not shift away to a manifestation free of the leg. The vile anger generated in the woman lives on in her descendants today, who also share the same curse.

Empusa often live at the edges of civilization, embittered by the cruel fate which causes ridicule and fear among others. Seeing the perfect forms of others, they stubbornly persist in attempting to change to more perfect shapes, but are consistently burdened with the donkey leg in whatever aspect they achieve. These constant failures have turned the majority of Empusa into hate-filled creatures, using their shape-shifting abilities as they can to achieve their malign ends.

Females are encountered more often than males (90%). The Empusa can assume any organic form within half of its mass up to double its mass (maximum of one change per round).

Any Empusa does not obtain any special abilities or spell casting capabilities when it mimics another form, so in combat it will use whatever weapon is close at hand. Sometimes a desperate Empusa may rapidly shift forms so as to confuse foes, giving the Empusa a slight advantage.

Plon: (-)N†,(-,-,-)4.

These odd beings normally appear as a flaming globe, radiating intense heat, but also appear as a fiery dragon or flaming serpent. It uses these two latter forms during migration from one place to another.

The origin of the Plon is no mystery. The great alchemist Abesinge, needing some trustworthy guardians, fashioned some of his own to ward off pesky visitors to his rural estate. When Abesinge was killed in the Great Purge, his many guardians took off to find "work" wherever they could, but most often taking up strategic positions near dangerous localities so as to direct the naive to their dooms. The Plon do this as a form a vengeance; these magical beings want all to pay for the murder of their creator.

As a fiery sphere, the Plon lurks at crossroads to misdirect travelers. A hissing voice issues from the midst of the flames to beguile and persuade (the Plon may cast *Suggestion* at will off the closed Essence spell list Spirit Mastery; -25 to target's RR), often urging a ruinous course of action. These creatures possess a metabolism utterly fueled by magic; they subsist of the natural Essence Flows of the planet. Many are free-roaming, but there are some few which have been captured and set as guardians by powerful users of magic.

Once during its existence, a Plon may elect to undergo "fission", thereby producing a single offspring, with qualities and personality almost identical to the original.

Normally a Plon will attempt to ward off combat with its power of suggestion, but when nothing else will serve, it is able to cast spells from the Fire Law list (Magician Base) to 10th level (1 spell per round up to 30 times per day). Also, it may merely elect to attempt to brush its body up against its foes. This results in a +50 Fire Ball attack every round that contact is maintained.

Pooka: (-)N†,(-,-,-)4.

Animal spirits who make mischief in the domestic realm, Pookas wear the shapes of rabbits, weasels, ferrets and other small creatures. These beings do not seem to have any "true" form when not borrowing the shape of another creature, but are immaterial after the fashion of other spirits.

Pooka seem merely to be friendly spirits with an affinity towards small animals and mischief. While uncommon, they have created many a children's story or fable which are still told to amuse.

A spirit of this type may occasionally befriend a human; especially shy, quiet, retiring ones (very probable for humans and mischief. While uncommon, they have created many a children's story or fable which are still told to amuse). A Pooka can not be controlled by such a "friend" and will often play mischievous tricks on those around the "friend"; it will however protect its "friend" in its own way (often a 'big' surprise for bullies).

Pooka can take on the form of any small mammal, they can enlarge to triple normal size for 5 minutes of every hour, and they can become invisible at will. The Pookas use these abilities as they play through the material realm, enjoying immensely the occasional joke it plays on unsuspecting humans.

When confronted by an angry housewife's broom or an enraged stableman's pitchfork, the Pooka expands its size to better defend itself. It uses the attacks of whatever creature it is currently copying be it rabbit, weasel or stoat (extrapolate abilities of Pooka when it is in its 'expanded' form).



SHAPECHANGERS													
Type	Lvl	Base Rate	Max. Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	AT Hits (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook (IQ)		
Changeling	3C	60	Dash/10	MD/MD	M/@	60D	3(30)*	60We/40We	1	h	B	Greedy(SU)	
Doppelganger	6F	80	Dash/20	MF/VF	M/@	80D	4(40)*	100We/70We	1	m	D	Domin.(HI)	
Empusa	8F	50	Dash/0	SL/MD	M/@	70D	3(50)*	80We/70We	1	m	E	Domin.(VH)	
Naga													
snake form	5E	90	Spt/30	MF/BF	L/LA	100F	11(30)	80LSt/poison*/70LGr/150LCrV	1-10	h	D	Domin.(SU)	
human form	5E	70	Dash/20	MD/VF	M/II	100F	4(40)	100We/60SSi(3x)/poison*	1-5	h	D	Domin.(SU)	
human/snake form	5E	90	Spt/30	MF/VF	L/LA	100F	11(30)*	100We/60LGr/120LCrV	1-5	h	D	Domin.(SU)	
Plon	4D	150	Dash/50	BF/BF	L/SL	150G	1(80)*	body is 50FBall/Spells	1	r	F	Playful(SU)	
Pooka 10G	130	Dash/30	VF/VF	S/LA	110E	4(50)	120OB (Varies with size and form)		1	f	E	Playful(AA)	
Silverscale													
human form	20G	80	Dash/20	MF/VF	M/LA	450H	4(60)*	180da/Spells	1	m	J	Timid(EX)	
dragon form	20G	120	Dash/20	FA/FA	H/SL	450H	16(40)	110HBi&100HCl/180HBa/120IBr/60CBr	1	y	L	Domin.(EX)	
Striges	5E	100	Dash/10	FA/FA	M/@	90F	3(40)	60LCI(2x)/70MPi/Spells	1-5	o	D	Cruel(HI)	
Vargamor	8F	50	Dash/20	SL/MD	M/@	110D	3(30)*	70We/Spells	1	l	E	Varies(VH)	
Vestice	7F	110	Dash/30	FA/FA	M/@*	130D	4(30)*	90OB (Varies with size and form)	1-2	h	F	Varies(MD)	

*: Special (see description)

Striges: ktc(-,-,-),C-7.

Shapeshifters whose human form changes to that of a great dark raven of unnatural size and strength. In human form, they often possess raven-dark hair with feathery brows of coal-black.

Striges are evil carrion birds which are survivors of many in a long line of evil empires which have risen and fallen with the passage of time. These creatures merely bide their time until the next lord of evil rears his head; the Strige is always ready to serve in the cause of darkness and bloodshed, if only it is promised sufficient man-flesh to feed upon.

These beings for the most part live an animalistic life, using but little their ability to become human, but rather spending their time in dark forests pursuing avian lifestyles. However, the main attachment they have to humanity

is their taste for flesh, in fact the flesh of babes. In their form of a great raven, Striges steal children by night. Their grasping talons snatch the innocent through the window and away to needle-carpeted pine forests. In the filth of their nests, the most delicate morsels are gobbled by the Strige's foul hatchlings, trapped in bird form until maturity.

When confronted by a foe, the Strige can use its razor sharp talons and slicing beak to defend itself. However, it can also shapeshift to human form, which it can do at will (once per round). In human form, it has access to all Bard base lists to 10th level, which it will use in an effective manner as possible to meet its purposes.

Vargamor: mkct-CD-6.

A witch whose aspect changes with the aging of the day, the Vargamor appears as a maid in the morning, a mother in the afternoon, and a crone by night.

Vargamor are the earthly agents of various gods of fate and prophecy. These gods dispense their servants into mortal realms to help or to hinder, based upon the agenda of the particular deity. Sometimes the Vargamor seem to exist merely to toy with the desires and outcomes of particular individuals, as if the gods were playing games using mortals as pawns.

Her disposition varies with her aspect. The maid explores the world with a newborn's

curiosity, but displays little human warmth. The mother rules her kingdom—house or nation—and nurtures those in need. The crone hoards knowledge and prophecy, dispensing such with bitter rancor.

When forced into combat by circumstance or desire, the options of the Vargamor vary depending upon its aspect. As a maid, she has access to all Magician base spell lists to 10th level. As a mother she can cast all Cleric and Evil Channeling spell lists to 10th level. Finally as a crone, she has access to all Mentalist and Bard base spell lists to 10th level. During any given day she will have a total PP total equal to 10 times her level. In any of these forms, the Vargamor is capable of using her weapon of choice.

Vestice: (f)(-),Z,W,H-5.

These beings in their untransformed state completely common looking humans, albeit rather wild and disheveled. They can assume any animal shape within half to double their mass, but nothing necessarily marks these shape-shifted animals as different from naturally occurring creatures.

Vestices were once human beings who have been caught in the webs and intrigues of fey magics. Many were explorers who wished to pierce the veil surrounding Faerie lands and holdings, but who have been rebuffed in a most cruel fashion, having apparently lost their wills and sanity. None can utter what was done to them by this Power or that, but their blank countenances and drooling lips tell all the tale that need be told to the wise.

Wild people who can assume the shape of any animal, Vestices roam the wastelands between the civilizations of humanity and the unknown regions of Faerie where mortals tread not. Dancing under moonlit skies seem to occupy a fair portion of their time as insanity clouds their mental faculties and prompts crazed behavior. On occasion, individuals are seized with a compulsion from a Power within Faerie; it is usually a command to exchange a human babe with that of the fey folk. Thereby the Vestice places Changelings and is associated with the grief that surround such children.

In battle, a Vestice may use whatever attributes of the animal form it has chosen, but more often it will rely upon its strong repertoire of nasty magic. These beings may use the "Disease" and "Curses" lists from the Evil Channeling lists to 20th level. The Vestice has 8 PPs per level.



PREHISTORIC ANIMALS

Although their heyday preceded recorded time, the size and nature of these creatures still stirs wonder and fear. Giant beasts which loremasters commonly consider extinct, they are more than figures of legend. These denizens of prehistory may yet be about, roaming in the remote wild and awaiting the rebirth of their primacy.

13.1 DINOSAURS

Dinosaurs are considered by some loremasters as descended from smaller reptiles, however this may be false. Actually they may serve as the distant ancestors of both mammals and birds. Unlike reptiles, these creatures are warm-blooded and quicker. Some are as small as a hen while others reach lengths of hundreds of feet and weighing over 100 tons.

Herbivorous dinosaurs are legion, but the most interesting sampling travel in herds or small bands and walk on all fours, with their tails outstretched for balance. Slow to react (it can take up to 2 seconds for a message to travel from a Brontosaur's tail to its head) and plodding, they rely on their size, numbers, or body-armor to ward off meat-eating predators.

Carnivorous dinosaurs tend to be quick, two-legged hunters that run like ostriches and attack using their huge jaws. Always hungry and not particular, they will stalk, ambush, or openly assault almost any creature. During the hunt they rely on their sense of smell in most cases.

PTEROSAUR

Pterosaur (small): h nawms(-),FQ,R,HP-4.

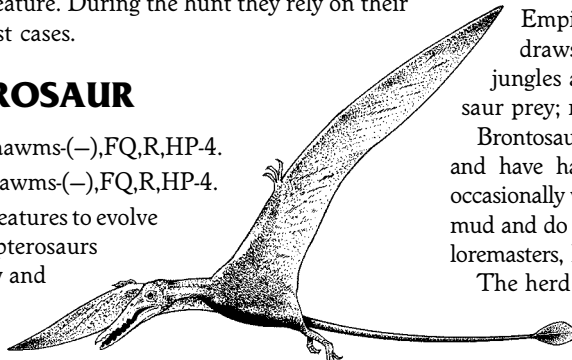
Pterosaur (large): h nawms(-),FQ,R,HP-4.

Some of the first creatures to evolve the ability to fly, the pterosaurs are certainly ungainly and awkward seeming; white fur covered bodies, short legs, sharply curving talons, and disproportionately large wings. The wings are actually formed of extremely thin skin and membranes, a webbing stretched between their arms and an elongated outer finger (like those of bats). The wingspan of the small variety can reach 12'– up to 30' for larger varieties.

Primitive peoples have always given wide berth to canyons and mountain cliffs which have Pterosaur nests sites, as these creatures are notorious for snatching away children and livestock, carrying them away to their nests to feed their young.

Extremely light and awkward when walking (they cannot run), they operate best in the sky. Their phenomenal gliding ability enables them to soar about for hours without flapping. They take off by stretching their wings against the lightest of breezes. Once in air, they manipulate the drafts and maneuver with artful skill, searching for carrion or small beasts. Pterosaurs have superb hearing and eyesight and, although amazingly light (35-60 pounds), large individuals can sleep down and carry off loads of up to 200 pounds (when standing, however, they cannot lift off when bearing any appreciable weight). Pterosaurs are most active around dawn or dusk, swooping down from their cliff nests onto unwary prey.

Ever-hungry, these beasts can be dangerous if they take it into their heads to attack all together with their large beaks, specifically evolved for cutting and tearing its food.



OTHER DINOSAURS

Anklosaur: h nawms-V,FQ,(-),HP-6.

These beasts have small skulls and wide, humped backs which are covered with a thick bony armor which is nearly impermeable to physical attack. Trailing out behind them are strong club-like tails. The creatures range in size from 15-30' from head to tail.

These creatures have been known to cut wide swaths though forest vegetation, eating shrubs and such to their roots. This path of destruction is easily identifiable by those who are familiar with Anklosaur habits.

Anklosaurs travel in herds, stripping vegetation to satisfy their hunger, but staying close together to provide the most protection from hunters.

When forced into combat by an aggressor, the Anklosaurs rely on their long, prehensile tails which are tipped with a huge bony club. The beasts can rotate fairly well, flicking their tails to discourage their foes. In close combat, they can club an unfortunate foe.

Brontosaur (Apatasaur): h nawms-V,FMG,(-),DHP-2.

The Brontosaur is a classic plant-eating dinosaur. Huge, they can pick foliage out of trees thirty feet above the ground. They possess 50-80' bodies, including the 12-20' neck and 15-25' tail; they often mass as much as 50 tons.

In the humid south, the nobility of the Kershian Empire organize an annual Brontosaur Hunt, which draws applicants from all over the known world. The jungles are fraught with many dangers besides the Brontosaur prey; mortality rates are often high for the hunters.

Brontosaurs move in herds of 10-100; they are grazing animals and have habits similar to those of a giraffe. Although they occasionally wade into marshes for food or protection, they sink in mud and do not venture into lakes. Contrary to the legends of old loremasters, Brontosaurs tend to drown when fully submerged.

The herd organization and great size is the primary form of defense of these great creatures, although they are capable of bashing opponents with their huge tails. It has been seen on rare occasions that a threatened Brontosaur may elect to trample its foe, delivering a 200 huge trample/stomp (HTs) attack.

Triceratops: h nawms-V,FQ,(-),HP-4.

This prehistoric creature is agile and fast moving. The bulk of its 18'-27' arching body is unarmored (AT 4), but it more than makes up for this fact with its massively armored head, which is covered with thick bone which sweeps up over its neck like an outstretched collar (AT 20). Two great forward-facing horns protrude above its smallish eyes, while a smaller horn sprouts from the tip of its hard nose.

King Ecclesian of Magod was known for his fondness for using these increasingly rare prehistoric creatures as mounts. Every 10 years, he would lead an expedition out into the Wild Spaces, then return some months later with eggs of curious size. Upon hatching, the infant triceratops were trained into adulthood as a war-steed. These trained creatures had a 500 pound carrying capacity, and gave their riders a 0 modification on their riding maneuvers.

Herbivorous, the Triceratops moves in herds across the landscape, foraging where it can. A particular plant which these creatures will often go out of there way to find is a tall bush which grows pineapple-like fruit. This plant, known as the Sharnac Bush, is mighty rare, forcing a herd to migrate long distances if they get it into their heads to look for it.

Section 13
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Animals

When confronted, these creatures are far more likely to charge than to flee. This can become a very serious matter if the entire herd charges en masse, piercing with their massive horns, then continuing to gore downed foes with their impressive head armament.

Tyrannosaur (Rex):

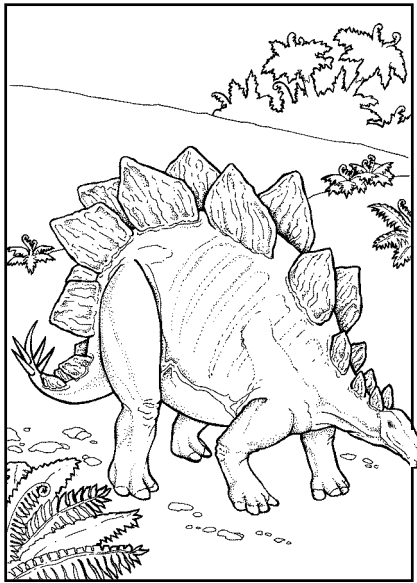
hnawms-V,FQ,(–),DHP-4.

This 22' tall brutal carnivore sports a 6' long skull with 3'-4.5' jaws, which in turn are bursting with 6" teeth. Including its tail, the Tyrannosaur can reach up to 50' in length and weigh up to 12 tons. It possesses two small arms, which seem small and weak looking, compared to the rest of this terrifying creature.

Held in awe and feared by the few cultures that have come upon these beasts, most humanoids will avoid Tyrannosaur territory if they can. However, the Muktalli tribe of the Center Plains hold the beast in spiritual reverence, worshipping it as an avatar of their primitive hunter god.

These "terrible lizards" are at the top of the prehistoric food chain, feasting upon all other creatures as it comes upon them. It is also a loner, preferring to hunt alone from others of its kind. In all ways, these beasts can be considered to be the ultimate carnivore, able to triumph over any other beast it may meet.

Fast and furious, the Tyrannosaur prowls, looking for sustenance. When it finds prey it attacks with a short burst of speed. The startled and terrified prey may flee and some may outrun the rapidly-tiring Tyrannosaur over a few hundred yards distance, but at least one will fall victim to its quick, brutal charge and its huge, ripping teeth.



Stegosaur: hnawms-V,FQ,R,HP-3.

The Stegosaur is a peaceful herbivore with a low-slung head and tail with an arching, bulky body which from nose to tail can reach 50' and weigh up to 12 tons. Its hide is armored, but its main defense is the double row of projecting, upright plates that run along its spine. Its 15'-20' tails ends in an array of four to six spikes, each spike measuring 18"-30".

The care shown by the Stegosaur in raising its young has been noted by sages whose area of interest lies in studying the natural world. This display of affection and aggressive protectiveness has given rise to the old saying, "Let Stegosaur eggs lie."

These creatures eat a wide variety of plant foods including leafy bushes and trees, as well as the roots of certain plants, which they can dig up with their spiked

tails. When rearing their young, both the male and the female will guard the nest, attacking intruders ferociously at this time.

Normally passive, the Stegosaur can be roused if attacked or if its young is threatened. Their tails make especially affective weapons, delivering both a nasty blow and a piercing cut with one swing.

13.2

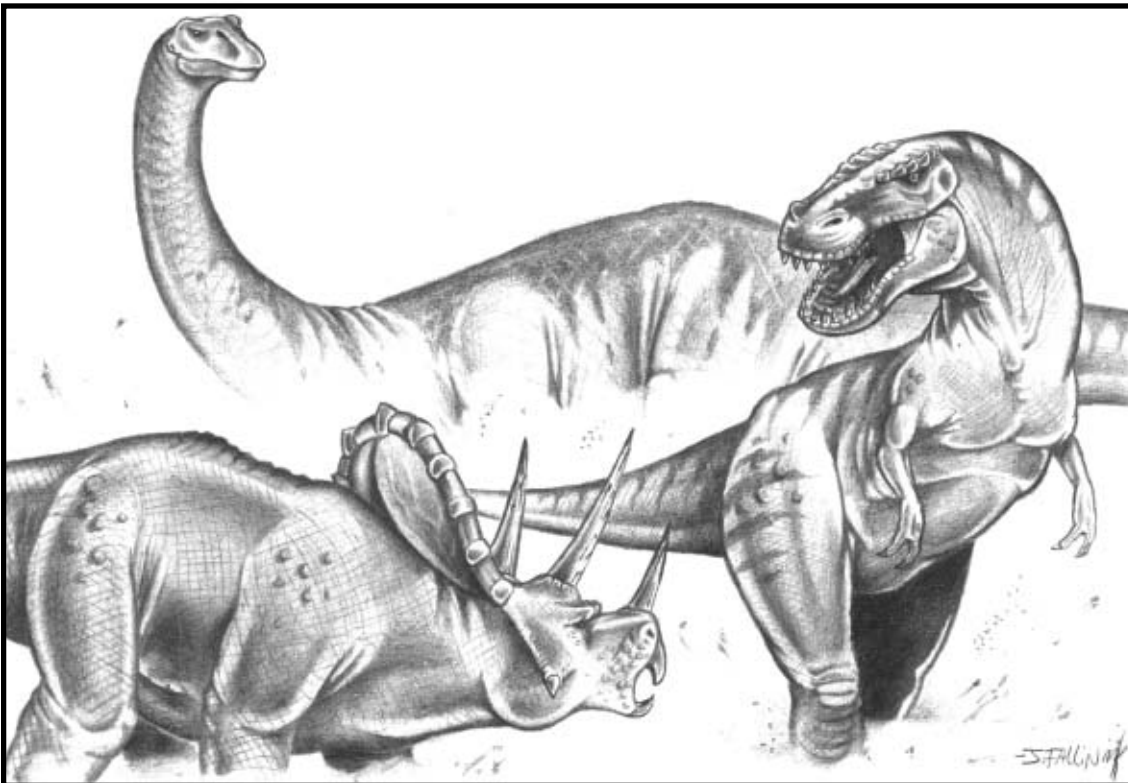
OTHER PREHISTORIC BEASTS

Elothere (giant boar): wmktc-@,F,R,CDHP-4.

A giant boar which is commonly known to be the ancestor of the smaller boars which roam the lands today. These boar's range in height at their shoulders from 4'-8'.

These creatures are, like their present day counterparts, known for the stubborn tenacity, and inability to gauge a foe's strength; many of these creatures have met their end after blithely attacking much larger and stronger creatures.

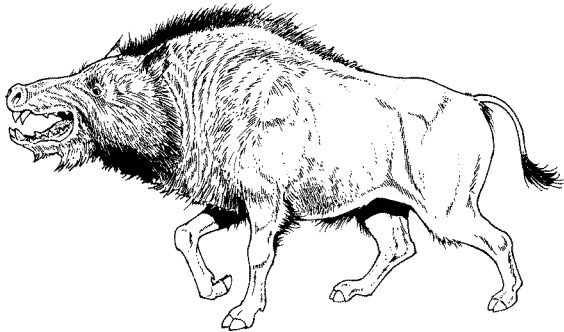
These massive omnivores are quick and agile in all their activities. They prefer forest dwelling, but are wily and adaptable, however they are sluggish in warm climates. During their daily hunts they travel as a family unit of 1-10 led by a dominant male. When living prey is scarce these creatures will forage for roots and berries, but the longer they are forced to eat such, the more eager and voracious they become for a bit of flesh.



PREHISTORIC ANIMALS													
Type	Lvl	Base Rate	Max. Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	AT Hits	(DB)	Attacks	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)	
Dinosaurs													
Anklosaur	5E	50	Spt/10	VS/MD	H/LA	300H	20(30)*	100HBa100	3-30	-	E	Passive(NO)	
Brontosaur	4D	60	Run/0	SL/SL	H/SL	550H	8(20)	60HBa30/60LBa20/Both50	10-100	-	E	Passive(NO)	
Triceratops	5E	90	FSpt/20	MF/MF	H/LA	350G	20(20)*	100HHo100/80LBa«/70LHo«	3-30	-	E	Passive(NO)	
Tyrannosaur	8F	70	Dash/30	MD/FA	H/SL	500E	11(30)	200HBi100	1	-	G	Bellig.(NO)	
Stegosaur													
Pterosaurs (fly)	4D	40	Run/0	VS/VS	H/SL	400G	19(40)	80LBa100/100HHo«	2-20	-	E	Passive(NO)	
Small	3H	60	Spt/50	SL/MD	M/-	60E	3(50)	50MPi80/40MCI20	2-20	-	C	Hungry(NO)	
Large	4D	50	Spt/40	SL/MD	L/-	90F	3(30)	80LPi70/60MCI30	1-10	-	D	Hungry(NO)	
Elothere (G. Boar)													
Megalodon (G. Shark)	8F	110	FSpt/10	VF/FA	H/LA	450H	7(30)	140HBa20/120HBi80/160HBBr/	1-10	-	F	Hungry(NO)	
Sabertooth Tiger	7F	120	FSpt/30	FA/VF	L/1	200G	4(40)	90LCI30/100MBa70 /90MHov/120LBi«	1-2	-	D	Aggres.(NO)	

*: Special (see description)

When threatened or alarmed, it can also be quite dangerous. The Elothere won't pass up a meal and, should it down its adversary with a tremendous tusk attack, may indulge in a little carrion carry-out.



Megalodon (giant shark): hnawms-ø,O,ø,ø-3.

Truly a threat to aquatic life and travelers upon the seas, these gigantic shapes soon resolve themselves into the predator shark-shape, but nightmarishly huge. These sharks range anywhere from 40'-60' in length.

Ancient fish are often remarkably similar to their descendants. Being a relatively stable environment, change comes slow to the sea. Still, the Elder Days produced a number of uniquely dangerous predators, the most conspicuous being the Megalodon or "giant shark."

Like the great hunting sharks of today, the Megalodon is always on the prowl, constantly gliding through the cold salt depths in search of its next feeding. Its acute senses allow it to perceive slight changes in water pressure and subtle odor shifts at ranges exceeding one mile. When it is aroused, little will detract these creatures from hunting down its intended prey.

Sudden movement and blood spills attract these beasts from afar. Their quick, meandering approach usually (75%) results in a frightening attack, particularly if the potential meal is wounded (95%). Fresh blood may spawn a Megalodon "frenzy," a sort of rampaging orgy. At that point, one's best defense is to stun the creature or outmaneuvering the charge and striking it on its large, smooth, vulnerable sides. The shark's "soft," flexible cartilage skeleton fails to protect its precious organs as well as the bony structure found in most fish. In addition, these aquatic monsters will run from most sonic attacks. They prefer easy meals, and flee if shocked or badly wounded. Their flight is invariably accompanied by a discharge of excrement, which acts as a cloud covering their retreat.

Smilodon (sabertooth tiger): wmktc-@,F,R,CDHP-5.

Smilodons are awe-inspiring stripeless tigers of old, with huge 5'-7" tusk-like canine teeth protruding threateningly from their slaving maws. These quadrupeds can reach 10' at the shoulder in height.

The Smilodons are very rare, and considered by most authorities on the subject to be extinct; however, within the long, deep Canyon of Ladore there is rumored to be one last pride of these fierce beasts, cut off from the natural world by the steep sides of the canyon.

Often dwelling in caves or under overhangs, they are well-suited to rugged, open terrain; otherwise their aggressive predatory habits mimic those of normal tigers. They are adept nocturnal predators, leaving their young to play for brief periods at a time to hunt whatever might nourish the cubs for another night.

These carnivores leap well (up to 40' on the run) and are accomplished wrestlers. Generally, sabertooths will ambush their quarry, making a quick charge, leaping, and immobilizing the shocked or downed prey with their long claws and powerful, toothy jaws.



DANGEROUS PLANTS

Forests and jungles harbor more dangers than the warm-blooded and cold-blooded beasts that stalk and kill. Ancient, tangled roots of mighty trees and young, sinewy threads of ephemeral vines wring nourishment and anchorage from the earth to support the upper foliage reaching for the sky. Branches clothed in these leaves stretch eagerly towards passersby, constricting to crush or entwining to cause a stumble. Flowers adorning the greenery emit toxic pollens and oils, poisoning those who breathe too deeply or touch habitually. The sun-warmed beauty of the arboreal world can be startlingly lethal.

Ansilius (Emitter Plant): nms-N†,(-,-),D-7.

White, many petaled blossoms cluster among the shiny, dark green leaves of this decorative creeper. A sweet fragrance drifts from them, inviting enjoyment.

These nasty blooms are usually avoided by any who are aware of their nature. Certain cities have even been known to hire exterminators during summers were the flowers were particularly profuse in nearby woods or meadows.

This creeper grows preferentially on dead trees or crumbling ruins. The deceptive beauty of the flowers of the Ansilius encourages travelers to admire more closely, leading him to inhale the damaging pollen, which is poison.

Fate punishes those who too closely admire the Ansilius and inhale more deeply from the flower cup, as the pollen is a Level 6C Respiratory poison. Inhalation will cause affected victims face's to transform to an expression of inhuman rage, as they then become totally lost to a world of animalistic lusts, performing almost every kind of violent depravity imaginable. The length of time the poison will hold sway over the victim is variable based on the RR. Failure by 1-25 results in rage for 0.5 to 1 hour. Failure by 26-50 results in rage for 1-2 hours. Failure by 51-100 results in rage for 2-6 hours. Failure by more than 100 results in rage for 6-12 hours. Amnesia claims the memories of the victims after their lunatic bout.

When the young suitor showed up to the door with a lovely bouquet of white flowers, I thought nothing of it and bid him enter. When my mistress, the Lady Daphne, dismissed me to the kitchens to prepare them a small repast, I was more than happy to comply. Halfway through buttering the muffins, I heard a terrible crash then a horrific scream from the tea-room. I rushed in to behold this sight: The suitor lay dead upon the floor, run through with a broken table leg! Lady Daphne stood near the door, another splintered wooden table leg in her hand, a bestial growl upon her lips, and the bouquet of white flowers strewn about her upon the ground. Then it hit me, as she flung herself out the door screaming bloody murder; the idiot suitor had picked her a bouquet of Ansilius, the flower of rage.

Awakened Tree: (f)(-,-,-),CD-5.

Towering into dim forest heights, the old and twisted trunks of these trees are often home to all manner of forest molds and fungi. Bare, dead branches hang down like a burden, frighteningly animate, swaying in time to the keening wind above.

Warped by the unclean influence of evil, these gnarled trunks grasp spider webs and shadows as well as darkened foliage with their boughs. Malice and spite devour their treeish spirits, bestow-

ing an unusual animation to their limbs. Mannish creatures take the brunt of their hate, expressed by hurled fruit and grasping branches. Yet none remain exempt from such treatment, and all feel the oppressive gloom generated by a grove of these trees.

Those unfortunate enough to be within range of one of these aroused trees will be subject to thrashing branches with the strength of mature wood behind each blow. Some victims are actually caught up by the grappling branches, whereupon the evil tree will slowly crush the life from the body. Also, any within a 20' who fail a RR against essence magic will also be subject to feelings of despair and gloom.

Groves of these trees are rumored to exist here and there, but none so large or so malicious as the thicket which lies in the dark, rotting heart of the Forest of Drearwood. None who venture in escape without a fight against damp, mossy limbs which seek to strangle the life out of all who go on two legs. Even the Elves, whose memories encompass dim years, cannot remember a time when Drearwood did not abide in hate, however, they do tell of a being who was said to stride the twilight glades in the far past. This being, known only as Muragog, was a creature of surpassing evil who dug many deep warrens in beneath Drearwood in his wars against the Treeherds. It is said that Muragog himself was a Treeherd gone rogue who wished to control the wide wooded lands himself. However, in the end, the massed might of the remaining Treeherds defeated him. The victors buried Muragog in his own warrens, then collapsed the tunnels so that none of the evil creatures of the ancient world could surface to trouble the lands again. However, today, the grove of ancient Awakened Trees in Drearwood is told of only in whispered tales of fear. Seemingly, some influence of Muragog remains.

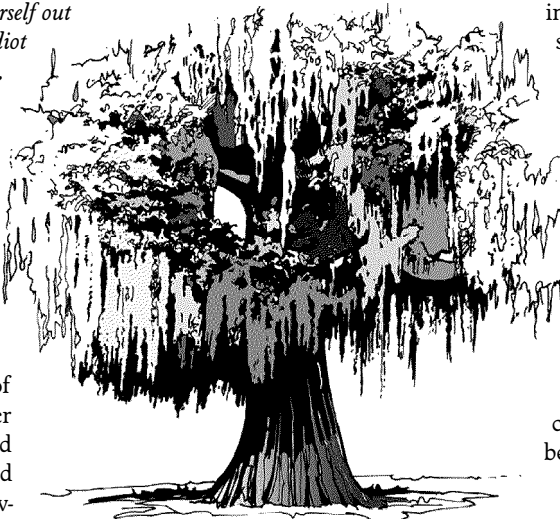
Battleweed: wmk(-,-,-),DJ-6.

These weeds are 2"-9" tall and are covered in jet black leaves of varying sizes and shapes, but all of which appear to be concave in some fashion.

These plants have the strange ability to siphon emotional energy from sentient beings and turn it into nourishment. Battleweeds particularly like to feed from the emotion of anger, finding it the most nutritious. Therefore the plant constantly produces its special spore, which induces violent angry behavior in sentient beings.

When a being comes within 20' of a patch of these plants, those failing their RR after inhaling the spore-filled air will become very angry and anxious to fight "enemies." There is a 75% chance that there will be a previous victim (type must be determined by GM, but should be a creature or person

indigenous to the area) there already, similarly hyped on the artificial anger caused by the spores. In the ensuing battle, the Battleweeds will feed off the anger and rage produced, giving off a low pitched hum as they do so. The victor(s) of the battle must make another RR at -10 or be forced to remain among the Battleweeds in wait for the next victim to battle. If there is no enemy around when a victim initially inhales the spores, another RR (modified by Self Discipline) must be made or even the best of friends will fight.



The Warlord of Lor, commonly acknowledged as the worst scourge in the last millennia, built himself a mighty fortress in the fastness of the northern mountains. Many halls there were, and dungeons too, cut deep in long below the high towers of the stronghold. It is here in the darkness of the damp earth that Battleweed first made its appearance, at first merely coexisting with the hordes of Orc and Human scum which made up the bulk of the Warlords armies. As time passed, however, the foul magics being practiced by the Warlords allies in the upper towers seeped into the cellars, somehow changing an innocuous cave weed into something more. In the first week of its presence in the caverns below, the bloody free-for-all which ensued ranged to all portions of the complex, until such time as the entire force of the Warlord was killed, eating itself from the inside out. Legend hints that only the Warlord himself survived, but is even still to this day a captive of the Battleweed in his broken-down fortress, awaiting ever more victims to feed their unquenched thirst. Since this time, various colonies of Battleweed have appeared in other parts of the world, spreading strife and rage wherever they may be.

Bloodbloom: nwmk-†,(-),R,P-7.

Bloodblooms are tall, flowering weeds that have a thick stalk crowned by a 1 large flower on the top. In fact, from even a short distance, Bloodblooms look remarkably similar to the common sunflower, but closer examination reveals what would be seeds in the sunflower are long, hollow, and nastily sharp needles.

These plants frequently grow in rural areas, in cultivated fields and alongside roads. These stalked flowers are the scourge of fertile farming areas and are greatly feared by country-folk, as the plants feed on blood, absorbing it through their extensive root system. The plant does not passively wait for animals to bleed near it, but instead utilizes its sharp, spiny needles which it can shoot out of its flower with incredible force, to puncture any likely nearby blood source.

Prey moving within 10' of the plant will cause it to fire 2-8 needles which are treated as light crossbow bolts. If any of the spines hit, they automatically cause a bleeding wound each, of 1 hit per round, due to the forced capillary action of the hollow spines. If a critical result is obtained which indicates a bleeding wound, merely increase the critical result by 1 hit per round. The Bloodbloom will then absorb all the blood the pours to toe ground through its roots.

These nasty plants were originally developed by a mystic horticulturist named Plerspool who wished to build a better scarecrow. His experimental gardens were constantly being pilfered by creatures of the wild and even, from time to time, children from a nearby village. Plerspool finally devised a plant which track nearby movement, and fire upon any animal presence within its range, hopefully killing it (because as an added bonus, the plant was designed to feed off the blood, so the more blood, the better fed the plant would be), but at the very least driving it off. After the gardener planted his new creation, he was wildly successful in keeping all creatures away from his gardens. However, the following week he was lynched by a mob from the nearby village who were enraged at the multiple deaths of village children who had trespassed too near Plerspool's gardens. Left to grow wild, the Bloodbloom has migrated to many parts of the land, still able to track and kill nearby animal targets.

Chillvine: ktc(-,-,-),DHPT-5.

These plants are pale green or white leafy vines which seem to constantly be squirming and winding in continual animation.

Chillvines live in cold environments of all sorts, for some reason not being able to flourish in hot, temperate climes, even though they feed on heat. In cold climates they can be found most anywhere which might provide a modicum of heat, such as near hot springs, near thermal vents in deep caverns, or near civilization where warm-bodied creatures might reside.

These animate vines can elongate and grapple victims in a quick scurrying attack. Those unfortunate enough to be grappled also receive an additional cold critical of equal severity to any critical delivered for the grapple attack. This is the affect the vines have on fleshy creatures as it draws the warmth out of them. For each round the plant maintains its grapple, the prey receives a 'B' Cold critical. Fire damage against these plants has the opposite affect as what might be intended; fire heals it as many points as the attack would have done (they do not burn).

The Frost Giants of the Nocturne Wastes keep Chillvines as furnishings in their icy caverns. The vines are hung between cave rooms as a screen or piled in corners to make a comfortable spot for lounging. Of course, if one's metabolism is not geared towards a supernatural chill, passing from cave to cave or reclining upon one of the vine divans could prove distinctly dangerous. Needless to say, these 'domestic' plants also make good guardians for the Frost Giants.

Clivimis (Emitter Plant): nms-N†,(-,-),D-7.

Growing in clusters that resemble moss from a distance, purple bell-like flowers hang from small, delicate stalks.

Seasonal plants, these flowers bloom every spring, innocuous enough in seeming, but slowly dispersing a nasty pollen to the winds. The plant tends to grow near colonies of rodents, such as prairie dogs, who do not seem to be affected by the pollen. Other beasts, however, give wide berth to Clivimis ridden rodent colonies, and in return, the prairie dogs eat away at other weeds and pests which might otherwise compete with the plant for space, light, and water.

The pollen dispersed by this flower has some highly acidic qualities such that it causes burn damage to lung tissue. Those inhaling must commit themselves immediately to a season of bedrest to avoid death. The pollen is a level 4B Respiratory poison and those failing their RR are subject to the some amount of bedrest to prevent death outright. Failure by 1-25 results in 6-15 hits (d10+5) and 1 week of bedrest. Failure by 26-50 results in 16-25 hits (d10+15) and 2 weeks of bedrest. Failure by 51-100 results in 22-40 hits (2d10+20) and 4 weeks of bedrest. Failure by more than 100 results in 42-60 hits (2d10+40) and 8 weeks of bedrest.

These flowers are sought for the holy ceremonies of the Bhatt monks, who must sniff the fragrance of the plant during certain rituals of initiation. Needless to say, the Bhatt monks are scarce, and getting scarcer all the time.

Deadly Milk-white Trumpet

(Emitter Plant): nmk(-,-,-),CD-3.

A dead-white shrub which grows to twice the height of a man, the trumpet exudes a sickening odor when bruised. In late summer, huge pale flower will bloom upon the plant from which the plant takes its name, while in mid-autumn it grows a prickly seed pod.

These plants are perennial shrubs which grow best in coniferous woods, near streams or small lakes. In addition to their nasty pollen which is described in the combat section, the seed pod of the plant produces black, bitter seeds which bestow a euphoria upon the ingestion, as well as a false sense of surety in battle (actually -25 to all actions).

The flowers produced during the summer produce a special pollen that causes blindness and nausea if inhaled, and in extreme cases, madness, according to the RR of the inhaler: pollen is level 7D



Section 14

Dangerous Plants

DANGEROUS PLANTS													
Type	Lvl	Base Rate	Max Pace/MN	Speed Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook (IQ)
Animal Trees													
Lambtree	1A	80*	Dash/10		MF/MD	M/-	30A	1(30)	10SBa(1 attack/lamb)	1-10	-	-	Passive(NO)
Tigertree	5E	100*	FSpt/30*		FA/VF	L/-	150F	4(30)	as Tiger (1 attack/tiger)	1-5	h	D	Aggres.(NO)
Battleweed	1A	-	-/-		-/-	S/-	10A	1(0)	Special	4-40	-	-	Hungry(NO)
Bloodblum	8E	-	-/-		-/BF	M/II@	75F	1(25)	100lcb(2-8x)	1-6	m	E	Hungry(VL)
Chillvine	5C	-	-/-		-/MF	M/I@	60D	11(15)	50MGr[cold]	1-4	g	C	Hungry(NO)
Emitter Plants													
Fireflower	3C	-	-/-		-/-	M/-	50E	1(10)	poison: varies see descriptions	varies	-	-	Passive(NO)
Horasos	6D	-	-/-		-/MF	M/I@	50D	11(10)	40Bolt	1-8	g	D	Hungry(VL)
	6E	50	Jog/10		SL/MD	M/II@	110G	11(0)	75LBa/60MGr/80LCr«/Special	1-3	-	D	Hungry(LI)
Sentients													
Awakened Tree	5E	-	-/-		-/MD	L/LA@	200F	11(0)	60LBa(3x)/50LGr«/60LCrV/Special	1-50	m	C	Bellig.(MD)
Slowroot	10G	60	Run/0		SL/MD	L/LA@	250G	11(40)	80LBa(2x)/70MGr«/80LCrV	1-10	a	F	Aloof(AV)
Treherd	20G	60	Run/0		SL/MD	H/SL@	350H	12(50)	120HBa(4x)/100LGr«/100HCrV(2D)	1	a	H	Protect(HI)
Trapping Plants													
Giant Sundew	2B	-	-/-		-/MD	M/II@	50D	11(10)	Special/20SGr(number varies)	2-20	g	-	Hungry(NO)
Weedling	3B	-	-/-		-/MD	M/II@	30D	11(0)	Special/20SGR	2-20	g	-	Hungry(NO)
	5C	70	Walk/0		CR/VS	S/@	85C	3(10)	50SGr/Poison	1-3	-	C	Aggres(NO)

*: Special (see description)

Note: There are many different types of Emitter Plants that all have the same statistics. This applies also for most Trapping Plants. See the individual descriptions for the varying effects.

Respiratory poison. Those failing RR by 100 or less suffer 4-8 days of nausea and blindness; those failing by more than 100 will suffer permanent madness.

The shadows of evil strongholds foster an unusual concentration of these plants, suggesting a possible link the plants might share with the unwholesome elements of the world.

Delphinuris (Emitter Plant): nmk(-,-,-),CD-2.

A springy, dark gray colored moss, which appears thick and luxurious.

Many rocks and northerly slopes of deciduous forests display a thick carpet of this moss (whose name means "Nights' Silences" in the woodfolk's tongue). Its natural pillows beckon the weary to rest within silvan dells, but this enticing prospect is best resisted.

The weight of a relaxing traveler presses a volatile oil from the moss, inducing many days amnesia upon contact with the skin, according to the RR made by the victim. The oil is a level 10E Circulatory Poison. RR failure by 1-25 results in amnesia for d10 days. Failure by 26-50 results in amnesia for d10+10 days. Failure by 51-100 results in amnesia for 2d10+20 days. Failure by more than 100 results in amnesia for 5d10+50 days.

The powerful oil produced by the moss is eagerly sought by many herbalists, as well as by many types of mage and witch. The oil of this plant can therefore demand a high price on the market, but it must be handled with extreme care at all times, least a tiny, unnoticed amount leak out upon the surface of its container.

Dreamvines (Trapping Plant):

wmk(-),F(-),D-6.

This trapping plant usually grows along side many others of its kind, producing a lush-seeming bed of wiry creepers with small black leaves, usually upon the exposed roots of trees.

Dreamvines grow quickly in the spring, like weeds, taking little time to reach the mature vine stage which will allow them to drain the blood of fleshy victims. In the fall, the major portion of the vine dries up and blows away, however a bulb remains, buried in the earth, ready to germinate and begin the growth of new vines the following growing season.

Blood being an important nutrient in their diet, these plants have evolved the ability to affect fleshy creatures which come in contact with it. Prolonged contact (10 rounds) brings a dreamy joy or euphoria, which is followed by sleep if a RR is not made by the victim. Once the victim is asleep, the vines will twine about the somnolent form, sinking hair-like roots securely into his flesh (this occurs if the plant achieves a Grappling critical on the target, allowing to suck blood from the target at a rate of 20-40 hits per round). Death comes swiftly even if the sleeper awakes, since euphoria saps his will to escape.

Black market operators do a swift business in the city state of Doerenad in cuttings of these vines, as many enjoy the particularly strong euphoria produced by the vine. However, indulging in this pastime can be quite dangerous to the user, which is why after several deaths in the Ruling House, the sale of Dreamvines was declared illegal, and the death sentence was passed down on any caught dealing in this exotic vine.

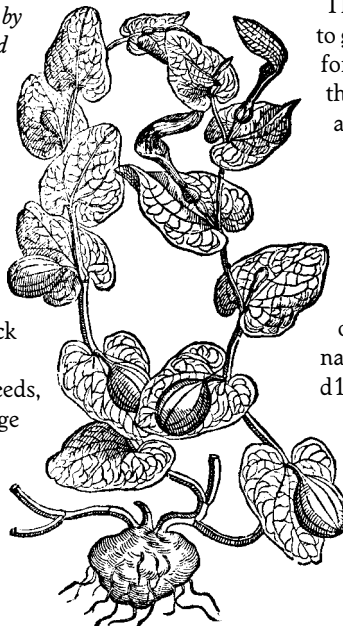
Exploding Mushrooms (Emitter Plant): hnwmk(-,-,-),DJ-4.

There is not much to distinguish these fungi from many of the other common varieties of mushrooms, whoever, the practiced eye will be able to detect a slight reddish hue to the rim of the mushroom's umbrella.

These fungi grow wherever mushrooms are likely to grow: under rotting logs, in low wet spots on the forest floor, and within damp caverns far below the earth. They disseminate their spores through an explosive burst as described further in the combat section.

Ripening inside the umbrellas of these mushrooms, spores produce ever-increasing pressure as they approach maturity. In late autumn the mushrooms burst, projecting great clouds of spores into the air. Unwary footsteps often hasten this explosion, bathing the unfortunate in the poisonous spores, which delivers d10+5 hits per breath inhaled if an RR versus a level 15H Respiratory poison is not made.

The Assassin's Conclave of Knarsis are notorious for their use of this effective spore, which they gather in specially hollowed eggshells, which are likely to burst with the smallest of impacts.



Fireflower: hw(-),M,(-),J-6.

Fireflowers are 3'-5' tall stalked weeds with a single yellow bloom on the top of each. They usually are grouped in patches of up to 8 individual plants.

Fireflowers feed on meat, and are especially adapted to acquire their prey in a fiery manner. Once prey is downed, the bloom will stretch out with its stalk, and with venus fly trap-like leaves "eat" slain victims, absorbing nutrients after they digest them with acidic fluids.

These plants shoot Firebolts at their prey in order to procure proper feeding. Fireflowers can fire a bolt once every 2 rounds, with a range of 100'. It is of course in the flower's best interest to wait until potential prey is within reaching distance (5'-10'). However, fleeing prey is fair game for a shot and those flying overhead are always potential targets.

Fireflowers are immune to heat and flame. This, coupled with their ability to shoot flame, make them very magical in nature. Also, it is reported that the petals of the flower give temporary resistance to fire if eaten, which has driven up the fatalities from encounters with this plant from those seeking it for its magical properties.

Fly Trap, giant (Trapper Plant): hnw(-,-,-),DJ-4.

A cluster of thick shoots, each terminating in a man-sized leaf with a spring-like hinge down its middle rib and fringed with spikes, the Fly Trap is definitely ominous in its appearance.

Enjoying hot and humid conditions as well as the protective presence of surrounding trees, Fly Traps require more than minerals, water, and sunlight to sustain life. Animal flesh supplies the missing nutrients, and a lot of it is necessary to keep this plant properly fed.

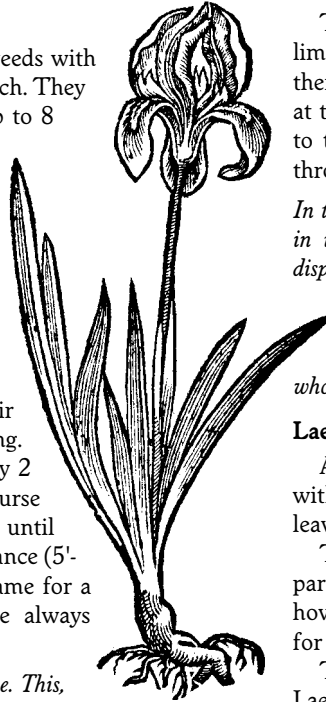
Careless prey venturing into the broad leaves brush sensitive trigger hairs which cause the trap to snap shut, imprisoning the beast or man behind the spines that complete the vegetable maw. Digestive juices work at leisure, dissolving the prisoner in two or three days (digestive acids deliver d10+5 hits per round to trapped prey).

There is an area in southern continent of Mondalavesh, deep in the humid rainforests that cover that land, where Fly Traps of enormous size and mobility are rumored to exist. These specimens are said to tower 20' in height, and possess the ability to move about as they will. There is even some who swear that these plants possess a language, and that they perform strange rites and rituals through the hot nights to placate some alien vegetable deity, in the hope of one day bringing about the fall of animal races, and the domination over them by the Plant Kingdom.

Horasos: hw(-),M,(-),J-6.

Strange magics animate these 6'-7' tall mounds of decaying plant material—leaves, roots, vines, stalks, etc., and these mounds take vaguely humanoid form. The stench given off by these creatures is stomach turning.

These creatures are considered "undead" plants by some sages and scholars. These hulks of rotting plants wander through swamps and jungles in a parody of life, killing and absorbing life sustaining energies from whatever prey it might run across.



These 'plants' attack either by bashing prey with a composted limb, or by grappling them and squeezing the life right out of them, as Horasos feed on life energy and drain it with their touch at the rate of 3 temporary Constitution points per round. Due to their leafy, vegetable mass, puncture weapons simply pass through them, doing little serious damage.

In the forest of Drearwood, in the cold swamps this dark wood shelters in its northern reaches, live many creatures of dark and brooding disposition, including the Horasos. These "Undead" plants are found in particular concentration here, in fact the swamps here have even been named for the creature, "Horasos Marshlands." These plants roam at will there, devouring any wildlife or foolhardy adventurers who might happen into their life-draining path.

Laevenus (Emitter Plant): hw(-,-,-),J-5.

A showy, orchid-like flower with black petals which grows with many blooms upon small bushes which have pale-gray leaves.

These plants thrive in the warm, moist jungles, suited to that particular climate and no other. When picked from the stem, however, they show an amazing ability to remain fresh and viable for approximately 2 weeks before they wither and die.

The unfortunate who breaths the scented pollen from the Laevenus flower and who also misses his RR against a level 2B Conversion poison will die slowly, but euphorically, as her blood turns into a black, sticky, toxic fluid.

The twisted Death's Head Cult of Knarsis, always at war with the local Assassin's Conclave, have recently taken to capturing lone assassin's, if they can manage it, and then forcing the prisoner to breath the pollen of this flower until affected. The cult members then release the dying assassin, who wanders the streets in a euphoric daze until dead. This infuriates the Conclave to no end, and the levels of retaliation are bound to continue to escalate.

Lambtree: wmsk-†,(-,-),DP-5.

This tree grows to a height of 15' feet with a thick stem holding broad gray leaves. The fruit of this strange plant take the form of large pods which when ripe lie upon the ground until they split, disgorging a week-old lamb. These lambs seem for all purposes indistinguishable from sheep grown from more natural means.

The Lambtree is a perennial, losing its leaves throughout the winter months, only to flower anew in the early spring with bright white flowers, which upon pollination will form the lamb-pods the tree is famous for. Pollination is usually accomplished by naturally occurring insects, however, most Lambtrees are tended by special gardeners and farmers, who keep these trees in order to take advantage of the yearly bounty of lambs.

The ability of the lambs produced by the tree is trivial, consisting of a negligible head butt. Any combat in which a lamb is involved in can normally only end in one way: lamb chops for supper.

Gleason, the Chief Chef of the Court of Quisand, perturbed at the yearly dearth of fresh lamb for his recipes, undertook a quest into mysterious lands of the Sorcerer Drakes. Time passed, until a full year later to the day, he returned bent and tattered, lacking some limbs and most of his mental faculties, but bearing a strangely large seedling. When planted, the seedling germinated and grew into the plant known as the Lambtree today.

Section 14 **Pitcher Plant, giant (Trapping Plant):** hnwm(-,-,-),DJ-3.

Dangerous
Plants

The carnivorous pitcher plant shadows its gourd-shaped stomach by a tall, leafy stalk where a giant crab spider usually takes shelter. The spider stretches its web across the brightly-colored lip thick with sweet-sticky plant fluids.

Pitcherplants are one of those rare organisms which enjoys a mutualistic relationship with another. This plant houses crab spiders. In return for a home, the spider furnishes the plant with tasty morsels which the plant might otherwise not have had the opportunity to digest.

Smaller prey are caught in the web, killed by the spider's poisonous fangs, and sucked dry of bodily fluids. The withered corpse is discarded into the plant's viscous belly. Larger prey, intrigued by the curious appearance of the interior of the stomach gourd, break through the web, sliding rapidly into a pond of digestive acids which deliver 10 hits per round.

Pitcher Plants of the giant variety feature in many stories of horror which are told by school-age children to frighten one another. The usual form involves a young boy or girl who has an overly inquisitive nature coupled with a large ego. This particular child one day chances upon a large pitcher plant. After prodding it this way and that and learning little except that at the very least it is the home of a large spider, the child then somehow engineers a way to crawl into the pitcher, only to slide down the slick inner surface into the digestive pool of acid at the bottom, and be slowly and horribly digested.

Salorisa: nwmk(-,-,-),CD-4.

Delicate pink flowers sprinkle the dense, blue leaves of this prolific groundcovering shrub.

The Salorisa grows wild in shaded beds along the edges of meadows. Deer graze on its foliage in all seasons except early spring, when the budding flowers carry harm in their fragrance to creatures of flesh.

Those inhaling the pollen of this plants in the months of April and May will get a lung full of a level 4A Respiratory poison. Those failing an RR will suffer body-wide damage as the pollen burns their insides. The effects vary with the RR failure. Failure by 1-25 results in 2d10+20 hits. Failure by 26-50 results in 5d10+50 hits. Failure by 51-100 results in 7d10+100 hits. Failure by more than 100 results in 10d10+150 hits.

While wildlife seems to instinctively shy from this plant during its dangerous period, manish races are usually not so perceptive. The terrible amount of damage that can be inflicted by just a single breath of the pollen of the Salorisa is enough to kill even hardy explorers, thereby killing many who could otherwise warn others of the flower's baneful effect.

Slowroot: (f)(-,-,-),CD-6.

Treeherds who have grown sleepy over the long centuries of their life (or trees whose acumen has grown to rival the Treeherds' sagacity) are called Slowroots. In their somnolent state, they are quite hard to distinguish from natural trees.

Slowroots gather together in groves where the creak and groan of limb accompanied by the murmur of wordless voices affirms their drifting awareness, impressing upon passerby a their strong, if muted, presence. Slowroots will often remain asleep for decades, even centuries, without becoming roused. If one of



these treeish beings remain immobile for too long, they will pass some unknown threshold, and never again wake to the world of true awareness or sentience, but rather will take on all the aspects of a natural tree.

When roused, Slowroots borrow sufficient purpose to release their grip on the earth and shroud themselves in shadow to obscure their movement. Their freed roots gnaw earth and crack stone (in one minute a Slowroot can reduce 20 cubic feet of packed earth to powdered earth or crack 2 cubic feet of stone into rocks), defeating even the mightiest of fortresses, while their sweeping boughs suffocate the armies of their enemies. Fueling their unusual alertness, the Slowroots' wrath heats the air and makes it throb with hostility.

Once vital and aware, Slowroots numbered among the many other Treeherds who walked the lands. There is a Slowroot still growing today which is rooted in a hallowed spot deep within the Bright Woods who is rumored to have been aware back in the time of Muragog. This individual is known as Querindil ("wise one") to the Elves. Every 100 years, a delegation of Treeherds visit Querindil in the emerald fastness of his home and rouse him with stories and songs. Querindil for his part is said to hand down deep insights to questions posed by his awakeners. Thus, the wisdom of the ages lives yet in a vale within the Bright Woods.

Spinewood (Emitter Plant): nwmk(-),F(-,-)-3.

A low-growing, shrubby tree, Spinewoods most often grow in thick groves. The twigs and leaves blur behind a covering of fine, short downy hairs.

Spinewoods often form dense thickets on islets and along streams, right down along the water. Their roots are often exposed and trail directly into the water, as they require copious amounts of this nutrient to thrive.

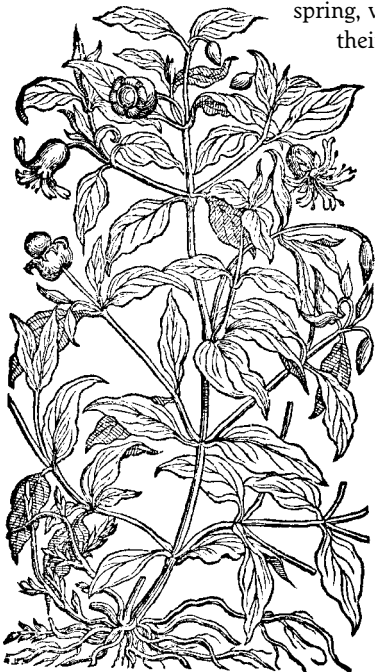
Brushing against the foliage reveals the "hairs" of the tree to be extremely sharp spines that pierce the skin, causing an extensive burning rash and other ill effects, depending on the RR of the victim. The poison on the spines is a level 5E Circulatory poison. The exact effects vary depending on the RR failure. Failure by 1-25 results in a -50 to all maneuvers. Failure by 26-50 results in convulsions. Failure by 51-100 results in blindness. Failure by more than 100 results in death.

Those traveling up streams in unexplored territories are wise to be cautious when bringing their craft to shore at the end of a day's travel; the bushes used to pull oneself up onto the bank may hold a nasty surprise if they are actually Spinewood trees.

Spirium (Emitter Plant): nams(-,-,-),D-4.

A snowy white moss which hangs in garlands from the boughs of trees. A variant also is known to hang in great patches from cliffs and undisturbed structures.

The Spirium grows best in any of a number of warm climates, its soothing pollen able to bring restful sleep to the passerby, a gift to the insomniac, but a risk in territory frequented by enemies or bloodthirsty beasts.



Those breathing in the heady spores produces by this moss must make a RR or fall into a deep sleep for a period of time depending upon the RR failure. Failure by 1-25 results in drowsiness (-25 to general effectiveness). Failure by 26-50 results in a 1-2 hour doze. Failure by 51-100 results in a 1-4 hour sleep. Failure by more than 100 results in sleep for 4-8 hours.

Brigands of the Wild Spaces are reputed to gather these mosses, still living on the branch, and then transport them to crossroads. Here, the mosses are arranged in a comfortable seeming manner, so as to seem an inviting place to rest by a weary traveler. Those who succumb to the trap and the pollen are then pilfered by the brigands who were in hiding. In this way, these highway men avoid conflict but still make a good living off the unwary and unformed.

Sundew (Trapping Plant) (small): nwmk(-),F(-),DJ-5.

Sundew (Trapping Plant) (giant): nwmk(-),F(-),DJ-5.

A tall, narrow shoot sprouts from the center of huge, sticky leaves clustered around its base. The smaller variety, sometimes called a Grippershrub, rarely grows large enough to threaten a grown man, but many possess sufficient size to harm dogs, goats, and stray children. The giant variety, however can reach heights of 10'-12', and be a very serious threat to the unwary.

The sticky leaves of these plant's leaves are resilient, resisting cuts and the blows of blunter tools, but they burn readily when exposed a hot flame. Marshes darkened by evil powers shelter numerous Sundews, but they thrive in any swampy area.

Victims of these plants are caught by the leaves which curl up and around their prey to form a temporary stomach in which digestion occurs. The largest of Sundews can trap and digest a human being in 48 hours. The trap closes in 1-2 rounds, and those caught within are subjected to the digestive acids which deliver 3-6 hits per round.

When the Seer of Westbrook traveled into the Sarkian Swamp to gather mugwort specimens, his acolytes did not worry, for what harm could befall so proficient a user of the essence? When days turned to weeks, and still the Seer had not returned, his students mounted an expedition of their own into the swamp. They searched in vain for 2 days, but on the third day they discovered the fully cleaned skeleton of the Seer in the deadly embrace of a giant Sundew. Apparently his foresight had failed him for the first and last time, allowing him to become merely so much protein for the immobile, unthinking plant.

Tigertree: na(-,-,-)JP-6.

A sprawling plant of tough woody fibers which branch out upon the ground in all directions. Many of the vines end in what appear to be full-grown tigers, the tigers being attached by what would be tail on a normal tiger. When aroused, the sight of the multiple tigers rushing to and fro, dashing forward, leaping high, and jumping sideways only to come up short again to the ear-splitting cracks as of many whips can be quite intimidating.

There is not much seasonal change to the appearance of these vine-like tether plants. They produce buds in the spring which sometimes flower into tiger-like creatures, forever tied to the parent plant by the stems on which they bloomed. The requirements of nourishment of the tigers are provided by the plant; if the entire plant receives adequate light and water it and its tethered buy mobile vines will flourish. However, anyone foolish enough to venture close to one of these plants may soon supplement the diet of the Tigertree.

If potential foes keep their distance, the Tigertree is completely unable to inflict any damage. Those venturing within the limits of the vines, however, are subject to the claws and bites of the individual tigers of the tree.

There are reputedly many different species of tether trees, all of them fierce and aggressive. It has not been lost on those seeking security that these plants are ideal immobile guards, requiring only light and water for maintenance. If raised from a seedling, the individual animals can be trained not to attack certain people. Of course, it is entirely likely that tether trees are not naturally occurring plants; if they did evolve in the natural world, in was probably not on this one.

Treeherd: (f)(-,-,-)CD-9.

Treeherds who have not grown drowsy appear as Mannish or Giantish figures that stand as tall as a cottage. Skin like smooth bark covers their limbs—graceful like the limbs of rowan, birch, and beech—and many fingers adorn each hand. Bushy, twiggy hair sprouts from their heads and two solemn, penetrating eyes flash with green light. Young Treeherds possess the sweet, rustling beauty of tall grasses, while the older are hale and hearty.

Guardians of trees and Slowroots in ancient forests and wardens of herbs and flowers in sunny dales, Treeherds have tended their rustic charges since the dawn of time. As the ages passed, their numbers dwindled until only a few Treeherds remained, and the garden-keepers lived mostly in memory. Today only few remain, secreted in the depths of large stands of old timber, still protecting the woods which have no voices of their own against the depredations of more mobile and thoughtless races.

Usually decisions and subsequent actions require lengthy deliberation by the sage Treeherds, but anger rouses them to hasty cogitation and swift accomplishment. The stone-cleaving power of their rage wreaks awe-inspiring devastation (in one minute a Treeherd can reduce 100 cubic feet of packed earth to powdered earth or crack 10 cubic feet of stone into rocks). Fleishy creatures unfortunate enough to be caught up in their mighty limbs are easily dispatched with a crushing grip.

Mannish races have little use for protectors of the trees and, in fact, rarely even believe that such beings might exist. If they do give credence to tales of mighty treeish giants walking through the forest depths, they are more likely to enshroud such sightings in dread and superstition, not realizing the true nature of the Treeherds. Given the thoughtless disregard shown by many Men to the defenseless trees, the fear sometimes conjured by tales of these forest creatures might not be inappropriate.



GIANT RACES

Section 15
Giant Races

Superhuman strength grants Giantish folk frequent victory over lesser foes. Yet lack of numbers, fear of daylight, or altruistic intentions diminish their threat to Mannish civilizations. Some increase the pride-swollen armies of evil lords, but most value their independence above all else and wander uninhabited tracts of wilderness.

The statistics given in this section should only be used if the GM does not need (or want) a fully detailed Giant character. If full detail is desired, the GM should consult *Rolemaster Fantasy Role Playing* and *Gamemaster Law*.

15.1 LESSER GIANTS

Giants, Lesser (minor): (cf)-(–,–,–,–)-4.

Giants, Lesser (lesser): (cf)-(–,–,–,–)-6.

Giants, Lesser (major): (cf)-(–,–,–,–)-6.

These Giants are not usually classified as intelligent in the same way as other races. They range in height from 9' to 20' tall. The particular features of each Giant varies greatly, but in general, they appear as a large hairy human with a very bestial look in his eyes. They often have deformed features (extra-large teeth, gnarled arms, humped back, etc.).

These barely intelligent beings always dwell alone. Though not for the same reasons as a Cyclops—they simply cannot agree on who should lead (and make what simple decisions are made from day to day).

These creatures display no tactics in combat. They hurl rocks at their opponents until they are close enough to bash with a crudely made club or similar weapon. Minor Giants of this variety are limited to 100' range on their rock hurling. Normal Giants of this variety are can hurl rocks up to 150' away, and major versions of this Giant can hit targets up to 200' away.

There is no evidence to support the theory that these Giants propagate themselves. Instead, it is more likely that these Giants are the outcasts (deformed, etc.) of the greater Giants. Because the number of Lesser Giants is relatively large, this would imply that a significant number of Greater Giants are born with deformities.

15.2 OTHER GIANTS

Cyclops: hnwm-@,(–),UR,(–)-7.

These Giants are easily identified by the solitary eye in their head. They have usually been encountered wearing animal hides and furs, which generally are well-cleaned and kept. They are taller than the standard Giant (ranging in size from 23' to 27' tall). The Cyclops have an average life span of 120 years. After giving birth, a female Cyclops packs up and seeks a new domicile; leaving the infant to fend for itself. Thus is spawned the beginning of a Cyclops' life of solitude.

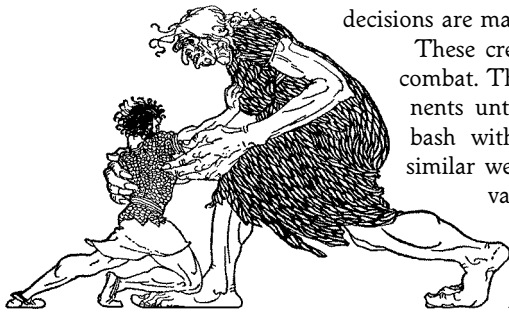
The origins of the Cyclops is not clear. It is most likely that the Cyclops began as a cursed race of Giants. However, their propensity for solitude has made it difficult to study their habits.

A Cyclops never seeks out companionship, with one exception—once every sixteen years a male Cyclops will leave his lair and seek out the nearest female Cyclops. They will live together for seven weeks (mating), then part ways. After this time, the female is 50% likely to be laden with child (giving birth approximately 12 months later). If two Cyclops happen upon each other (when not “seeking”), the two will do an about-face and walk away.

Cyclops keep tidy, well-provisioned caves full of wax-sealed cheeses, dried meats, jars of honey, and casks of wine. The remains of trespassers are flung out onto the garbage heap, but their belongings find places in orderly chests and closets.

Cyclops rarely seek violence, but will not tolerate any breach of their privacy. Even chance encounters in the woods and fields adjacent to a Cyclops' abode stir him to repel intruders with fury. The man who flees may live to tell the tale, but he who stands to do battle seldom escapes the compost pile.

When stirred to battle, a Cyclops will usually attack with a sturdy tree (used as a club with triple concussion damage), though some Cyclops have been seen using more sophisticated weapons (spears and bows). When fighting creatures smaller than itself (usually the case), the Cyclops may simply try and grab his opponent. No Cyclops spell casters have ever been reported.



Cloud Giant (Greater Giant): (as)-(–,–,–,–)-8.

Cloud Giants are impressive figures, standing 17' to 19' tall. They are fond of wearing robes that are the same color as a billowy cloud. All males grow beards, while the females wear veils. Their skin is almost always fair, while their eyes are dark.

Like most other greater Giants, Cloud Giants have an average life span of 75 to 150 years. These Giants are very clannish and a family

GIANT RACES													
Type	Lvl	Base Move	MaxPace MN	Speed Bon.	MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Bonus XP	Outlook (IQ)
Cyclops	12G	100	FSpt/10	MF/MD		H/SL	450G	11(30)	90We*(3D)/70LGr*/110LCrV	1*	t	F	Hostile(AV)
Giants, Lesser (non-intelligent)													
Minor	6E	100	Dash/20	FA/FA		L/LA	200F	4(20)	60We(2D)/50LGr/80LCrV/50ro	1	g	E	Bellig.(VL)
Normal	12F	110	FSpt/10	FA/MF		H/LA	250G	8(20)	80We(3D)/70LGr/100HCrV/70ro	1	m	F	Bellig.(VL)
Major	15G	120	FSp/10	FA/MF		H/SL	350H	12(30)	100We(4D)/90LGr/150HCrV/70ro	1	r	H	Bellig.(VL)
Giants, Greater (intelligent races)													
Cloud	12G	120	FSp/20	FA/MF		H/SL	400H	16(70s)	140We(4D)/90ro/Spells	*	x	J	Varies(SU)
Fire	6F	90	FSp/20	MF/MF		L/LA	325G	11(50s)	100We(3D)/70ro/Spells	*	t	H	Greedy(AA)
Forest	7F	110	Dash/30	FA/MF		L/LA	250F	11(35)	80We(2D)/100lb(2D)/Spells	*	r	G	Alloof(AV)
Frost	6F	80	FSp/10	MD/MD		H/LA	350G	11(40s)	100We(3D)/60ro/Spells	*	t	H	Greedy(AV)
Hill	4D	80	FSp/20	MD/MD		L/II	200F	12(35s)	60We(2D)/70ro/Spells	*	m	F	Normal(MD)
Mountain	10G	120	FSp/10	FA/MD		H/SL	350H	12(60)	120We(4D)/90ro/Spells	*	w	I	Hostile(AA)
Stone	5E	70	FSp/10	MD/MD		L/II	275F	12(30)	90We(2D)/50ro/Spells	*	o	F	Normal(MD)
Storm	15G	130	Dash/30	VF/MF		H/SL	450H	16(70s)	180We(5D)/100ro/Spells	*	y	J	Varies(HI)
Water	5E	100	FSp/30	FA/MF		L/LA	300G	11(35)	90We(2D)/60ro/Spells	*	s	G	Greedy(AV)
Trolls													
Cave	12F	70	Spt/0	MD/MD		L/LA	220G	11(25)	100HCl/85We/80ro	*	o	G	Hostile(IN)
Forest	6D	80	FSp/10	MF/MD		L/II	150F	11(10)	70LCl/60Lbi/40We/50ro	*	i	E	Hostile(LI)
Hill	10E	60	FSp/0	SL/MD		L/LA	175F	11(20)	95Lba/85LCl/50We/60ro	*	n	F	Hostile(LI)
Mountain	10F	75	Spt/10	MD/MD		L/LA@	240G	16(40s)	110We/100Lba/100ro	*	t	H	Hostile(MD)
Sea	9E	70	Spt/0	MD/MD		L/II	200G	11(20)	100LCl/75Lbi/50We	*	*	F	Hostile(LI)
Snow	13F	65	FSp/10	MD/MD		L/LA	200G	11(30)	105HCl/80Hba/70We/80ro	*	o	G	Hostile(MD)
Stone	7D	65	FSp/0	SL/MD		L/II	150F	11(15)	80Lba/65LCl/40We/60ro	*	h	E	Hostile(LO)
War	8F	70	Spt/10	MD/MD		L/LA@	250H	16(50s)	120We/80Lba/70ro	*	t	H	Hostile(AV)
Ogres													
Small	4D	80	Dash/20	MD/MF		M/I	100F	3(20)	40We/75MBa/50MCl«	*	h	C	Greedy(LO)
Large	8F	80	FSp/10	MD/MF		L/II	160F	4(10)	70We/100Lba/80LCl«	*	n	D	Bellig.(IN)
Titans	15G	140	Dash/20	VF/VF		H/SL	375H	18(40s)	180We(4D)/110HGr/200HCrV/Spells	*	yy	K	Alloof(HI)

*: Special (see description)
Note: These statistics are given for a fighter of the race. Individual's within the race will vary slightly.
Attack patterns are given in terms of normal non-weapon attacks and standard melee and missile OBs.
Note: A thrown rock attack is given for many of the races in this table. This should be resolved as a LCr attack (they don't just throw rocks—any large object will do).

will live together very much like human nobility. Only one in six marriages produces children (1-2), and pride runs strong in Cloud Giant lines. A typical Cloud Giant estate will have 2-20 Cloud Giants.

These Giants are not usually openly hostile with visitors to their lands. Instead, they will often invite them into their estates for dinner. If the guest has insulted or dishonored the Giant in any way, he may find himself being served AS dinner!

These grand Giants will always attempt to parley before combat, trying to convince their foe of the futility of resistance. If this fails, the Giant will attack with its favorite weapon (always a bladed weapon of some sort—axe, sword, etc.). When defending their castles, they can throw rocks (a suitable supply is always kept near the walls of their estates) with a range of 300'.

In addition, these Giants may cast spells from the "Liquid Alteration" spell list (Mystic Base), the "Essence Hand" spell list (open Essence), the "Lofty Bridges" spell list (closed Essence), and the "Wind Law" spell list (Magician Base). They have 10 PPs per level to use in spell casting.

These Giants strive to rule the skies (and are constantly battling the Storm Giants for complete control). Their estates are always built upon huge, mobile cloud banks (using magical support for the large stone buildings) and sometimes are as large as a small city. Cloud Giants are very intelligent and are fond of collecting books and other written works. All Cloud Giants have cook books detailing dozens of ways to prepare meals of men, dwarves, and elves.

Fire Giant (Greater Giant): hna(-),V,(-,-)-7.

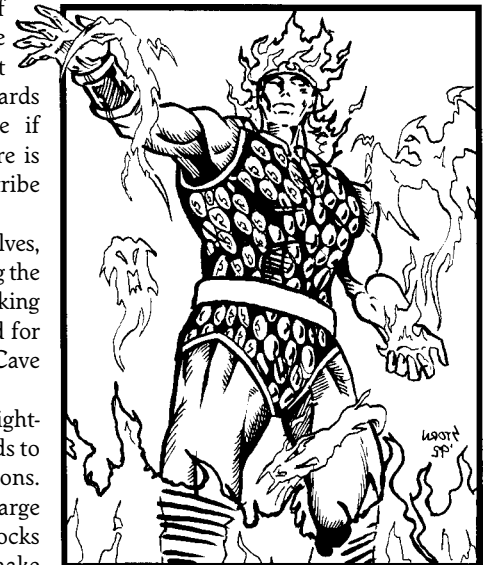
Fire Giants are very imposing figures, standing 12' to 14' tall. Their hair is either jet black or fiery red, and males sport bushy beards. Their skin is always dark; ranging in color from black to ash grey. Their dress varies widely.

During their 75 to 150 years, Fire Giants strive only to hoard wealth. They normally live deep within the bowels of the earth, building complex traps and vaults to guard their treasures. Upon the completion of a series of vaults and traps, an entire tribe of Fire Giants will seek out new treasure, moving upwards (all the way to the surface if necessary) until more treasure is found. A typical Fire Giant tribe consists of 5-50 Giants.

Fire Giants eat Humans, Elves, and Dwarves raw, rarely taking the time to cook them. The cooking hearths of Fire Giants is saved for the more meaty meals of Cave Worms, Cave Drakes, etc.

Fire Giants are ferocious fighters. They usually forego shields to wield large, two-handed weapons. If on the surface (or in large caverns), they can throw rocks with a range of 300'. To make matters worse, these Giants are immune to all fire damage (though cold and ice attacks will inflict double normal concussion damage). Also, these Giants can cast spells from the "Fire Law" spell list (Magician Base). They have 8 PPs per level.

Thankfully, Fire Giants and Fire Drakes are bitter enemies. Fire Giants cannot resist the temptation of a dragon's horde. This has caused a great animosity between these two fire-dwelling races.



Section 15 Forest Giant (Greater Giant): (ascf)(-,-,-),CDJ-6.

Giant Races

Sometimes mistaken for large trees, Forest Giants vary in height between 13' and 15' tall. They favor the colors of the forests (greens, browns, etc.). Their hair and beards are often matted with twigs and leaves. Their skin tones are very earthy. Their eyes are almost always a deep green or a light brown.

Like other Giants, these Giants live between 75 and 150 years. These Giants seek to avoid contact with non-Giants. However, they are very "family" oriented. A typical "family" will consist of 1-10 Giants, served by a handful of Ogres, some large wolves, and maybe a bear (and sometimes even a Forest Troll guard or two). A Forest Giant family usually dwells in a strong wooden fortification built deep within a large forest.

Unlike most other Giants, Forest Giants do not find Manflesh tasty. They eat meat, but mostly of larger creatures (a Fell Beast from some nearby swamp, for example) or lots of vegetables. A typical meal would have enough meat and vegetables to feed a whole village.

Unlike other Giants, Forest Giants do not fight by throwing large objects at foes. Instead, they fire their Great Bows (specially made for the strength of a Giant). When combat moves into close range, they will attack with various weapons; though they will always be wooden hafted (e.g., maces, polearms, spears, etc.). The Great Bow of the Forest Giant is a legendary weapon, attacking as a Long Bow with double the normal range. Even to draw the bow requires extraordinary strength (+35 or better Strength bonus). In addition, people under 10' tall have difficulty aiming the huge bow (-50 to all attacks).

The unwary traveller will occasionally find himself fighting wolves and/or bears when confronting Forest Giants. In addition, Forest Giants can cast spells (8 PPs per level) from the "Nature's Lore" and "Nature's Protections" spell lists (Animist Base).

These Giants do not concern themselves with the rest of the world beyond their own claimed area. However, any intruder into their woods will find himself watched and followed. Woe to the traveller who brings needless destruction upon the forest!

Frost Giant (Greater Giant): ktcf(-,-),AR,(-)-7.

Frost Giants look like icy berserkers. They are 13' to 15' tall, with hair (and beards) either white or gray (usually with ice flecks in them). Their eyes are usually a steel blue. Their skin is usually pale (with a slightly bluish tint), but well-weathered.

Frost Giants live their 75 to 150 years in icy caves and caverns. Some have even built icy castles (though few have the patience for this). Frost Giants live in large, extended family, clans. A typical clan consists of 5-50 Giants. In addition, they almost always have some sort of winter creature(s) as guards and/or pets.

Like most Giants, Frost Giants adore the meat from Humans, Elves, and Dwarves (particularly dwarves). They will often trap these delicacies and then freeze them by dipping them into water and shoving them into ice or snow. Some Frost Giants are known to have "freezers" containing dozens of frozen heroes stored for leaner times.

Frost Giants love a great battle and often prepare several days for one. They prefer wielding 2-handed weapons to using shields, but have been known to use shields against foes that are deemed worthy (such as a Cold Drake). A Frost Giant will never back down or retreat once battle has begun.

Throughout the lair of a Frost Giant will be large piles of rocks and/or ice boulders. These are used for ranged combat within the lair (as well as when defending the lair). They have a 250' range with these thrown weapons. In addition, these Giants can cast spells (with 8 PPs per level) from the "Ice Law" spell list. Finally, they are immune to all cold and ice attacks, but take double normal concussion damage from fire and heat attacks.

Luckily, much of the Frost Giant's time is spent in battle against Ice Drakes and their ilk. However, rumor has it that the Frost Giants have learned how to construct large boats. The northern-most settlements are well-advised to begin increasing defenses....

Hill Giant (Greater Giant): (cf)(-,-),RU,(-)-4.

Hill Giants are the smallest and gentlest of the Greater Giants. They do not dress in normal clothing, preferring the hides of animals. They also do not have the tendency for large beards (stubble is all that seems to grow on their faces); however, their eyebrows are usually quite bushy. Their skin tones are earth-colored.

During their 75 to 150 years of life, Hill Giants mostly dig and excavate. They live in the sides of canyon walls or in large hills, but always within large cave complexes. Usually only one family lives within a cave complex (1-10 Giants). Occasionally, bears or wolves live with the Giants.

Many needful travellers have found refuge within the caves of Hill Giants. The Hill Giants are not overly bright, but often will lend assistance to a tired traveller. These Giants tend to have a more gentle outlook on such folk.

Hill Giants are one of the few Giants who do not actively seek out manflesh to eat. Instead, they have a more normal diet of goats and cows (and perhaps a stolen horse or two). They also supplement their diet with a variety of funguses grown in their caves. Of course, in lean times, they are apt to eat whatever they can find!

Hill Giants are slow to anger, but once they get going are just as tough as any Giant in combat. They will use shields if possible (at least 50% of all Hill Giants have shields). Their weapons vary greatly in type and quality. However, all Hill Giants have rocks stashed to throw at unwelcome visitors (these rocks were chosen for their weight, shape, and size). Their range with these thrown weapons is 100'.

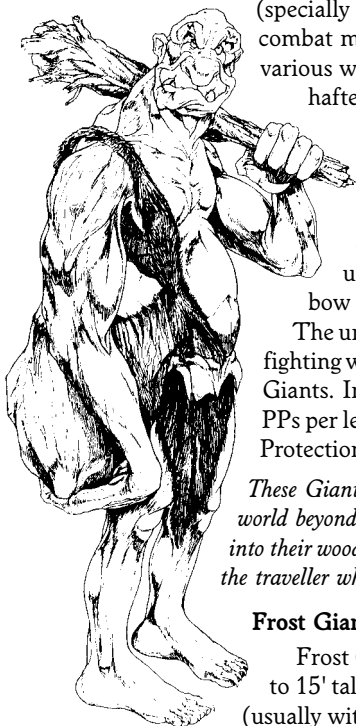
These Giants can use spells (with 6 PPs per level) from the "Solid Alteration" spell list. However, these are not often used in combat (instead used to work the dirt and rock they live in).

Mountain Giant (Greater Giant): (cf)(-,-),ARU,(-)-6.

Mountain Giants are among the tallest of the Greater Giants (ranging in height from 18' to 20' tall). These well-muscled folk almost always have dark hair (black, brown, or dark grey) and generally hairy bodies (males have long beards, females have very bushy eyebrows). Their skin color ranges from earthy brown to ashen gray. Their eyes range from dark brown (or black) to steel blue.

Mountain Giants live between 75 and 150 years. The entire life of the Mountain Giant is spent defending its territory. If no one is currently attacking their land, they are either building defenses or attacking neighboring lands. When a Mountain Giant has made his home in a mountain range, all nearby settlements soon know it.

A Mountain Giant usually lives alone, though occasionally they will take a mate and live together. If so, it is possible to find a Mountain Giant lair with 1-10 Giants in it (one male, one female, and a few young Giants). These Giants will often build huge fortresses high up in mountains. These fortresses will be built half in and half out of the mountain rock. It will be



defended with many traps around the fortress (avalanches, pits, etc.) as well as clever traps inside the fortress.

Like most Giants, Mountain Giants find manflesh a delicacy. When their homes are established and well defended, they have been known to come down from their mountain spires to seek Dwarves or Humans (they do not find Elven meat very tasty).

Mountain Giants make sport of throwing rocks. They consider it good exercise to practice; it may be important in defending their home. They can throw large rocks up to 400'. In melee, Mountain Giants will use a variety of weapons (and most will use a shield if one is available). In addition, they can cast spells from the "Solid Destruction" spell list (Sorcerer Base) and the "Earth Law" spell list (Magician Base). They have 8 PPs per level. These spells also help them in constructing their fortresses.

Long ago, the Mountain Giant known as Blak Cloudhome held a rock throwing competition every eight years (only open to Mountain Giants of course). During each competition, the surrounding countryside thought they were having a very drawn out earthquake! This only occurred three times; at the conclusion of the third event, when Blak didn't win, he attacked all the other competitors and was slain.

Stone Giant (Greater Giant): (cf)(-,-),ARU,(-)-6.

Stone Giants range in height between 11' and 13' tall. They have absolutely no facial hair and their skin is the grey/black coloration of rocks. Their eyes are always dark. If they remain utterly stationary, they can be mistaken for either a statue or a large pile of rocks.

Stone Giants spend most of their 75 to 150 years building stone constructions. They will spend 7-70 years building a single construction (there are no finer stoneworks to be found anywhere). They are often solitary folk, but sometimes many Stone Giants will come together to build a great stone monument or other construction. They do not actively seek to interact with anyone except other Stone Giants. Stone Giants often spend an entire day looking for just the right stone to add to their latest construction.

If they discover a traveller lost in the mountains, they will attempt to aid them to the best of their ability. Unlike most Giants, these Giants do not normally eat men; instead, they feast on large beasts (mountain cats, etc.).

Stone Giants do not normally work with metals and thus rarely use bladed weapons in combat. Instead, they will often use stone hammers and clubs. They can throw rocks (with a 150' range), though they prefer to keep their rocks for their constructions. Stone Giants can cast spells (with 6 PPs per level) from the "Earth Law" spell list (Magician Base). However, these are generally used to assist them in working stone, rather than in combat.

A given Stone Giant will often construct only three or four masterpieces in their life. All their works will be clustered together in the same locale. The nature of each construction varies greatly. Some build great fortresses, others build complex statuary. Queen Suzainne II spent four years (and an undisclosed amount of money) to transport a shrine from an abandoned Stone Giant lair. It can be viewed near her palace at Erindor.

Storm Giant (Greater Giant): (-)(-,-),AR,(-)-5.

Storm Giants stand as the tallest of the Greater Giants (18' to 22' tall). They usually wear draping robes in blues and whites. Their hair (and beards) is almost always dark, but occasionally a silver-haired Giant is born.

Most Storm Giants live in castles on craggy shores overlooking the ocean. Almost always they live alone. However, upon reaching the age of 30-40 a female Storm Giant will find a male Storm

Giant. They will live together for about two years. During this time, they will (95% chance) have children. Almost all children (80%) are twins—one male and one female. After birthing the children, the female Giant will take the young female Giant back to her castle and raise her, the young male is raised by the older male. While the Storm Giant does not seek out other Storm Giants, he does depend on others to serve him. He will usually have a few Ogres and maybe some Sea Trolls as servants.

Storm Giants are fearsome combatants. They wield well-constructed weapons, mostly polearms. When hurling large objects (rocks, etc.), they have a range of 400'.

However it is their spell abilities that make them a true threat. They have 10 PPs per level to cast spells from the "Ice Law," "Water Law," and "Wind Law" spell lists (Magician Base).

Storm Giants are clever and will use their spells to cause passing ships to wreck themselves on the rocks near their home. They will then gather the survivors up and eat them (slowly over a period of several weeks). They might even use their spell abilities to trap ships in ice floes (so they can walk across to the ship and pick the meatiest of the sailors).

One particularly clever Storm Giant cloaked his castle in fog and sent fogs out across the waves when ships came near. He then activated a beacon in his window so that ships would seek refuge, only to be dashed on the rocks below his window.

Water Giant (Greater Giant): (f)(-),FILMOS,(-,-)-5.

Water Giants have never been observed when they aren't wet. They stand 14' to 16' tall and usually wear dripping robes in sea-greens and blues. Their hair is usually the color of sea foam (off-white) or the color of sea-shadows (dark blue).

A Water Giant spends less than 10% of its life out of the water, though they are truly amphibious (breathing equally well in water or out of water). Water Giants live in large underwater complexes (2-20 Giants live together in these communes) where they spend their time counting and sorting their treasure hoards. Water Giants often have large water creatures as pets (e.g., Demon Whales, Giant Sharks, etc.).

These Giants will wait for ships travelling overhead that appear to be heavy with loot. They will then rise up and attack, using the assistance of their pets to ambush the ship from below. If pickings have been slow for a long period of time, Water Giants might even assault a port city to increase their hoards.

Water Giants can attack while in the water at no penalty. However, they do not deliver double concussion damage unless they are standing on solid ground (the floor of a lake



or the sea works fine). They can throw rocks at a range of 200', but they often use polearms and nets in melee. When they net an opponent they want to kill, they will drag them down to the depths until he either dies from lack of air or until the pressure kills him.

These Giants can also cast spells (with 6 PPs per level) from the "Liquid Alteration" spell list (Mystic Base) and the "Water Law" spell list (Magician Base). This will often be used to help sink the ship they are attacking.

There are rumors of great cities deep under the ocean that are inhabited by Water Giants. Given their greed, this seems unlikely. However, it is possible that they conquered some more civilized race (perhaps an underwater race of Titans?) and now live in their cities.

15.3 TROLLS

Cave Troll: (-)X@,(-),RUW,(-)6.

Cave Trolls are the ugliest of all the Trolls (with maybe the exception of certain War Trolls). They resemble their cousins the Treeherds only slightly. They have long patches of stringy hair, long and bulbous (and often runny) noses, and large black ears. The little clothing they wear amounts to a loin cloth.

Cave Trolls live in small "family"-like units of 1-10 Trolls (one or two males, one or two females, and the rest are young Trolls).

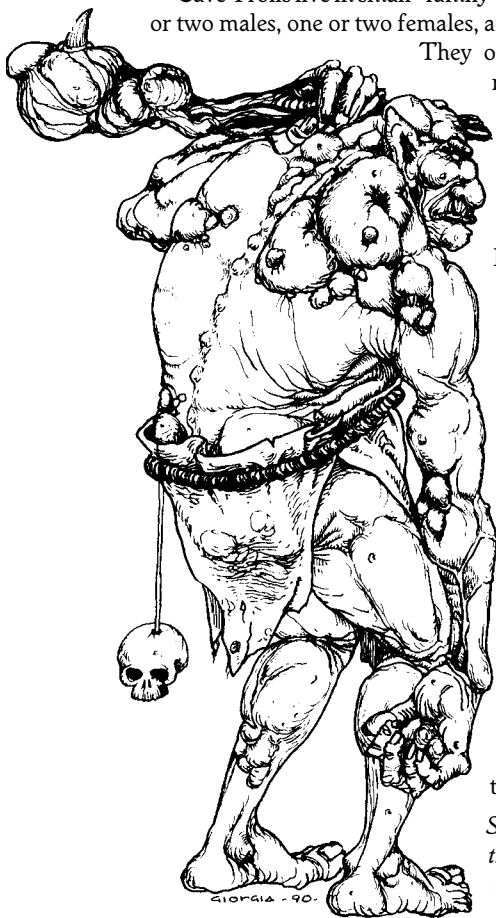
They only venture out during the night or on very cloudy days (they take 1 hit every 6 minutes that they are exposed to direct sunlight).

They hunt large beasts that live in or near their caves. However, they are particularly fond of manflesh and will occasionally venture into small settlements to gather such meat. Cave Trolls will live an average of 300 years, having 0-3 children each 100 years.

Cave Trolls use either their natural claws in melee, or very crude weapons (clubs, etc.). They can even throw rocks (up to 100' range). Cave Trolls are immune to naturally occurring heat and cold. In addition, they take half damage from all heat and cold attacks.

Soon after the Great Corruption that created the Trolls, the Mountain Trolls and the Cave Trolls headed for high ground. They

travelled under the cloud-filled skies for many days. When the Cave Trolls wearied of the journey, they ended their journey at the nearest cave (in the foothills of the mountains), while the Mountain Trolls continued on, seeking even higher ground.



Forest Troll: (f)(-,-,-),CDJ-7.

Forest Trolls bear the closest resemblance to the Treeherds. They are 8' to 10' in height. Their hair is either dark green or mottled brown and black. Their skin is usually a mottled grey green (with large moles and warts). Their noses are less bulbous than most Trolls, but are very long. They wear more clothes than other Trolls, but still little more than vests and boots made of animal hides.

Forest Trolls live in small nomadic clans in large forests (2-20 Trolls per clan). They have an average lifespan of 300 years. They can live comfortably outdoors, so long as they are under a heavy canopy of leaves. When exposed to direct sunlight, they are partially blinded (-50 to all actions). Like most of Trollkind, Forest Trolls find Human and Elf meat particularly tasty. They often go out of their way to track and kill a wanderer in their woods.

Forest Trolls avoid using weapons (unless forced to fight a foe they consider very dangerous). Instead, they will use their natural weapons of claws and teeth. They have even been known to heft small trees at opponents (up to 100' away). When forced to use weapons, they will generally use weapons taken from humans they have eaten. Forest Trolls are immune to naturally occurring heat and cold. In addition, they take half damage from all heat and cold attacks.

After the Great Corruption, Forest Trolls attempted to return to their previous lives as Treeherds. Unfortunately, their craving for manflesh and their hideous appearance made this impossible. Generation after generation, the Forest Trolls became more and more bestial. However, they consider themselves very much like the treeherds they used to be.

Hill Troll: (-)(-,-),RUW,(-)4.

Hill Trolls are quite tall (at 9' to 12' tall). Their arms are longer than other Trolls (sometimes even dragging the ground). They have long, stringy hair that grows far down their back and under their arms. The only clothing they wear consists of simple cloaks made from animal hides. Their skin is covered with abrasions and scratches that never seem to heal.

Hill Trolls live an average 300 years long. During their long life, they will live in small communities (3-30) in shallow caves found in rolling hills. Over a period of 10 years, 15-20 Trolls will be born to a tribe.

Hill Trolls are hunters. They thrive on the rich wild life found in the rolling hills. Unfortunately, this often includes various other races, such as Gnomes, Dwarves, and Humans. However, they are limited to hunting during the twilight hours just before dark, just after dawn, or during the night time hours. During daytime, they are at -30 to all actions. In addition, they are temporarily blinded if ever exposed to direct sunlight (-100 to all actions for as long as in the direct sunlight).

These Trolls do not often use crafted weapons (relying instead on their natural weaponry—claws and fists). This is usually because Hill Trolls lack the ability to make such weapons. When they do use a weapon, it is one they have taken from a previous victim. For ranged combat, these Trolls can hurl rocks up to 100' away. Hill Trolls are immune to naturally occurring heat and cold. In addition, they take half damage from all heat and cold attacks.

Hill Trolls seem to be a cross-breed between Cave Trolls and Forest Trolls. All written record shows no sign of them at the time of the Great Corruption.

Mountain Troll: (-)(-,-),ARU,(-)-6.

Mountain Trolls are the tallest of all the Trolls (at 12' to 15' tall). They have very angular features, but heavily muscled bodies. Their hair is bushy and usually dark in color.

While the prophet spoke partial truth, he did not reveal that the Black Deciever had already stolen the gemstone and hidden it away deep in his vaults. The Mountain Trolls, determined to save all of Trollkind, set out for the gem. Generation after generation of Mountain Troll failed to find the gem. Each generation became more and more bitter; but they were driven to continue to search....

Mountain Trolls live in canyons, shafts, and natural caverns high up in the mountains. They will attack anyone or anything that crosses their path. They do not live in permanent homes; moving like nomads from peak to peak in the mountains. Unlike other Trolls (except the War Troll), this hearty breed is unaffected by sunlight and is often known to spend their days moving around in the highest reaches of the tallest mountains.

Mountain Trolls are the most sophisticated of all the Trolls (unless the War Trolls are counted as "sophisticated"). They fashion complex weapons of beaten metals, stone, and wood. Such weapons might include maces, simple swords, and war mattocks. However, they are not hesitant to just bash with their huge fists. When time and space permit, Mountain Trolls will happily heft rocks upon their opponents (up to 100' away). Mountain Trolls are immune to naturally occurring heat and cold. In addition, they take half damage from all heat and cold attacks.

After the Great Corruption, a false prophet (sent by the Black Deciever) told the Mountain Trolls that they could be redeemed by seeking out the highest mountain peak in the world. There they would find a large gemstone—if the gemstone were to be crushed, the Trolls would be forgiven.

Sea Troll: (-)(-),FLOS,(-,-)-7.

Sea Trolls have large clawed hands that are webbed and their wild, unruly tresses are green and look ever so much like patches of seaweed. Their rough, rocky skin is black or dark green. They range in height from 8' to 10' tall.

Both salt water and fresh water breeds of sea Trolls exist (the fresh water variety are usually known as Lake Trolls). They dwell in dark, murky waters terrorizing fish schools and Merman settlements. Like Mermen, they have the ability to come out of the water, but only for about an hour at a time, and they abhor the sun (though they operate normally in its light). They use this amphibious ability to raid an occasional fishing village or ship. At times, they work with the Sharkmen, combining their brawn with the Shuikmar's brains (which all Trolls are short on).

Sea Trolls rely almost entirely upon their natural weaponry (claws and teeth). However, they are sometimes armed by other forces (such as their frequent ally, the Sharkmen).

After the Great Corruption, there is no record of any of the new Troll races travelling into the sea. Thus, it is currently theorized that the Sea Trolls (and the less frequent Lake Trolls) have evolved from a particular clan of Forest Trolls that was cursed after the Great Corruption.

Snow Troll: ktcf-X@,FGL,U,(-)-7.

Snow Trolls are the palest of all Trollkind. Their hair is either off-white or mottled grey and white. They have over-sized hands and feet. Their skin fits loosely over their large frames. Like other Trolls, their eyes are black.

Snow Trolls have a slightly shorter life expectancy than normal Trolls (only 200 years), but they live in a much fiercer environment. They usually build small communities (2-20 Trolls in each community) in naturally occurring snow/ice caves. They sleep most of the day (they turn to solid ice if

exposed to direct sunlight; they revert to icy flesh again upon nightfall), rising just before sunset to begin preparing for the night hunting. They hunt wild animals of the snowy lands (including seals and fish)—but, like most Trolls, long for the taste of Human, Elf, or Dwarf flesh.

Snow Trolls usually attack with their natural weaponry (claws and fists); sometimes luring a potential victim by pretending to be wounded and alone in the snow. When defending their lair, they will often hurl large ice chunks at their foes (up to a range of 100'). They are immune to naturally occurring heat and cold, and only take half damage from fire and cold attacks.

After the Great Corruption, the Snow Trolls abandoned their forest homes and began walking north. They refused to eat and drink. They were on a quest to end themselves. However, their bodies adapted as they continued north. Soon it became apparent that the gods would not allow them to die. They ended their suicide march and settled into a life of cold existence.

Stone Troll: (-)X@,(-),RUW,(-)-4.

Stone Trolls vary widely in appearance (though all are between 8' and 10' tall). Very often they are mistaken for either Forest Trolls or Hill Trolls. The only distinguishing mark upon them is that they all have a large, dark patch of skin on their stomachs (similar to a birthmark).

Stone Trolls travel in small bands (1-10) marauding the countryside. They make no permanent homes, and have no problem with trespassing on other Troll territory (though they hope to be in and out before anyone notices).

What makes the Stone Trolls unique is the fact that they turn into stone if they are exposed to direct sunlight. Thus, they must always seek shelter in either a heavily-shaded wood or a shallow cave before the sunrises.

Stone Trolls most often use their large fists and claws when attacking a foe. However, they are not opposed to using clubs or other simple weapons. In addition, they can hurl rocks up to 100' away. Stone Trolls are immune to naturally occurring heat and cold. In addition, they take half damage from all heat and cold attacks.

Stone Trolls are the rogue Trolls of Trollkind. They wander from area to area, raiding and then moving on. All other Trolls despise them.

War Troll: (-)(-,-,-)-7.

War Trolls have a naturally occurring stone plate that grows from their hide (giving them great protection). Their arms and legs are massive. Their heads are smaller than most Trolls, but their dark eyes betray a glint of intelligence. Their skin tones range from dark grey to mottled grey and red.

War Trolls have a lifespan of only 150 years (below average). During this time, they breed twice (each breeding resulting in 0-1 new War Trolls). War Trolls have no culture of their own. Instead, they are always in service to some more powerful (or more intelligent) force.

War Trolls are immune to naturally occurring heat and cold. In addition, they take half damage from all heat and cold attacks. They can fight normally (without penalty) in any environment.

War Trolls are bred for battle. They favor war hammers, but any weapon will do. In addition to their weapon attacks, they will often simply bash their foe with their stony fists; or perhaps throw catapult shot at them (range of 100').

At the time of the Great Corruption, the Black Deciever had one thing in mind: War Trolls. He corrupted a clan of Treeherds with the purpose of making the War Trolls. Not all the Treeherds were suitable, but those that were became machines of destruction.



15.4 SEMI-GIANTS

Ogres (small): (f)-@,(-),U,(-)-5.

Ogres (large): (f)-@,(-),U,(-)-5.

An unkempt, slovenly race whose coarse, grizzled features betray their rapacious greed, Ogres resemble Giants when distance blurs details and disperses their rank odor. They stand 8' to 10' tall. Garments constructed of hastily cured animal skins add to the stench, but contribute little to modesty.

Ogres have a 90 year average life span. The fetor of their littered dens keeps most thieves at bay, effectively guarding the enchanted things and extensive wealth garnered within. While relaxing and quarreling at home, a clan of Ogres displays the rollicking exuberance of a band of clowns.

When they leave their cave to raid the countryside, this levity yields to intent eagerness for a fight. Wood or stone clubs accompany them on these forays, but are frequently abandoned in the heat of battle for the more satisfying sensation of knuckle against tender flesh and bone.

Ogres are quite fond of the soft flesh found on the bones of small children. They have been known to build small cottages in the woods, tempting children with sweet smells of pastries, then jumping from the closet to throw the children into their ovens.

Titans: nams(-,-,-,-)9.

Clean-shaven Giants (18' to 24' tall) with handsome, nobly proportioned bodies, Titans drape their muscular limbs with pleated swathes of translucent silk. Elegantly wrought breast-plates and greaves conceal these flowing garments when a Titan marches in battle, but few war against any save their own kind.

The ephemeral concerns of the Mannish peoples bore these long-lived beings (average life span of 1,000 years), although they feel a similar disinterest for the immortal fairy races. Occupied by the solitary pursuit of leisure within the elaborate marbles of his lonely castle, a Titan frequently ignores even his own kin for decades at a time. The echo of a forgotten whim or jealousy stirs him at irregular intervals to break his seclusion and disturb the privacy of his similarly preoccupied friends with war, seduction, or intrigue.

When a Titan does enter battle, legends are wrought. They wield mighty weapons, but they may choose to simply pummel their foes. In addition, they can cast spells. All Titans know all Mentalist Base lists. In addition, they have access to d10 other lists (GM's discretion). They have 12 PPs per level.

Seldom have Titans sightings been recorded in the histories of Humans. However, Elven texts often speak of the bi-millennial appearance of the Titan, Ominluun. He would often bring prophecies to the elves who would then spend a few hundred years trying to determine their meanings.

FAIRY RACES

Finer and fairer than the Mannish races, Fairies surpass their lesser brethren in many ways. Nobler, more skillfully molded lines and slimmer, more graceful limbs combine with flawless skin to create the image of perfection. Keener senses and diminishment of the need for sleep allow them the freedom of clear, starlit nights for solitary rambles undisturbed by diurnal mortals. Immunity to disease and the absence of aging bestow eternal youth upon Fairies, but a vulnerability to death by sword or poison snatches true immortality from their grasp. Swift, superior healing vies with the often bloody inclinations of pride to extend their long, fey lives.

The statistics given in this section should only be used if the GM does not need (or want) a fully detailed Fairy/Elf character. If full detail is desired, the GM should consult *Rolemaster Fantasy Role Playing* and *Gamemaster Law*.

16.1 ELVES

Least alien of the Fairy, Elves follow Mannish ways more closely than do the Fey Folk or the Spirit Fairies. Desire for power and wealth stir similar jealousies and passions within their souls, producing cities and wars and religions. Sylvan deities who rule the winds, the waters, and the growing things of the earth absorb Elven worship, although a few stray to revere shadows and tainted violence. Meditation on the balance of the world and the degree of its harmony with the divine music, a daily ritual that replaces sleep, hinders the triumph of evil in most.

All elves are highly resistant to extremes of temperatures. They are also immortal, dying only through violence or loss of the will to live. Because of their immortal nature, they only need a few hours of meditation each night (in place of a mortal's eight hours of sleep). Elves are slightly taller than common humans, with male elves ranging in height from 6' to almost 7' (females average about 6" less in height). They are also slight of build and frame compared to humans, with males averaging 150 to 200 pounds (with females average 35 pounds lighter).

Fair Elves: nwmktc(-,-,-),CDHP-6.

The most lordly of all Elves, the Fair Elves have golden-blond hair, blue eyes, and pale skin. Garments of white, silver or gold enhance the nobility of the Fair Elves' demeanor. They project a visible aura at all times.

The Fair Elves seem to be the most adored of all the elves. If there is an elven aristocracy, it is the Fair Elves. However, the are seldom ever seen beyond the borders of the elven lands.

Melody and song frequent their gatherings, because even the least of them can play the harp or sing, while the more talented compose music or delight the ear with expertise on several instruments. When battle is inevitable, Fair Elves are equally adept at melee and missile weapons. In addition, they almost always have learned a few spells to assist them.

High Elves: (af)(-,-,-),CDHJP-5.

Raven-black hair distinguishes the High Elves from their fairer kindred, and brown or hazel dominates eye color.

A love of beautiful things, expressed by skill in building and crafting, unites with a curiosity about the nature of all creation to lure the most ambitious from the path of light. Yet, the superb armor, the bright weapons, and the lovely jewelry cherished within their graceful, marble-walled cities seem almost worth the price of a vanquished soul. Some of the most powerful artifacts known to exist came from the forges of this elven craftsmen.

When a battle begins, Fair Elves prefer to keep the battle at range as long as possible (as they are slightly more adept with missile weapon than melee). Remember that these craftsmen are very likely to have superior armor and or weapons (at least +5 to both OB and DB, perhaps more). Occasionally (10%), a Fair Elf will know a random list from the open or closed Essence lists.

Wood Elves: hnwmktc(-,-,-),CDJ-4.

Wood Elves wear greens and greys to blend with their surroundings. Sandy hair and light blue, green, or grey eyes complement their rustic demeanor. They are slightly shorter than other elves (averaging 2" shorter). These Elves are the most common of all elvenkind and can be found in almost any forest across the world. Wood Elves are often quite distant from the other elves and have been known to disagree openly with the policies of the High Elves and Fair Elves.

Most attuned to the subtle tides of forests, streams, and the creatures who roam the sylvan realm, Wood Elves are adept at moving silently, their presence in the wood frequently goes unnoticed among the shadows of swaying branches. Wood Elves are not hesitant to use their melee skills or missile skills. All Wood Elves have a number of Ambush ranks equal to their level.

16.2 FEY FOLK

Diminutive peoples who live under green knolls, beneath the sea, or among tree roots, the Fey Folk gather within their miniature domains to form noble courts ruled by queens, kings, and princes. The ephemeral concerns of Mannish cities and kingdoms hold little interest for these eternal folk, and their own jealousies, intrigues, and feuds demand most of their attention. Infrequent meetings between sprite and man may endow the mortal with the fairy gift of enhanced beauty and wit or distress him with the spite of a cruel, mischievous prank. The Fey Folk usually display a capricious nature to outsiders. Religious symbols and rituals cause them unease, since the Fey Folk believe themselves to be the only races not created by a deity.

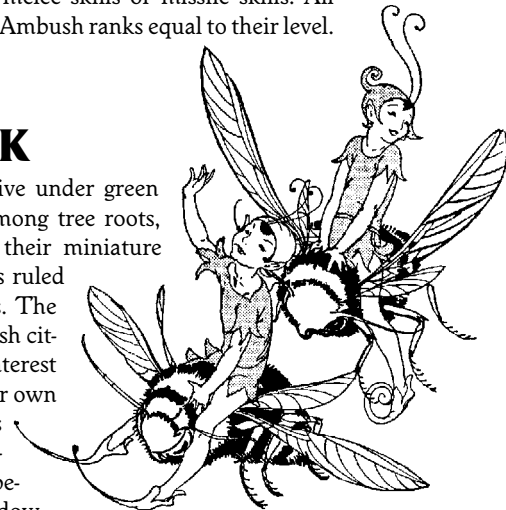
Dwelfs: ktc(-,-,-),U,CHT-7.

These fair little trolls have more of a dwarvish appearance. They are 3-3.5' tall, stubby, and invariably dirty. However, unlike dwarves, they never grow beards.

Dwelfs dig modest holes in stream banks and hills for their homes. They roam underground mines, generating strange knocking sounds that confuse miners. Dwelfs are shy and habitually wear grey cloaks to conceal themselves from mortal eyes. Only a disaster of extraordinary magnitude might tear a Dwelf from the cloistered society of his kind.

When combat begins, Dwelfs rely on their picks and shovels to defend themselves. Occasionally, they will throw rocks to deter wild animals from entering the caves.

Only once have the Dwelfs ventured into the human lands. When the Erin's Maath River flooded last year, a clan of Dwelf came to help the villagers of Shoren build a series of dams to control the flooding (and allow them to clear their own caves).



Section 16

Fairy Races

FAERIE RACES													
Type	Lvl	Base Rate	MaxPace MN Bon.	Speed MS/AQ	Size/Crit	AT Hits	(DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook (IQ)	
Elves													
Wood	4D	70	Dash/20	MD/MD	M/-	50D	9(40s)*	50Melee/60Missile	*	*	C	Varies(AV)	
High	5E	75	Dash/15	MD/MD	M/-	50D	14(50s)*	80Melee/100Missile/Spells	*	*	D	Varies(AV)	
Fair	6F	80	Dash/15	MD/MD	M/-	50D	18(60s)*	100Melee/100Missile/Spells	*	*	E	Varies(AV)	
Fey Folk													
Dwelfs	2B	60	Dash/20	MD/MD	M/-	40D	1(20)	20Melee/30Missile	*	*	C	Timid(AV)	
Gremlins	3C	40	Dash/40	MD/MF	S/-@	30D	3(25)	30Melee/40Missile/50Sci(2x)	*	*	A	Cruel(AV)	
Nixies	3C	40	Dash/30	MD/MD	S/-	30D	1(30)	10Melee/30Missile/Spells	*	*	C	Varies(AV)	
Pysk	3C	40	Dash/35	MF/MD	T/-	25D	1(45)	5Melee/20Missile/Spells	*	*	B	Playful(AV)	
Sylphs (flys)	3C	60	Dash/45	FA/MD	T/-	20C	1(50)	5Melee/20Missile/Spells	*	*	B	Carefree(AV)	
Tylweth	4D	50	Dash/20	MD/MD	S/-	45D	9(50s)	40Melee/50Missile/Spells	*	*	D	Varies(AA)	
House Spirits	2B	30	Dash/30	MD/MD	T/-	25D	1(40)	5Melee/20Missile/Spells	*	*	B	Carefree(AV)	
Occupational Spirits													
Leprechaun	3C	40	Dash/20	MD/MD	S/-	40D	1(25)	10Melee/30Missile/Spells	*	*	C	Varies(AV)	
Pech	3C	30	Dash/10	MD/MD	S/-	45D	1(20)	15Melee/25Missile/Spells	*	*	C	Timid(AV)	
Rural Spirits													
Fosse-Grim	5E	80	Dash/10	MF/MD	M/-	80D	1(20)	50Melee/50Missile/Spells	*	*	D	Altru.(AA)	
Nymphs	3C	80	Dash/20	MF/MD	M/-	50D	1(20)	10Melee/30Missile/Spells	*	*	C	Protect(AV)	
Satyrs	3C	100	Dash/15	FA/MF	M/-	60D	3(20)	50Melee/50Missile/60SHo	*	*	C	Playful(AV)	
Undines	3C	70	Dash/20	MF/MD	M/-	60D	1(25)	15Melee/20Missile/Spells	*	*	C	Playful(AV)	
Yaai	3C	80	Dash/25	MF/MD	M/-	50D	3(20)	40Melee/40Missile/Spells	*	*	C	Jumpy(AV)	

*: Special (see description)

Note: These statistics are given for the typical warrior of the race. Individuals within the race will vary greatly.



Gremlins: (asf)(-,-,-,-)5.

Withered skin and deformed limbs echo the spite and malice harbored by these wicked feys. Teeth filed into triangular fangs and nails protected by steel guards resembling claws provide further evidence of their evil intentions. The fair form usually granted those of Fairy has been twisted by their inner passions.

Mannish mortals take the brunt of their hatred, but no one remains exempt from the Gremlins' ugly humor. When gathered to perform the warped rituals of their noble court, Gremlins turn their frustration on each other.

Bright light stuns Gremlins for d6+2 rounds. They regularly use Circulatory Poison on their weapons (but not their claws).

Last year, Gremlins infested the area between Camendor and Erindor. The Queen sent hunters out to eliminate the Gremlins when her grandson was badly injured as the wagon he was travelling in fell victim to a Gremlin prank (one of the wheels came off as the wagon rounded a corner near a cliff face).

Nixies: hnwmk(-),L(-,-)4.

These small water folk are 2' to 3' tall. They appear as small elves except for the webs between their fingers and slightly flared feet (almost more like flippers than feet). They have a blue tint to their skin.

Nixies can breathe air or water equally well. This magical ability is passed on to visitors to their realm (though the Nixies can deny this ability if they so desire).

Crystal palaces beneath the calm ripples of mountain lakes or the foaming waves of the oceans house the beautiful Nixies. Music, storytelling, and poetry entertain their royal court, but the themes expressed by such amusements are frequently mournful since the Nixies are a solemn people. Mortals who trespass in their watery realm often remain for centuries, enjoying the splendor of their company. Nixies seldom depart their aqueous domain, but the retrieval of a lost child or an artifact, or the desire to capture a mortal wife or husband brings a few to land.

Generally weak, these water folk rely on their use of Essence or Mentalism spells as a primary offense (and defense).

A legend tells of the Nixie prince who used his magic to sneak into the royal palace at Erindor and steal away King Lucius IV's second daughter. She was never recovered, despite the 2,000 gold reward offered by the king.

Pysk (Pixies): mktc(-,-,-),CDH4.

Pysks prefer bright colors and dress in garments of vibrant green. Curly, red hair clashes with a Pixie's clothes while an upturned nose, slanting eyes, and a wide mouth betrays his mischievous disposition. They range in height from 1' to 1.5' tall.

Pysks are both loved and hated at the same time. Most folk find their pranks humorous and harmless, until they are the target of one! A strong love of fun and pranks motivates the saucy Pysk. True malice is lacking from their practical jokes, and a benevolent interest in certain mortals may lead the Pysk to provide helpful guidance. Occasionally a Pixie abandons his people for years to aid a Mannish friend.

A Pysk's small size limits their strength. Thus, there are no true warriors. Instead all Pysk's are spell users (either Mentalism or Essence). When forced into combat, they will use very small bows or blowguns. Their swords attack as a -50 Dagger attack (with all critical rolls modified by -50).

Sylphs: hnmk(-,-,-),DJ-4.

Scantly clad sprites (ranging in height from 1' to 1.5') with rainbow-tinted gossamer wings (2' wing span), Sylphs lead a carefree existence among the tops of trees. Comprising the most fluid and informal assemblage of feys, Sylphs occasionally join forces with Mannish friends for the novelty of the experience.

Miniature cottages and terraces woven from twigs sway with the highest branches in strong winds while the Sylphs flit from one to another. Frequently possessing an influence over the weather (they are immune to extremes of temperature), these fey fliers appear to usher in the frosts of winter and the rains of spring. They delight in all of the seasons, but control no more than the winds and clouds (they often learn the "Weather Ways" spell list; open Channeling).

This small fey folk use their spells to elude and/or confuse their opponents. Their small size limits their strength (their puny knives attack as -50 Dagger attacks).

Tylweth Teg (Peries): mktc(-,-,-),U,CDH-6.

These golden-haired fairies range in height from 2.5' to 3' tall. Other than that, they appear as elves.

A glimpse of these feys astride their fairy steeds has lured many mortals to follow the hunt back to their wondrous realm. Time speeds beneath the hills, and a man returning to his own lands will find centuries have passed.

Most exalted of the fey folk, the Tylweth Teg dwell beneath moss-covered hills in sparkling caverns and grottos. Preoccupation with riding, hunting, and dancing enlivens their brilliant court. Few of them depart their hidden palace to walk the Mannish world.

When these fey folk enter battle, they are fond of wooden weapons (though some are said to use an enchanted steel). They fear iron and none can be found in their land.

A most curious ability the Peri have is the power to bestow virtues or defects on certain mortals at birth (grace, patience, ugliness, stupidity, etc.). It is unclear how the Peri choose whom to bless (or curse).

16.3 HOUSE SPIRITS

Merry sprites who work after dark when men have sought the refuge of sleep, house spirits complete domestic chores left unfinished by day. Mending, cleaning, planting and harvesting occupy their nimble fingers while they chatter and sing. Privacy and access to the larder are the only requirements they impose, but should they be aware of an audience (or if gifts are left as payment rather than as a celebration of a holiday), house spirits depart to aid another household.

Ellyllon: wmtc(-,-,-),CDH-6.

The Ellyllon are dainty fairies who wear fine, diaphanous garments. They stand a tiny 9" to 15" tall. The Ellyllon dance in the forest by day among the velvet mosses and toadstools that grow between tree roots. At night they return to their chosen



household to weed the garden, tidy the house, or raid the pantry. They move at double speed when doing chores.

An Ellyl rarely abandons this carefree existence to journey among mortals since Ellyllon are shy of big folk and prefer to avoid responsibility. When forced into combat, they will often use their tiny household tools (brooms, hoes, etc.) to attack. Resolve the attack as a -50 tiny bash (TBa) attack.

16.4 OCCUPATIONAL SPIRITS

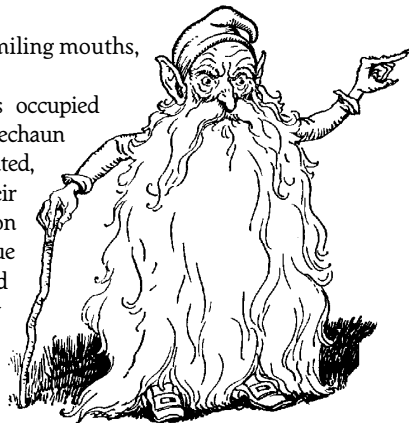
Stouter and tougher than the Fey Folk, occupational spirits reserve their faculties for the execution of professional crafts. Carpenters, tailors, chandlers and other craftsmen frequently receive help from their clever hands, but usually occupational spirits work in the wilds. Summer finds them busy among the meadow grasses and clover, while winter sends them underground to neat, cozy workshops. In nooks and corners, ignored and almost forgotten, wooden chests hold considerable wealth.

Leprechaun: (asf)(-,-,-),CDHF-5.

Hearty dwarfs with red cheeks and smiling mouths, Leprechauns stand 2'-3' tall.

Leprechauns are shoemakers. Always occupied with leather and needle in hand, a Leprechaun creates the finest footwear, usually enchanted, to be found. Since the product of their constant labor is often abandoned upon completion, magical sandals and seven-league boots are discovered by the lucky in isolated meads and dells. These small folk usually (75%) possess Alchemist Base lists (6 PPs per level).

Distrust of all mortals prevents most Leprechauns from sustaining Mannish friendships. Greedy mortals who attempt to benefit from a Leprechaun's immense wealth are foiled by his tricks (the use of sneezing powder for example) and his skill at concealment. Sneezing powder incapacitates foes for 2-6 rounds (-100 to all actions while sneezing).



Section 16 **Pech:** (asf)(-,-,-),CDH-7.

Fairy Races

Silver-haired elves cloaked in grey, the pechs are a fair people, small in size (2' to 2.5' tall) and reclusive, yet untouched by evil.

Expert stone masons who work by starlight, the Pechs retire to their burrows by day. Round towers and arched bridges adorn the countryside to be adopted for use by mortals, but their shy builders are rarely seen. They often (50%) possess Alchemist Base lists.

The threat of dark victory over good brings the Pechs from their rural retreats to fight on the side of light. Pechs are very strong for their size, a fact they will often use to surprise their foes. They favor picks, axes, and crossbows for weapons.

16.5 RURAL SPIRITS

Dancing beneath tree branches or splashing under foaming cascades, the attendant spirits who frequent rural bluffs and glens lead carefree lives in sympathy with their rustic surroundings. The obsession with power, achievement and progress displayed by so many mortals is abhorrent to rural spirits. They prefer the blithe company of Elves, feys and other hedonists. Yet,

the man who loses his way in the woods, with luck, finds himself swept into a prancing ring of forest lasses and meadow lads, a temporary part of the rural festivities.

Fosse-Grim:

hnwm-L,(-,-,-)4.

Waterfalls splash over the black and green-haired Fosse-Grim, mingling bubbles with the waters they prefer to inhabit. They stand 5'4" to 6'4" tall.

Wisdom and kindness tempers their cool reserve and induces them to monitor the activities of the impish Undines. Fosse-Grim can breathe water and air equally well. How-

ever, they must immerse themselves in water for at least 90 minutes each day. The rescue of drowning mortals brings the Fosse-Grim frequent encounters with the Mannish races. The Fosse-Grim fight equally well in the water and on the land.

Nymphs: (-)-varies-4.

These peaceful spirits stand a wispy 5' to 6' tall.

Born with the first sprout to emerge from a seed or the first drops to collect in a fold of the land, nymphs rarely stray far from the ecological features that give them life. Guarding the waters, trees or hills, and engaging in dances, frolics or feasts, nymphs desire little else from existence. Felling a dryad's tree or polluting a naiad's stream brings death or disease to these nymphs. The only impending dooms that might wrench Nymphs from their sylvan idyll are those that threaten the rural world, since the nymphs' immortality rests upon the land's health.

These spirits are almost completely passive. They will take up arms only in the most dire of circumstances.

Satyrs (Fauns): wmkt(-,-,-),CD-5.

Spirits of the woods and fields, satyrs possess the hind legs of a horse and display goat horns springing from the chestnut curls that cover their pointed ears. They stand 5'4" to 6' tall.

Wild, stamping dances under the forest's eaves begin and conclude their own festivals, events which scare mortals with their apparent abandon.

Merry dispositions and considerable skill with pan-pipes bring them invitations to fairy feasts. All have the ability to play the pan-pipes.

Though they have a horse-like appearance, they possess no horselike attacks.

Undines (Nokke, Necks): hnwmk(-),L,(-,-)-5.

Fair maids and youths with golden curls, Undines swim the rivers and streams in search of mischief. They stand a modest 5'2" to 6'2" tall.

Unwary mortal bathers provide much amusement when suddenly dunked, their unnatural thrashing and choking provoking gales of laughter in the amphibious Undines.

Although they can breathe in water or in air equally well, Undine must immerse themselves in water for 1 hour each day. Prolonged existence on land, causing sensations of suffocation combined with extreme thirst in these waterbreathers, teaches them that drowning is not so entertaining.

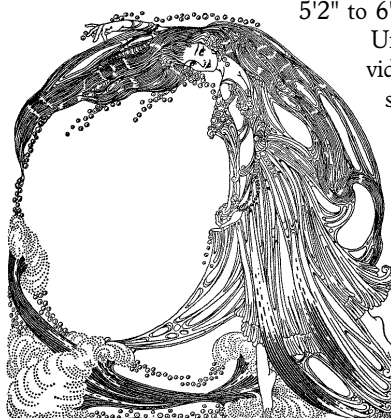
The Undine fight equally well on the land and in the water.

Yaai: ktc(-,-),AR,(-)-8.

The Yaai are black-haired spirits who inhabit the meadows of the less lofty mountain tops. They stand 5'8" to 6'4" tall.

Yaai shout and sing while roaming the steep slopes. Echoes bounce their clear voices from peak to peak, concealing their true location. They are excellent climbers. Few mortals see the Yaai, but many have heard their song.

Because of their excellent climbing ability they often surprise foes from above.



UNDERGROUND RACES

Dwellers beneath the earth inhabit a wide variety of abodes. The dank, echoing spaces of natural caverns shadow those races who cower when blistered by the unshielded sun, while the snug, cosily furnished rooms of windowed burrows provide homes for day-loving folk who value security. Differences in habits, temperament, and residence divide the underground races; an affinity for the earth and things born of it is often the sole characteristic they share.

The statistics given in this section should only be used if the GM does not need (or want) a fully detailed character. If full detail is desired, the GM should consult *Rolemaster Fantasy Role Playing* and *Gamemaster Law*.

Dwarves: (f)-NX,(-),U,(-)-4

Dwarves are short (4' to 5' tall) and stocky with ruddy complexions; their dark eyes are deep set, generating the illusion of great wisdom, and their hair is brown or black, occasionally flame-colored. The men grow long beards which they often braid. Dwarves favor colorful, hooded clothing and hand arms.

They are a stalwart people, comfortable below ground, where they delve labyrinthine mines and palatial dwellings. Like the Goblins, Dwarves are masters of metalcraft; but unlike those unsavory cavern dwellers, they design their works to exhibit beauty as well as strength and utility. Full of ridicule for the ways of conjurers, they employ such magicks only to enhance the powers of the weapons and artifacts reluctantly released from their forges. Infertility combined with a lack of women (who comprise less than a third of their kind) leads few Dwarves to marry or conceive young.

All Dwarves have *Darkvision* (100') and are highly disease resistant. Their average life span is 250 years, though some dwarves have lived as long as 400 years.

See *Rolemaster Fantasy Role Playing* for more on Dwarves.

Gnolls: ktc-X,(-),U,(-)-7.

Small (3' to 4' tall), wrinkled men with grey skin and little hair, Gnolls inhabit the natural caverns that abound in mountainous regions.

When sheltered by secrecy and stone, their timid dispositions relax and permit the enjoyment of gleeful festivals. On these occasions, Gnolls put aside their sober, earth-toned clothing for more colorful garb.

Sunlight does not harm them, but the brightness scares them and makes their eyes water (-25 to all activities), leading Gnolls to adhere to the underground realm. They have *Nightvision* (100'). Skill as conjurers and magicians (Essence spell casters only) enables them to avoid encounters with other races, few gaining knowledge of their presence until after the Gnolls have passed from the area. They travel in clans and settle only in deserted grottos where access is limited and concealed. Gnolls live an average of 105 years.

Most Gnolls avoid combat, using their spells to conceal themselves and provide quick escapes.

Gnomes: hnwmk-X@,(-),RU,DJ-8.

Bald, wizened men who live in shallow caves, long-lived Gnomes gather knowledge and lore as a hobby. Gnomes have an average height of 4' to 5'.

Ancient tomes and rare scrolls litter their crowded libraries, precious chambers that usually fall to ruin with a Gnome's death. A love of solitude ensures that most Gnomes remain heirless, rarely marrying or raising a family. All Gnomes have *Nightvision* (100'). They also have an average life span of 600 years.

Gnomes keep to themselves, but if forced to combat their foes had better be prepared for a surprise; for there is no telling what magical spells and/or artifacts any given Gnome will know. Although loners, Gnomes are neither shy nor joyless; generous hospitality accompanied by ingenious entertainments draw many friends to visit as houseguests. Gnomes do not often return these visits, for they dislike abandoning their abodes and the treasures guarded within for even a few days.

Goblins: XRU-4.

Round-headed imps with snub noses and wide, grinning mouths, Goblins possess greenish, yellow skin and tender, toeless feet. To protect these sensitive appendages from hurt (and, perhaps, to hide their lack of toes — all of the proper bones and ligaments are present, but the mass of flesh has not divided into separate digits), Goblins wear clumsy, stone clogs. They average 3'6" to 4'6" in height. When particularly enraged at a Goblin, one must attempt to denude a scapegoat of his clogs and stamp with laughter upon the exposed limbs.

Mechanical devices appeal to the clever cruelty intrinsic to Goblins; they have invented many machines of torture as well as those useful in warfare and seige. Utility and strength mark most of their creations, but beauty eludes them. Skilled miners, Goblins enlarge their underground kingdoms by connecting nearby caverns with tunnels. Often an entire mountain range may be webbed by these passages, effectively detouring travelers to longer routes.

All Goblins have *Nightvision* (100') and are blinded in daylight (-75 to all actions). Their average life span is 80 years. Goblins stay below ground by day, but night sees them swarming the lands in search of amusement. These wily creatures are deceptively strong.

Halflings: nwmsk-N,(-,-,-)-6.

Despite plumpness, Halflings can move very quietly and possess exceedingly nimble fingers. Their large feet are very hairy, almost furry, and immune to cold; Halflings rarely wear shoes. They are 2' to 4' tall. Their garments tend to be bright and colorful, like their houses, for Halflings are a merry folk, full of gaiety and ready to enjoy life's bounty. Halflings prefer the ease and quiet of a sedentary life, avoiding the excitement and danger that accompany adventure.

Halflings are resistant to magical and physical damage. When called to arms, halflings are dead-eye shots with their slings.

See *Rolemaster Fantasy Role Playing* for more on Halflings.

Hobgoblins: (-)X,(-),U,(-)-8.

Larger (4' to 5' tall), tougher Goblins whose skin has a muddy tinge and whose feet feel no pain, Hobgoblins often mingle with their lesser brethren.

Only lack of numbers prevents the Hobgoblins from terrorizing all lands lit by the sky. Goblins avert this dread fate by killing most of them at birth.

Superior size and strength offer them dominance over those who revere the rule of brute force, and the Goblins frequently submit to a Hobgoblin king. The brilliance of the sun, although unpleasant (-25 to all actions), holds no horror for Hobgoblins who fearlessly follow enemies through daylight. All Hobgoblins have *Nightvision* (100') and an average life span of 95 years. These clever fighters are very strong. They make formidable foes on the battlefield, and never forget a foe they failed to defeat.

Kobolds: (-)X,(-),U,(-)-5.

Smaller (3' to 4' tall), weaker Goblins with ruddy skin and a pair of horns growing from the head, Kobolds knuckle under to the fiercer bullying practised by their larger kin.

The compassionate wayfarer who feels sympathy for their piteous plight discovers his mistake when Kobold treachery rewards his generosity with capture by Goblins.

The arts of lying, cheating, stealing, and flattery enable the cowardly Kobold to survive within bloodthirsty Goblin society; they exercise these skills with much whimpering in all situations.



UNDERGROUND RACES													
Type	Lvl	Base Move	MaxPace MM Bon.	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Bonus XP	Outlook (IQ)	
Dwarves	3C	50	Spt/0	SL/MD	M/-	50E	16(35s)	60Melee/30Missile	*	*	C	Varies(AV)	
Gnolls	3C	60	Dash/20	MD/MD	M/-	40D	3(30)*	20Melee/10Missile/Spells	*	*	C	Varies(AA)	
Gnomes	5E	40	Dash/30	SL/MD	M/-	50D	1(20)*	15Melee/10Missile/Spells	*	y	D	Varies(HI)	
Goblins	2B	45	FSpt/0	SL/MD	M/-	40D	8(30s)	40Melee/20Missile	*	*	C	Hostile(MD)	
Halfings	2B	60	Dash/40	MD/MF	M/-	60F	1(40)	15Melee/40sl	*	*	C	Carefre(AV)	
Hobgoblins	2C	50	Spt/0	SL/MD	M/-	60E	16(25s)	50Melee/30Missile	*	*	C	Hostile(MD)	
Kobolds	1B	60	Dash/20	MD/MD	M/-	30D	9(35s)	20Melee/40Missile	*	*	B	Hostile(AV)	
Orcs													
Lesser	2B	50	FSpt/0	SL/MD	M/-	50D	8(30s)	40Melee/40Missile	*	*	C	Cruel(MD)	
Greater	4D	60	Spt/10	MD/MD	M/-	70F	17(40s)	80Melee/60Missile	*	*	D	Cruel(AV)	
Grey	8E	50	FSpt/0	SL/MD	M/-	90F	8(20s)	Spells/80Melee/50Missile	*	*	E	Cruel(AA)	
Scrug	4C	50	FSpt/0	SL/MF	L/LA	150G	17(20s)	100Melee/80Missile	*	*	D	Cruel(MD)	
Vard	4D	60	Spt/0	MD/MD	M/-	75F	17(40s)	80Melee(1-3x)/80Missile	*	*	D	Cruel(AV)	
Troglodyte	2B	60	FSpt/10	MD/MD	M/-	55F	3(30)	50Melee/10Missile	*	*	B	Bellig(MD)	

*: Special (see description)

All Kobolds have *Nightvision* (100') and are blinded by daylight (-75 to all actions). Their Average life span is 75 years.

Kobolds will rarely stand and fight in a straight up battle. They will wait for an ambush opportunity (or at least a surprise attack), or possibly wait for help to arrive (or run away seeking help). If none of the above is possible, surrender is always an option.

ORCS

Orcs (lesser): (-)X,(-),U,(-)-4.

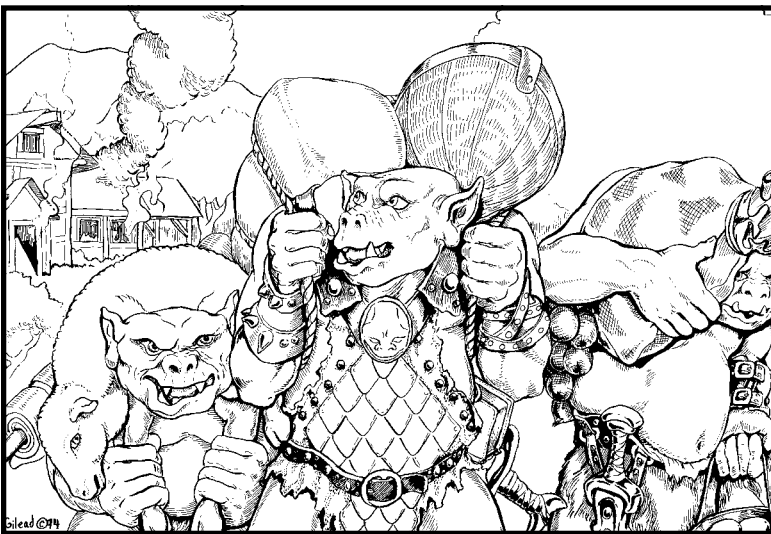
Orcs (greater): (-)X,(-),RU,(-)-6.

Grey: (-)X@#,(-)ARU,(-)-7.

Scrug: (-)X@#,(-)ARU,(-)-7.

Vard: (-)X@#,(-)ARU,(-)-7.

Grotesque faces with slanting eyes and flattened snouts full of sharpened tusks further deform the heavily built, muscled body with its long arms and thick, swarthy hide. Most orcs stand a squat 5' to 6' tall. Grey orcs are a variant strain of lesser orcs, differing physically from them in that they are larger and have smokey grey skin. Scrugs are huge orcs (7'6" to 9' tall), dwarfing even the largest men. Vard appear just like most orcs, except they have four arms and can use them all with great dexterity.



Loresmasters frequently confuse Orcs with Goblins due to their similar gruesome physiognomies and proclivities, but if legends are to be heeded, their origins are very different. Fabulous tales depict Orc and Elf locked in fratricidal hatred, determined to vanquish their sinister brethren or perish in the attempt. The fury displayed their counterparts who roam outside the realm of story lends credence to the existence of a blood tie.

Cannibalistic cruelty motivates their distorted souls, and Orcs respect little save superior force. Most are superb smiths, but they rarely make items unassociated with war.

Lesser Orcs are born to live, fight, and die in darkness; they hate the stars and moon, but panic under the brighter sun. Greater Orcs are tougher; they can operate in daylight without penalty and possess superior skills in speaking, reasoning, and fighting.

Grey orcs are highly intelligent, although they use that genius for evil and dark things. They are all spellcasters of any and every type, but most are Sorcerers, Clerics, and Magicians. They often work in small numbers with other types of orcs. Grey Orcs are partially blinded by the sun and operated at -50 in daylight.

Scrugs are another strain of lesser orcs. Their strength is remarkable, and they are often mistaken for ogres or trolls at a distance. While most are not disposed to being chieftains, scrugs can often be found as the bodyguards of orc chieftains, although they have no regard for any other living being, even other orcs. Scrugs are partially blinded by daylight (-50 to all actions).

Vards are a mutation of the greater orcs and are rarely encountered with other orcs (staying only with other Vards). Vards operate at no penalty in sunlight.

Most orcs use a simple attack strategy. Scrugs have been known to use one of their lesser brothers as a weapon when there is no other to be found. Vards are combat machines and can use a shield and three weapons, or four different weapons. Their skill in combat makes them well respected and/or greatly feared among beings of their ilk (orcs, goblins, gratar, hobgoblins, etc.).

Troglodyte: (-)X,(-),U,(-)-5.

Troglodytes skin their fallen foes, creating simple garments from the cured pelts; claws, tails, and mummified heads remain as ornament. Goblin hides dominate Troglodyte raiment, but the occasional Mannish or Elven skin stirs deep rage and horror in the one who recognizes a friend by its preserved details. Beneath this macabre clothing, Troglodytes possess muscled bodies with bluish-white skin (their own dead do not provide clothes). Sloping foreheads and massive jaws form the contours of their large heads and long, tangled, black hair grows from their scalps. They stand 4'6" to 5'6" tall.

Terror of the daylight keeps Troglodytes far from the surface and entrances where sunlight penetrates; encounters outside with beasts or Men quickly become bloody frays driven by panic.

Primitive cave drawings mark the stone surfaces where Troglodytes have passed, mute evidence of the strange tie that they believe bonds an object to its image. Gory portrayals of dying Goblins and Orcs emphasize the identities of their chief enemies, although Troglodytes fear all things alien to the underground world.

Troglodytes fear daylight, but suffer no penalties after accustom to it. Their average life span is 50 years.

Troglodytes wield weapons stolen from their foes, but use stones as clubs or missiles when necessary.

The statistics given in this section should only be used if the GM does not need (or want) a fully detailed character. If full detail is desired, the GM should consult *Rolemaster Fantasy Role Playing* and *Gamemaster Law*.

18.1 CENTAURS

Bull Centaur: wmskt(-,-,AU),HP-5.

With the upper torso of a dark-haired muscular man (or woman) perched on top of a black bull's body, Bull Centaurs possess exceptional strength. They stand 7' to 8' tall (from front hooves to head).

Bull Centaurs hardly ever see eye-to-eye with their horse-bodied counterparts, but get along with some men and Lion Centaurs.

Bull Centaurs make great warriors and highly value honor and sacrifice, and place a great significance on scars gained in battle. They are usually nomadic and dwell in tents made from the skin of great beasts. They have an average life span of 120 years.

Bull Centaurs very rarely wear armor or use shields in battle, but often use large weapons. Unarmed combat is a favorite discipline of theirs, and they have perfected the martial arts head-butt to a science.

Deer Centaur: (haf)-(U)-5.

Graceful and quick, Deer Centaurs with slim mannish upper torsos and lower deer bodies usually dwell in forests, avoiding humans and other races if possible. They stand 5'10" to 6'8" tall (from front hooves to head).

Not timid, but cautious in outlook, Deer Centaur can defend themselves quite well if need be.

Deer Centaur cherish family life and friendship, and will easily give even their lives for their families or close friends. They are a very gregarious society, dwelling in wooden lodges built in secluded areas. They have an average life span of 150 years.

Deer Centaur are experts with a short bow, but dislike melee combat.

Horse Centaur: namskct(-),Z AR,CDP-5.

Nobly proportioned men whose torso joins at the waist to the four-legged body of a horse, Horse Centaurs rarely mire their aspirations with the greed for material possessions that so often traps Mannish beings. They stand 6'6" to 7'4" tall (from front hooves to head).

Their fascination with the sky's luminaries makes them prefer dry climates where few clouds hide the heavens. Horse Centaur architecture characteristically uses many skylights.

They strive for less tangible goods such as knowledge, power, and friendship. Interpretation of the great dance performed by the stars century after century occupies their wisest sages, a role to which all Horse Centaurs aspire. They have an average life span of 150 years.

Though they have the body of a horse, Horse Centaurs do not use any horse-like attacks (rearing, etc.).

Lion Centaur: (f)(-,-,U,-)-6.

Long fair hair cascades down from the head of Lion Centaurs, men and women with their lower bodies being those of lions. They dwell in most every locale, although the color of their pelt changes depending on where they call home. Northern Lion Centaurs are white while others may be tan or dark brown. Those dwelling within jungles are said to be black or even striped like a tiger. They stand 5'6" to 6'7" tall (from front paws to head).

Claustrophobia is a common Lion Centaur psychosis. They like to stay in large groups, often with a very dominant leader which oversees all.

Lion Centaurs are a prideful race, and are often considered boastful and haughty by others. Lawful by nature, these beings use contests (often, but not always, combative in nature) to settle their disputes. They place an extreme emphasis on victory and success, with losers often being self-exiled pariahs or even suicide victims. Lion Centaurs live in large structures, often with open air courtyards. They are surprisingly good builders, but dislike doing anything underground or in close-quarters. They have an average life span of 100 years.

In addition to the normal melee weapons and missile weapons, Lion Centaurs have retractable claws with which to rake their opponents.

Lizard Centaur: (tcf)(-,-,A,T)-6.

Green, black, grey and even blue are the colors of the scales on the Lizard Centaur's lower body, which is that of a large four-legged reptile. The head atop their mannish torso is usually kept shaved by both males and females. They stand 5'3" to 6'10" tall (from front feet to head).

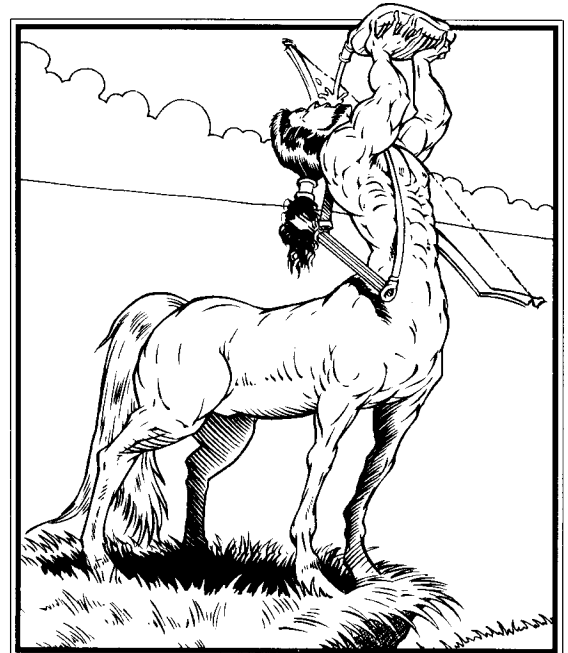
In ancient fables there was said to be a more powerful version of the Lizard Centaur that had a man's upper torso perched upon the body of a dragon with huge wings and powerful claws and tails. These being were even said to have breath weapons. Whether such a being existed or still exists, no one knows.

They do not usually live in large groups, and in fact it is not uncommon for them to live alone, coming together as a group only once a year or so for a social gathering in a specified place. Usually this place is holy to them, being a secluded isle or a stretch of coastline where they worship their gods, exchange information, and mate. Alone, they wander the world, seeking new knowledge, excitement, and sometimes wealth. They are commonly found among the lizardmen (just passing through), and speak their tongue. Their average life span is 110 years.

Lizard Centaurs prefer long-reaching weapons (like polearms or spears) when in melee. In missile combat, they are found of spears, javelins, and nets.

Scorpion Centaur: ahmns-V,BFQZ,R,(T)-7.

The multi-legged body of a red scorpion, complete with stinger, makes up the lower portion of the Scorpion Centaur. Its mannish head is always covered with jet-black hair and has piercing red eyes. They stand 5'4" to 6'2" tall (from front feet to head).



Section 18

Unusual
Races

UNUSUAL RACES													
Type	Lvl	Base Move	MaxPace MM Bon.	Speed MS/AQ	Size/Crit	AT Hits (DB)	Attacks	# Enc.	Treasure	Bonus XP	Outlook (IQ)		
Avinarcs	3C	70	FSpt/20	MF/FA	M/-	60D 1(35s)	40Melee/40Missile/60LPi/Spells	*	*	C	Aloof(AV)		
Centaurs													
Bull	4C	50	FSpt/10	MD/MF	M/-	90F 3(10)	70Melee/30Missile/40MBa	*	*	D	Aggres(AV)		
Deer	2C	100	Dash/20	FA/MD	M/-	50D 3(50s)	10Melee/40Missile	*	*	C	Varies(AV)		
Horse	3C	110	Dash/10	FA/MD	M/-	50D 3(25s)	50Melee/60Missile	*	*	C	Varies(AV)		
Lion	4C	90	Dash/10	MF/MF	M/-	80E 3(30s)	75Melee/40Missile/50MCI	*	*	D	Varies(AV)		
Lizard	3C	60	FSpt/0	MD/MF	M/-	75D 10(25s)	50Melee/30Missile	*	*	C	Varies(AV)		
Scorpion	4C	60	Spt/5	MD/FA	M/-	70D 12(10)	50Melee/40Missile/60LSt/40LPi	*	*	D	Belig(AV)		
Spider	3C	65	FSpt/10	MD/MF	M/-	60D 3(30s)	40Melee/40Missile	*	*	C	Greedy(AV)		
Cherubim (fly)	5D	100	Dash/25	FA/FA	M/-	70B 1(45s)	40Melee/50Missile/Spells	*	*	D	Varies(AV)		
Dragonians (fly)	5D	70	Dash/10	MF/MF	M/-	95F 12(30s)	70Melee/60Missile/40MBi/40SCL/30FBolt	*	*	E	Belig(AV)		
Garks	2B	60	Dash/15	MD/MD	M/-	60F 3(20)	40Melee/20Missile/50SGr(tail)	*	*	C	Hungry(LI)		
Gratar													
Green	2A	50	Spt/0	SL/MD	M/-	40C 1(15s)	30Melee/20Missile/20MBi	*	*	B	Belig(MD)		
Yellow	4C	60	FSpt/0	MD/MD	M/-	70D 9(25s)	60Melee/50Missile/30MBi	*	*	C	Belig(AV)		
Black	8E	70	FSpt/5	MF/MF	M/-	100F 14(35s)	100Melee/100Missile/60MBi/60MC	*	*	E	Cruel(AV)		
Grey	12F	75	Dash/15	MF/fa	M/-	150G 17(35s)	130Melee/130Missile/50MBi/Spells	*	*	G	Cruel(AA)		
Red	15G	60	FSpt/10	MD/MF	M/-	200H 18(25s)	155Melee/155Missile/70MBi/Spells	*	*	H	Cruel(AA)		
Hira'razhir	3	90	Dash/25	MF/MD	M/-	40D 1(30s)	20Melee/50Missile/Spells	*	*	C	Aloof(AV)		
Idiyva	3C	70	Dash/2	MD/MD	M/-	50D 3(30s)	50Melee/40Missile/60MCI(2x)	*	*	C	Aggres(AV)		
Maazhat													
Warriors	3C	60	FSpt/10	MD/MD	M/I@	80F 12(55s)*	70Melee/50Missile/50MGr/100LPi«	*	*	E	Protect(LI)		
Workers/Drones	1A	40	Spt/0	SL/SL	M/-	40D 12(10)	10Melee/20MGr/50MPi«	*	*	A	Timid(LI)		
Lieutenants	3C	50	FSpt/0	SL/MD	M/I	50D 12(35s)	50Melee/40Missile/30MGr/50MPi«	*	*	C	Varies(AV)		
Queen	10G	50	Spt/0	SL/MD	M/I	100D 12(45s)	80Melee/50Missile/Spells	*	*	G	Varies(HI)		
Mermen	3C	60	Dash/10	MD/MD	M/-	50D 1(35s)	60Melee/30Missile	*	*	C	Varies(AV)		
Minoths	5D	1	Dash/10	IN/MF	T/-	1A 1(40)	Spells/40We(1 pt damage)	*	*	B	Aloof(AA)		
Neanderthals	2B	50	FSpt/0	SL/MD	M/-	60F 7(25s)	55Melee/35Missile	*	*	C	Varies(MD)		
Nycamerith	2B	40	Run/0	SL/MD	M/-	40C 1(0)	10Melee/20Missile/Spells	*	*	A	Varies(AV)		
Plynos	3C	70	Dash/10	MF/MF	M/-	60D 13(40s)	50Melee/50Missile/40MHo/Spells	*	*	C	Varies(AV)		
Quishad	5E	70	Spt/20	FA/FA	M/I	100F 18(30s)	80Melee/80Missile/Spells	*	*	D	Varies(EX)		
Rancids	4E	20	Jog/10	VS/MD	M/-	80E 1(0)	Spells/60MBa(1-5x)	*	*	D	Aggres(HI)		
Sea-Krals	2B	50	Dash/10	SL/MD	M/-	55D 9(30s)	50Melee/50Missile	*	*	C	Bellig(MD)		
Shuikmar	3D	70	Spt/10	MF/MF	M/-	70E 4(30s)	60Melee/40Missile/Spells	*	*	C	Cruel(AV)		
Sibbicai	3D	80	FSpt/5	MF/MF	M/-	65D 3(30)	50Melee/50Missile/Spells	*	*	C	Varies(AV)		
Scrav	4D	60	Spt/5	MD/MD	M/-	70E 12(10)	70LSt/50MBi/25We/Spells	*	*	D	Cruel(AV)		
Sohleugir	3C	50	FSpt/10	SL/MD	M/-	60F 11(25s)	65Melee/50Missile/60MBa(tail)	*	*	C	Aggres(AV)		
Sstoi'issythi	3C	60	Dash/10	MD/MD	M/-	40D 3(10)	20Melee&Missile/40SSt/poison«	*	*	C	Varies(AV)		
Uoloc	7G	65	Spt/10	MF/MF	M/II	130G 3(20)	50Melee/40Missile/Spell	*	*	F	Cruel(EX)		
Vulfen	3C	70	Dash/10	MD/MD	M/-	55D 3(35s)	60Melee/40Missile/50MCI(2x)	*	*	C	Aggres(AV)		
Zrax	4D	90	Dash/10	MF/MF	M/-	65D 1(20)	60Melee/60Missile	*	*	D	Aggres(AV)		

*: Special.

Scorpion Centaurs seem to thrive on competition, strife and conflict, and only stop fighting themselves when there is an external foe to contend with. It is said that this constant conflict in their society is making them one of the strongest races because of the constant natural selection process going on, although this also keeps them from increasing to numbers that would actually pose a threat to other races.

In this society, the weak and injured are killed and eaten to serve the group rather than hinder it. One member usually rules the group, although he is most likely often challenged by other would-be leaders, and Scorpion Centaur society is constantly torn apart by inner conflict. They have an average life span of 90 years.

Besides their sting (which delivers a level 6C Respiratory Poison) and large pincers, they use long pole arms, spears and lances in battle. They do not wear armor or carry shields.

Spider Centaur: (cf)-(–),BFLMQZ,R,(T)-6.

Spider Centaurs have black, red, white and/or grey spider bodies with human upper torsos, having dark hair, skin and eyes. They stand 5'4" to 6' tall (from front feet to head).

Spider Centaurs are usually greedy and vicious. They greatly value wealth, both magical and monetary. Loners most of the

time, they will stop at nothing to protect their hoard or to gain more. They have an average life span of 100 years.

They often use poisons, especially on their weapons, and creatures such as giant spiders often accompany them as pets.

Spider Centaurs are often victims of vampirism (treat as a normal vampire except that they can transform themselves into mist, a giant spider, or a small spiderbat).

18.2 GRATAR

Gratar are frog-like humanoids, about man sized in height, and predominantly evil. Possessing wide drooling mouths and large bulbous eyes, these creatures are amphibians, but spend most of their time out of the water, and even dwell underground occasionally. The color of a Gratar's skin indicates their type and their approximate level of power. All Gratar stand approximately 5' to 5'6" tall.

Green Gratar: (f)-NVX†@#,(GO,—,T)-3.

Green Gratar are the weakest and most common. Green Gratar walk hunched over and often drag their arms on the ground.

Green Gratar rarely have much of value because whatever they manage to obtain is usually taken from them by more powerful

Gratar, or other beings. They are not very bright and are easily bullied or cowed. They have an average lifespan of 85 years.

They use pole arms, scimitars, spears, javelins and shields. Green Gratar almost never wear armor, preferring rags for clothing and battledress.

Green Gratar like to spend at least some part of each day in the water, but it is not a physical requirement.

Yellow Gratar: (f)-NVX†@#,(GO),(T)-4.

Yellow Gratar spend even less time in the water. They often paint their bodies to make themselves appear more fearsome.

Yellow Gratar use the same weapons as Green Gratar. Some will occasionally wear leather armor, but most like to expose their body paint. Yellow Gratar have an average life span of 100 years.

Black Gratar: (f)-NVX†@#,(GO,-,T)-5.

Black Gratar are large and strong, with powerful claws and teeth. They are the bullies of the Gratar race.

Black Gratar are intelligent; some even cast spells. They often lead large groups of Green and Yellow Gratar. They have an average life span of 120 years.

In addition to their teeth and claws, Black Gratar use weapons, preferring two handed swords, battle axes, and falchions. They wear chain armor most of the time.

Grey Gratar: (f)-NX,(GO),(T)-6.

Grey gratar are lean, yet strong. Grey gratar wear dark clothing and cloaks.

Grey Gratar are generally not encountered with other gratar, unless one of their secret lairs is found; then many grey gratar will be discovered, and possibly some of the lesser types working as guards, and servants.

Assassins and killers, these beings usually work alone. They are employed by evil humans or other foul beings to assassinate enemies, or perform other covert work. They have an average life span of 150 years.

Grey gratar occasionally wear chain or plate armor. They use poisoned weapons, usually long knives and cleaving swords.

Red Gratar: (f)-NX,(GO),(T)-7.

Red gratar are actually mutant green gratar and are not a "race" unto themselves. They are very large, and are usually great warriors wielding huge weapons.

Red Gratar, also known as royal gratar, can be found leading Gratar societies when they are old, decrepit and shrivelled. They are very rare, and are found usually leading large forces of other gratar. They have an average life span of 200 years.



(l to r)
Avinarc,
Gratar,
Nycamerith,
Shuikmar

Once a proud and noble race that once had entire lands to themselves, these bird people have slowly dwindled in number due to a powerful curse placed on them by a great witch in ages past. They are reclusive now, quietly blending in with human society, quite often becoming involved with the shadier side of humanity. They use their bird-like quickness and agility to aid them in thievery and skullduggery. Though they are not inherently evil, Humans are a lesser race to them (though they never say so) and they do not care what becomes of men or their society. They have an average life span of 80 years.

Avinarcs use a variety of small hand arms or easily concealed missile weapons. If pressed in a melee, they will even use their beaks.

Cherubim: (af)-(-,-),A,(-)-7.

Dwelling in gleaming cities floating high in the clouds, these beings appear very much like winged elves. They stand 6' to 7' tall (with a 14' to 16' wingspan. Among the members of this race are those who resemble the dark-haired high elves and those of the lighter Fair Elves (without a visible aura).

Cherubim are in fact, distant relatives of the Elven races, and are always on good terms with them. They do not deal with humans often, and simply prefer to avoid them.

The Cherubim are far more somber than Elves, but still more light-hearted and gay than most Humans. Their bones are hollow like a bird's, and their bodies are structured for flying, so Cherubim are not as strong of arm as many other races. They are as adept at magic as Elves are. They are immune to extremes of temperatures. In addition, they are immortal, dying only through acts of violence.

Cherubim are adept at fighting in the air (as well as on the ground).

Dragonians: (-)-VX,(O),(-),CDWP-7.

Dragonians are humanoid reptilians that greatly resemble fire drakes in that they have large leathery wings and can breathe fire. They stand 6' to 8' tall with a 12' to 18' wingspan.

Dragonians are more evil in their ways than Dragons, greedy and warlike to the extreme. While Drakes sleep away the years or sit in their lairs and ponder great riddles, dragonians prefer to constantly plunder and destroy.

Dragonians have a good relationship with Dragons of all types and they may be a type of humanoid fell beast. Dragonians live in ancient cities below the ground, on high mountain peaks, or among the clouds, and can be encountered in groups within forests or rough wastelands. They generally avoid civilized areas where they would be attacked on sight. The Cherubim are their life-long enemies, and many great wars have been fought between them

18.3

OTHER UNUSUAL RACES

Avinarc: (-)-N†,(-,-,-)-7.

A hood pulled off a dark-cloaked stranger in the back corner of a tavern may reveal a Avinarc, with its hawk-like head and its feather-covered skin. The Avinarc's once powerful wings have become arms with dextrous hands. Only their heads and their feathers would give them away as a non-human. With a cloak covering them, their form is that of a lightly-built human (5'6" to 6'2" tall).

An ancient prophesy states that the Avinarc will one day overcome the curse and rise up again in numbers and power, but until then, they are content to wile away the days with the flotsam of mankind.



among the clouds. They have an average life span of 900 years.

In addition to normal hand weapons and missile weapons, Dragonians have a fire breath (usable once per minute; up to 30 times per day; resolve as a *Fire Bolt* with a 100' range).

Garks: hnmw(-,-,-),DJ-4.

Mottled grey fur covers covers all of the ape-like Gark, except the palms and soles of his feet. Long arms hang to his knees, and a powerful, prehensile tail grows from the base of his spine. They stand 4' to 4'6" tall. Garks are omnivores, but they relish the taste of raw human flesh.

Garks wear simple, decorative clothing and organize themselves

by family groups. Each group shares a large nest suspended high above the ground in the trees. Occasionally, males band together to raid the homes of nearby Mannish peoples. They have an average life span of 30 years. Garks possess only rudimentary intelligence, but are able to fashion crude weapons such as clubs, hatchets, and spears.

Hira'razhir (Avians): (-)(-,-),A,(-)-5.

Emaciated people whose skeletons are formed of hollow bones, the Hira'razhir are adapted to high altitudes. The upper back and shoulders are incorporated into the wing structure, the feathers of which are a gorgeous blue. The wings fold into a flattened configuration on the back when a Hira'razhi is not airborne, to protect the delicate surfaces from damage. Their head hair, short and tightly curled, is silver or white, their eyes blue or grey, and their skin fair. They stand 5' to 5'4" tall (with a 12' wing span).

Baby Hira'razhir with deformed wings are usually killed at birth; the injured whose wounds cripple their wings and the aged whose infirmities prevent flight commit ritual suicide.

The Hira'razhir spend most of their lives gliding with the winds, scorning more than minimal use of the graceful eeries they build on mountaintops. They are highly resistant to extremes of temperature and have an average life span of 75 years.

Hira'razhir fight equally well from the land or the air (though they prefer to fight land-bound opponents from the air).

Idiyva (Felines):

hnmws(-,-,-,-)-7.

Short, gold-tipped coffee fur covers the lithe, well-muscled form of the Idiyva (except at the face, the genitals, the palms, and the soles of the feet). Smooth, brown suede-like skin emerges at these features, and the fur on the head lengthens and lightens to form a golden mane around the face. Green feline eyes give the Idiyva excellent *Nightvision* (100'); fanged teeth reveal their carnivorous nature. The toes of their feet

anchor short, sharp talons, but their hands sport viscous 3" claws that retract at the knuckle into the backs of the hands, leaving the fingers free at all times. They stand 5'8" to 6'4" tall.

The bloody custom of a duel to the death remains an acceptable way to settle social differences among the Idiyva.

The fighting instincts of a predator lurk behind the civilized manners that characterize most Idiyva. They have an average life span of 70 years..

In addition to their natural weaponry (a set of two claws), these felines are adept and normal melee weapons and missile weapons.

Maazhat (Warriors): f(-,-),RU,(-)-7.

Maazhat (Workers/Drones): f(-,-),RU,(-)-7.

Maazhat (Lieutenants): f(-,-),RU,(-)-7.

Maazhat (Queen): (f)(-,-),RU,(-)-7.

Huge arthropods encased in the armor of a chitinous exoskeleton, the Maazhat stand erect on their third, strengthened pair of legs. The middle set are used to manipulate objects, while the first pair have become palps used to derive information from the environment by touch. Large, complex eyes at the front of the head process visual information. Razor-edged mandibles outside of the mouth shred food before it is introduced to the inner chelicerae. The color of their armor varies depending on their position within the hive: Warriors (6' to 6'6" tall) have red, Workers/Drones (5' to 6' tall) have blue, Lieutenants (5' to 5'6" tall) have green, and Queens (8' to 10' tall) have gold.

With time they can learn to interpret the biochemistry of other races, but usually the queen is the most proficient at this skill. She is the only one in a hive who can learn to produce the aural sounds that comprise the languages of most other species.

Maazhat communicate primarily through touch and taste, generating complex biochemicals that possess semantic meaning for those of their race. Their average life span is 200 years.

Warrior Maazhat are the most dangerous because their mandibles have been enlarged and easily amputate the limbs or heads of Mannish foes. Bred for fighting, a warrior resorts to violence whenever it is confused or uncertain, as well as when ordered by its queen.

Mermen: hnmwms(-),IOS,(-,-)-5.

The fair skin of a Merman's torso blends at the waist into the shimmering scales of his fish's tail. They stand 6'6" to 7'6" from head to fin. Because cloth deteriorates when constantly waterlogged, Mermen wear strings of shells, precious stones, or gems as raiment.

Comfortable above and below the waves, Mermen eschew land merely because of the difficulty they experience in locomotion.

They are fond of sunlight and build their manors and palaces

in the shallows, away from the gloomy depths where only the attenuated, fanged sea monsters lurk. Nators and seahorses serve them as steeds and draw their carriages, while certain fish become pets. They have an average life span of 80 years.

No race matches the Mermen for underwater combat ability (except maybe the Shuikmar). Their tactics are far superior to any others for undersea battles.





Minoths: (f)(-,-,-T)-7.

Tiny Humans that are often mistaken for insects, these beings are intelligent and have a highly advanced culture despite their small size. They stand a meager 4" to 6" tall.

Minoths are generally peaceful and avoid contact with other races unless they need to use a large individual, or need to communicate with them for some reason.

Most Minoth know all Mentalist Base spell lists. Their average life span is 40 years. The only way they can communicate with larger races is through the use of telepathic spells. A Minoth will often use his mentalist powers to take over the mind of a larger creature and control him in order to accomplish some specific task. Rarely are they discovered as the perpetrators of these mental takeovers, simply because they are so small. Their tiny cities are usually underground for fear of a large creature crushing them accidentally. They often capture insects and use them as mounts or beasts of burden.

Minoth avoid combat at all costs. If forced to fight, they will use their Mentalist spells to confuse their foes (hopefully given the Minoth a chance to run away).

Neanderthals: nwmk(-,-,-),DP-7.

Muscular men with sloping foreheads and oversized jaws, Neanderthals have brown hair and eyes, and tan skin. They stand 4'10" to 5'10" tall. Simple garments made of animal skins are the normal garb.

Their intellect is not powerful, but a cooperative, good-tempered disposition makes their company a pleasant experience.

Neanderthals band together to form tribes, each with its own complex set of social rituals and religious beliefs. Their average life span is 50 years.

Rough spears or clubs are the usual weaponry. Neanderthals rarely use these hunting tools on men unless they, their family, or their tribe is threatened.

Nycamerith: (a)(-,-,OZ,-,-)4.

Although many wonder if they are akin to Gnomes or even Halflings, these short, fat, blue-skinned beings are most likely an entire race unto themselves. Their ears are large and pointed and their eyes dance to the music that they continually play. They stand 4' to 4'8" tall.

Making their way through life following The Great Song, they are a cheerful and pleasing people, rarely getting involved in anything violent, dangerous or risky.

Nycamerith are known far and wide as the greatest musicians and musical instrument crafters in the world. They are sometimes skilled as great craftsmen of other delicate constructions as well. Their average life span is 600 years. They are content to entertain in taverns and work their craft. They dwell in secluded villages located in deep valleys or on high mountains.

Rarely armed, they simply do not go into hostile or dangerous areas.

Plynos: wmskt-AR,CDH-7.

A regal buck's or lithe doe's head graces a human's body making this being easily identifiable as a Plynos. They stand 5'6" to 6'4" tall (not including antlers).

Plynos are sometimes encountered in the company of Deer Centaurs, but are generally more aggressive than the Centaurs.

The deer-men are herbivorous, but they (particularly the bucks) enjoy combat and battle if it is noble and honorable — they do not abide cruelty or senseless violence. They dwell in wooden cabins of their own construction and live in family clans of six to eight individuals. Their average life span is 80 years.

In addition to normal melee and missile weapons, the Plynos can gore their opponents with their horns.

Quishad: (-) EKNX#,S,(-,-)-7.

Quishadi appear to be skeletal humans, being originally created to parody that race. A Quishad's hair is black and often long. Their black skin is covered with yellow blotches, and it is drawn tightly across their bony form: they are often mistaken for undead of some sort. They stand 5'11" to 6'3" tall.

The Quishadi are a magical race, created by the Urloc, but now a race unto themselves. They rebelled against their creators hundreds of years ago, and now exist only to make war on their enemies. The Quishadi-Urloc wars are infamous for the destruction that they wrought, and the mighty magics that they unleashed. Entire lands were laid waste—particularly by the demons that were conjured by each side. The Quishadi finally managed to break away from the Urlocs, and now dwell independently, albeit often times in the ruins left by their former masters.

All Quishadi know spells; even non-spell casters learn a few spells (knowing 1-3 open Mentalism or Essence lists). Like elves, they require only a few hours of meditation per night to be fully



Section 18**Unusual
Races**

rested. Also like Elves, Quishadi are immortal, dying only in violence. Quishadi can be members of any profession, but are most frequently Dabblers, Fighters, Magents, Mystics, Mentalists, Magicians, and Animists.

Quishadi do not serve a deity of any kind. Clothed, females and males can only be identified as such by their hair length: females wear theirs even longer than the males. Both sexes appear to be equal in status. Their society is based on the number 11, rather than 10 as in human society. Like their Urloc creators, they dwell along the coastlines of large seas. They do not, however, have great skill in seamanship or shipbuilding, thus they are almost never encountered at sea.

Most members of the race wear plate armor into battle, and use bows and wavy-bladed scimitars called *kris*.

Rancid: hnwm-X,IMS,RU,HJ-7.

Large amoebas able to produce psuedopods as needed and possessing a mutable form, these creatures can be found near the ocean above ground or in sea caverns and caves. They range in size from 3' to 8' in diameter, but their form is mutable.

A Rancid construction or home has never been found, and it is thought they they simply dwell in caves.

Rancids exist just as easily in or out of the water. Rancids are extremely alien to man, in thought as well as in biology. Rancids think of all other races as no different than animals and will eat them both without question. The single-celled creatures eat by covering their food with their opaque white form and slowly absorbing the nutrients they need. Rancids are very adept at the skills and disciplines of the mind, and most are Mentalists. Their average life span in 300 years.

They never use weaponry, but defend themselves with their psuedopods of which the can produce up to five at a time.

Scrav: (hf)-(GOZ),(T)-6.

They have four small legs which they use for short distance locomotion and for manipulating objects. They also have two very large legs that they use to stand upright. They have wasp wings

on their backs for longer journeys. At the end of their abdomen, they have a semi-prehensile sword-like stinger. Scrav skin is brown or black, and chitinous. Their head is large and crested, with small white eyes and a large, ridge-filled mouth. On their head they often paint a symbol to show rank or status. They stand 6' to 7' tall with a 10' to 12' wing span.

Found in many areas but preferring dark marshes and deep jungles most, these insectoids make their lairs from a web-like secretion that they produce.

They dwell alone, but never very far from others, and they can be organized by a queen (which is usually the mother of all in an area) to perform some task. Occasionally a queen will be a very ambitious sort, and she will raise an army to conquer surrounding lands, capturing those they do not eat and making them slaves. The queen will usually live in a larger structure with 10-100 scrav attending her.

Their average life span is 30 years.

Scrav are voracious meat eaters, usually killing animals such as deer, cattle, or mannish peoples and eating them. A Scrav needs such a meal every other day at least. Scrav are cruel and merciless to others and even to each other if they are not supervised by a queen. The queen lays her eggs in the bodies of large creatures (cattle, humans, etc.) wrapped in the web-like secretion that they produce.

They attack with their stingers, to which they often apply poisons. Sometimes a scrav will use a large weapon, but they find them to be clumsy and awkward compared to their natural weaponry. Occasionally they will set up web-traps as a spider would, to capture prey.

Sea-kral: hn(-),IOS,(-,-,-)4.

Sea-kral are ape-like creatures with dark grey or blue skin and a pelt of thick, white hair growing on the head, neck, and shoulders. Females possess an additional thicket that grows down the bony spine of their backs. Both genders have long arms and an extra bone connecting the wrist to the hand. Long, dextrous fingers capped by a claw-like nail aid them in becoming accomplished craftsmen and bowman. They stand 4'6" tall.

Sea-kral fear the hungry waves, but derive too much pleasure from their violent way of life to abandon the ocean.

They build longships in which to ply the seas, raiding and plundering other vessels as pirates. Their boats serve as their only home in spite of the fact that most can not swim. Their average life span is 55 years. They sleep during the day and are active during the night.

Leather armor and curved swords are their usual battle garb.

Shuikmar (Sharkmen): (-)(-),OS,(-,-)-7.

Shuikmar are hairless humanoids with thick, grey, shark-like skin, webbed hands and feet, a dorsal fin-like crest on their heads, and a shark's tail. They stand 5'7" to 6'8" tall.

Shuikmar have fantastic undersea universities and libraries filled with knowledge, for theirs is an ancient race much older than man. Many are spell casters and their priests spread the doctrine of some strange shark god.

Shuikmar dwell in fortress-cities deep below the sea. They can come up out of the water as mermen do, but do not care to unless it is necessary. They raid mannish settlements, ships crossing the sea, and Mermen cities for booty, food, and slaves. They are cruel and merciless to other races, and have the hunting instincts and senses of a shark. They often use sharks as pets and/or mounts.

Their average life span is 90 years. They must totally immerse themselves in saltwater once per day or start suffering penalties (-10 for each day missed; after 8 days, fall into a coma; after 10 days, death).

Weapons used by these raiders are usually tridents, spears, and other thrusting weapons, along with weighted nets. Among themselves, however, they are civilized and cultured.

Sibbicai (Canines): msktc(-,-,-).CDHP-6.

Most likely distant kin of the Vulfen, these humanoids have a jackal's head and smooth, oily black, short haired coats covering their muscular bodies. Their hair is long only on their heads, like a human, and they usually wear it either up in a crest, or long, down their backs. They stand 5'10" to 6'5" tall.

An intelligent and cultured people, they fit in well with other mannish races, assuming the other races have no prejudices.

Sibbicai are generally quiet and subdued, yet they are quick to anger. Their average life span is 70 years.

In battle, they wear armor and use a variety of weapons. Groups of Sibbicai often hire themselves out as mercenaries, but they are very expensive.

Sohleugir (Lizardmen): hnwmk(-),IS,(-,-)-6.

Textured, jade scales shimmer on the hide of the amphibious Sohleugir, interrupted by fin-like ridges rising along the spine. These jagged spikes march from the tip of the three foot tail to the crown of the draconic, snouted head. A transparent, extra lid covers the eye underwater or against dust in the air. The digits of hands and feet bear translucent, claw-like nails. They stand 5'8" to 6'6" tall.



Sohleugir scales have been used to make very fine armor—of course, no armorer would admit that he can work such feats (lest news reach these violent folk).

Sohleugir build convoluted cities of stone, corals, and shells on rocky shores next to the ocean. They cultivate the waves like a farmer tills the soil, spending long days in the water gathering seaweed and other ocean resources. Yet they choose to dwell on the land, creating immense, briny submersion pools in every house or palace. Their average life span is 95 years.

Sohleugir are a war-like people, eager to test the points of their tridents and the courage of their spirits, but cruelty remains absent from their passion for combat.

Sstoi'isslythi (Reptilians):

hnawms(-),Z,(-),JP-7.

Slim men who move with the coiling grace of serpents, Sstoi'isslythi possess soft reptilian skins comprised of small golden scales. Hair, a mammalian feature, remains conspicuously absent from their smooth bodies. They stand 5'2" to 6' tall.

Sstoi'isslythi live in family groups, each member of which is immunized to their relatives' venom. Relations between families are surrounded by ritualized courtesy to minimize any hostility since the strike reflex, once aroused, is impossible to quell. Dependant upon the environment for warmth, the Sstoi'isslythi inhabit sunny climes that never experience the chill of winter. Their average life span is 105 years.

Venom sacks, located at the neck, supply the fleshy fangs folded in their mouths with poison when danger arrives to stiffen these organs in preparation for the strike. Their fangs deliver a level 2-20A Muscle poison (GM can determine the level randomly or base the level upon the degree of danger compelling the strike reflex).

Wide terraces for relaxation in the heat and skylights to warm interior spaces with the sun's rays dominate their elegant cities.

Urloc: (-)EKNX#,OS,(-,-)-8.

Urlocs are large, grayish-blue humanoids with stout bodies and wide mouths. Their eyes are yellow and without pupils. They stand 5'5" to 6' tall.

Clad in robes, these beings rarely wield weapons. They are known for their fantastic constructions, both cities and ships, so Urloc are often found on ships sailing the sea. The most powerful members of this race often display their status by wielding incredible relics of power. Many known artifacts are of Urloc construction.

The Urloc are a magical race that has inhabited the world for eons longer than the human races. They most often dwell on the coasts of mysterious oceans in huge fortress cities. Urloc are immortal, dying only from violence. All members of this race are spell casters and they require no sleep (PPs are regained every night at midnight).

Asexual, the society of these beings is based totally on magical procreative power. Rulers are always the strongest, and are often challenged by would-be usurpers. They worship the abstract concept of chaos. Certain Humans try to learn Urloc magics and philosophies and attempt to obtain their artifacts. Such humans who have survived their teachings are called wizard-priests.



The Urloc are cruel and heartless by human standards. Their magic has created many enchanted servants (constructs, golems, viles, etc.) to help and protect them.

Vulfen (Wolfmen): ktc(-,-,-),CDH-7.

Furred men with wolfish heads and tails, Vulfen are often confused with werewolves, to the detriment of the shapechangers. They stand 5'10" to 6'8" tall.

Cunning intelligence shapes the behavior of Vulfen, but cruelty and bloodthirst deprive them of Mannish respect and liking.

Vulfen run in packs, killing and devouring all in their path until exhaustion and sated hunger compel them to rest for a few days. They are nocturnal, sleeping by day and rampaging by night. Their average life span is 40 years.

Their own armament of fangs and claws is often supplemented by weapons garnered from fallen foes.

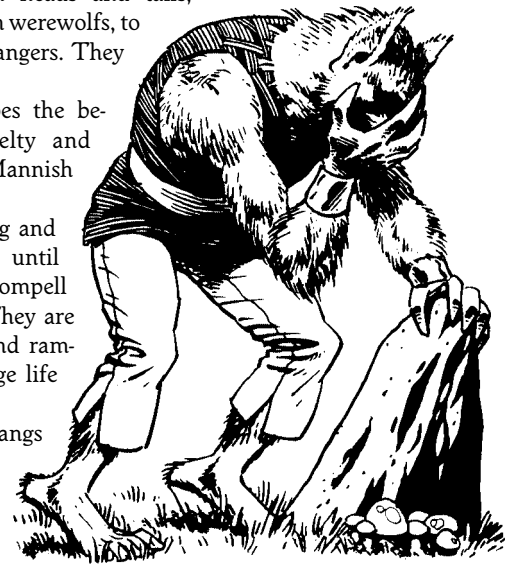
Zrax: (cf)(-),GO,-,T)-6.

These short-lived people have human bodies and the head and wings of a common housefly. They stand 5'6" to 6'7" tall with a 6' to 7' wingspan.

Zrax do not value wealth, but do thrive on excitement and danger.

Because of their short lives, Zrax are a quick and impatient race, and they never need to sleep. They are omnivorous, but prefer meat. Their wings are small, but they beat so quickly that they are able to keep a zrax aloft. They dwell in large communal structures that they construct like adobe buildings. They are immune to many poisons and diseases. Their average life span is only 5 years.

Zrax use weapons of all types, and often employ toxins, being immune to most poisons and diseases themselves.



ENCOUNTER TABLES

One of the key elements of fantasy role playing is adventuring. This often involves a group of characters exploring unusual locations and travelling through dangerous territory. When this occurs there is a chance that the group will “encounter” other creatures, who may be friendly, neutral or hostile. Because a Gamemaster cannot keep track of the movements and locations of all the myriad creatures that inhabit his world, it is often necessary for him to be able to generate “random” encounters.

In this section, we discuss three systems for generating encounters: encounters keyed to the creature’s power, encounters keyed to location and environment, and encounters keyed to specific situations. All of these systems are helpful to a GM in certain instances. A GM should use feel free to use all or part of these systems.

19.1 SPECIFIC SITUATION

When creating his world for a campaign game, a GM may want to develop an encounter generation system keyed to the unique situations inherent in his own world. Of course, we can not provide such a system, but the GM can create it by modifying the systems provided in Sections 19.2 and 19.3.

First, he should determine and eliminate any locations or environment features that are inappropriate for his world and game. For example, he might not want to have “cross-over points between dimensions,” or his world might be a desert world with no open water, leaving only “oasis/isolated water source” and “desert” as the only Water Sources.

Next, the GM should add any new location and environment features by creating encounter columns for them and adding them to the appropriate tables. For example, he might add an “anarchy” feature to the Civilization/Habitation Encounter Table and an “enchanted ruins” column to the Special Features Encounter tables.

Finally, the GM should eliminate inappropriate encounters (usually monsters) and add encounters unique to his world and his game. For example, he might eliminate golems and constructs from his world but add the concepts of robots, cyborgs, and androids.

19.2 CREATURE’S POWER

Often a GM wants to key the encounters in a specific area to a certain “power” level that is either appropriate to that section of his world or to the capabilities of his player characters (PCs). This allows the GM and his players to have adventures that are on the right scale (i.e., neither too hard or too easy).

The system presented in this section bases encounters on a “power” rating: weak, average, strong, tough, powerful, and mighty. These are very subjective ratings which should only be used in making a very general assessment of the appropriate power of an area (or group of PCs). If you are not sure what power rating to use, use “average” and then adjust the power rating as needed.

Note: A GM can use this table to find an appropriate opponent for a given session (resulting in at least one big encounter per session). If used in this fashion, the GM should use a power rating of one greater than the power rating of the group of PCs (to be sure that the encounter is very challenging).

This system uses the Power Encounter Table 19.4.1. It allows a chance of a creature showing up in any area, regardless of the power rating or environment. If the GM rolls and generates an inappropriate creature, he may assume that the creature has wandered into the area or that there is a special reason for it being there. Alternatively, the GM can re-roll or choose a creature that is similar to the one generated.

KEY TO THE POWER ENCOUNTER TABLE

ANIMAL: This result indicates an encounter with an “Animal” (a creature without enchanted/special abilities and has no better than animal intelligence). The GM can choose an appropriate animal or type of animal (e.g., if the encounter is on the ocean, the GM should choose fish or some other aquatic animal), or the GM can roll d100 (open-ended) and use the following list to determine the animal type (use a modification of -5 for “Weak” and +10 for “Strong”).

- 01-05 Riding and Draft Animals (possibly wild)
- 06-20 Herbivores and Other Passive Animals
- 21-30 Insects, Arachnids, and Crustaceans
- 31-45 Fish and Other Water Creatures
- 46-60 Birds and Other Aerial Creatures
- 61-75 Reptiles and Amphibians
- 76-85 Other Potentially Dangerous Animals
- 86-99 Carnivorous Mammals
- 100+ Unearthly Animals

RACE: This result indicates an encounter with members of an intelligent “race.” The giant races are included in the main table as individual encounters, but if the situation in his world calls for it, the GM may use this result to include them as well as the other races. This result can be anything from a hostile patrol to a wandering merchant; the GM should choose or use the Social/Culture/Civilization/Habitation Encounter Table (p. 177). The GM may choose an appropriate race for the area of world or roll d100 (open-ended) and consult the list below. This list presumes that men are the dominant race. Not all races presented in this book are represented below; the GM should feel free to modify the table based upon the races present in his world.

- | | | |
|-------------------|--------------------|-----------------------|
| 01-24 Men | 49-50 Pechs | 75-76 Neanderthals |
| 25-26 Wood Elves | 51-52 Nymphs | 77-78 Sea-Krals |
| 27-28 High Elves | 53-54 Satyrs | 79-80 Sohleugir |
| 29-30 Fair Elves | 55-56 Undines | 81-82 Sstoi’issylythi |
| 31-32 Gremlins | 57-58 Yaai | 83-84 Vulfen |
| 33-34 Pysks | 59-60 Tylweths | 85-86 Dwarves |
| 35-36 Slyphs | 61-62 Fosse-Grimms | 87-88 Gnolls |
| 37-38 Ellyllons | 63-64 Centaurs | 89-90 Goblins |
| 39-40 Kobolds | 65-66 Garks | 91-92 Halflings |
| 41-42 Troglydotes | 67-68 Hira’razhir | 93-94 Hobgoblins |
| 43-44 Dwelfs | 69-70 Idiyva | 95-96 Lesser Orcs |
| 45-46 Nixies | 71-72 Maazhat | 97-98 Gnomes |
| 47-48 Leprechauns | 73-74 Mermen | 99-100 Greater Orcs |

SPECIAL: The GM should make up his own encounter or choose one from the table.

RE-ROLL ON “xxx”: Re-roll using the next higher or next lower “power” rating as indicated.

19.4.1 POWER ENCOUNTER TABLE

Roll	Weak	Average	Strong	Tough	Powerful	Mighty
1-10	RACE	RACE	RACE	RACE	RACE	RACE
11-20	ANIMAL	ANIMAL	RACE	RACE	RACE	RACE
21-22	ANIMAL	ANIMAL	RACE	Hill Giant	Euryale	Young Cold Drake
23-24	ANIMAL	ANIMAL	RACE	Plon	Young Air Drake	Young Light Drake
25-26	ANIMAL	RACE	ANIMAL	Manticore	Young Land Drake	Young Fire Drake
27-28	ANIMAL	RACE	ANIMAL	Feliss	Young Cave Drake	Young Gas Drake
29-30	ANIMAL	RACE	ANIMAL	Scylla	Young Water Drake	Young Sea Drake
31-32	RACE	RACE	Great Wasps	Stone Giant	Water Wyvern	Yng Oriental Dragon
33-34	RACE	Janni (Genii)	Caustic Slime	Cerebus	Tyrannosaur	Phoenix
35-36	RACE	Jadeback	Abraxas	Will of the Wisp	Land Wyvern	Mature Air Drake
37-38	Gorcrow	Guyascutus	Pale II Demon	Gogonaur (Demon)	Winged Wyvern	Sea Serpent
39-40	Lambtree	Storm Hound	Brontosaur	Demon Horse	Dragon Salamander	Noble Gogonaur
41-42	Tove	Revenant	Stegosaur	Vestice	Minor Vampire	Mature Land Drake
43-44	Jackalope	Minor Construct	Gemsting	Chameleon Amoeba	Stone Golem	Celebdel (Demon)
45-46	Created Undead I	Banshee	Giant Hellbender	Pale III Demon	Lamassu	Old Cave Drake
47-48	Minor Skeleton	Water Hound	Servant (Elemental)	Neng	Narauk (Demon)	Lich
49-50	Wild Hunt Hound	Daeruk (Demon)	Al-mi'raj	Megalodon	Echidna (Lamiaie)	Steel Golem
51-52	Lesser Ghoul	Culrang (Demon)	Vapor Hound	Werebear	Cave Troll	Old Water Drake
53-54	Pale I Demon	Demon Dog	Jinni (Genii)	Minor Gr. Eagle	Snow Troll	Greater Shard
55-56	Trapping Plants	Tatzelwurm	Anklosaur	Griffin/Gryphon	Ifriti (Genii)	Black Reaver
57-58	Su	Rath	Triceratops	Ki-Rin	Barrow-wight	Sirrush
59-60	Gulo	Large Pterosaur	Minotaur	Hill Troll	Major Specter	Cloud Giant
61-62	Homonculus	Greater Skeleton	Sasquatch/Yeti	Shaitani (Genii)	Lesser Wight	Dragon Turtle
63-64	Zombie	Awakened Tree	Fire Hound	Greater Mummy	Greater Wraith	Storm Giant
65-66	Daedhel (Demon)	Nuckelavee	Ice Hound	Sovereign Skeleton	Lesser Shard	Pale V Demon
67-68	Hothrog (Demon)	Night Hound	Apparition	Minor Wight	fire Giant	Mature Gas Drake
69-70	Mara	Elothere	Lesser Mummy	Lesser Wraith	Frost Giant	Greater Vampire
71-72	Phantom	Tigertree	Horse Viper	Capricorn	Basilisk	Major Gr. Spider
73-74	Emitter Plants	Horned Snake	Wereboar	Slowroot	Gorgon (Medusa)	Mature Sea Drake
75-76	Great Porcupine	Spineshark	Pegasus	Weretiger	War Troll	Old Air Drake
77-78	Seftuau	Werejackal	Minor (Lesser) Giant	Mithril Unicorn	Demon Whale	Mithril Golem
79	Changeling	Naga	Forest Troll	Androsphinx	Mountain Troll	Old Land Drake
80	Lesser Gr. Spiders	Striges	Hothedhel (Demon)	Great Falcon	Chimera	Titan
81	Created Undead II	Flesh Golem	Werewolf	Thyfur	Unicorn	Hydra
82	Minor Ghost	Gargoyle	Stone Troll	Thauredhel (Demon)	Cave Worm	Greater Gr. Eagle
83	Lesser Skeleton	Steardan	Greater Shadow	Succubus/Incubus	Sphinx	Raukamar (Demon)
84	Rumtifusel	Created Undead III	Lord Skeleton	Fell Beast	Pale IV Demon	Mature Cold Drake
85	Small Pterosaur	Headless Ghosts	Empusa	Cyclops	Mature Dave Drake	Old Gas Drake
86	Greater Ghoul	Hippocampus	Vargamor	Normal (Lesser) Giant	Major (Lesser) Giant	Mat. Oriental Dragon
87	Ice Skeleton	Doppelganger	Lesser Construct	Greater Construct	Mature Water Drake	Eog Golem
88	Red Jaw	Siren	Clay Golem	Black Stalker	Lesser Vampire	Mature Light Drake
89	Wererat	Corpse Candle	Tar Golem	Greater Ghost	Iron Golem	Mature Fire Drake
90	3-Tailed Bavolorus	Sabertooth Tiger	Lesser Warder	Guardian (Elemental)	Lesser Gr. Eagle	Old Sea Drake
91	Lesser Shadow	Lesser Ghost	Hippogriff	Greater Warder	Maridi (Genii)	Silverscale
92	Nator	Large Ogre	Ghost Wolf	Created Undead VI	Major Wight	Moloch (Demon)
93	Geryon	Greater Gr. Spiders	Lesser Spectre	Strong Elemental*	Treeherd	Demon Beyond the Pale
94	Harpy	Created Undead IV	Pooka	Water Giant	Pale VI Demon	Old Cold Drake
95	Small Ogre	Swamp Star	Weak Elemental	Cockatrice	Ki-Lin	Old Oriental Dragon
96	Roaming Hand	Corpse Lantern	Created Undead V	Forest Giant	Mountain Giant	Old Light Drake
97	Firephantom	Re-roll on "Weak"	Re-roll on "Average"	Re-roll on "Strong"	Roc	Old Fire Drake
98	Minor Spectre	Re-roll on "Strong"	Re-roll on "Tough"	Re-roll on "Powerful"	Re-roll on "Tough"	The Wild Hunt Hound
99	Re-roll on "Average"	SPECIAL	SPECIAL	SPECIAL	Re-roll on "Mighty"	Re-roll on "Powerful"
100	SPECIAL	SPECIAL	SPECIAL	SPECIAL	SPECIAL	SPECIAL

Note: Not all creatures presented in this book are represented in this table.

Note: Any entry in the table that is in all upper-case letters directs the GM to the entries in the key.

19.4.2 UNIVERSAL ANIMALS		19.4.3 UNIVERSAL MONSTERS	
1 UNIV. ANIMALS	1-8 UNIV. ANIMALS	266-275 Warcat, Lesser	
2 TERRAIN	9-16 UNIV. MONSTERS	276-285 Water Drake	
3 WATER SOURCE	17-24 SOCIAL/CULTURE	286-295 Weak Elemental, Fire	
4 VEGETATION	25-32 TERRAIN	296-305 Wyvern, Water	
5 Special or Re-roll	33-40 WATER SOURCE	306-310 Air Drake	
6-10 Alligator/Crocodile	41-48 VEGETATION	311-315 Changling	
11-15 Antelope-like Animal	49-56 Special or Re-roll	316-320 Chaos Soldier, Comm.	
16-20 Ants	57-60 Camel/Llama/Alpaca	321-325 Cold Drake	
21-25 Beetles	61-64 Giraffe	326-330 Colem, Steel	
26-30 Deer	65-68 Golem, Mite	331-335 Construct, Dragon	
31-35 Mustelid/Civet	69-72 Great Falcon	336-340 Construct, Greater	
36-40 Ox/Water/Buffalo	73-76 Lamprey	341-345 Construct, Major Wasp	
41-45 Rabbit/Hare	77-80 Spiderskull	346-350 Drake, Undead	
46-50 Rats	81-82 Chillvine	351-355 Gogonaur	
51-55 Rodent	83-84 Construct, Falcon	356-360 Golem, Demon	
56-60 Wasp	85-86 Construct, Snake	361-365 Golem, Steel Sphinx	
61-63 Bat, Common	87 Chimera	366-370 Panda	
64-66 Bird, Common	88 Construct, Horse	371-375 Sea Drake	
67-69 Boar	89 Gloombird	376-380 Shadow Demon	
70-72 Buffalo	90 Golem, Clay	381-385 Silverscale, Human	
73-75 Cat, Common	91 Golem, Diamond	386-390 Storm Demon	
76-78 Dog, Common	92 Golem, Iron	391-395 Vultrim	
79-81 Snake, Non-Pois.	93 Golem, Stone	396-400 Warder, Greater	
82-84 Spider, Non-Pois.	94 Killer Rabbit	401-420 Behemoth	
85-87 Wolf, Common	95 Lesser Giant, Lesser	421-440 Black Reaver, Greater	
88 Frog/Toad	96-105 Avinarc	441-460 Champion, Noble	
89 Giraffe	106-115 Condor	461-480 Chaos Demon I	
90 Horse/Donkey/Mule	116-125 Construct, Lesser	481-500 Chaos Demon II	
91 Owl	126-135 Construct, Minor	501-520 Chaos Demon III	
92 Primates (Ape, etc.)	136-145 Construct, Minotaur	521-540 Chaos Demon IV	
93 Snake, Boa/Python	146-155 Giant Skull	541-560 Chaos Demon V	
94 Snake, Pit Viper	156-165 Golem, Brass	561-580 Elemental Savant	
95 Tortoise/Turtle	166-175 Golem, Flesh	581-600 Gem Entity	
96-105 Bear, Large	176-185 Golem, Iron Bull	601-620 Golem, Colossus	
106-115 Bear, Small	186-195 Golem, Stone Wyvern	621-640 Golem, Crystal	
116-125 Cat, Large	196-205 Grumoz	641-660 Golem, Eog	
126-135 Scorpion	206-215 Hothrog	661-680 Golem, Mithril	
136-145 Shrew	216-225 Mole	681-700 Hydra	
146-155 Snake, Viper	226-235 Sea Troll	701-720 Ordainer Moloch	
156-165 Spider, Poisonous	236-245 Strige	721-740 Sith	
156-165 Tick	246-255 Strong Elemental, Fire	741-760 Thonis	
201+ Wolverine	256-265 Vulfen	761-780 Uthuro	
		781+ Yrrigav	

Special Features, Water Sources, Terrain, and Vegetation. The GM should select the type of locale that is most appropriate for the current situation. At the top of each column, is a climate code (see below). Usually, a die roll is needed to determine which of two or four columns is used. If this is the case, the GM should roll a d100 (not open-ended); the number ranges (combined with the climate codes) at the top of the column indicate which column to use.

The climates are indicated by a code; use the list below to determine the code for a locale's climate.

h hot/humid
n hot/average
a hot/dry
w ... warm/humid
m ... warm/average
s warm/dry
k cool/average
t cool/dry
c cold/dry
f frigid

To handle areas that are more dangerous or powerful than normal, a GM may wish to make certain modifications to the encounter rolls. However, a GM must be very careful when using such modifications; they may generate extremely hazardous encounters. The GM can base such modifications upon an "activity" roll (d100 to see how active the local area is), or special local activity (e.g., a war is taking place, a local evil cleric has been stirring up the undead, the local drakes are on the warpath, etc.).

Note: These tables can also be used to generate creatures for a

large-scale adventure based upon the adventure's locale. If this is the case, the GM should select the Special Features column most appropriate to the locale of the adventure.

19.3 LOCATION AND ENVIRONMENT

The system presented in this section allows a GM to key an encounter to a group's location and the environment. This system uses Tables 19.4.2 through 19.8.4 (pages 175-200).

To begin with, the GM should roll first on the Civilization/Habitation Encounter Table. The result will either be an encounter with the local populace, or the GM will be directed to another encounter table (this is indicated by a result in all upper-case letters). Use the key on the previous page when rolling on Table 19.4.4 or any other table on pages 176-200.

When directed to another encounter table, the GM must know the climate and environment of the current locale. The group's locale determines on which table the encounter is generated, and the climate determines which column on that table is used. The locales are grouped into four categories:

KEY TO THE ENCOUNTER TABLES

Roll: Rolls on the encounter tables are open-ended. If the original result is 96 to 100, roll again and add the second roll to the first. If the second roll is 96 to 100, roll again and add the third result to the sum of the first two rolls. Continue this process as long as the roll is between 96 and 100.

Civilized Areas: Generally populated areas where the PCs are not considered enemies. This section is further broken down into rural, town (including villages), or city.

Hostile Areas: Generally populated areas where the PCs are considered enemies. This section is further broken down into rural, town (including villages), or city.

Border Areas: Areas that are not heavily populated and often border "unfriendly" territory. These areas are further broken down into rural and town.

19.4.4 SOCIAL/CULTURE/CIVILIZATION/HABITATION ENCOUNTER TABLE

Type	Civilized Areas			Hostile Areas			Border Areas		Wilderness	
	Rural	Town	City	Rural	Town	City	Rural	Town	Normal	Enchanted
UNIV. ANIMALS	1-11	1-2	1	1-12	1-6	1	1-15	1-5	1-20	1-10
UNIV. MONSTERS	12-13	3	-	13-16	7-8	-	16-21	6-7	21-30	11-25
VEGETATION	14-16	4-5	2	17-21	9-11	2	22-27	8-10	31-35	26-30
TERRAIN	17-19	6-7	3	22-26	12-14	3	28-33	11-13	36-40	31-35
WATER SOURCE	20-22	8-9	4	27-31	15-17	4	34-39	14-16	41-45	36-40
SPECIAL FEATURE	23-25	10-12	5-7	32-35	18-20	5-7	40-45	17-20	46-56	41-60
Local Residents										
Working	26-35	13-22	8-12	36-39	21-25	8-9	46-50	21-26	57-58	61
Playing/Relaxing	36-41	23-37	13-19	40-42	26-32	10-11	51	27-32	59-60	62
Travelling	42-47	38	20	43-45	33	12-12	52	33	61-62	63
Hauling Goods	48-53	39-43	21-22	46-47	34-35	14-15	53-54	34-35	63-64	64
Local Rowdies	54-56	44-47	23-26	48-49	36-39	16-17	55	36-38	-	-
Actors/Minstrels	57	48-49	27-30	50	40-41	18-21	56	39	65	65
Fishermen/Hunters	58-59	50	-	51-52	42-43	-	57-59	40-41	66-68	66-68
General Travellers	60-61	51-52	31-32	53-54	44-45	22-23	60-61	42-43	69	69
Merchants	62-63	53-55	33-36	55-56	46-48	24-27	62	44-45	70	70
Messengers	64-65	56-57	37-38	57-58	49-50	28-29	63	46	71	71
Nobles	66	58-59	39-42	59	51-52	30-33	64	47	72	72
Pilgrims	67	60	43	60	53	34	65	48	73	73
Priests	68-69	61-63	44-47	61	53-54	35-38	66	49-50	74	74
Refugees	70	64	48	62	55	39	67	51	75	75
Assayers/Tax Takers	71	65	49-50	63	56	40-41	68	52	-	-
Constables	72-76	66-70	51-56	64-68	57-61	42-47	69	53-56	-	-
Police Guards	77	71-72	57-60	69	63-64	48-52	70	57-58	-	-
Police Patrol	78	73-74	61-64	70	65-66	53-57	71	59	-	-
Militia Unit	79	75	65	71-72	67-68	58	72-73	60-62	76	76
Soldiers	80	76	66	73-75	69-71	59-61	74	63-65	77-78	77
Scouts/Watchers	81	77	67	76-77	72-73	62-63	75	66-67	79-80	78-79
Military Guards	82	78	68	78-79	74-75	64-65	76	68-69	-	-
Military Patrol	83	79	69	80-82	76-78	66-68	77	70-72	81-82	80
Military Unit	84	80	70	83-84	79-80	69-70	78	73	-	-
Assassins	85	81	71	85	81	71	79	74	83	81
Bandits	86-87	82	-	86-87	82	-	80-82	75-76	84	82
Beggars/Cripples	88	83-84	72-75	88	83-84	72-75	-	77-78	-	-
Burglars	-	85	76-78	-	85	76-78	-	79	-	-
Highwaymen	89-90	86	-	89-90	86	-	83-85	80-81	85	83
Muggers	-	-	79-80	-	-	79-80	-	-	-	-
Pickpockets	91	87-88	81-83	91	87-88	81-83	86	82-83	-	-
Cutpurses	-	89	84-85	-	89	84-85	-	84	-	-
Raiders	92	90	-	92	90	-	87-88	85	86	84
Spies	93	91	86	93	91	86	89	86-88	87	85
Thieves	94	92-93	87-90	94	92-93	87-90	90	89-90	88	86
Trackers/Searchers	95	94	91	95	94	91	91	91	89	87
Vigilantes/Fanatics	96	95	92-93	96	95	92-93	92	92	90	88
Adventures	97	96	94	97	96	94	93-94	93-94	91-93	89-91
Traps	98	97	95	98	97	95	95-96	95	94-96	92-92
Special or Re-roll	99-100	98-100	96-100	99-100	98-100	96-100	97-100	96-100	97-100	95-100

Wilderness: These are areas that are not at all populated (except by the most reclusive hermits). These areas are further broken down into normal areas and enchanted areas.

UNIV. ANIMALS: Re-roll on the the Universal Animals encounter table (19.4.2, page 176).

UNIV. MONSTERS: Re-roll on the the Universal Monsters encounter table (19.4.3, page 176).

VEGETATION: Re-roll on the the most appropriate Vegetation encounter table (19.8.1-19.8.6, pages 196-200).

TERRAIN: Re-roll on the the most appropriate Terrain encounter table (19.7.1-19.7.4, pages 193-195).

WATER SOURCE: Re-roll on the the most appropriate Water Source encounter table (19.6.1-19.6.10, pages 187-192).

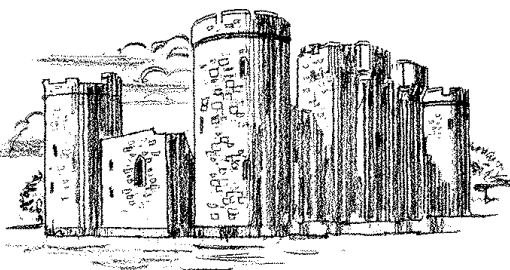
SPEC. FEATURES: Re-roll on the the most appropriate Special Feature encounter table (19.5.1-19.5.10, pages 178-186).

SOCIAL/CULTURE: Re-roll on the the most appropriate column of the Civilization/Habitation Encounter Table (19.4.4, page 177).

Special or Re-roll: The GM may create or choose a "special" encounter (keyed to the current adventure), or he may re-roll.

19.5.1 NEAR VILLAGES/TOWNS/CITIES/CASTLES ENCOUNTER TABLE (SPECIAL FEATURES)

Climates: hwsknm (1-50)		Climates: hwsknm (51-100)		Climates: atcf (1-50)		Climates: atcf (51-100)	
1-9	UNIV. ANIMALS	1-10	UNIV. ANIMALS	1-9	UNIV. ANIMALS	1-10	UNIV. ANIMALS
10-14	UNIV. MONSTERS	11-15	UNIV. MONSTERS	10-15	UNIV. MONSTERS	11-16	UNIV. MONSTERS
15-24	SOCIAL/CULTURE	16-26	SOCIAL/CULTURE	16-25	SOCIAL/CULTURE	17-28	SOCIAL/CULTURE
25-30	TERRAIN	27-32	TERRAIN	26-31	TERRAIN	29-35	TERRAIN
31-36	WATER SOURCE	33-38	WATER SOURCE	32-37	WATER SOURCE	36-41	WATER SOURCE
37-42	VEGETATION	39-44	VEGETATION	38-43	VEGETATION	42-47	VEGETATION
43-47	Special or Re-roll	45-49	Special or Re-roll	44-48	Special or Re-roll	48-52	Special or Re-roll
48-59	Dog, Common	50-57	Gratar, Green	49-60	Dog, Common	53-60	Gratar, Green
60-67	Gargoyle	58-65	Werewolf, Lesser	61-68	Gargoyle	61-68	Werewolf, Lesser
68-71	Gratar, Yellow	66-69	Roaming Hand	69-72	Gratar, Yellow	69-72	Roaming Hand
72-75	Nasti	70-73	Spiderskull	73-76	Nasti	73-76	Spiderskull
76-79	Pooka	74-77	Wererat	77-80	Pooka	77-80	Wererat
80-81	Apparition	78-79	Ghost, Lesser	81-82	Apparition	81-82	Ghost, Minor
82-83	Cerebus	80-81	Ghost, Minor	83-84	Frzzzm, Normal	83-84	Gratar, Black
84-85	Frzzzm, Normal	82-83	Gratar, Black	85-86	Furtheis	85-86	Sky Manta
86-87	Furtheis	84-85	Sky Manta	87-88	Ghost, Greater	87-88	Werebear, Lesser
88-89	Ghost, Greater	86-87	Werebear, Lesser	89-90	Ghost, Lesser	89-90	Werejackal
90	Darkhunter	88-89	Werejackal	91	Darkhunter	91	Gratar, Grey
91	Djinn, Jann	90	Homonculous	92	Djinn, Jann	92	Homonculous
92	Djinn, Jinn	91	Sky Shark	93	Djinn, Jinn	93	Sphinx
93	Faerie Dragon	92	Sphinx	94	Faerie Dragon	94	Wereboar
94	Gloombird	93	Tove	95	Gloombird	95	Winged Panther, Gr.
95	Gratar, Grey	94	Wereboar	96-105	Avinarc	96-105	Spectre, Lesser
96-105	Ansilius	95	Winged Panther, Gr.	106-115	Black Paladin	106-115	Spectre, Major
106-115	Avinarc	96-105	Quishad	116-125	Djinn, Ifrit	116-125	Spectre, Minor
116-125	Black Paladin	106-115	Revenant	126-135	Doppleganger	126-135	Vampire, Greater
126-135	Clivimis	116-125	Spectre, Lesser	136-145	Gratar, Red	136-145	Vampire, Lesser
136-145	Djinn, Ifrit	126-135	Spectre, Major	146-155	Grey Noble	146-155	Vampire, Minor
146-155	Doppleganger	136-145	Spectre, Minor	156-165	Living Ghoul	156-165	Warcat, Lesser
156-165	Gratar, Red	146-155	Vampire, Greater	166-175	Plon	166-175	Werelion, Lesser
166-175	Grey Noble	156-165	Vampire, Lesser	176-185	Quishad	176-185	Weretiger, Lesser
176-185	Living Ghoul	166-175	Vampire, Minor	186-195	Revenant	186-195	Shadow Assassin, Ma.
186-195	Mist Monster	176-185	Warcat, Lesser	196-200	Carn. Flying Monkeys	191-195	Silverscale, Dragon
196-205	Plon	186-195	Werelion, Lesser	201-205	Changling	196-200	Urloc
206-210	Carn. Flying Monkeys	196-205	Weretiger, Lesser	206-210	Djinn, Marid	201-205	Wraith, Greater
211-215	Changling	206-210	Shadow Assassin, Ma.	211-215	Shadow Assassin, Gr.	206-210	Wraith, Lesser
216-220	Djinn, Marid	211-215	Silverscale, Dragon	216-220	Shadow Assassin, Les.	211-230	Vampiric Gorgon
221-225	Shadow Assassin, Gr.	216-220	Urloc	221-240	Lich, Standard	231-250	Vampiric Werewolf
226-230	Shadow Assassin, Les.	221-225	Wraith, Greater	241-260	Monastic Lich	251+	Warcat, Greater
231-250	Lich, Standard	226-230	Wraith, Lesser	261+	Multi-Spider		
251-270	Monastic Lich	231-250	Vampiric Gorgon				
271+	Multi-Spider	251-270	Vampiric Werewolf				
		271+	Warcat, Greater				



19.5.2 RURAL INHABITED/CULTIVATED AREAS ENCOUNTER TABLE (SPECIAL FEATURES)

Climates: hatcf (1-50)	Climates: hatcf (51-100)	Climates: nwmsk (1-50)	Climates: nwmsk (51-100)
1-8 UNIV. ANIMALS	1-8 UNIV. ANIMALS	1-7 UNIV. ANIMALS	1-8 UNIV. ANIMALS
9-13 UNIV. MONSTERS	9-13 UNIV. MONSTERS	8-12 UNIV. MONSTERS	9-13 UNIV. MONSTERS
14-22 SOCIAL/CULTURE	14-22 SOCIAL/CULTURE	13-21 SOCIAL/CULTURE	14-22 SOCIAL/CULTURE
23-28 TERRAIN	23-27 TERRAIN	22-26 TERRAIN	23-28 TERRAIN
29-34 WATER SOURCE	28-32 WATER SOURCE	27-31 WATER SOURCE	29-34 WATER SOURCE
35-40 VEGETATION	33-37 VEGETATION	32-36 VEGETATION	35-40 VEGETATION
41-45 Special or Re-roll	38-42 Special or Re-roll	37-41 Special or Re-roll	41-45 Special or Re-roll
46-53 Dog, Common	43-50 Gratar, Green	42-49 Dog, Common	46-53 Gratar, Green
54-61 Gorcrow	51-58 Werewolf, Lesser	50-57 Gorcrow	54-61 Werewolf, Lesser
62-65 Ghost Wolf	59-62 Pooka	58-61 Ghost Wolf	62-65 Pooka
66-69 Gratar, Yellow	63-66 Spiderbat, Small	62-65 Gratar, Yellow	66-69 Spiderbat, Small
70-73 Nasti	67-70 Wererat	66-69 Jackalope	70-73 Wererat
74-77 Pathershark	71-74 Winged Eel, Moray	70-73 Nasti	74-77 Winged Eel, Moray
78-79 Blacksnake	75-76 Gratar, Black	74-77 Pathershark	78-79 Gratar, Black
80-81 Furtheis	77-78 Lambtree	78-79 Blacksnake	80-81 Sky Manta
82-83 Ghost, Greater	79-80 Sky Manta	80-81 Furtheis	82-83 Werebear, Lesser
84-85 Ghost, Lesser	81-82 Werebear, Lesser	82-83 Ghost, Greater	84-85 Werejackal
86-87 Ghost, Minor	83-84 Werejackal	84-85 Ghost, Lesser	86-87 Winged Eel, Electric
88 Banshee	85-86 Winged Eel, Electric	86-87 Ghost, Minor	88 Runtifusel
89 Djinn, Jann	87 Runtifusel	88-88 Banshee	89 Shadow, Greater
90 Djinn, Jinn	88 Shadow, Greater	89-89 Djinn, Jann	90 Shadow, Lesser
91 Faerie Dragon	89 Shadow, Lesser	90 Djinn, Jinn	91 Skeleton, Lord
92 Homonculous	90 Skeleton, Lord	91 Faerie Dragon	92 Skeleton, Sovereign
93 Killer Rabbit	91 Skeleton, Sovereign	92 Homonculous	93 Viperhawk
94 Mistraven	92 Tove	993 Killer Rabbit	94 Wereboar
95 Quetzlquatl	93 Viperhawk	94 Mistraven	95 Winged Panther, Gtr.
96-105 Avinarc	94 Wereboar	95 Quetzlquatl	96-105 Plon
106-115 Djinn, Ifrit	95 Winged Panther, Gtr.	96-105 Ansilius	106-115 Spiderbat, Large
116-125 Djinn, Shaitan	96-105 Horse Viper	106-115 Avinarc	116-125 Succubus/Incubus
126-135 Doppleganger	106-115 Plon	116-125 Bloodbloom	126-135 Warcat, Lesser
136-145 Horse Viper	116-125 Spiderbat, Large	126-135 Clivimis	136-145 Werelion, Lesser
146-150 Carn. Flying Monkeys	126-135 Succubus/Incubus	136-145 Djinn, Ifrit	146-155 Weretiger, Lesser
151-155 Changling	136-145 Warcat, Lesser	146-155 Djinn, Shaitan	156-160 Djinn, Marid
156+ Warcat, Greater	146-155 Werelion, Lesser	156-165 Doppleganger	161-165 Mara
	156-165 Weretiger, Lesser	166-170 Carn. Flying Monkeys	166+ Silverscale, Dragon
	166-170 Mara	171-175 Changling	
	171+ Silverscale, Dragon	176-180 Djinn, Marid	
		181+ Warcat, Greater	

KEY

UNIV. ANIMALS: Re-roll on the the Universal Animals encounter table (19.4.2, page 176).

UNIV. MONSTERS: Re-roll on the the Universal Monsters encounter table (19.4.3, page 176).

VEGETATION: Re-roll on the the most appropriate Vegetation encounter table (19.8.1-19.8.6, pages 196-200).

- C – Coniferous forest and/or taiga p. 196
- D – Deciduous/coniferous (mixed) forest p. 197
- T – Tundra p. 197
- H – Heath, scrub, and/or moor p. 198
- J – Jungle and/or rain forest p. 199
- P – Plains and/or grassland p. 200

TERRAIN: Re-roll on the the most appropriate Terrain encounter table (19.7.1-19.7.4, pages 193-195).

- A – Alpine, high altitude, and/or mountainous p. 193
- U – Underground p. 194
- R – Rough, rugged, and/or rocky hills p. 195
- W – Waste and/or barren p. 195

WATER SOURCE: Re-roll on the the most appropriate Water Source encounter table (19.6.1-19.6.10, pages 187-192).

- F – Freshwater coasts and banks p. 187
- I – tropical Islets, reefs, and or atolls p. 187
- B – Breaks and/or wadis p. 188
- O – Oceans p. 188
- Q – Oasis and/or isolated water sources p. 189
- G – Glaciers and/or snowfields p. 190
- S – Saltwater shores and/or shallows p. 190
- M – Marshes and/or swamps p. 191
- L – Lakes and/or rivers p. 192
- Z – Deserts p. 192

SOCIAL/CULTURE: Re-roll on the the most appropriate column of the Social/Culture/Civilization/Habitat Encounter Table (19.4.4, page 177).



19.5.3 ENCHANTED/MAGICAL PLACES ENCOUNTER TABLE (SPECIAL FEATURES)

All Climates (1-25)		All Climates (26-50)		All Climates (51-75)		All Climates (75-100)	
1-5	UNIV. ANIMALS	1-4	UNIV. ANIMALS	1-6	UNIV. ANIMALS	1-6	UNIV. ANIMALS
6-10	UNIV. MONSTER	5-9	UNIV. MONSTERS	7-13	UNIV. MONSTERS	7-12	UNIV. MONSTERS
11-15	CIVILIZATION	10-14	SOCIAL/CULTURE	14-19	SOCIAL/CULTURE	13-18	SOCIAL/CULTURE
16-20	TERRAIN	15-19	TERRAIN	20-25	TERRAIN	19-25	TERRAIN
21-25	WATER SOURCE	20-24	WATER SOURCE	26-31	WATER SOURCE	26-32	WATER SOURCE
26-30	VEGETATION	25-29	VEGETATION	32-37	VEGETATION	33-38	VEGETATION
31-36	Special or Re-roll	30-35	Special or Re-roll	38-43	Special or Re-roll	39-45	Special or Re-roll
37-44	Created Undead I	36-43	Created Undead V	44-51	Ghoul, Lesser	46-53	Skeleton, Lesser
45-52	Created Undead II	44-51	Created Undead VI	52-59	Phantom	54-61	Skeleton, Minor
53-60	Created Undead III	52-59	Gargoyle	60-67	Skeleton, Greater	62-69	Werewolf, Lesser
61-68	Created Undead IV	60-67	Ghoul, Greater	68-71	Spiderbat, Small	70-73	Zephyr Hound, Ice
69-72	Ghost Wolf	68-71	Mummy, Greater	72-75	Wererat	74-77	Zombie
73-76	Ghost, Headless	72-75	Mummy, Lesser	76-79	Wight, Barrow	78-79	Wight, Lesser
77-80	Manticore	76-79	Necros	80-81	Great Wasp	80-81	Wight, Major
81-82	Apparition	80-81	Frzzzm, Normal	82-83	Skeleton, Iron	82-83	Wight, Minor
83-84	Blacksnake	82-83	Furtheis	84-85	Skullpack	84-85	Zephyr Hound, Fire
85-86	Caustic Slime	84-85	Ghost, Greater	86-87	Swamp Star	86-87	Zephyr Hound, Storm
87-88	Cerebus	86-87	Ghost, Lesser	88-89	Werejackal	88-89	Zephyr Hound, Water
89-90	Chameleon Amoeba	88-89	Ghost, Minor	90	Quetzelquatl	90	Wereboar
91	Banshee	90-91	Werebear, Lesser	91	Shadow, Greater	91	Winged Panther, Gtr.
92	Demons o/t 1st Pale	92	Djinn, Jinn	92	Shadow, Lesser	92	Zephyr Hound, Vapor
93	Demons o/t 2nd Pale	93	Faerie Dragon	93	Skeleton, Lord	93	Zephyr Hound, Night
94	Disembodied Head	94	Ghoulking	94	Skeleton, Sovereign	94	Homonculous
95	Djinn, Jann	95	Great Spider, Greater	95	Skullbeast	95	Phantom Steed
96-105	Androsphinx	96-105	Dirge, Lesser	96-105	Mist Monster	96-105	Dirge, Major
106-115	Arcarva	106-115	Thorned Demon	106-115	Neng	106-115	Dirge, Minor
116-125	Black Paladin	116-125	Tlaque	116-125	Nightwing	116-125	Djinn, Ifrit
126-135	Champion, Centaur	126-135	Traag	126-135	Nycorac	126-135	Djinn, Shaitan
136-145	Corvox	136-145	Undead Mass	136-145	Quishad	136-145	Doppleganger
146-155	Culraug	146-155	Vampire, Greater	146-155	Rashtar	146-155	Dreadwing
156-165	Daerauk	156-165	Vampire, Lesser	156-165	Revenant	156-165	Frzzzm, Large
166-175	Deadhel	166-175	Vampire, Minor	166-175	Smoke Demon	166-175	Geryon
176-185	Demon Dog	176-185	Warcat, Lesser	176-185	Spectre, Lesser	176-185	Gorgon
186-195	Demons o/t 3rd Pale	186-195	Warrior Demons	186-195	Spectre, Major	186-195	Grumoz
196-205	Demons o/t 4th Pale	196-205	Werelion, Lesser	196-205	Spectre, Minor	196-205	Hothrog
206-215	Dirge, Greater	206-215	Weretiger, Lesser	206-215	Spiderbat, Large	206-215	Lammasu
216-220	Absorber	216-225	Wild Hunt Hound	216-225	Succubus/Incubus	216-225	Leorgon
221-225	Acid Demon	226-230	Shade Demon	226-230	Hodhedhel	226-230	Demons o/t 5th Pale
226-230	Black Stalker	231-235	Shadow Demon	231-235	Huntarr	231-235	Demons o/t 6th Pale
231-235	Bone Golem	236-240	Storm Demon	236-240	Ice Demon	236-240	Dictic
236-240	Carn. Flying Monkeys	241-245	Sword Demon	241-245	Ki-Rin	241-245	Djinn, Marid
241-245	Celebdel	246-250	Thauredhel	246-250	Lithaba	246-250	Drake, Undead
246-250	Champion, Winged	251-255	Urloc	251-255	Mind-Eaters	251-255	Eraditor
251-255	Cold Drake	256-260	Vultrim	256-260	Naruak	256-260	Frzzzm, Giant
256-260	Crystyl	261-265	Wraith, Greater	261-265	Noh-Kef	261-265	Gas Drake
261-265	Demon Horse	266-270	Wraith, Lesser	266-270	Oran	266-270	Glaar
266-270	Demonic Protoplasm	271-275	Xyr	271-275	Plague Demon	271-275	Gogonaur
271-290	Althoi	276-280	Yathlu	276-280	Plasma Drake	276-280	Great Spider, Major
291-310	Champion, High	281-300	Lich, Classic	281-300	Ordainder Raukamar	281-285	Hoard
311-330	Champion, Noble	301-320	Lich, Standard	301-320	Ordainer Moloch	286-305	Uthuro
331-350	Clostoph	321-340	Light Drake	321-340	Rhodintor	306-325	Vampiric Gorgon
351-370	Demon Drake	341-360	Maleskari	341-360	Sith	326-345	Vampiric Unicorn
371-390	Demon Scourge	361-380	Mogloth	361-380	Spajlen-Tier	346-365	Warcat, Greater
391-410	Demon Beyond Pale	381-400	Monastic Lich	381-400	Terrorite	366-385	Wrath, Greater
411-430	Discord	401-420	Multi-Spider	401-420	Thonis	386-405	Wrath, Major
431+	Elemental Savant	421+	Noble Gogonaur	421+	Tresh	406-425	Wrath, Minor
						426+	Yrrigav

19.5.4 BATTLEFIELDS/SHIPWRECKS ENCOUNTER TABLE (SPECIAL FEATURES)

Climates: hnawm (1-50)		Climates: hnawm (51-100)		Climates: sktcf (1-50)		Climates: sktcf (51-100)	
1-4	UNIV. ANIMALS	1-4	UNIV. ANIMALS	1-4	UNIV. ANIMALS	1-4	UNIV. ANIMALS
5-8	UNIV. MONSTERS	5-8	UNIV. MONSTERS	5-9	UNIV. MONSTERS	5-8	UNIV. MONSTERS
9-12	SOCIAL/CULTURE	9-12	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE	9-12	SOCIAL/CULTURE
13-16	TERRAIN	13-16	TERRAIN	14-18	TERRAIN	13-16	TERRAIN
17-20	WATER SOURCE	17-20	WATER SOURCE	19-22	WATER SOURCE	17-20	WATER SOURCE
21-24	VEGETATION	21-24	VEGETATION	23-26	VEGETATION	21-24	VEGETATION
25-28	Special or Re-roll	25-30	Special or Re-roll	27-31	Special or Re-roll	25-28	Special or Re-roll
29-36	Created Undead I	31-38	Created Undead VI	32-39	Created Undead I	29-36	Created Undead V
37-44	Created Undead II	39-46	Ghoul, Greater	40-47	Created Undead II	37-44	Created Undead VI
45-52	Created Undead III	47-54	Ghoul, Lesser	48-55	Created Undead III	45-52	Ghoul, Greater
53-60	Created Undead IV	55-62	Phantom	56-63	Created Undead IV	53-60	Ghoul, Lesser
61-68	Created Undead V	63-66	Roaming Hand	64-67	Bone Worm	61-68	Phantom
69-72	Bone Worm	67-70	Spiderbat, Small	68-71	Corpse Light, Candle	69-72	Spiderbat, Small
73-76	Corpse Light, Candle	71-74	Winged Eel, Moray	72-75	Ghost, Headless	73-76	Winged Eel, Moray
77-80	Ghost, Headless	75-78	Zombie	76-79	Roaming Hand	77-80	Zombie
81-82	Apparition	79-80	Rotting Corpse	80-81	Apparition	81-82	Sky Manta
83-84	Blacksnake	81-82	Sky Manta	82-83	Blacksnake	83-84	Swamp Star
85-86	Ghost, Greater	83-84	Swamp Star	84-85	Ghost, Greater	85-86	Wight, Lesser
87-88	Ghost, Lesser	85-86	Wight, Lesser	86-87	Ghost, Lesser	87-88	Wight, Major
89-90	Ghost, Minor	87-88	Wight, Major	88-89	Ghost, Minor	89-90	Wight, Minor
91-92	Nightguant	89-90	Wight, Minor	90-91	Nightguant	91-92	Winged Eel, Electric
93	Corpse Light, Lantern	91-92	Winged Eel, Electric	92-93	Rotting Corpse	93	Ghoulking
94	Disembodied Head	93	Gloombird	94	Corpse Light, Lantern	94	Gloombird
95	Ghoulking	94	Phantom Steed	95	Disembodied Head	95	Phantom Steed
96-105	Black Paladin	95	Quetzalquatl	96-105	Black Paladin	96-105	Grey Noble
106-115	Bloodbeast, Greater	96-105	Neng	106-115	Bloodbeast, Greater	106-115	Neng
116-125	Bloodbeast, Lesser	106-115	Skeleton, Ice	116-125	Bloodbeast, Lesser	116-125	Skeleton, Ice
126-135	Demon Dog	116-125	Spiderbat, Large	126-135	Demon Dog	126-135	Spiderbat, Large
136-145	Djinn, Ifrit	126-135	Succubus/Incubus	136-145	Djinn, Ifrit	136-145	Succubus/Incubus
146-155	Djinn, Shaitan	136-145	Wild Hunt Hound	146-155	Djinn, Shaitan	146-155	Wild Hunt Hound
156-160	Carn. Flying Monkeys	146-155	Grey Noble	156-160	Carn. Flying Monkeys	156-160	Djinn, Marid
161-165	Demon Horse	156-160	Djinn, Marid	161-165	Demon Horse	161-165	Wraith, Greater
166-170	Demonic Protoplasm	161-165	Wraith, Greater	166-170	Demonic Protoplasm	166-170	Wraith, Lesser
171+	Demon Drake	166-170	Wraith, Lesser	171+	Demon Drake	171+	Demon Scourge
		171+	Demon Scourge				

KEY

UNIV. ANIMALS: Re-roll on the the Universal Animals encounter table (19.4.2, page 176).

UNIV. MONSTERS: Re-roll on the the Universal Monsters encounter table (19.4.3, page 176).

VEGETATION: Re-roll on the the most appropriate Vegetation encounter table (19.8.1-19.8.6, pages 196-200).

C – Coniferous forest and/or taiga p. 196

D – Deciduous/coniferous (mixed) forest p. 197

T – Tundra p. 197

H – Heath, scrub, and/or moor p. 198

J – Jungle and/or rain forest p. 199

P – Plains and/or grassland p. 200

TERRAIN: Re-roll on the the most appropriate Terrain encounter table (19.7.1-19.7.4, pages 193-195).

A – Alpine, high altitude, and/or mountainous p. 193

U – Underground p. 194

R – Rough, rugged, and/or rocky hills p. 195

W – Waste and/or barren p. 195

WATER SOURCE: Re-roll on the the most appropriate Water Source encounter table (19.6.1-19.6.10, pages 187-192).

F – Freshwater coasts and banks p. 187

I – tropical Islets, reefs, and or atolls p. 187

B – Breaks and/or wadis p. 188

O – Oceans p. 188

Q – Oasis and/or isolated water sources p. 189

G – Glaciers and/or snowfields p. 190

S – Saltwater shores and/or shallows p. 190

M – Marshes and/or swamps p. 191

L – Lakes and/or rivers p. 192

Z – Deserts p. 192

SOCIAL/CULTURE: Re-roll on the the most appropriate column of the Social/Culture/Civilization/Habitation Encounter Table (19.4.4, page 177).



19.5.5 CAVERN COMPLEXES ENCOUNTER TABLE (SPECIAL FEATURES)

Climates: hnmas (1-50)		Climates: hnmas (51-100)		Climates: wktcf (1-50)		Climates: wktcf (51-100)	
1-7	UNIV. ANIMALS	1-6	UNIV. ANIMALS	1-6	UNIV. ANIMALS	1-7	UNIV. ANIMALS
8-15	UNIV. MONSTERS	7-12	UNIV. MONSTERS	7-12	UNIV. MONSTERS	8-14	UNIV. MONSTERS
16-21	SOCIAL/CULTURE	13-17	SOCIAL/CULTURE	13-18	SOCIAL/CULTURE	15-20	SOCIAL/CULTURE
22-29	TERRAIN	18-24	TERRAIN	19-24	TERRAIN	21-27	TERRAIN
30-35	WATER SOURCE	25-30	WATER SOURCE	25-30	WATER SOURCE	28-33	WATER SOURCE
36-41	VEGETATION	31-35	VEGETATION	31-36	VEGETATION	34-39	VEGETATION
42-49	Special or Re-roll	36-40	Special or Re-roll	37-42	Special or Re-roll	40-46	Special or Re-roll
50-57	Bat, Common	41-48	Gargoyle	43-50	Bat, Common	47-54	Gratar, Green
58-61	Bone Worm	49-56	Gratar, Green	51-58	Gargoyle	55-58	Naga
62-65	Empusa	57-60	Spiderbat, Small	59-62	Bone Worm	59-62	Spiderbat, Small
66-69	Gratar, Yellow	61-64	Stone Troll	63-66	Empusa	63-66	Stone Troll
70-73	Manticore	65-68	Wererat	67-70	Gratar, Yellow	67-70	Wererat
74-77	Naga	69-72	Winged Eel, Moray	71-74	Ice Spider	71-74	Winged Eel, Moray
78-79	Blacksnake	73-76	Zephyr Hound, Ice	75-78	Manticore	75-78	Zephyr Hound, Ice
80-81	Caustic Slime	77-78	Sky Manta	79-80	Blacksnake	79-80	Sky Manta
82-83	Chameleon Amoeba	79-80	Tatzelwurm	81-82	Caustic Slime	81-82	Tatzelwurm
84-85	Furtheis	81-82	Winged Eel, Electric	83-84	Chameleon Amoeba	83-84	Winged Eel, Electric
86-87	Gratar, Black	83-84	Zephyr Hound, Fire	85-86	Furtheis	85-86	Zephyr Hound, Fire
88-89	Red Jaw	85-86	Zephyr Hound, Storm	87-88	Gratar, Black	87-88	Zephyr Hound, Storm
90	Cave Troll	87-88	Zephyr Hound, Water	89-90	Red Jaw	89-90	Zephyr Hound, Water
91	Darkhunter	89-89	Gratar, Grey	91	Cave Troll	91-91	Giant Skeleton, Lesser
92	Euryale	90	Great Spider, Greater	92	Darkhunter	92-92	Gratar, Grey
93	Faerie Dragon	91	Minotaur	93	Euryale	93-93	Great Spider, Greater
94	Giant Skeleton, Gtr.	92	Quetzalquatl	94	Faerie Dragon	94-94	Winged Panther, Greater
95	Giant Skeleton, Lesser	93	Winged Panther, Greater	95-95	Giant Skeleton, Greater	95-95	Zephyr Hound, Night
96-105	Cave Worm	94	Zephyr Hound, Vapor	96-105	Cave Worm	96-105	Leorgon
106-115	Djinn, Ifrit	95	Zephyr Hound, Night	106-115	Djinn, Ifrit	106-115	Mist Monster
116-125	Doppleganger	96-105	Mist Monster	116-125	Doppleganger	116-125	Neng
126-135	Dragonian	106-115	Neng	126-135	Dragonian	126-135	Quishad
136-145	Geryon	116-125	Quishad	136-145	Gorgon	136-145	Snow Troll
146-155	Gorgon	126-135	Rancid	146-155	Gratar, Red	146-155	Spiderbat, Large
156-165	Gratar, Red	136-145	Snow Troll	156-165	Klugala	156-165	Succubus/Incubus
166-175	Klugala	146-155	Spiderbat, Large	166-175	Lammasu	166-175	Vampiric Troll
176-185	Lammasu	156-165	Succubus/Incubus	176-180	Bone Golem	176-185	Warcat, Lesser
186-195	Leorgon	166-175	Vampiric Troll	181-185	Carn. Flying Monkeys	186-190	Great Spider, Major
196-200	Bone Golem	176-185	Warcat, Lesser	186-190	Cold Drake	191-195	Plasma Drake
201-205	Carn. Flying Monkeys	186-190	Great Spider, Major	191-195	Gas Drake	196-200	Urloc
206-210	Cold Drake	191-195	Plasma Drake	196-215	Lich, Classic	201-205	Vile
211-215	Gas Drake	196-200	Urloc	216-235	Lich, Standard	206-225	Multi-Spider
216-235	Lich, Classic	201-205	Vile	236+	Light Drake	226-245	Tracha
236-255	Lich, Standard	206-225	Multi-Spider			246+	Warcat, Greater
256+	Light Drake	226-245	Tracha				
		246+	Warcat, Greater				



KEY

UNIV. ANIMALS: Re-roll on the the Universal Animals encounter table (19.4.2, page 176).

UNIV. MONSTERS: Re-roll on the the Universal Monsters encounter table (19.4.3, page 176).

VEGETATION: Re-roll on the the most appropriate Vegetation encounter table (19.8.1-19.8.6, pages 196-200).

- C – Coniferous forest and/or taiga p. 196
- D – Deciduous/coniferous (mixed) forest p. 197
- T – Tundra p. 197
- H – Heath, scrub, and/or moor p. 198
- J – Jungle and/or rain forest p. 199
- P – Plains and/or grassland p. 200

TERRAIN: Re-roll on the the most appropriate Terrain encounter table (19.7.1-19.7.4, pages 193-195).

- A – Alpine, high altitude, and/or mountainous p. 193
- U – Underground p. 194
- R – Rough, rugged, and/or rocky hills p. 195
- W – Waste and/or barren p. 195

SOCIAL/CULTURE: Re-roll on the the most appropriate column of the Social/Culture/Civilization/Habitat Encounter Table (19.4.4, page 177).

WATER SOURCE: Re-roll on the the most appropriate Water Source encounter table (19.6.1-19.6.10, pages 187-192).

- F – Freshwater coasts and banks p. 187
- I – tropical Islets, reefs, and or atolls p. 187
- B – Breaks and/or wadis p. 188
- O – Oceans p. 188
- Q – Oasis and/or isolated water sources p. 189
- G – Glaciers and/or snowfields p. 190
- S – Saltwater shores and/or shallows p. 190
- M – Marshes and/or swamps p. 191
- L – Lakes and/or rivers p. 192
- Z – Deserts p. 192

19.5.6 VOLCANIC AREAS ENCOUNTER TABLE (SPECIAL FEATURES)

Climates: hnm (1-50)	Climates: hnm (51-100)	Climates: wktcf (1-50)	Climates: wktcf (51-100)
1-5 UNIV. ANIMALS 6-14 UNIV. MONSTERS 15-20 SOCIAL/CULTURE 21-30 TERRAIN 31-36 WATER SOURCE	1-7 UNIV. ANIMALS 8-16 UNIV. MONSTERS 17-23 SOCIAL/CULTURE 24-33 TERRAIN 34-40 WATER SOURCE	1-7 UNIV. ANIMALS 8-16 UNIV. MONSTERS 17-22 SOCIAL/CULTURE 23-33 TERRAIN 34-39 WATER SOURCE	1-5 UNIV. ANIMALS 6-15 UNIV. MONSTERS 16-20 SOCIAL/CULTURE 21-32 TERRAIN 33-41 WATER SOURCE
37-42 VEGETATION 43-48 Special or Re-roll 49-60 Brontosaur/Apatasaur 61-68 Gratar, Green 69-72 Gratar, Yellow	41-47 VEGETATION 48-54 Special or Re-roll 55-62 Stegosaur 63-66 Pathershark 67-70 Spiderbat, Small	40-45 VEGETATION 46-53 Special or Re-roll 54-65 Brontosaur/Apatasaur 66-73 Gratar, Green 74-77 Gratar, Yellow	42-50 VEGETATION 51-58 Special or Re-roll 59-66 Stegosaur 67-70 Pathershark 71-74 Spiderbat, Small
73-76 Gyascutus 77-80 Manticore 81-82 Abraxas 83-84 Blacksnake 85-86 Gratar, Black	71-74 Triceratops 75-78 Tyrannosaur 79-80 Spider, Poisonous 81-82 Winged Eel, Electric 83-84 Zephyr Hound, Fire	78-81 Gyascutus 82-85 Manticore 86-87 Blacksnake 88-89 Gratar, Black 90 Anklosaur	75-78 Triceratops 79-82 Tyrannosaur 83-84 Spider, Poisonous 85-86 Winged Eel, Electric 87-88 Zephyr Hound, Water
87-88 Scorpion 89 Anklosaur 90 Euryale 91 Faerie Dragon 92 Gemsting	85-86 Zephyr Hound, Water 87-88 Siren 89 Minotaur 90 Quetzalquatl 91 Skeletal Tyrannosaur	91 Euryale 92 Faerie Dragon 93 Giant Skeleton, Greater 94 Giant Skeleton, Lesser 95 Great Spider, Greater	89 Griffin 90 Minotaur 91 Quetzalquatl 92 Skeletal Tyrannosaur 93 Spectral Tyrannosaur
93 Giant Skeleton, Greater 94 Giant Skeleton, Lesser 95 Great Spider, Greater 96-105 Cave Drake 106-115 Centaur, Scorpion	92 Spectral Tyrannosaur 93 Winged Panther, Greater 94 Zephyr Hound, Vapor 95 Griffin 96-105 Lammasu	96-105 Cave Drake 106-115 Djinn, Ifrit 116-125 Djinn, Shaitan 126-135 Dragonian 136-140 Carn. Flying Monkeys	94 Winged Panther, Greater 95 Zephyr Hound, Vapor 96-105 Mist Monster 106-115 Spiderbat, Large 116-125 Warcat, Lesser
116-125 Djinn, Ifrit 126-135 Djinn, Shaitan 136-145 Dragonian 146-155 Fire Giant 156-160 Carn. Flying Monkeys	106-115 Mist Monster 116-125 Spiderbat, Large 126-135 Warcat, Lesser 136-145 Wild Hunt Hound 146-150 Great Spider, Major	141-145 Cold Drake 146-150 Flame Beast 151-170 Light Drake 171+ Tracha	126-135 Wild Hunt Hound 136-140 Gas Drake 141-145 Great Spider, Major 146-150 Plasma Drake 151+ Warcat, Greater
161-165 Flame Beast 166-170 Gas Drake 171+ Light Drake	151-155 Plasma Drake 156-175 Tracha 176+ Warcat, Greater		

19.5.7 CROSS-OVER POINTS BETWEEN DIMENSIONS ENCOUNTER TABLE (SPECIAL FEATURES)

All Climates (1-25)	All Climates (26-50)	All Climates (51-75)	All Climates (76-100)
1-11 UNIV. ANIMALS 12-22 UNIV. MONSTERS 23-33 CIVILIZATION 34-44 TERRAIN 45-55 WATER SOURCE	1-11 UNIV. ANIMALS 12-22 UNIV. MONSTERS 23-33 CIVILIZATION 34-44 TERRAIN 45-55 WATER SOURCE	1-11 UNIV. ANIMALS 12-22 UNIV. MONSTERS 23-33 CIVILIZATION 34-44 TERRAIN 45-55 WATER SOURCE	1-11 UNIV. ANIMALS 12-22 UNIV. MONSTERS 23-33 CIVILIZATION 34-44 TERRAIN 45-55 WATER SOURCE
56-66 VEGETATION 67-87 Special or Re-roll 88-91 Spiderbat, Small 92-93 Zephyr Hound, Storm 94 Faerie Dragon	56-66 VEGETATION 67-87 Special or Re-roll 88-91 Zephyr Hound, Ice 92-93 Zephyr Hound, Water 94 Quetzalquatl	56-66 VEGETATION 67-88 Special or Re-roll 89-90 Blacksnake 91-92 Frzzzm, Normal 93 Demons o/t 1st Pale	56-66 VEGETATION 67-88 Special or Re-roll 89-90 Sky Manta 91-92 Zephyr Hound, Fire 93 Djinn, Jann
95 Great Spider, Greater 96-105 Arcarva 106-115 Champion, Centaur 116-125 Corvox 126-135 Culraug	95 Winged Panther, Gr. 96-105 Demons o/t 4th Pale 106-115 Djinn, Ifrit 116-125 Djinn, Shaitan 126-135 Dreadwing	94 Demons o/t 2nd Pale 95 Zephyr Hound, Vapor 96-105 Mrem 106-115 Neng 116-125 Nightwing	94 Djinn, Jinn 95 Zephyr Hound, Night 96-105 Succubus/Incubus 106-115 Thorned Demon 116-125 Tlaque
136-145 Daerauk 146-155 Deadhel 156-165 Demon Dog 166-175 Demons o/t 3rd Pale 176-185 Spiderbat, Large	136-145 Frzzzm, Large 146-155 Grumoz 156-165 Horse Viper 166-175 Hothrog 176-180 Demons o/t 6th Pale	126-135 Nycorac 136-145 Quishad 146-155 Rashtar 156-165 Smoke Demon 166-170 Hodhedhel	126-135 Traag 136-145 Warcat, Lesser 146-155 Warrior Demons 156-165 Wild Hunt Hound 166-170 Shade Demon
186-190 Absorber 191-195 Acid Demon 196-200 Black Stalker 201-205 Celebdel 206-210 Champion, Winged	181-185 Dictic 186-190 Djinn, Marid 191-195 Eraditor 196-200 Flame Beast 201-205 Frzzzm, Giant	171-175 Huntarr 176-180 Ice Demon 181-185 Lithaba 186-190 Mind-Eaters 191-195 Naruak	171-175 Shadow Demon 176-180 Sligguth 181-185 Storm Demon 186-190 Sword Demon 191-195 Thairedhel
211-215 Crystl 216-220 Demon Horse 221-225 Demonic Protoplasm 226-230 Demons o/t 5th Pale 231-250 Althoi	206-210 Glaar 211-215 Gogonaur 216-220 Great Spider, Major 221-225 Hoard 226-245 Elemental Savant	196-200 Noh-Kef 201-205 Oran 206-210 Plague Demon 211-215 Plasma Drake 216-235 Ordainder Raukamar	196-200 Urloc 201-205 Vultrim 206-210 Xyr 211-215 Yathlu 216-235 Uthuro
251-270 Champion, High 271-290 Champion, Noble 291-310 Clostoph 311-330 Demon Drake 331-350 Demon Scourge	246-265 Gem Entity 266-285 Lich, Classic 286-305 Light Drake 306-325 Maleskari 326-345 Moglath	236-255 Ordainer Moloch 256-275 Rhodintor 276-295 Sith 296-315 Terrorite 316-335 Thonis	236-255 Veyrr 256-275 Warcat, Greater 276-295 Wrath, Greater 296-315 Wrath, Major 316-335 Wrath, Minor
351-370 Demons Beyond Pale 371+ Discord	346-365 Multi-Spider 366+ Noble Gogonaur	336-355 Tracha 356+ Tresh	336+ Yrrigav

19.5.8 RUINS ENCOUNTER TABLE (SPECIAL FEATURES)

All Climates (1-25)		All Climates (26-50)		All Climates(51-75)		All Climates (76-100)	
1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS
6-9	UNIV. MONSTERS	6-9	UNIV. MONSTERS	6-9	UNIV. MONSTERS	6-9	UNIV. MONSTERS
10-13	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE
14-16	TERRAIN	14-17	TERRAIN	14-17	TERRAIN	14-17	TERRAIN
17-19	WATER SOURCE	18-21	WATER SOURCE	18-21	WATER SOURCE	18-21	WATER SOURCE
20-22	VEGETATION	22-25	VEGETATION	22-24	VEGETATION	22-24	VEGETATION
23-25	Special or Re-roll	26-29	Special or Re-roll	25-27	Special or Re-roll	25-27	Special or Re-roll
26-33	Created Undead I	30-37	Created Undead V	28-35	Ghoul, Greater	28-35	Skeleton, Greater
34-41	Created Undead II	38-45	Created Undead VI	36-43	Ghoul, Lesser	36-43	Skeleton, Lesser
42-49	Created Undead III	46-53	Gargoyle	44-51	Gratar, Green	44-51	Skeleton, Minor
50-57	Created Undead IV	54-57	Manticore	52-59	Phantom	52-59	Werewolf, Lesser
58-61	Arachad	58-61	Mummy, Greater	60-63	Roaming Hand	60-63	Wight, Barrow
62-65	Bone Worm	62-65	Mummy, Lesser	64-67	Spiderbat, Small	64-67	Winged Eel, Moray
66-69	Corpse Light, Candle	66-69	Necros	68-71	Spiderskull	68-71	Zephyr Hound, Ice
70-73	Ghost Wolf	70-73	Pathershark	72-75	Wererat	72-75	Zombie
74-77	Gratar, Yellow	74-75	Ghost, Lesser	76-77	Skullbat, Major	76-77	Wight, Lesser
78-79	Apparition	76-77	Ghost, Minor	78-79	Skullbat, Minor	78-79	Wight, Major
80-81	Blacksnake	78-79	Gratar, Black	80-81	Skullpack	80-81	Wight, Minor
82-83	Caustic Slime	80-81	Nightguant	82-83	Sky Manta	82-83	Winged Eel, Electric
84-85	Dark Apparition	82-83	Rotting Corpse	84-85	Swamp Star	84-85	Zephyr Hound, Fire
86-87	Frzzzm, Normal	84-85	Skeleton, Iron	86-87	Werebear, Lesser	86-87	Zephyr Hound, Storm
88-89	Furtheis	86-87	Skullbat, Greater	88-89	Werejackal	88-89	Zephyr Hound, Water
90-91	Ghost, Greater	88	Djinn, Jinn	90	Minotaur	90	Skeleton, Sovereign
92	Banshee	89	Faerie Dragon	91	Phantom Steed	91	Skullbeast
93	Corpse Light, Lantern	90	Feliss	92	Quetzalquatl	92	Wereboar
94	Darkhunter	91	Firephantom	93	Shadow, Greater	93	Winged Panther, Gtr.
95	Demons o/t 1st Pale	92	Ghoulking	94	Shadow, Lesser	94	Zephyr Hound, Vapor
96-105	Androsphinx	93	Gloombird	95	Skeleton, Lord	95	Zephyr Hound, Night
106-115	Arcarva	94	Demons o/t 2nd Pale	96-105	Mist Monster	96-105	Thorned Demon
116-125	Black Paladin	95	Disembodied Head	106-115	Mrem	106-115	Tlaque
126-135	Bloodbeast, Greater	96-105	Dirge, Major	116-125	Neng	116-125	Traag
136-145	Bloodbeast, Lesser	106-115	Dirge, Minor	126-135	Nightwing	126-135	Undead Mass
146-155	Corvox	116-125	Djinn, Ifrit	136-145	Quishad	136-145	Vampire, Greater
156-165	Culraug	126-135	Djinn, Shaitan	146-155	Rashtar	146-155	Vampire, Lesser
166-175	Daerauk	136-145	Doppleganger	156-165	Revenant	156-165	Vampire, Minor
176-185	Deadhel	146-155	Dreadwing	166-175	Skeleton, Ice	166-175	Warcad, Lesser
186-195	Demon Dog	156-165	Frzzzm, Large	176-185	Smoke Demon	176-185	Warrior Demons
196-205	Demons o/t 3rd Pale	166-175	Geryon	186-195	Spectre, Lesser	186-195	Werelion, Lesser
206-215	Demons o/t 4th Pale	176-185	Giant Skull	196-205	Spectre, Major	196-205	Weretiger, Lesser
216-225	Dirge, Greater	186-195	Gorgon	206-215	Spectre, Minor	206-215	Wild Hunt Hound
226-235	Dirge, Lesser	196-205	Grey Noble	216-225	Spiderbat, Large	216-220	Sword Demon
236-245	Succubus/Incubus	206-215	Grumoz	226-230	Mind-Eaters	221-225	Thauredhel
246-250	Absorber	216-225	Hothrog	231-235	Naruak	226-230	Urloc
251-255	Acid Demon	226-235	Leorgon	236-240	Noh-Kef	231-235	Vampiric Centaur
256-260	Black Stalker	236-245	Living Ghoul	241-245	Plague Demon	236-240	Wraith, Greater
261-265	Bone Golem	246-250	Djinn, Marid	246-250	Plasma Drake	241-245	Wraith, Lesser
266-270	Carn. Flying Monkeys	251-255	Drake, Undead	251-255	Shade Demon	246-250	Xyr
271-275	Celebdel	256-260	Eraditor	256-260	Shadow Assassin, Gtr.	251-255	Yathlu
276-280	Cold Drake	261-265	Frzzzm, Giant	261-265	Shadow Assassin, Les.	256-275	Sith
281-285	Demonic Protoplasm	266-270	Gas Drake	266-270	Shadow Assassin, Mj.	276-295	Spajlen-Tier
286-290	Demons o/t 5th Pale	271-275	Glaar	271-275	Shadow Demon	296-315	Terrorite
291-295	Demons o/t 6th Pale	276-280	Gogonaur	276-280	Storm Demon	316-335	Tracha
296-300	Dictic	281-285	Hodhedhel	281-300	Maleskari	336-355	Tresh
301-320	Althoi	286-290	Huntarr	301-320	Mogloth	356-375	Uthuro
321-340	Demon Drake	291-295	Ice Demon	321-340	Monastic Lich	376-395	Vampiric Gorgon
341-360	Demon Scourge	296-300	Mara	341-360	Noble Gogonaur	396-415	Wrath, Greater
361-380	Demons Beyond Pale	301-320	Vampiric Werewolf	361-380	Ordainder Raukamar	416-435	Wrath, Major
381-400	Lich, Classic	321-340	Veyrr	381-400	Ordainer Moloch	436-455	Wrath, Minor
401-420	Lich, Standard	341+	Warcad, Greater	401+	Rhodintor	456+	Yrrigav
421+	Light Drake						

19.5.9 BURIAL AREAS ENCOUNTER TABLE (SPECIAL FEATURES)

All Climates (1-25)		All Climates (26-50)		All Climates (51-75)		All Climates (76-100)	
15	UNIV. ANIMALS	1-6	UNIV. ANIMALS	1-6	UNIV. ANIMALS	1-5	UNIV. ANIMALS
6-14	UNIV. MONSTERS	7-15	UNIV. MONSTERS	7-15	UNIV. MONSTERS	6-14	UNIV. MONSTERS
15-19	SOCIAL/CULTURE	16-20	SOCIAL/CULTURE	16-20	SOCIAL/CULTURE	15-19	SOCIAL/CULTURE
20-24	TERRAIN	21-26	TERRAIN	21-26	TERRAIN	20-25	TERRAIN
25-29	WATER SOURCE	27-31	WATER SOURCE	27-31	WATER SOURCE	26-30	WATER SOURCE
30-34	VEGETATION	32-36	VEGETATION	32-36	VEGETATION	31-35	VEGETATION
35-43	Special or Re-roll	37-45	Special or Re-roll	37-45	Special or Re-roll	36-44	Special or Re-roll
44-51	Created Undead I	46-53	Created Undead IV	46-53	Ghoul, Greater	45-52	Skeleton, Greater
52-59	Created Undead II	54-61	Created Undead V	54-61	Ghoul, Lesser	53-60	Skeleton, Lesser
60-67	Created Undead III	62-69	Created Undead VI	62-69	Phantom	61-68	Skeleton, Minor
68-71	Bone Worm	70-73	Spiderskull	70-73	Necros	69-72	Manticore
72-75	Corpse Light, Candle	74-77	Wight, Barrow	74-77	Roaming Hand	73-76	Mummy, Greater
76-79	Ghost Wolf	78-81	Zombie	78-81	Spiderbat, Small	77-80	Mummy, Lesser
80-83	Ghost, Headless	82-83	Furtheis	82-83	Rotting Corpse	81-82	Skullpack
84-85	Apparition	84-85	Ghost, Greater	84-85	Skeleton, Iron	83-84	Swamp Star
86-87	Blacksnake	86-87	Ghost, Lesser	86-87	Skullbat, Greater	85-86	Wight, Lesser
88-89	Dark Apparition	88-89	Ghost, Minor	88-89	Skullbat, Major	87-88	Wight, Major
90-91	Frzzzm, Normal	90-91	Nightguant	90-91	Skullbat, Minor	89-90	Wight, Minor
92	Corpse Light, Lantern	92	Djinn, Jann	92	Gloombird	91	Shadow, Lesser
93	Demons o/t 1st Pale	93	Djinn, Jinn	93	Phantom Steed	92	Skeleton, Lord
94	Demons o/t 2nd Pale	94	Faerie Dragon	94	Quetzalquatl	93	Skeleton, Sovereign
95	Disembodied Head	95	Ghoulking	95	Shadow, Greater	94	Skullbeast
96-105	Arcarva	96-105	Dirge, Greater	96-105	Living Ghoul	95	Winged Panther, Gtr.
106-115	Black Paladin	106-115	Dirge, Lesser	106-115	Neng	96-105	Thorned Demon
116-125	Bloodbeast, Greater	116-125	Dirge, Major	116-125	Nightwing	106-115	Tlaque
126-135	Bloodbeast, Lesser	126-135	Dirge, Minor	126-135	Rashtar	116-125	Traag
136-145	Corvox	136-145	Djinn, Shaitan	136-145	Revenant	126-135	Undead Mass
146-155	Culraug	146-155	Dreadwing	146-155	Skeleton, Ice	136-145	Vampire, Greater
156-165	Daerauk	156-165	Frzzzm, Large	156-165	Smoke Demon	146-155	Vampire, Lesser
166-175	Deadhel	166-175	Giant Skull	166-175	Spectre, Lesser	156-165	Vampire, Minor
176-185	Demon Dog	176-185	Grey Noble	176-185	Spectre, Major	166-175	Warcat, Lesser
186-195	Demons o/t 3rd Pale	186-195	Grumoz	186-195	Spectre, Minor	176-185	Warrior Demons
196-205	Demons o/t 4th Pale	196-205	Hothrog	196-205	Spiderbat, Large	186-195	Wild Hunt Hound
206-210	Acid Demon	206-210	Demons o/t 6th Pale	206-210	Ice Demon	196-200	Storm Demon
211-215	Black Stalker	211-215	Eraditor	211-215	Mara	201-205	Sword Demon
216-220	Bone Golem	216-220	Frzzzm, Giant	216-220	Mind-Eaters	206-210	Thauredhel
221-225	Carn. Flying Monkeys	221-225	Gas Drake	221-225	Naruak	211-215	Vampiric Centaur
226-230	Celebdel	226-230	Glaar	226-230	Noh-Kef	216-220	Wraith, Greater
231-235	Demon Horse	231-235	Gogonaur	231-235	Plague Demon	221-225	Wraith, Lesser
236-240	Demonic Protoplasm	236-240	Hodhedhel	236-240	Shade Demon	226-230	Xyr
241-245	Demons o/t 5th Pale	241-245	Huntarr	241-245	Shadow Demon	231-235	Yathlu
246-265	Althoi	246-265	Maleskari	246-265	Sith	236-255	Warcat, Greater
266-285	Demon Drake	266-285	Mogloth	266-285	Terrorite	256-275	Wrath, Greater
286-305	Demon Scourge	286-305	Noble Gogonaur	286-305	Tresh	276-295	Wrath, Major
306-325	Demons Beyond Pale	306-325	Ordainder Raukamar	306-325	Uthuro	296-315	Wrath, Minor
326+	Lich, Classic	326-345	Ordainer Moloch	326-345	Vampiric Gorgon	316+	Yrrigav
		346+	Rhodintor	346+	Veyrr		

KEY

UNIV. ANIMALS: Re-roll on the the Universal Animals encounter table (19.4.2, page 176).

UNIV. MONSTERS: Re-roll on the the Universal Monsters encounter table (19.4.3, page 176).

VEGETATION: Re-roll on the the most appropriate Vegetation encounter table (19.8.1-19.8.6, pages 196-200).

C – Coniferous forest and/or taiga p. 196

D – Deciduous/coniferous (mixed) forest p. 197

T – Tundra p. 197

H – Heath, scrub, and/or moor p. 198

J – Jungle and/or rain forest p. 199

P – Plains and/or grassland p. 200

WATER SOURCE: Re-roll on the the most appropriate Water Source encounter table (19.6.1-19.6.10, pages 187-192).

F – Freshwater coasts and banks p. 187

I – tropical Islets, reefs, and or atolls p. 187

B – Breaks and/or wadis p. 188

O – Oceans p. 188

Q – Oasis and/or isolated water sources p. 189

G – Glaciers and/or snowfields p. 190

S – Saltwater shores and/or shallows p. 190

M – Marshes and/or swamps p. 191

L – Lakes and/or rivers p. 192

Z – Deserts p. 192

TERRAIN: Re-roll on the the most appropriate Terrain encounter table (19.7.1-19.7.4, pages 193-195).

A – Alpine, high altitude, and/or mountainous p. 193

U – Underground p. 194

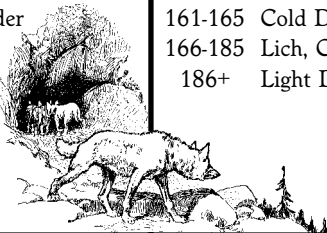
R – Rough, rugged, and/or rocky hills p. 195

W – Waste and/or barren p. 195

SOCIAL/CULTURE: Re-roll on the the most appropriate column of the Social/Culture/Civilization/Habitat Encounter Table (19.4.4, page 177).

19.5.10 CAVE ENTRANCES/OVERHANGS/LAIRS ENCOUNTER TABLE (SPECIAL FEATURES)

Climates: hnmas (1-50)		Climates: hnmas (51-100)		Climates: wktcf (1-50)		Climates: wktcf (51-100)	
1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-6	UNIV. ANIMALS
6-10	UNIV. MONSTERS	6-10	UNIV. MONSTERS	6-10	UNIV. MONSTERS	7-12	UNIV. MONSTERS
11-15	SOCIAL/CULTURE	11-15	SOCIAL/CULTURE	11-17	SOCIAL/CULTURE	13-18	SOCIAL/CULTURE
16-20	TERRAIN	16-20	TERRAIN	18-22	TERRAIN	19-24	TERRAIN
21-25	WATER SOURCE	21-25	WATER SOURCE	23-27	WATER SOURCE	25-30	WATER SOURCE
26-30	VEGETATION	26-30	VEGETATION	28-32	VEGETATION	31-36	VEGETATION
31-35	Special or Re-roll	31-35	Special or Re-roll	33-37	Special or Re-roll	37-41	Special or Re-roll
36-43	Bat, Common	36-43	Gargoyle	38-45	Bat, Common	42-49	Gratar, Green
44-47	Arachat	44-51	Gratar, Green	46-53	Gargoyle	50-53	Pathershark
48-51	Elothere	52-55	Manticore	54-57	Arachat	54-57	Spiderbat, Small
52-55	Ghost Wolf	56-59	Pathershark	58-61	Elothere	58-61	Stone Troll
56-59	Gratar, Yellow	60-63	Spiderbat, Small	62-65	Ghost Wolf	62-65	Winged Eel, Moray
60-63	Gyascutus	64-67	Stone Troll	66-69	Gratar, Yellow	66-69	Zephyr Hound, Ice
64-67	Jackalope	68-71	Winged Eel, Moray	70-73	Manticore	70-71	Nightguant
68-69	Blacksnake	72-75	Zephyr Hound, Ice	74-75	Blacksnake	72-73	Ogre
70-71	Bounder	76-77	Ogre	76-77	Bounder	74-75	Red Jaw
72-73	Caustic Slime	78-79	Red Jaw	78-79	Caustic Slime	76-77	Smilodon
74-75	Cerebus	80-81	Smilodon	80-81	Cerebus	78-79	Tatzelwurm
76-77	Chameleon Amoeba	82-83	Tatzelwurm	82-83	Chameleon Amoeba	80-81	Winged Eel, Electric
78-79	Furtheis	84-85	Winged Eel, Electric	84-85	Furtheis	82-83	Zephyr Hound, Fire
80-81	Gratar, Black	86-87	Zephyr Hound, Fire	86-87	Gratar, Black	84-85	Zephyr Hound, Storm
82-83	Great Wasp	88-89	Zephyr Hound, Storm	88-89	Great Wasp	86-87	Zephyr Hound, Water
84-85	Nightguant	90-91	Zephyr Hound, Water	90	Cave Troll	88	Great Spider, Greater
86	Cave Troll	92	Great Spider, Greater	91	Djinn, Jinn	89	Griffin
87	Djinn, Jinn	93	Griffin	92	Euryale	90	Quetzelquatl
88	Euryale	94	Quetzelquatl	93	Faerie Dragon	91	Sphinx
89	Faerie Dragon	95	Sphinx	94	Feliss	92	Winged Panther, Greater
90	Feliss	96-105	Neng	95	Giant Skeleton, Greater	93	Zephyr Hound, Vapor
91	Giant Skeleton, Greater	106-115	Snow Troll	96-105	Cyclops	94	Zephyr Hound, Night
92	Giant Skeleton, Lesser	116-125	Spiderbat, Large	106-115	Geryon	95	Giant Skeleton, Lesser
93	Winged Panther, Gtr.	126-135	Succubus/Incubus	116-125	Gorgon	96-105	Neng
94	Zephyr Hound, Vapor	136-145	Vampiric Troll	126-135	Klugala	106-115	Snow Troll
95	Zephyr Hound, Night	146-155	Warcat, Lesser	136-145	Lammasu	116-125	Spiderbat, Large
96-105	Cyclops	156-160	Cold Drake	146-155	Leorgon	126-135	Succubus/Incubus
106-115	Geryon	161-165	Gas Drake	156-160	Carn. Flying Monkeys	136-145	Vampiric Troll
116-125	Gorgon	166-185	Multi-Spider	161-165	Cold Drake	146-155	Warcat, Lesser
126-135	Klugala	186-205	Tracha	166-185	Lich, Classic	156-160	Gas Drake
136-145	Lammasu	206+	Warcat, Greater	186+	Light Drake	161-180	Multi-Spider
146-155	Leorgon					181-200	Tracha
156-160	Carn. Flying Monkeys					201+	Warcat, Greater
161-180	Lich, Classic						
181+	Light Drake						



KEY

UNIV. ANIMALS: Re-roll on the the Universal Animals encounter table (19.4.2, page 176).

UNIV. MONSTERS: Re-roll on the the Universal Monsters encounter table (19.4.3, page 176).

SOCIAL/CULTURE: Re-roll on the the most appropriate column of the Social/Culture/Civilization/Habitation Encounter Table (19.4.4, page 177).

VEGETATION: Re-roll on the the most appropriate Vegetation encounter table (19.8.1-19.8.6, p. 196-200).

C – Coniferous forest and/or taiga p. 196

D – Deciduous/coniferous (mixed) forest p. 197

T – Tundra p. 197

H – Heath, scrub, and/or moor p. 198

J – Jungle and/or rain forest p. 199

P – Plains and/or grassland p. 200

TERRAIN: Re-roll on the the most appropriate Terrain encounter table (19.7.1-19.7.4, pages 193-195).

A – Alpine, high altitude, and/or mountainous p. 193

U – Underground p. 194

R – Rough, rugged, and/or rocky hills p. 195

W – Waste and/or barren p. 195

WATER SOURCE: Re-roll on the the most appropriate Water Source encounter table (19.6.1-19.6.10, pages 187-192).

F – Freshwater coasts and banks p. 187

I – tropical Islets, reefs, and or atolls p. 187

B – Breaks and/or wadis p. 188

O – Oceans p. 188

Q – Oasis and/or isolated water sources p. 189

G – Glaciers and/or snowfields p. 190

S – Saltwater shores and/or shallows p. 190

M – Marshes and/or swamps p. 191

L – Lakes and/or rivers p. 192

Z – Deserts p. 192

SPEC. FEATURES: Re-roll on the the most appropriate Special Feature encounter table (19.5.1-19.5.10, pages 178-186).

N – Near villages, towns, cities, and/or castles p. 178

† – Rural inhabited and/or cultivated areas . p. 179

E – Enchanted and/or magical places p. 180

Y – Battlefields and/or shipwrecks p. 181

X – Cavern complexes p. 182

V – Volcanic areas p. 183

K – Cross-over points between dimensions ... p. 183

– Ruins p. 184

§ – Burial areas p. 185

@ – Cave entrances, overhangs, and/or lairs p. 186

19.6.1 FRESHWATER COASTS AND BANKS ENCOUNTER TABLE (WATER SOURCE)

All Climates (1-25)		All Climates (26-50)		All Climates(51-75)		All Climates (76-100)	
1-8	UNIV. ANIMALS	1-9	UNIV. ANIMALS	1-9	UNIV. ANIMALS	1-9	UNIV. ANIMALS
9-13	UNIV. MONSTERS	10-14	UNIV. MONSTERS	10-14	UNIV. MONSTERS	10-14	UNIV. MONSTERS
14-18	SOCIAL/CULTURE	15-19	SOCIAL/CULTURE	15-19	SOCIAL/CULTURE	15-19	SOCIAL/CULTURE
19-23	TERRAIN	20-24	TERRAIN	20-24	TERRAIN	20-24	TERRAIN
24-28	SPECIAL FEATURE	25-29	SPECIAL FEATURE	25-29	SPECIAL FEATURE	25-29	SPECIAL FEATURE
29-33	VEGETATION	30-36	VEGETATION	30-36	VEGETATION	30-35	VEGETATION
34-38	Special or Re-roll	37-41	Special or Re-roll	37-41	Special or Re-roll	36-40	Special or Re-roll
39-42	Arachat	42-45	Giant Slug, Spined	42-45	Owl	41-44	Snake, Cobra
43-46	Armadillo	46-49	Giraffe	46-49	Pathershark	45-48	Snake, Pit Viper
47-50	Black Baboon	50-53	Gratar, Yellow	50-53	Piranha	49-52	Tortoise/Turtle
51-54	Didex	54-57	Horse/Donkey/Mule	54-57	Primate (Ape, etc.)	53-56	Triceratops
55-58	Dolphin/Porpoise	58-61	Lizard	58-61	Pterosaur	57-60	Trivren
59-62	Eel	62-65	Moose	62-65	Raccoon	61-64	Tyrannosaur
63-66	Elothere	66-69	Nycamerith	66-69	Salamander/Newt	65-68	Vulture
67-70	Frog/Toad	70-73	Opposum	70-73	Snake, Boa/Python	69-72	Winged Eel, Moray
71-74	Giant Hellbender	74-75	Great Boar	74-75	Shrew	73-76	Woodpecker
75-76	Bounder	76-77	Hawk	76-77	Smilodon	77-78	Water Giant
77-78	Cerebus	78-79	Jadeback	78-79	Snake, Viper	79-80	Winged Eel, Electric
79-80	Dragonette	80-81	Koala	80-81	Spider, Poisonous	81-82	Winged Wolf
81-82	Falcon	82-83	Mongoose	82-83	Sundew	83-84	Wolverine
83-84	Flyingfish	84-85	Praying Mantis	84-85	Tick	85-86	Zephyr Hound, Storm
85-86	Giant Slug, Carnivorous	86-87	Scorpion	86-87	Tiger	87-88	Zephyr Hound, Water
87-88	Gratar, Black	88	Elephant	88	Horned Snake	89-89	War Snail
89	Anklosaur	89	Faerie Dragon	89	Regal Stag	90-90	Werewolf, Greater
90	Battle Boar	90	Fell Beast	90	Scra Pren	91-91	Winged Panter, Greater
91	Carn. Flying Squirrels	91	Gemsting	91	Scrav	92-92	Wombat
92	Centaur, Spider	92	Ghoulling	92	Skeletal Tyrannosaur	93-93	Wyvern, Winged
93	Dreamvines	93	Giant Skeleton, Greater	93	Spectral Tyrannosaur	94-94	Zehpyr Hound, Vapor
94	Eagle	94	Giant Skeleton, Lesser	94	Su	95-95	Zrax
95	Electric Wasp	95	Gratar, Grey	95	Viperhawk	96-105	Water Drake
96-105	Anteater	96-105	Geryon	96-105	Sea Troll	106-115	Weak Elemental, Cold
106-115	Arcarva	106-115	Gratar, Red	106-115	Sirrush	116-125	Weak Elemental, Earth
116-125	Centaur, Scorpion	116-125	Horribar	116-125	Sloth	126-135	Weak Elemental, Fire
126-135	Dragon Turtle	126-135	Land Drake	126-135	Snow Troll	136-145	Weretiger, Greater
136-145	Dragonian	136-145	Mist Monster	136-145	Strong Elemental, Cold	146-155	Whitesnake
146-155	Echidna	146-155	Mole	146-155	Strong Elemental, Earth	156-165	Winged Panther, Lesser
156-165	Fire Drake	156-165	Oriental Dragon	156-165	Strong Elemental, Fire	166-175	Wyvern, Land
166-175	Flea	166-175	Sea Serpent	166-175	Warcat, Lesser	176-180	Thraxx
176-180	Air Drake	176-180	Cockatrice	176-180	Werelion, Greater	181-185	Werebear, Greater
181-185	Carn. Flying Monkeys	181-185	Dragon Salamander	181-200	Dark Drake	186+	Warcat, Greater
186+	Basilisk	186+	Basilisk, Greater	201+	Hydra		

19.6.2 TROPICAL ISLET/REEF/ATOLL ENCOUNTER TABLE (WATER SOURCE)

All Climates (1-25)		All Climates (26-50)		All Climates(51-75)		All Climates (76-100)	
1-6	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-6	UNIV. ANIMALS
7-11	UNIV. MONSTERS	6-10	UNIV. MONSTERS	6-10	UNIV. MONSTERS	7-11	UNIV. MONSTERS
12-16	SOCIAL/CULTURE	11-15	SOCIAL/CULTURE	11-15	SOCIAL/CULTURE	12-17	SOCIAL/CULTURE
17-22	TERRAIN	16-20	TERRAIN	16-20	TERRAIN	18-23	TERRAIN
23-28	SPECIAL FEATURE	21-25	SPECIAL FEATURE	21-25	SPECIAL FEATURE	24-29	SPECIAL FEATURE
29-34	VEGETATION	26-30	VEGETATION	26-30	VEGETATION	30-35	VEGETATION
35-39	Special or Re-roll	31-34	Special or Re-roll	31-34	Special or Re-roll	36-40	Special or Re-roll
40-51	Antelope-like Animal	35-46	Beetles	35-46	Rats	41-52	Wasp
52-63	Ants	47-58	Mustelid/Civet	47-58	Rodent	53-60	Gratar, Green
64-71	Bird, Common	59-66	Cat, Common	59-66	Flying Lizard	61-68	Komodo Dragon
72-75	Black Baboon	67-74	Dog, Common	67-74	Giant Slug, Suggram	69-72	Snake, Pit Viper
76-79	Didex	75-78	Gratar, Yellow	75-78	Pathershark	73-76	Trivren
80-83	Giant Slug, Spined	79-82	Lizard	79-82	Scylla	77-80	Vulture
84-85	Bounder	83-86	Nycamerith	83-86	Sea Kral	81-84	Winged Eel, Moray
86-87	Dragonette	87-88	Gratar, Black	87-88	Mercat	85-86	Water Giant
88-89	Flyingfish	89-90	Great Boar	89-90	Mermen	87-88	Winged Eel, Electric
90-91	Giant Slug, Carnivorous	91-92	Jadeback	91-92	Shrew	89-90	Zephyr Hound, Water
92	Carn. Flying Squirrels	93	Fell Beast	93	Gratar, Grey	91	Sohleugir
93	Electric Wasp	94	Giant Skeleton, Greater	94	Mergryph	92	War Snail
94	Faerie Dragon	95	Giant Skeleton, Lesser	95	Scrav	93	Winged Panter, Greater
95	Wyvern, Winged	96-105	Gratar, Red	96-105	Strong Elemental, Cold	94	Zehpyr Hound, Vapor
96-105	Arcarva	106-115	Land Drake	106-115	Strong Elemental, Earth	95	Zrax
106-115	Dragonian	116-125	Mist Monster	116-125	Strong Elemental, Fire	96-105	Weak Elemental, Earth
116-125	Echidna	126-135	Oriental Dragon	126-135	Warcat, Lesser	106-115	Weak Elemental, Fire
126-135	Fire Drake	136-145	Rancid	136-145	Weak Elemental, Cold	116-125	Whitesnake
136-145	Flea	146-150	Dragon Salamander	146-150	Carn. Flying Monkeys	126-135	Winged Panther, Lesser
146-150	Air Drake	151-155	Thraxx	151-155	Cockatrice	136-145	Wyvern, Land
151+	Basilisk	156+	Basilisk, Greater	156+	Dark Drake	146+	Warcat, Greater

19.6.3 BREAKS/WADIS ENCOUNTER TABLE (WATER SOURCE)

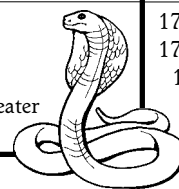
All Climates (1-25)	All Climates (26-50)	All Climates (51-75)	All Climates (76-100)
1-4 UNIV. ANIMALS 5-7 UNIV. MONSTERS 8-10 SOCIAL/CULTURE 11-13 TERRAIN 14-16 WATER SOURCE	1-5 UNIV. ANIMALS 6-8 UNIV. MONSTERS 9-11 SOCIAL/CULTURE 12-14 TERRAIN 15-17 WATER SOURCE	1-5 UNIV. ANIMALS 6-8 UNIV. MONSTERS 9-11 SOCIAL/CULTURE 12-14 TERRAIN 15-17 WATER SOURCE	1-3 UNIV. ANIMALS 4-6 UNIV. MONSTERS 7-9 SOCIAL/CULTURE 10-12 TERRAIN 13-15 WATER SOURCE
17-19 VEGETATION 20-22 Special or Re-roll 23-32 Antelope-like Animal 33-42 Ants 43-52 Beetles	18-20 VEGETATION 21-23 Special or Re-roll 24-33 Deer 34-43 Mustelid/Civet 44-51 Cat, Common	18-20 VEGETATION 21-23 Special or Re-roll 24-33 Rabbit/Hare 34-43 Rats 44-51 Gratar, Green	16-18 VEGETATION 19-21 Special or Re-roll 22-32 Gabbit 33-42 Rodent 43-52 Wasp
53-60 Bird, Common 61-68 Buffalo 69-72 Black Baboon 73-76 Camel/Llama/Alpaca 77-80 Didex	52-59 Dog, Common 60-67 Giant Slug, Suggram 68-71 Giraffe 72-75 Gratar, Yellow 76-79 Nycamerith	52-59 Serpentus 60-67 Snake, Non-Poisonous 68-71 Pathershark 72-75 Salamander/Newt 76-79 Snake, Cobra	53-60 Spider, Non-Poisonous 61-68 Wolf, Common 69-72 Trivren 73-76 Vulture 77-80 Winged Eel, Moray
81-84 Giant Slug, Spined 85-86 Bounder 87-88 Dragonette 89-90 Falcon 91-92 Giant Slug, Carnivorous	80-83 Owl 84-85 Gratar, Black 86-87 Great Boar 88-89 Great Spider, Lesser 90-91 Hawk	80-83 Snake, Pit Viper 84-85 Ihl Wolf 86-87 Jadeback 88-89 Scorpion 90-91 Shrew	81-84 Woodpecker 85-86 Snake, Viper 87-88 Spider, Poisonous 89-90 Winged Eel, Electric 91-92 Winged Wolf
93 Centaur, Spider 94 Electric Wasp 95 Faerie Dragon 96-105 Arcarva 106-115 Centaur, Scorpion	92 Fell Beast 93 Gemsting 94 Gila Monster 95 Gratar, Grey 96-105 Gratar, Red	92 Great Spider, Greater 93 Regal Stag 94 Scrav 95 War Snail 96-105 Strong Elemental, Cold	93 Werewolf, Greater 94 Winged Panther, Greater 95 Wyvern, Winged 96 Zrax 97-106 Weak Elemental, Earth
116-125 Dragonian 126-135 Fire Drake 136-145 Flea 146-150 Air Drake 151-155 Great Spider, Major	106-115 Land Drake 116-125 Mist Monster 126-135 Mole 136-145 Oriental Dragon 146-150 Cockatrice	106-115 Strong Elemental, Earth 116-125 Strong Elemental, Fire 126-135 Warcat, Lesser 136-145 Weak Elemental, Cold 146-150 Dragon Salamander	107-116 Weak Elemental, Fire 117-126 Weretiger, Greater 127-136 Whitesnake 137-146 Winged Panther, Lesser 147-156 Wyvern, Land
156-160 Thraxx 161+ Basilisk	151-155 Werebear, Greater 156+ Basilisk, Greater	151-155 Werelion, Greater 156+ Multi-Spider	157-176 Dark Drake 177+ Warcat, Greater

19.6.4 OCEAN ENCOUNTER TABLE (WATER SOURCE)

Climates: hnawm (1-50)	Climates: hnawm (51-100)	Climates: sktcf (1-50)	Climates: sktcf (51-100)
1-5 UNIV. ANIMALS 6-10 UNIV. MONSTERS 11-16 SOCIAL/CULTURE 17-21 TERRAIN 22-26 SPECIAL FEATURE	1-5 UNIV. ANIMALS 6-10 UNIV. MONSTERS 11-16 SOCIAL/CULTURE 17-21 TERRAIN 22-26 SPECIAL FEATURE	1-5 UNIV. ANIMALS 6-10 UNIV. MONSTERS 11-15 SOCIAL/CULTURE 16-20 TERRAIN 21-25 SPECIAL FEATURE	1-5 UNIV. ANIMALS 6-10 UNIV. MONSTERS 11-15 SOCIAL/CULTURE 16-20 TERRAIN 21-25 SPECIAL FEATURE
27-31 VEGETATION 32-40 Special or Re-roll 41-52 Jellyfish 53-60 Crabs/Lobsters 61-64 Dolphin/Porpoise	27-31 VEGETATION 32-40 Special or Re-roll 41-52 Sea Anemone 53-60 Megalodon 61-64 Sea Kral	26-30 VEGETATION 31-35 Special or Re-roll 36-47 Jellyfish 48-55 Crabs/Lobsters 56-63 Megalodon	26-30 VEGETATION 31-36 Special or Re-roll 37-48 Sea Anemone 49-56 Seal/Sea Lion/Walrus 57-60 Dolphin/Porpoise
65-68 Killer Whale 69-72 Lizard 73-76 Nator 77-80 Octopus, Common 81-84 Scylla	65-68 Shark 69-72 Snake, Pit Viper 73-76 Starfish 77-80 Viperfish 81-82 Flyingfish	64-67 Lamprey 68-71 Lizard 72-75 Nator 76-79 Octopus, Common 80-83 Penguin	61-64 Killer Whale 65-68 Scylla 69-72 Shark 73-76 Snake, Pit Viper 77-80 Starfish
85-86 Mermen 87-88 Rath 89-90 Ray 91 Faerie Dragon 92 Giant Skeleton, Greater	83-84 Mercat 85 Port. Man-o-War 86 Snake, Sea 87 Spineshark 88 Whale	84-85 Flyingfish 86-87 Mercat 88-89 Mermen 90 Demon Whale 91 Faerie Dragon	81-84 Viperfish 85-86 Ray 87-88 Water Giant 89-90 Wereshark, Lesser 91 Port. Man-o-War
93 Giant Skeleton, Lesser 94 Hippocampus 95 Mergryph 96-105 Arcarva 106-115 Capricorn	89 Winged Panter, Greater 90-91 Siren 92-93 Water Giant 94-95 Wereshark, Lesser 96-105 Sea Troll	92 Giant Skeleton, Greater 93 Giant Skeleton, Lesser 94 Hippocampus 95 Mergryph 96-105 Arcarva	92 Snake, Sea 93 Spineshark 94 Whale 95 Winged Panter, Greater 96-105 Sea Troll
116-125 Dragon Turtle 126-135 Mist Monster 136-145 Nucklelavee 146-155 Octopus, Giant 156-165 Sea Serpent	106-115 Shuikmar 116-125 Strong Elemental, Cold 126-135 Swordfish/Sailfish 136-145 Water Drake 146-155 Weak Elemental, Cold	106-115 Capricorn 116-125 Dragon Turtle 126-135 Mist Monster 136-145 Nucklelavee 146-155 Octopus, Giant	106-115 Shuikmar 116-125 Strong Elemental, Cold 126-135 Swordfish/Sailfish 136-145 Water Drake 146-155 Weak Elemental, Cold
166-170 Sea Drake 171-175 Thraxx 176+ Wereshark, Greater	156-165 Wyvern, Water 166-170 Urloc 171+ Hydra	156-165 Sea Serpent 166-170 Sea Drake 171+ Wereshark, Greater	156-165 Wyvern, Water 166-170 Thraxx 171-175 Urloc 176+ Hydra

19.6.5 OASIS/ISOLATED WATER SOURCES ENCOUNTER TABLE (WATER SOURCE)

All Climates (1-25)		All Climates (26-50)		All Climates(51-75)		All Climates (76-100)	
1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS
6-9	UNIV. MONSTERS	6-9	UNIV. MONSTERS	6-9	UNIV. MONSTERS	6-9	UNIV. MONSTERS
10-13	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE
14-16	TERRAIN	14-17	TERRAIN	14-17	TERRAIN	14-16	TERRAIN
17-19	SPECIAL FEATURE	18-21	SPECIAL FEATURE	18-21	SPECIAL FEATURE	17-19	SPECIAL FEATURE
20-22	VEGETATION	22-25	VEGETATION	22-24	VEGETATION	20-22	VEGETATION
23-25	Special or Re-roll	26-28	Special or Re-roll	25-27	Special or Re-roll	23-25	Special or Re-roll
26-31	Alligator/Crocodile	29-36	Ants	28-33	Deer	26-30	Rabbit/Hare
32-37	Antelope-like Animal	37-44	Beetles	34-39	Mustelid/Civet	31-35	Rats
38-43	Wasp	45-52	Brontosaur/Apatasaur	40-45	Ox/Water Buffalo	36-40	Rodent
44-47	Allibat	53-56	Dog, Common	46-47	Giant Slug, Suggram	41-44	Snake, Non-Poisonous
48-51	Bird, Common	57	Flying Lizard	48-49	Gratar, Green	45-48	Spider, Non-Poisonous
52-55	Buffalo	58	Ghoul, Greater	50-53	Nile Monitor	49-51	Will of the Wisp
56-59	Cat, Common	59	Ghoul, Lesser	54-57	Skunk	52-55	Wolf, Common
60-61	Arachid	60-61	Giant Slug, Spined	58-61	Owl	56-58	Tortoise/Turtle
62-64	Armadillo	62-64	Giraffe	62-63	Pathershark	59-60	Trivren
65-66	Black Baboon	65-66	Gratar, Yellow	64-66	Raccoon	61-63	Vulture
67-67	Corpse Light, Candle	67-69	Lizard	67-69	Salamander/Newt	64-64	Winged Eel, Moray
68-69	Eel	70-72	Moose	70-72	Snake, Boa/Python	65-67	Woodpecker
70	Ghost, Headless	73	Nycamerith	73-75	Snake, Pit Viper	68-70	Zebra
71	Giant Hellbender	74-75	Opposum	76	Spiderbat, Small	71-73	Mongoose
72-73	Bear, Large	76	Ghost, Lesser	77-78	Tick	74-75	Praying Mantis
74-75	Bear, Small	77	Ghost, Minor	79-80	Tiger	76-76	Red Feeder
76-77	Blacksnake	78	Giant Slug, Carnivorous	81	Water Giant	77-78	Shrew
78-79	Bounder	79	Gratar, Black	82	Wereshark, Lesser	79-80	Spider, Poisonous
80	Dragonette	80	Great Spider, Lesser	83	Winged Eel, Electric	81-81	Swamp Star
81-82	Falcon	81-82	Hawk	84	Winged Wolf	82-83	Tapir
83-84	Flying Frog	83	Ihl Wolf	85	Zephyr Hound, Storm	84-85	Tick
85	Ghost, Greater	84-84	Jadeback	86-86	Zephyr Hound, Water	86-86	Red Feeder
86-87	Spider, Poisonous	85-86	Mongoose	87-88	Tapir	87-88	Shrew
88	Swamp Star	87-88	Praying Mantis	89	Horasos	89	War Snail
89	Carn. Flying Squirrels	89	Fireflower	90	Quetzalquatl	90	Werewolf, Greater
90	Centaur, Spider	90	Flying Squirrel	91	Regal Stag	91	Winged Panter, Greater
91	Corpse Light, Lantern	91	Ghoulking	92	Scrav	92	Wombat
92	Darkhunter	92	Giant Skeleton, Greater	93	Su	93	Wyvern, Winged
93	Electric Wasp	93	Giant Skeleton, Lesser	94	Swamp Octopus	94	Zephyr Hound, Vapor
94	Faerie Dragon	94	Gratar, Grey	95	Vorasis	95	Zrax
95	Fell Beast	95	Great Spider, Greater	96-105	Sirrush	96-105	Weak Elemental, Cold
96-105	Anteater	96-105	Gratar, Red	106-115	Sloth	106-115	Weak Elemental, Earth
106-115	Arcarva	106-115	Land Drake	116-125	Spiderbat, Large	116-125	Weak Elemental, Fire
116-125	Deathwoode	116-125	Mist Monster	126-135	Strong Elemental, Cold	126-135	Weretiger, Greater
126-135	Dragonian	126-135	Mole	136-145	Strong Elemental, Earth	136-145	Whitesnake
136-145	Echidna	136-145	Oriental Dragon	146-155	Strong Elemental, Fire	146-155	Winged Panther, Lesser
146-155	Fire Drake	146-155	Pangolin	156-165	Warcat, Lesser	156-165	Wyvern, Land
156-165	Flea	156-165	Rancid	166-170	Great Spider, Major	166-170	Thraxx
166-175	Wyvern, Water	166-170	Cockatrice	171-175	Panda	171-175	Werebear, Greater
176-180	Absorber	171-175	Dragon Salamander	176-180	Sligguth	176-180	Werelion, Greater
181-185	Air Drake	176-180	Gas Drake	181-200	Tracha	181+	Wereshark, Greater
186-205	Basilisk	181-200	Behemoth	201+	Warcat, Greater		
206+	Basilisk, Greater	201+	Dark Drake				



KEY

UNIV. ANIMALS: Re-roll on the the Universal Animals encounter table (19.4.2, page 176).

UNIV. MONSTERS: Re-roll on the the Universal Monsters encounter table (19.4.3, page 176).

VEGETATION: Re-roll on the the most appropriate Vegetation encounter table (19.8.1-19.8.6, p. 196-200).

C – Coniferous forest and/or taiga p. 196
 D – Deciduous/coniferous (mixed) forest p. 197
 T – Tundra p. 197
 H – Heath, scrub, and/or moor p. 198
 J – Jungle and/or rain forest p. 199
 P – Plains and/or grassland p. 200

SPEC. FEATURES: Re-roll on the the most appropriate Special Feature encounter table (19.5.1-19.5.10, pages 178-186).

N – Near villages, towns, cities, and/or castles p. 178
 † – Rural inhabited and/or cultivated areas . p. 179
 E – Enchanted and/or magical places p. 180
 Y – Battlefields and/or shipwrecks p. 181
 X – Cavern complexes p. 182
 V – Volcanic areas p. 183
 K – Cross-over points between dimensions ... p. 183
 # – Ruins p. 184
 § – Burial areas p. 185
 @ – Cave entrances, overhangs, and/or lairs p. 186

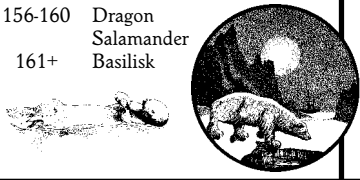
TERRAIN: Re-roll on the the most appropriate Terrain encounter table (19.7.1-19.7.4, pages 193-195).

A – Alpine, high altitude, and/or mountainous p. 193
 U – Underground p. 194
 R – Rough, rugged, and/or rocky hills p. 195
 W – Waste and/or barren p. 195

SOCIAL/CULTURE: Re-roll on the the most appropriate column of the Social/Culture/Civilization/Habitat Encounter Table (19.4.4, page 177).

19.6.6 GLACIERS/SNOWFIELD ENCOUNTER TABLE (WATER SOURCE)

Climates: hnawm (1-50)	Climates: hnawm (51-100)	Climates: sktcf (1-50)	Climates: sktcf (51-100)
1-6 UNIV. ANIMALS 7-11 UNIV. MONSTERS 12-16 SOCIAL/CULTURE 17-23 TERRAIN 24-30 WATER SOURCE	1-6 UNIV. ANIMALS 7-11 UNIV. MONSTERS 12-16 SOCIAL/CULTURE 17-23 TERRAIN 24-29 WATER SOURCE	1-4 UNIV. ANIMALS 5-8 UNIV. MONSTERS 9-12 SOCIAL/CULTURE 13-17 TERRAIN 18-22 WATER SOURCE	1-4 UNIV. ANIMALS 5-8 UNIV. MONSTERS 9-12 SOCIAL/CULTURE 13-16 TERRAIN 17-21 WATER SOURCE
31-37 VEGETATION 38-43 Special or Re-roll 44-53 Antelope-like Animal 54-63 Beetles 64-73 Brontosaur/Apatasaur	30-36 VEGETATION 37-42 Special or Re-roll 43-52 Mustelid/Civet 53-62 Rats 63-70 Dog, Common	23-27 VEGETATION 28-32 Special or Re-roll 33-42 Antelope-like Animal 43-52 Beetles 53-60 Crison	22-25 VEGETATION 26-29 Special or Re-roll 30-39 Brontosaur/Apatasaur 40-49 Mustelid/Civet 50-59 Rats
74-81 Crison 82-85 Nycamerith 86-87 Bear, Large 88-89 Falcon 90-91 Hawk	71-78 Wolf, Common 79-82 Owl 83-86 Pathershark 87-88 Jadeback 89-90 Shrew	61-68 Dog, Common 69-72 Furred Snake, Giant 73-76 Gulo 77-80 Ice Spider 81-84 Nycamerith	60-67 Wolf, Common 68-71 Owl 72-75 Pathershark 76-79 Thyfur 80-83 Zephyr Hound, Ice
92-93 Ihl Wolf 94 Fell Beast 95 War Snail 96-105 Condor 106-115 Dragonian	91-92 Winged Wolf 93 Werewolf, Greater 94 Winged Panter, Greater 95 Wyvern, Winged 96-105 Oriental Dragon	85-86 Bear, Large 87-88 Falcon 89-90 Hawk 91-92 Ihl Wolf 93 Fell Beast	84-85 Jadeback 86-87 Sasquatch 88-89 Shrew 90-91 Winged Wolf 92-93 Wolverine
116-125 Horribar 126-135 Land Drake 136-145 Mist Monster 146-150 Air Drake 151-155 Cockatrice	106-115 Strong Elemental, Cold 116-125 Weak Elemental, Cold 126-135 Weretiger, Greater 136-145 Whitesnake 146-155 Wyvern, Land	94 War Snail 95 Werewolf, Greater 96-105 Condor 106-115 Dragonian 116-125 Horribar	94 Winged Panter, Greater 95 Wyvern, Winged 96-105 Snow Troll 106-115 Strong Elemental, Cold 116-125 Weak Elemental, Cold
156-160 Dragon Salamander 161+ Basilisk	156-160 Werebear, Greater 161-165 Werelion, Greater 166+ Behemoth	126-135 Land Drake 136-145 Mist Monster 146-155 Oriental Dragon 156-160 Air Drake 161-165 Cockatrice 166-170 Cold Drake 171+ Basilisk	126-135 Weretiger, Greater 136-145 Whitesnake 146-155 Wyvern, Land 156-160 Dragon Salamander 161-165 Werebear, Greater 166-170 Werelion, Greater 171+ Behemoth

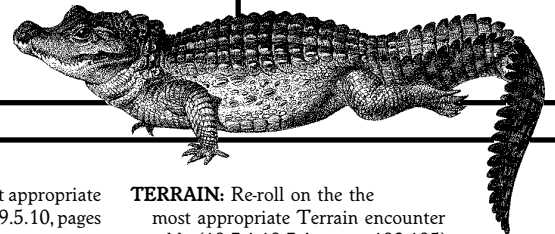


19.6.7 SALTWATER SHORES/SHALLOWS ENCOUNTER TABLE (WATER SOURCE)

All Climates (1-25)	All Climates (26-50)	All Climates (51-75)	All Climates (76-100)
1-5 UNIV. ANIMALS 6-8 UNIV. MONSTERS 9-11 SOCIAL/CULTURE 12-14 TERRAIN 15-17 SPECIAL FEATURE	1-5 UNIV. ANIMALS 6-8 UNIV. MONSTERS 9-12 SOCIAL/CULTURE 13-15 TERRAIN 16-18 SPECIAL FEATURE	1-5 UNIV. ANIMALS 6-8 UNIV. MONSTERS 9-12 SOCIAL/CULTURE 13-15 TERRAIN 16-18 SPECIAL FEATURE	1-5 UNIV. ANIMALS 6-8 UNIV. MONSTERS 9-12 SOCIAL/CULTURE 13-15 TERRAIN 16-18 SPECIAL FEATURE
18-20 VEGETATION 21-23 Special or Re-roll 24-31 Bird, Common 32-39 Buffalo 40-47 Cat, Common	19-21 VEGETATION 22-24 Special or Re-roll 25-32 Dog, Common 33-40 Ghoul, Greater 41-48 Ghoul, Lesser	19-21 VEGETATION 22-24 Special or Re-roll 25-32 Giant Slug, Suggram 33-40 Gratar, Green 41-48 Seal/Sea Lion/Walrus	19-21 VEGETATION 22-24 Special or Re-roll 25-32 Serpentus 33-40 Skunk 41-48 Snake, Non-Poisonous
48-55 Wolf, Common 56-59 Black Baboon 60-63 Dolphin/Porpoise 64-67 Eel 68-71 Giant Slug, Spined	49-52 Lamprey 53-56 Lizard 57-60 Moose 61-64 Nator 65-68 Nycamerith	49-52 Owl 53-56 Penguin 57-60 Raccoon 61-64 Scylla 65-68 Sea Kral	49-52 Starfish 53-56 Tortoise/Turtle 57-60 Trivren 61-64 Viperfish 65-68 Vulture
72-75 Giraffe 76-79 Gratar, Yellow 80-83 Killer Whale 84-85 Bounder 86-87 Dragonette	69-72 Octopus, Common 73-76 Opposum 77-78 Gratar, Black 79-80 Great Boar 81-82 Hawk	69-72 Shark 73-76 Snake, Pit Viper 77-78 Lake Worm 79-80 Mercat 81-82 Mermen	69-72 Winged Eel, Moray 73-76 Woodpecker 77-78 Ray 79-80 Shrew 81-82 Siren
88 Demon Whale 89 Eagle 90 Electric Wasp 91 Faerie Dragon 92 Fell Beast	83-84 Ihl Wolf 85-86 Jadeback 87-88 Winged Eel, Electric 89-90 Giant Slug, Carnivorous 91 Giant Skeleton, Greater	83-84 Mongoose 85-86 Rath 87-88 Winged Wolf 89-90 Flyingfish 91 Mergryph	83-84 Tiger 85-86 Water Giant 87-88 Zephyr Hound, Water 89-90 Falcon 91 Snake, Sea
93 Ghoulking 94 Werewolf, Greater 95 Whale 96-105 Arcarva 106-115 Capricorn	92 Giant Skeleton, Lesser 93 Gratar, Grey 94 Hippocampus 95 Wyvern, Winged 96-105 Horribar	92 Port. Man-o-War 93 Regal Stag 94 Scrav 95 Zephyr Hound, Vapor 96-105 Sea Serpent	92 Sohleugir 93 Spineshark 94 War Snail 95 Zrax 96-105 Warcat, Lesser
116-125 Dragon Turtle 126-135 Dragonian 136-145 Echidna 146-155 Fire Drake 156-165 Flea	106-115 Mist Monster 116-125 Mole 126-135 Nucklelavee 136-145 Octopus, Giant 146-155 Oriental Dragon	106-115 Sea Troll 116-125 Shuikmar 126-135 Spiderbat, Large 136-145 Strong Elemental, Cold 146-155 Strong Elemental, Earth	106-115 Water Drake 116-125 Weak Elemental, Cold 126-135 Weak Elemental, Earth 136-145 Weak Elemental, Fire 146-155 Weretiger, Greater
166-175 Gratar, Red 176-185 Wyvern, Water 186-190 Air Drake 191+ Carn. Flying Monkeys	156-165 Quishad 166-175 Rancid 176-180 Dragon Salamander 181-185 Sea Drake 186+ Dark Drake	156-165 Strong Elemental, Fire 166-175 Swordfish/Sailfish 176-180 Thraxx 181-185 Urloc 186+ Hydra	156-165 Whitesnake 166-175 Winged Panther, Lesser 176-180 Werebear, Greater 181-185 Werelion, Greater 186+ Warcat, Greater

19.6.8 MARSH/SWAMP ENCOUNTER TABLE (WATER SOURCE)

All Climates (1-25)		All Climates (26-50)		All Climates(51-75)		All Climates (76-100)	
1-15	UNIV. ANIMALS	1-15	UNIV. ANIMALS	1-17	UNIV. ANIMALS	1-16	UNIV. ANIMALS
16-19	UNIV. MONSTERS	16-19	UNIV. MONSTERS	18-21	UNIV. MONSTERS	17-20	UNIV. MONSTERS
20-23	SOCIAL/CULTURE	20-23	SOCIAL/CULTURE	22-25	SOCIAL/CULTURE	21-24	SOCIAL/CULTURE
24-26	TERRAIN	24-26	TERRAIN	26-28	TERRAIN	25-27	TERRAIN
27-29	SPECIAL FEATURES	27-29	SPECIAL FEATURES	29-31	SPECIAL FEATURES	28-30	SPECIAL FEATURES
30-32	VEGETATION	30-32	VEGETATION	32-34	VEGETATION	31-33	VEGETATION
33-35	Special or Re-roll	33-35	Special or Re-roll	35-37	Special or Re-roll	34-36	Special or Re-roll
36-40	Allibat	36-43	Dog, Common	38-39	Giant Slug, Suggram	37-44	Snake, Non-Poisonous
41-47	Bird, Common	44-49	Flying Lizard	40-41	Gratar, Green	45-52	Spider, Non-Poisonous
48-54	Buffalo	50-55	Ghoul, Greater	42-45	Nile Monitor	53-53	Will of the Wisp
55-61	Cat, Common	56-61	Ghoul, Lesser	46-51	Skunk	54-61	Wolf, Common
62-64	Arachat	62-62	Giant Slug, Spined	52-55	Owl	62-65	Tortoise/Turtle
65-67	Armadillo	63-65	Giraffe	56	Pathershark	66-67	Trivren
68-69	Black Baboon	66-68	Gratar, Yellow	57-60	Raccoon	68-71	Vulture
70-71	Corpse Light, Candle	69-71	Lizard	61-64	Salamander/Newt	72	Winged Eel, Moray
72-74	Eel	72-74	Moose	65-68	Snake, Boa/Python	73-76	Woodpecker
75-75	Ghost, Headless	75	Nycamerith	69-72	Snake, Pit Viper	77-80	Zebra
76-76	Giant Hellbender	76-78	Oppossum	73-74	Spiderbat, Small	81-82	Bear, Large
77-78	Bear, Small	79	Ghost, Minor	75-76	Praying Mantis	83	Water Giant
79-80	Blacksnake	80	Giant Slug, Carnivorous	77	Red Feeder	84	Wereshark, Lesser
81	Bounder	81	Gratar, Black	78-79	Shrew	85	Winged Eel, Electric
82	Dragonette	82	Great Spider, Lesser	80-81	Spider, Poisonous	86	Winged Wolf
83-84	Falcon	83-84	Hawk	82	Swamp Star	87	Zephyr Hound, Storm
85-86	Flying Frog	85	Ihl Wolf	83-84	Tapir	88	Zephyr Hound, Water
87	Ghost, Greater	86	Jadeback	85-86	Tick	89	War Snail
88	Ghost, Lesser	87-88	Mongoose	87-88	Tiger	90	Werewolf, Greater
89	Carn. Flying Squirrels	89	Fireflower	89	Horasos	91	Winged Panter, Greater
90	Centaur, Spider	90	Flying Squirrel	90	Quetzelquatl	92	Wombat
91	Corpse Light, Lantern	91	Ghoulking	91	Regal Stag	93	Wyvern, Winged
92	Darkhunter	92	Giant Skeleton, Greater	92	Scrav	94	Zephyr Hound, Vapor
93	Electric Wasp	93	Giant Skeleton, Lesser	93	Su	995	Zrax
94	Faerie Dragon	94	Gratar, Grey	94	Swamp Octopus	96-105	Weretiger, Greater
95	Fell Beast	95	Great Spider, Greater	95	Vorasis	106-115	Whitesnake
96-105	Anteater	96-105	Land Drake	96-105	Spiderbat, Large	116-125	Winged Panther, Lesser
106-115	Arcarva	106-115	Mist Monster	106-115	Strong Elemental, Cold	126-135	Wyvern, Land
116-125	Deathwoode	116-125	Mole	116-125	Strong Elemental, Earth	136-145	Wyvern, Water
126-135	Dragonian	126-135	Oriental Dragon	126-135	Strong Elemental, Fire	146-150	Thraxx
136-145	Echidna	136-145	Pangolin	136-145	Warcat, Lesser	151-155	Werebear, Greater
146-155	Fire Drake	146-155	Rancid	146-155	Weak Elemental, Cold	156-160	Werelion, Greater
156-165	Flea	156-165	Sirrush	156-165	Weak Elemental, Earth	161-165	Panda
166-175	Gratar, Red	166-175	Sloth	166-175	Weak Elemental, Fire	166-170	Sligguth
176-180	Absorber	176-180	Dragon Salamander	176-195	Basilisk, Greater	171-190	Tracha
181-185	Air Drake	181-185	Gas Drake	196+	Behemoth	191+	Warcat, Greater
186-190	Cockatrice	186-190	Great Spider, Major				
191-210	Basilisk	191+	Dark Drake				
211+	Wereshark, Greater						



KEY

UNIV. ANIMALS: Re-roll on the the Universal Animals encounter table (19.4.2, page 176).

UNIV. MONSTERS: Re-roll on the the Universal Monsters encounter table (19.4.3, page 176).

VEGETATION: Re-roll on the the most appropriate Vegetation encounter table (19.8.1-19.8.6, p. 196-200).

- C – Coniferous forest and/or taiga p. 196
- D – Deciduous/coniferous (mixed) forest p. 197
- T – Tundra p. 197
- H – Heath, scrub, and/or moor p. 198
- J – Jungle and/or rain forest p. 199
- P – Plains and/or grassland p. 200

SPEC. FEATURES: Re-roll on the the most appropriate Special Feature encounter table (19.5.1-19.5.10, pages 178-186).

- N – Near villages, towns, cities, and/or castles p. 178
- † – Rural inhabited and/or cultivated areas . p. 179
- E – Enchanted and/or magical places p. 180
- Y – Battlefields and/or shipwrecks p. 181
- X – Cavern complexes p. 182
- V – Volcanic areas p. 183
- K – Cross-over points between dimensions ... p. 183
- # – Ruins p. 184
- § – Burial areas p. 185
- @ – Cave entrances, overhangs, and/or lairs p. 186

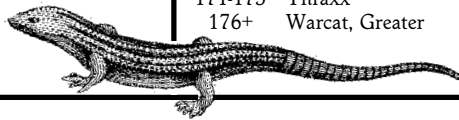
TERRAIN: Re-roll on the the most appropriate Terrain encounter table (19.7.1-19.7.4, pages 193-195).

- A – Alpine, high altitude, and/or mountainous p. 193
- U – Underground p. 194
- R – Rough, rugged, and/or rocky hills p. 195
- W – Waste and/or barren p. 195

SOCIAL/CULTURE: Re-roll on the the most appropriate column of the Social/Culture/Civilization/Habitation Encounter Table (19.4.4, page 177).

19.6.9 LAKE/RIVER ENCOUNTER TABLE (WATER SOURCE)


All Climates (1-25)	All Climates (26-50)	All Climates (51-75)	All Climates (76-100)
1-4 UNIV. ANIMALS 5-8 UNIV. MONSTERS 9-12 SOCIAL/CULTURE 13-15 TERRAIN 16-18 SPECIAL FEATURE	1-5 UNIV. ANIMALS 6-10 UNIV. MONSTERS 11-16 SOCIAL/CULTURE 17-19 TERRAIN 20-22 SPECIAL FEATURE	1-5 UNIV. ANIMALS 6-9 UNIV. MONSTERS 10-15 SOCIAL/CULTURE 16-18 TERRAIN 19-21 SPECIAL FEATURES	1-5 UNIV. ANIMALS 6-9 UNIV. MONSTERS 10-15 SOCIAL/CULTURE 16-18 TERRAIN 19-21 SPECIAL FEATURES
19-21 VEGETATION 22-24 Special or Re-roll 25-30 Antelope-like Animal 31-36 Beetles 37-42 Wasp	23-25 VEGETATION 26-28 Special or Re-roll 29-36 Deer 37-44 Mustelid/Civet 45-49 Dog, Common	22-24 VEGETATION 25-27 Special or Re-roll 28-37 Ox/Water Buffalo 38-47 Rabbit/Hare 48-48 Giant Slug, Sugggram	22-24 VEGETATION 25-27 Special or Re-roll 28-35 Rats 36-43 Rodent 44-45 Serpentus
43-46 Allibat 47-50 Bird, Common 51-54 Buffalo 55-58 Cat, Common 59-61 Armadillo	50-54 Flying Lizard 55-55 Ghoul, Greater 56-56 Ghoul, Lesser 57-60 Giraffe 61-64 Gratar, Yellow	49-49 Gratar, Green 50-52 Hippopotamus 53-54 Nile Monitor 55-58 Owl 59-63 Piranha	46-51 Skunk 52-57 Snake, Non-Poisonous 58-63 Wolf, Common 64-67 Tortoise/Turtle 68-69 Trivren
62-64 Black Baboon 65-67 Dolphin/Porpoise 68-70 Eel 71-73 Giant Hellbender 74-76 Giant Slug, Spined	65-68 Lizard 69-72 Moose 73-76 Nycamerith 77-80 Oppossum 81-81 Giant Slug, Carnivorous	64-68 Raccoon 69-72 Salamander/Newt 73-74 Snake, Boa/Python 75-76 Snake, Pit Viper 77-77 Lake Worm	70-73 Vulture 74-74 Winged Eel, Moray 75-78 Woodpecker 79-82 Zebra 83 Water Giant
77-78 Bear, Large 79-80 Bear, Small 81-82 Blacksnake 83 Bounder 84 Cerebus	82-82 Gratar, Black 83-84 Great Boar 85-86 Hawk 87 Ihl Wolf 88 Jadeback	78-79 Lion 80-81 Mongoose 82-83 Red Feeder 84-85 Red Jaw 86-87 Spider, Poisonous	84 Wereshark, Lesser 85 Winged Eel, Electric 86 Winged Wolf 87-88 Wolverine 89 Zephyr Hound, Storm
85 Dragonette 86-87 Falcon 88-88 Carn. Flying Squirrels 89-89 Centaur, Spider 90-91 Eagle	89 Koala 90 Fell Beast 91-92 Flying Squirrel 93 Ghoulking 94 Giant Skeleton, Greater	88-89 Tiger 90 Gratar, Grey 91 Quetzalquatl 92 Regal Stag 93 Scraw	90 Zephyr Hound, Water 91 War Snail 92 Werewolf, Greater 93 Winged Panter, Greater 94 Wombat
92 Electric Wasp 93 Faerie Dragon 94 Zehphyr Hound, Vapor 95 Zrax 96-105 Anteater	95 Giant Skeleton, Lesser 96-105 Flea 106-115 Gratar, Red 116-125 Horribar 126-135 Mist Monster	94-95 Snake, Sea 96-105 Pangolin 106-115 Sea Serpent 116-125 Sea Troll 126-135 SIRRUSH	95 Wyvern, Winged 96-105 Strong Elemental, Cold 106-115 Warcat, Lesser 116-125 Water Drake 126-135 Weak Elemental, Cold
106-115 Arcarva 116-125 Condor 126-135 Dragon Turtle 136-145 Dragonian 146-155 Echidna	136-145 Mole 146-155 Oriental Dragon 156-165 Wyvern, Water 166-170 Dragon Salamander 171-175 Panda 176+ Hydra	136-145 Sloth 146-155 Snow Troll 156-165 Winged Panther, Lesser 166-170 Sea Drake 171-175 Thraxx 176+ Warcat, Greater	136-145 Weretiger, Greater 146-155 Whitesnake 156-165 Fire Drake 166-170 Werebear, Greater 171-175 Werelion, Greater 176+ Wereshark, Greater
156-160 Air Drake 161-165 Carn. Flying Monkeys 166+ Dark Drake			



19.6.10 DESERT ENCOUNTER TABLE (WATER SOURCE)

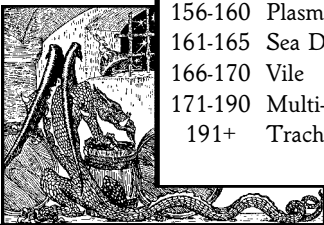
All Climates (1-25)	All Climates (26-50)	All Climates (51-75)	All Climates (76-100)
1-15 UNIV. ANIMALS 16-21 UNIV. MONSTERS 22-28 SOCIAL/CULTURE 29-35 TERRAIN 36-42 SPECIAL FEATURE	1-15 UNIV. ANIMALS 16-21 UNIV. MONSTERS 22-28 SOCIAL/CULTURE 29-35 TERRAIN 36-42 SPECIAL FEATURE	1-15 UNIV. ANIMALS 16-21 UNIV. MONSTERS 22-28 SOCIAL/CULTURE 29-35 TERRAIN 36-42 SPECIAL FEATURE	1-17 UNIV. ANIMALS 18-24 UNIV. MONSTERS 25-32 SOCIAL/CULTURE 33-40 TERRAIN 41-48 SPECIAL FEATURE
43-49 VEGETATION 50-55 Special or Re-roll 56-63 Dog, Common 64-71 Giant Slug, Sugggram 72-75 Black Baboon	43-49 VEGETATION 50-55 Special or Re-roll 56-63 Gratar, Green 64-71 Serpentus 72-75 Lizard	43-49 VEGETATION 50-55 Special or Re-roll 56-63 Snake, Non-Poisonous 64-71 Spider, Non-Poisonous 72-75 Porcupine	49-56 VEGETATION 57-63 Special or Re-roll 64-71 Wolf, Common 72-75 Vulture 76-79 Winged Eel, Moray
76-79 Camel/Llama/Alpaca 80-83 Gratar, Yellow 84-85 Bounder 86-87 Centaur, Horse 88-89 Dragonette	76-79 Owl 80-83 Pathershark 84-85 Great Boar 86-87 Great Spider, Lesser 88-89 Hawk	76-79 Snake, Pit Viper 80-83 Spiderbat, Small 84-85 Jadeback 86-87 Mongoose 88-89 Scorpion	80-83 Zebra 84-85 Snake, Viper 86-87 Spider, Poisonous 88-89 Vestice 90-91 Winged Wolf
90-91 Gratar, Black 92 Banshee 93 Centaur, Spider 94 Darkhunter 95 Desert Spirits	90-91 Ihl Wolf 92 Euryale 93 Faerie Dragon 94 Fell Beast 95 Gemsting	90-91 Shrew 92 Gila Monster 93 Gratar, Grey 94 Great Spider, Greater 95 Sphinx	92 Vorasis 93 Werewolf, Greater 94 Winged Panter, Greater 95 Wyvern, Winged 96-105 Warcat, Lesser
96-105 Androsphinx 106-115 Centaur, Scorpion 116-125 Dragonian 126-135 Fire Drake 136-145 Wyvern, Land	96-105 Flea 106-115 Gratar, Red 116-125 Lammasu 126-135 Land Drake 136-140 Dragon Salamander	96-105 Oriental Dragon 106-115 Sstoi'isslythi 116-125 Strong Elemental, Earth 126-135 Strong Elemental, Fire 136-140 Great Spider, Major 141+ Multi-Spider	106-115 Weak Elemental, Earth 116-125 Weak Elemental, Fire 126-135 Weretiger, Greater 136-145 Winged Panther, Lesser 146-150 Werebear, Greater 151+ Warcat, Greater
146-150 Air Drake 151+ Behemoth	141-145 Werelion, Greater 146+ Dark Drake		

19.7.1 ALPINE/HIGH ALTITUDE/MOUNTAINOUS ENCOUNTER TABLE (TERRAIN)

Climates: hnawm		Climates: f		Climates: sktc (1-50)		Climates: sktc (51-100)		
1-3	UNIV. ANIMALS	1-8	UNIV. ANIMALS	1-6	UNIV. ANIMALS	1-6	UNIV. ANIMALS	
4-6	UNIV. MONSTERS	9-16	UNIV. MONSTERS	7-12	UNIV. MONSTERS	7-12	UNIV. MONSTERS	
7-9	SOCIAL/CULTURE	17-24	SOCIAL/CULTURE	13-18	SOCIAL/CULTURE	13-18	SOCIAL/CULTURE	
10-12	SPECIAL FEATURE	25-32	SPECIAL FEATURE	19-24	SPECIAL FEATURE	19-24	SPECIAL FEATURE	
13-15	WATER SOURCE	33-41	WATER SOURCE	25-32	WATER SOURCE	25-32	WATER SOURCE	
16-18	VEGETATION	42-50	VEGETATION	33-40	VEGETATION	33-39	VEGETATION	
19-21	Special or Re-roll	51-58	Special or Re-roll	41-46	Special or Re-roll	40-45	Special or Re-roll	
22-29	Bird, Common	59-66	Crison	47-54	Bird, Common	46-53	Crison	
30-37	Crison	67-70	Furred Snake, Giant	55-58	Armadillo	54-57	Gulo	
38-41	Armadillo	71-74	Gulo	59-62	Black Baboon	58-61	Gyascutus	
42-45	Black Baboon	75-78	Ice Spider	63-66	Didex	62-65	Ice Spider	
46-49	Didex	79-82	Thyfur	67-70	Furred Snake, Giant	66-69	Thyfur	
50-53	Great Eagle	83-86	Zephyr Hound, Ice	71-74	Great Eagle	70-73	Trivren	
54-57	Gyascutus	87-88	Hira'razhir	75-78	Great Falcon	74-77	Zephyr Hound, Ice	
58-61	Trivren	89-90	Sasquatch	79-80	Centaur, Deer	78-79	Kraeguth	
62-63	Centaur, Deer	91-92	Storm Giant	81-82	Centaur, Horse	80-81	Sasquatch	
64-65	Centaur, Horse	93	Giant Skeleton, Greater	83-84	Falcon	82-83	Steardan	
66-67	Falcon	94	Giant Skeleton, Lesser	85-86	Hawk	84-85	Storm Giant	
68-69	Hawk	95	Mountain Troll	87-88	Hippogriff	86-87	Tatzelwurm	
70-71	Hippogriff	96-105	Frost Giant	89-90	Hira'razhir	88-89	Tick	
72-73	Hira'razhir	106-115	Strong Elemental, Cold	91	Centaur, Lion	90	Mountain Giant	
74-75	Kraeguth	116-125	Weak Elemental, Cold	92	Eagle	91	Mountain Troll	
76-77	Steardan	126-150	Special or Re-roll	93	Giant Skeleton, Greater	92	Pegasus, Normal	
78-79	Storm Giant	151-155	Cold Drake	94	Giant Skeleton, Lesser	93	Sphinx	
80-81	Tatzelwurm	156-200	Special or Re-roll	95	Griffin	94	Stone Giant	
82-83	Tick	201+	Light Drake	96-105	Anteater	95	Viperhawk	
84	Centaur, Lion		106-115	Cherubim	96-105	Plynos		
85	Eagle		116-125	Condor	106-115	Strong Elemental, Cold		
86	Giant Skeleton, Greater		126-135	Dracacus	116-125	Warcat, Lesser		
87	Giant Skeleton, Lesser		136-145	Frost Giant	126-135	Weak Elemental, Cold		
88	Griffin		146-155	Horribar	136-145	Winged Panther, Lesser		
89	Mountain Giant		156-160	Cockatrice	146-150	Special or Re-Roll		
90	Mountain Troll		161-165	Cold Drake	151-155	Ki-Rin		
91	Pegasus, Normal		166-200	Special or Re-roll	156-160	Silverscale, Human		
92	Roc		201+	Basilisk	161-200	Special or Re-Roll		
93	Sphinx		<p align="center">KEY</p> <p>VEGETATION: Re-roll on the the most appropriate Vegetation encounter table (19.8.1-19.8.6, pages 196-200). C – Coniferous forest and/or taiga p. 196 D – Deciduous/coniferous (mixed) forest p. 197 T – Tundra p. 197 H – Heath, scrub, and/or moor p. 198 J – Jungle and/or rain forest p. 199 P – Plains and/or grassland p. 200</p> <p>WATER SOURCE: Re-roll on the the most appropriate Water Source encounter table (19.6.1-19.6.10, pages 187-192). F – Freshwater coasts and banks p. 187 I – tropical Islets, reefs, and or atolls p. 187 B – Breaks and/or wadis p. 188 O – Oceans p. 188 Q – Oasis and/or isolated water sources p. 189 G – Glaciers and/or snowfields p. 190 S – Saltwater shores and/or shallows p. 190 M – Marshes and/or swamps p. 191 L – Lakes and/or rivers p. 192 Z – Deserts p. 192</p> <p>SPEC. FEATURES: Re-roll on the the most appropriate Special Feature encounter table (19.5.1-19.5.10, pages 178-186). N – Near villages, towns, cities, and/or castles p. 178 † – Rural inhabited and/or cultivated areas p. 179 E – Enchanted and/or magical places p. 180 Y – Battlefields and/or shipwrecks p. 181 X – Cavern complexes p. 182 V – Volcanic areas p. 183 K – Cross-over points between dimensions p. 183 # – Ruins p. 184 § – Burial areas p. 185 @ – Cave entrances, overhangs, and/or lairs p. 186</p> <p>UNIV. ANIMALS: Re-roll on the the Universal Animals encounter table (19.4.2, page 176). UNIV. MONSTERS: Re-roll on the the Universal Monsters encounter table (19.4.3, page 176). SOCIAL/CULTURE: Re-roll on the the most appropriate column of the Social/Culture/Civilization/Habitation Encounter Table (19.4.4, page 177).</p>				201-220	Light Drake
94	Stone Giant						221+	Warcat, Greater
95	Viperhawk							
96-105	Anteater							
106-115	Cherubim							
116-125	Condor							
126-135	Dracacus							
136-145	Horribar							
146-155	Plynos							
156-165	Strong Elemental, Cold							
166-175	Warcat, Lesser							
176-185	Weak Elemental, Cold							
186-195	Winged Panther, Lesser							
196-200	Cockatrice							
201-205	Ki-Rin							
206-210	Silverscale, Human							
211-230	Basilisk							
231-250	Light Drake							
251+	Warcat, Greater							

19.7.2 UNDERGROUND ENCOUNTER TABLE (TERRAIN)

Climates: hnawm (1-50)	Climates: hnawm (51-100)	Climates: sktcf (1-50)	Climates: sktcf (51-100)
1-5 UNIV. ANIMALS	1-5 UNIV. ANIMALS	1-5 UNIV. ANIMALS	1-5 UNIV. ANIMALS
6-10 UNIV. MONSTERS	6-10 UNIV. MONSTERS	6-9 UNIV. MONSTERS	6-9 UNIV. MONSTERS
11-14 SOCIAL/CULTURE	11-14 SOCIAL/CULTURE	10-13 SOCIAL/CULTURE	10-13 SOCIAL/CULTURE
15-19 SPEC. FEATURES	15-19 SPEC. FEATURES	14-17 SPEC. FEATURES	14-17 SPEC. FEATURES
20-24 WATER SOURCE	20-24 WATER SOURCE	18-21 WATER SOURCE	18-21 WATER SOURCE
25-29 VEGETATION	25-28 VEGETATION	22-25 VEGETATION	22-25 VEGETATION
30-33 Special or Re-roll	29-33 Special or Re-roll	26-29 Special or Re-roll	26-29 Special or Re-roll
34-45 Ants	34-41 Giant Slug, Suggram	30-41 Ants	30-37 Giant Slug, Suggram
46-53 Bird, Common	42-49 Snake, Non-Poisonous	42-49 Bird, Common	38-45 Snake, Non-Poisonous
54-57 Empusa	50-53 Arachat	50-53 Empusa	46-49 Arachat
58-61 Giant Slug, Spined	54-57 Naga	54-57 Giant Slug, Spined	50-53 Naga
62-65 Hill Giant	58-61 Salamander/Newt	58-61 Hill Giant	54-57 Salamander/Newt
66-69 Hill Troll	62-65 Snake, Pit Viper	62-65 Hill Troll	58-61 Snake, Pit Viper
70-73 Lizard	66-69 Stone Troll	66-69 Ice Spider	62-65 Stone Troll
74-77 Manticore	70-73 Winged Eel, Moray	70-73 Lizard	66-69 Winged Eel, Moray
78-79 Bounder	74-77 Zebra	74-77 Manticore	70-73 Zebra
80-81 Caustic Slime	78-79 Ogre	78-79 Bounder	74-77 Zephyr Hound, Ice
82-83 Chameleon Amoeba	80-81 Red Jaw	80-81 Caustic Slime	78-79 Ogre
84-85 Furtheis	82-83 Sky Manta	82-83 Chameleon Amoeba	80-81 Red Jaw
86-87 Giant Slug, Carnivorous	84-85 Tatzelwurm	84-85 Furtheis	82-83 Sky Manta
88-89 Lake Worm	86-87 Zephyr Hound, Fire	86-87 Giant Slug, Carnivorous	84-85 Tatzelwurm
90 Crecadinum	88 Cave Troll	88-89 Lake Worm	86-87 Zephyr Hound, Fire
91 Darkhunter	89 Centaur, Lizard	90 Crecadinum	88 Cave Troll
92 Euryale	90 Great Spider, Greater	91 Darkhunter	89 Centaur, Lizard
93 Feliss	91 Minotaur	92 Euryale	90 Great Spider, Greater
94 Giant Skeleton, Greater	92 Mountain Giant	93 Feliss	91 Minotaur
95 Giant Skeleton, Lesser	93 Mountain Troll	94 Giant Skeleton, Greater	92 Mountain Giant
96-106 Cave Drake	94 Stone Giant	95 Giant Skeleton, Lesser	93 Mountain Troll
107-116 Cave Worm	95 Zephyr Hound, Night	96-105 Cave Drake	94 Stone Giant
117-126 Cyclops	96-105 Maazhat	106-115 Cave Worm	95 Zephyr Hound, Night
127-136 Gorgon	106-115 Rancid	116-125 Gorgon	96-105 Snow Troll
137-146 Klugala	116-125 Strong Elemental, Cold	126-135 Klugala	106-115 Strong Elemental, Cold
147-156 Leorgon	126-135 Vampiric Troll	136-145 Leorgon	116-125 Vampiric Troll
157-161 Crystyl	136-145 Weak Elemental, Cold	146-155 Maazhat	126-135 Weak Elemental, Cold
162-166 Gas Drake	146-155 Winged Panther, Lesser	156-160 Cold Drake	136-145 Winged Panther, Lesser
167-171 Great Spider, Major	156-160 Plasma Drake	161-165 Crystyl	146-150 Special or Re-Roll
172-191 Basilisk, Greater	161-165 Sea Drake	166-170 Gas Drake	151-155 Plasma Drake
	166-170 Vile	171-175 Great Spider, Major	156-160 Sea Drake
192+ Light Drake	171-190 Multi-Spider	176-200 Special or Re-roll	161-165 Vile
	191+ Tracha	201-220 Basilisk, Greater	166-200 Special or Re-Roll
		221+ Light Drake	201-220 Multi-Spider
			221+ Tracha



KEY

UNIV. ANIMALS: Re-roll on the the Universal Animals encounter table (19.4.2, page 176).

UNIV. MONSTERS: Re-roll on the the Universal Monsters encounter table (19.4.3, page 176).

VEGETATION: Re-roll on the the most appropriate Vegetation encounter table (19.8.1-19.8.6, pages 196-200).

- C – Coniferous forest and/or taiga p. 196
- D – Deciduous/coniferous (mixed) forest p. 197
- T – Tundra p. 197
- H – Heath, scrub, and/or moor p. 198
- J – Jungle and/or rain forest p. 199
- P – Plains and/or grassland p. 200

WATER SOURCE: Re-roll on the the most appropriate Water Source encounter table (19.6.1-19.6.10, pages 187-192).

- F – Freshwater coasts and banks p. 187
- I – tropical Islets, reefs, and or atolls p. 187
- B – Breaks and/or wadis p. 188
- O – Oceans p. 188
- Q – Oasis and/or isolated water sources p. 189
- G – Glaciers and/or snowfields p. 190
- S – Saltwater shores and/or shallows p. 190
- M – Marshes and/or swamps p. 191
- L – Lakes and/or rivers p. 192
- Z – Deserts p. 192

SPEC. FEATURES: Re-roll on the the most appropriate Special Feature encounter table (19.5.1-19.5.10, pages 178-186).

- N – Near villages, towns, cities, and/or castles p. 178
- † – Rural inhabited and/or cultivated areas . p. 179
- E – Enchanted and/or magical places p. 180
- Y – Battlefields and/or shipwrecks p. 181
- X – Cavern complexes p. 182
- V – Volcanic areas p. 183
- K – Cross-over points between dimensions ... p. 183
- # – Ruins p. 184
- § – Burial areas p. 185
- @ – Cave entrances, overhangs, and/or lairs p. 186

SOCIAL/CULTURE: Re-roll on the the most appropriate column of the Social/Culture/Civilization/Habitation Encounter Table (19.4.4, page 177).

19.7.3 ROUGH/RUGGED/ROCKY HILLS ENCOUNTER TABLE (TERRAIN)

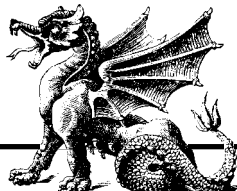
All Climates (1-25)	All Climates (26-50)	All Climates(51-75)	All Climates (76-100)
1-5 UNIV. ANIMALS 6-9 UNIV. MONSTERS 10-13 SOCIAL/CULTURE 14-17 TERRAIN 18-21 WATER SOURCE	1-5 UNIV. ANIMALS 6-9 UNIV. MONSTERS 10-13 SOCIAL/CULTURE 14-17 TERRAIN 18-21 WATER SOURCE	1-5 UNIV. ANIMALS 6-9 UNIV. MONSTERS 10-13 SOCIAL/CULTURE 14-17 TERRAIN 18-21 WATER SOURCE	1-5 UNIV. ANIMALS 6-9 UNIV. MONSTERS 10-13 SOCIAL/CULTURE 14-17 TERRAIN 18-21 WATER SOURCE
22-25 VEGETATION 26-30 Special or Re-roll 31-40 Ants 41-48 Bird, Common 49-52 Black Baboon	22-25 VEGETATION 26-29 Special or Re-roll 30-38 Kangaroo/Wallaby 39-46 Serpentus 47-54 Snake, Non-Poisonous	22-25 VEGETATION 26-30 Special or Re-roll 31-36 Stegosaur 37-40 Arachar 41-48 Boar	22-25 VEGETATION 26-30 Special or Re-roll 31-36 Spider, Non-Poisonous 37-40 Armadillo 41-48 Giant Slug, Suggram
53-56 Didex 57-60 Elothere 61-64 Frog/Toad 65-68 Ghost Wolf 69-72 Giant Slug, Spined	55-58 Hill Giant 59-62 Hill Troll 63-66 Lizard 67-70 Manticore 71-74 Nasti	49-56 Crison 57-60 Primate (Ape, etc.) 61-64 Pterosaur 65-68 Salamander/Newt 69-72 Snake, Pit Viper	49-56 Gorcrow 57-60 Tasmanian Devil 61-64 Thyfur 65-68 Trivren 69-72 Winged Eel, Moray
73-76 Gyascutus 77-78 Bounder 79-80 Centaur, Bull 81-82 Centaur, Deer 83-84 Centaur, Horse	75-76 Giant Slug, Carnivorous 77-78 Great Boar 79-80 Great Spider, Lesser 81-82 Hawk 83-84 Hippogriff	73-76 Stone Troll 77-78 Kraeguth 79-80 Nightguant 81-82 Scorpion 83-84 Sky Manta	73-76 Zebra 77-78 Spider, Poisonous 79-80 Steardan 81-82 Storm Giant 83-84 Strider Bird
85-86 Falcon 87-88 Furtheis 89 Battle Boar 90 Cave Troll 91 Centaur, Lion	85-86 Ihl Wolf 87-88 Zephyr Hound, Fire 89 Euryale 90 Feliss 91 Gemsting	85-86 Smilodon 87-88 Snake, Viper 89 Harpy 90 Horned Snake 91 Mistraven	85-86 Tatzelwurm 87-88 Tick 89 Roc 90 Scra Pren 91 Sky Shark
92 Centaur, Lizard 93 Centaur, Spider 94 Darkhunter 95 Eagle 96-105 Anteater	92 Giant Skeleton, Greater 93 Giant Skeleton, Lesser 94 Great Spider, Greater 95 Griffin 96-105 Cyclops	92 Mountain Giant 93 Mountain Troll 94 Pegasus, Normal 95 Phantom Steed 96-105 Klugala	92 Stone Giant 93 Viperhawk 94 Vorasis 95 Zephyr Hound, Night 96-105 Strong Elemental, Cold
106-115 Bloodbloom 116-125 Centaur, Scorpion 126-135 Condor 136-150 Special or Re-roll 151-155 Cockatrice	106-115 Dracacus 116-125 Frost Giant 126-135 Horribar 136-150 Special or Re-roll 151-155 Cold Drake	106-115 Maazhat 116-125 Plynos 126-135 Rancid 136-150 Special or Re-roll 151-155 Great Spider, Major	106-115 Warcat, Lesser 116-125 Weak Elemental, Cold 126-135 Winged Panther, Lesser 136-150 Special or Re-roll 151-155 Panda
156-200 Special or Re-roll 201-220 Basilisk 221+ Behemoth	156-200 Special or Re-roll 201-220 Light Drake 221+ Multi-Spider	156-160 Ki-Rin 161-200 Special or Re-roll 201+ Tracha	156-160 Silverscale, Human 161-200 Special or Re-roll 201+ Warcat, Greater

19.7.4 WASTE/BARREN ENCOUNTER TABLE (TERRAIN)

Climates: hnawms (1-50)	Climates: hnawms (51-100)	Climates: ktcf (1-50)	Climates: ktcf (51-100)
1-5 UNIV. ANIMALS 6-11 UNIV. MONSTERS 12-16 SOCIAL/CULTURE 17-21 SPECIAL FEATURE 22-26 WATER SOURCE	1-5 UNIV. ANIMALS 6-11 UNIV. MONSTERS 12-16 SOCIAL/CULTURE 17-22 SPECIAL FEATURE 23-27 WATER SOURCE	1-6 UNIV. ANIMALS 7-12 UNIV. MONSTERS 13-18 SOCIAL/CULTURE 19-24 SPECIAL FEATURE 25-30 WATER SOURCE	1-6 UNIV. ANIMALS 7-13 UNIV. MONSTERS 14-19 SOCIAL/CULTURE 20-25 SPECIAL FEATURE 26-31 WATER SOURCE
27-31 VEGETATION 32-36 Special or Re-roll 37-48 Ants 49-56 Crison 57-60 Black Baboon	28-32 VEGETATION 33-37 Special or Re-roll 38-45 Giant Slug, Suggram 46-53 Serpentus 54-57 Arachar	31-36 VEGETATION 37-42 Special or Re-roll 43-54 Ants 55-62 Crison 63-66 Didex	32-37 VEGETATION 38-43 Special or Re-roll 44-51 Giant Slug, Suggram 52-59 Serpentus 60-63 Arachar
61-64 Didex 65-68 Hill Troll 69-72 Lizard 73-76 Manticore 77-78 Bounder	58-61 Nasti 62-65 Snake, Pit Viper 66-69 Stone Troll 70-73 Winged Eel, Moray 74-77 Zebra	67-70 Ghost Wolf 71-74 Hill Troll 75-78 Nasti 79-80 Bounder 81-82 Centaur, Bull	64-67 Snake, Pit Viper 68-71 Stone Troll 72-75 Winged Eel, Moray 76-79 Zephyr Hound, Ice 80-81 Hawk
79-80 Centaur, Bull 81-82 Centaur, Deer 83-84 Falcon 85-86 Furtheis 87-88 Great Boar	78-79 Hawk 80-81 Kraeguth 82-83 Nightguant 84-85 Sky Manta 86-87 Strider Bird	83-84 Centaur, Deer 85-86 Falcon 87-88 Furtheis 89-90 Great Boar 91 Centaur, Lion	82-83 Kraeguth 84-85 Nightguant 86-87 Sky Manta 88-89 Vestice 90 Banshee
89 Banshee 90 Cave Troll 91 Centaur, Lion 92 Centaur, Lizard 93 Darkhunter	88-89 Vestice 90-91 Zephyr Hound, Fire 92 Sky Shark 93 Viperhawk 94 Vorasis	92 Centaur, Lizard 93 Darkhunter 94 Euryale 95 Feliss 96-105 Androsphinx	91 Cave Troll 92 Sky Shark 93 Viperhawk 94 Vorasis 95 Zephyr Hound, Night
94 Euryale 95 Feliss 96-105 Androsphinx 106-115 Dragonian 116-125 Horribar	95 Zephyr Hound, Night 96-105 Undead Mass 106-115 Warcat, Lesser 116-125 Winged Panther, Lesser 126-145 Basilisk, Greater	106-115 Dragonian 116-125 Horribar 126-135 Horse Viper 136-150 Special or Re-Roll 151-155 Cold Drake	96-105 Undead Mass 106-115 Warcat, Lesser 116-125 Winged Panther, Lesser 126-200 Special or Re-Roll 201-220 Light Drake
126-135 Horse Viper 136-155 Tracha 156+ Warcat, Greater	146-165 Behemoth 166+ Light Drake	156-200 Special or Re-Roll 201-220 Basilisk, Greater 221+ Behemoth	221-240 Tracha 241+ Warcat, Greater

19.8.1 CONIFEROUS FOREST/TAIGA ENCOUNTER TABLE (VEGETATION)

Climates: hnawm (1-50)	Climates: hnawm (51-100)	Climates: sktcf (1-50)	Climates: sktcf (51-100)
1-5 UNIVL. ANIMALS 6-9 UNIVL. MONSTERS 10-13 SOCIAL/CULTURE 14-16 TERRAIN 17-19 WATER SOURCE	1-5 UNIVL. ANIMALS 6-9 UNIVL. MONSTERS 10-13 SOCIAL/CULTURE 14-16 TERRAIN 17-19 WATER SOURCE	1-5 UNIVL. ANIMALS 6-9 UNIVL. MONSTERS 10-13 SOCIAL/CULTURE 14-16 TERRAIN 17-19 WATER SOURCE	1-5 UNIVL. ANIMALS 6-9 UNIVL. MONSTERS 10-13 SOCIAL/CULTURE 14-16 TERRAIN 17-19 WATER SOURCE
20-22 SPECIAL FEATURES 23-25 Special or Re-roll 26-30 Boar 31-35 Buffalo 36-39 Cat, Common	20-22 SPECIAL FEATURES 23-25 Special or Re-roll 26-28 Mustelid/Civet 29-31 Rabbit/Hare 32-34 Giant Slug, Suggram	20-22 SPECIAL FEATURES 23-25 Special or Re-roll 26-29 Boar 30-33 Buffalo 34-37 Cat, Common	20-22 SPECIAL FEATURES 23-25 Special or Re-roll 26-26 Delphinurus 27-28 Mustelid/Civet 29-30 Rabbit/Hare
40-42 Deadly White Trumpet 43-44 Arachad 45-46 Black Baboon 47-48 Didex 49-50 Elothere	35-37 Gratar, Green 38-41 Skunk 42-45 Snake, Non-Poisonous 46-47 Primate (Ape, etc.) 48-49 Raccoon	38-40 Deadly White Trumpet 41-42 Arachad 43-44 Black Baboon 45-46 Didex 47-48 Elothere	31 Giant Slug, Suggram 32 Gratar, Green 33-34 Skunk 35-36 Snake, Non-Poisonous 37-38 Owl
51-52 Giant Slug, Spined 53-54 Gratar, Yellow 55-57 Lizard 58-60 Owl 61-63 Porcupine	50-51 Salamander/Newt 52-53 Snake, Boa/Python 54-55 Snake, Pit Viper 56 Solorisa 57 Spiderbat, Small	49-50 Furred Snake, Giant 51-52 Ghost Wolf 53-54 Giant Slug, Spined 55-56 Gratar, Yellow 57-58 Great Falcon	39-40 Porcupine 41-42 Primate (Ape, etc.) 43-44 Raccoon 45-46 Salamander/Newt 47-49 Snake, Boa/Python
64-64 Awakened Tree 65-66 Bear, Large 67-68 Bear, Small 69-70 Blacksnake 71 Bounder	58-59 Tasmanian Devil 60 Winged Eel, Moray 61-62 Woodpecker 63 Kraeguth 64-65 Mongoose	59-60 Gulo 61-63 Lizard 64-64 Awakened Tree 65-66 Bear, Large 67-68 Bear, Small	50-51 Snake, Pit Viper 52-53 Solorisa 54-55 Spiderbat, Small 56-57 Tasmanian Devil 58 Winged Eel, Moray
72 Centaur, Horse 73-74 Falcon 75 Furtheis 76 Giant Slug, Carnivorous 77 Gratar, Black	66-67 Praying Mantis 68-69 Scorpion 70 Sky Manta 71 Smilodon 72-73 Snake, Viper	69-70 Blacksnake 71 Bounder 72 Centaur, Horse 74 Falcon 75 Furtheis	59-61 Woodpecker 62-63 Mongoose 64-65 Praying Mantis 66 Sasquatch 67-68 Scorpion
78 Great Boar 79-80 Hawk 81 Al-Mi'raj 82 Battle Boar 83 Carn. Flying Squirrels	74-75 Spider, Poisonous 76 Tentmorse 77-78 Tick 79 Tiger 80 Winged Eel, Electric	76 Giant Slug, Carnivorous 77 Gratar, Black 78 Great Boar 79-80 Hawk 81 Kraeguth	69 Sky Manta 70 Smilodon 71-72 Snake, Viper 73 Spider, Poisonous 74 Tentmorse
84 Centaur, Lizard 85 Centaur, Spider 86 Darkhunter 87 Electric Wasp 88 Elephant	81 Griffin 82 Horned Snake 83 Regal Stag 84 Roc 85 Rumtifusel	82 Al-Mi'raj 83 Battle Boar 84 Carn. Flying Squirrels 85 Centaur, Lizard 86 Centaur, Spider	75-76 Tick 77 Tiger 78 Winged Eel, Electric 79-80 Wolverine 81 Gratar, Grey
89 Faerie Dragon 90 Flying Squirrel 91 Forest Giant 92 Gemsting 93 Giant Skeleton, Greater	86 Scra Pren 87 Scrav 88 Sibbicai 89 Slowroot 90 Unicorn, Black	87 Darkhunter 88 Electric Wasp 89 Elephant 90 Faerie Dragon 91 Flying Squirrel	82 Griffin 83 Horned Snake 84 Regal Stag 85 Rumtifusel 86 Scra Pren
94 Giant Skeleton, Lesser 95 Gratar, Grey 96-105 Centaur, Scorpion 106-115 Deathwoode 116-125 Dragonian	91 Vargamor 92 Viperhawk 93 Winged Panter, Greater 94 Wombat 95 Zrax	92 Forest Giant 93 Gemsting 94 Giant Skeleton, Greater 95 Giant Skeleton, Lesser 96-105 Centaur, Scorpion	87 Scrav 88 Sibbicai 89 Slowroot 90 Unicorn, Black 91 Vargamor
126-135 Flea 136-145 Forest Troll 146-155 Geryon 156-165 Gratar, Red 166-175 Horribar	96-105 Klugala 106-115 Minoth 116-125 Mist Monster 126-135 Pangolin 136-145 Plynos	106-115 Deathwoode 116-125 Dragonian 126-135 Flea 136-145 Forest Troll 146-155 Gratar, Red	92 Viperhawk 93 Winged Panter, Greater 94 Wombat 95 Zrax 96-105 Pangolin
176-185 Ki-Lin 186-190 Carn. Flying Monkeys 191-195 Leocorn 196-200 Silverscale, Human 201-220 Tracha 221+ Treeherd	146-155 Spiderbat, Large 156-165 Warcat, Lesser 166-175 Winged Panther, Lesser 176-180 Unicorn, White 181-185 Vampiric Centaur 186-205 Vampiric Unicorn 206+ Warcat, Greater	156-165 Horribar 166-175 Klugala 176-185 Minoth 186-195 Mist Monster 196-200 Carn. Flying Monkeys 201-205 Leocorn 206-225 Tracha 226+ Treeherd	106-115 Plynos 116-125 Spiderbat, Large 126-135 Strige 136-145 Vulfen 146-155 Warcat, Lesser 156-165 Winged Panther, Lesser 166-170 Silverscale, Human 171-175 Unicorn, White 176-180 Vampiric Centaur 181-200 Vampiric Unicorn 201+ Warcat, Greater



19.8.2 DECIDUOUS/MIXED FOREST ENCOUNTER TABLE (VEGETATION)

All Climates (1-25)	All Climates (26-50)	All Climates(51-75)	All Climates (76-100)
1-6 UNIV. ANIMALS	1-3 UNIV. ANIMALS	1-3 UNIV. ANIMALS	1-3 UNIV. ANIMALS
7-9 UNIV. MONSTERS	4-4 UNIV. MONSTERS	4-4 UNIV. MONSTERS	4-4 UNIV. MONSTERS
10-12 SOCIAL/CULTURE	5-6 SOCIAL/CULTURE	5-6 SOCIAL/CULTURE	5-6 SOCIAL/CULTURE
13-15 TERRAIN	7-8 TERRAIN	7-8 TERRAIN	7-8 TERRAIN
16-18 WATER SOURCE	9 WATER SOURCE	9 WATER SOURCE	9 WATER SOURCE
19-21 SPECIAL FEATURE	10 SPECIAL FEATURE	10 SPECIAL FEATURE	10 SPECIAL FEATURE
22-24 Special or Re-roll	11 Special or Re-roll	11 Special or Re-roll	11 Special or Re-roll
25-32 Boar	12-19 Giant Slug, Sugggram	12-19 Nile Monitor	12-19 Skunk
33-40 Buffalo	20-27 Gorcrow	20-27 Pitcher Plant, Giant	20-27 Snake, Non-Poisonous
41-48 Cat, Common	28-35 Gratar, Green	28-35 Rhinoceros	28-35 Spider, Non-Poisonous
49-56 Deadly White Trumpet	36-39 Flytrap, Giant	36-39 Opposum	36-39 Snake, Cobra
57-60 Arachad	40-43 Frog/Toad	40-43 Owl	40-43 Snake, Pit Viper
61-64 Armadillo	44-47 Gark	44-47 Porcupine	44-47 Solorisa
65-68 Black Baboon	48-51 Giant Slug, Spined	48-51 Primate (Ape, etc.)	48-51 Spiderbat, Small
69-70 Awakened Tree	52-55 Gratar, Yellow	52-55 Raccoon	52-55 Spirium
71-72 Bear, Large	56-59 Great Porcupine	56-59 Salamander/Newt	56-59 Tasmanian Devil
73-74 Bear, Small	60-63 Lizard	60-63 Snake, Boa/Python	60-63 Tortoise/Turtle
75-76 Bounder	64-67 Tyrannosaur	64-67 Winged Eel, Moray	64-67 Woodpecker
77-78 Centaur, Horse	68-71 Exploding Mushrooms	68-71 Elothere	68-71 Didex
79-80 Falcon	72-73 Giant Slug, Carnivorous	72-73 Koala	72-73 Smilodon
81-82 Furtheis	74-75 Gratar, Black	74-75 Kraeguth	74-75 Snake, Viper
83-84 Winged Eel, Electric	76-77 Great Boar	76-77 Lambtree	76-77 Spider, Poisonous
85 Al-Mi'raj	78-79 Great Spider, Lesser	78-79 Mongoose	78-79 Sundew
86 Battle Boar	80-81 Great Wasp	80-81 Praying Mantis	80-81 Tentmorse
87 Battleweed	82-83 Hawk	82-83 Scorpion	82-83 Tick
88 Carn. Flying Squirrels	84-85 Hippogriff	84-85 Sky Manta	84-85 Tiger
89 Centaur, Lizard	86 Elephant	86 Harpy	86 Sibbicai
90 Centaur, Spider	87 Faerie Dragon	87 Horned Snake	87 Skeletal Tyrannosaur
91 Chimera	88 Flying Squirrel	88 Minotaur	88 Slowroot
92 Darkhunter	89 Forest Giant	89 Mistraven	89 Spectral Tyrannosaur
93 Dreamvines	90 Gemsting	90 Regal Stag	90 Unicorn, Black
94 Electric Wasp	91 Giant Skeleton, Greater	91 Roc	91 Vargamor
95 Zrax	92 Giant Skeleton, Lesser	92 Rumtifusel	92 Viperhawk
96-105 Ansilius	93 Gratar, Grey	93 Scra Pren	93 Vorasis
106-115 Anteater	94 Great Spider, Greater	94 Scrav	94 Winged Panter, Greater
116-125 Centaur, Scorpion	95 Griffin	95 Seftuau	95 Wombat
126-135 Clivimis	96-105 Echidna	96-105 Ki-Lin	96-105 Pangolin
136-145 Deathwoode	106-115 Flea	106-115 Klugala	106-115 Plynos
146-155 Dragonian	116-125 Forest Troll	116-125 Minoth	116-125 Sloth
156-160 Carn. Flying Monkeys	126-135 Geryon	126-135 Mist Monster	126-135 Spiderbat, Large
161-165 Chameleon	136-145 Gratar, Red	136-145 Mole	136-145 Warcat, Lesser
166-170 Vampiric Centaur	146-155 Horribar	146-155 Neanderthal	146-155 Winged Panther, Lesser
171-190 Multi-Spider	156-160 Great Spider, Major	156-160 Panda	156-160 Silverscale, Human
191+ Tracha	161-165 Leocorn	161-165 Phoenix	161-165 Unicorn, White
	166+ Treeherd	166+ Vampiric Unicorn	166+ Warcat, Greater

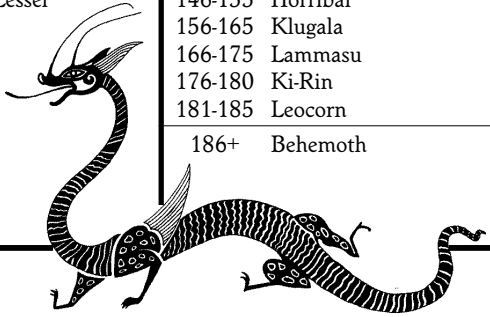
19.8.3 TUNDRA ENCOUNTER TABLE (VEGETATION)

Climates: hna	Climates: wms	Climates: ktcf (1-50)	Climates: ktcf (51-100)
1-9 UNIV. ANIMALS	1-7 UNIV. ANIMALS	1-7 UNIV. ANIMALS	1-10 UNIV. ANIMALS
10-19 UNIV. MONSTERS	8-15 UNIV. MONSTERS	8-14 UNIV. MONSTERS	11-20 UNIV. MONSTERS
20-29 SOCIAL/CULTURE	16-22 SOCIAL/CULTURE	15-22 SOCIAL/CULTURE	21-30 SOCIAL/CULTURE
30-39 TERRAIN	23-30 TERRAIN	23-30 TERRAIN	31-40 TERRAIN
40-49 WATER SOURCE	31-38 WATER SOURCE	31-38 WATER SOURCE	41-51 WATER SOURCE
50-59 SPECIAL FEATURE	39-46 VEGETATION	39-45 VEGETATION	52-61 VEGETATION
60-69 Special or Re-roll	47-54 Special or Re-roll	46-52 Special or Re-roll	62-71 Special or Re-roll
70-81 Rabbit/Hare	55-66 Rabbit/Hare	53-64 Rabbit/Hare	72-75 Ice Spider
82-85 Arachad	67-74 Crison	65-72 Crison	76-79 Moose
86-89 Owl	75-78 Arachad	73-76 Arachad	80-83 Owl
90-91 Falcon	79-82 Ghost Wolf	77-80 Furred Snake, Giant	84-87 Zephyr Hound, Ice
92-93 Hawk	83-86 Owl	81-84 Ghost Wolf	88-89 Hawk
94 Firephantom	87-88 Bear, Large	85-88 Gulo	90-91 Sasquatch
95 Viperhawk	89-90 Falcon	89-90 Bear, Large	92-93 Wolverine
96-150 Special or Re-roll	91-92 Hawk	91-92 Chillvine	94 Firephantom
151-155 Mara	93 Banshee	93-94 Falcon	95 Viperhawk
156-200 Special or Re-roll	94 Firephantom	95 Banshee	96-150 Special or Re-roll
201+ Warcat, Greater	95 Viperhawk	96-105 Horribar	151-155 Ki-Rin
	96-105 Horribar	106-150 Special or Re-roll	156-160 Mara
	106-150 Special or Re-roll	151-155 Cold Drake	161+ Special or Re-roll
	151-155 Ki-Rin	156-200 Special or Re-roll	
	156-160 Mara	201+ Warcat, Greater	
	161-200 Special or Re-roll		
	201+ Warcat, Greater		



19.8.4 HEATH/SCRUB/MOOR ENCOUNTER TABLE (VEGETATION)

Climates: hnawm (1-50)	Climates: hnawm (51-100)	Climates: sktcf (1-50)	Climates: sktcf (51-100)
1-9 UNIV. ANIMALS 10-13 UNIV. MONSTERS 14-17 SOCIAL/CULTURE 18-20 TERRAIN 21-23 WATER SOURCE	1-5 UNIV. ANIMALS 6-9 UNIV. MONSTERS 10-13 SOCIAL/CULTURE 14-16 TERRAIN 17-19 WATER SOURCE	1-5 UNIV. ANIMALS 6-9 UNIV. MONSTERS 10-13 SOCIAL/CULTURE 14-16 TERRAIN 17-19 WATER SOURCE	1-5 UNIV. ANIMALS 6-9 UNIV. MONSTERS 10-13 SOCIAL/CULTURE 14-16 TERRAIN 17-19 WATER SOURCE
24-26 VEGETATION 27-29 Special or Re-roll 30-31 Brontosaur/Apatasaur 32-33 Allibat 34-35 Boar	20-22 VEGETATION 23-25 Special or Re-roll 26-28 Hippopotamus 29-31 Rhinoceros 32-35 Skunk	20-22 VEGETATION 23-25 Special or Re-roll 26-29 Boar 30-33 Cat, Common 34-36 Giant Slug, Suggram	20-22 VEGETATION 23-25 Special or Re-roll 26-28 Hippopotamus 29-31 Rhinoceros 32-34 Skunk
36-37 Cat, Common 38-38 Giant Slug, Suggram 39-40 Gorcrow 41-41 Gratar, Green 42-42 Arachat	36-38 Snake, Non-Poisonous 39-41 Stegosaur 42-44 Owl 45-46 Pterosaur 47-48 Salamander/Newt	37-39 Gorcrow 40-41 Gratar, Green 42-43 Arachat 44-45 Camel/Llama/Alpaca 46-47 Didex	35-37 Snake, Non-Poisonous 38-39 Stegosaur 40-42 Owl 43-44 Pterosaur 45-46 Salamander/Newt
43-44 Camel/Llama/Alpaca 45-45 Didex 46-46 Elothere 47-47 Giant Slug, Spined 48-49 Giraffe	49-51 Snake, Boa/Python 52-53 Snake, Pit Viper 54-55 Spiderbat, Small 56-57 Tortoise/Turtle 58 Triceratops	48-49 Elothere 50-51 Ghost Wolf 52-53 Giant Slug, Spined 54-55 Giraffe 56-57 Gratar, Yellow	47-48 Snake, Boa/Python 49-50 Snake, Pit Viper 51-52 Spiderbat, Small 53-55 Tortoise/Turtle 56 Triceratops
50-50 Gratar, Yellow 51-53 Horse/Donkey/Mule 54-55 Jackalope 56-58 Lizard 59-61 Opposum	59 Tyrannosaur 60 Winged Eel, Moray 61-62 Zebra 63-64 Blacksnake 65-66 Bounder	58-59 Horse/Donkey/Mule 60-61 Jackalope 62-63 Lizard 64-65 Opposum 66-67 Blacksnake	57 Tyrannosaur 58 Winged Eel, Moray 59-61 Zebra 62-63 Lion 64-65 Mongoose
62-63 Lion 64-65 Mongoose 66-67 Praying Mantis 68-69 Scorpion 70 Sky Manta	67-68 Centaur, Bull 69-70 Falcon 71 Furtheis 72 Giant Slug, Carnivorous 73 Gratar, Black	68 Bounder 69 Centaur, Bull 70 Chillvine 71-72 Falcon 73 Furtheis	66-67 Praying Mantis 68 Sasquatch 69-70 Scorpion 71 Sky Manta 72 Smilodon
71 Smilodon 73 Snake, Viper 74-75 Spider, Poisonous 76-77 Tick 78 Vestice	74-75 Great Boar 76-77 Great Wasp 78-79 Hawk 80 Kraeguth 81 Horned Snake	74 Giant Slug, Carnivorous 75 Gratar, Black 76-77 Great Boar 78 Great Wasp 79-80 Hawk	73-74 Snake, Viper 75-76 Spider, Poisonous 77-78 Tick 79 Vestice 80 Winged Eel, Electric
79-79 Winged Eel, Electric 80 Al-Mi'raj 81 Anklosaur 82 Banshee 83 Battle Boar	82 Mistraven 83 Quetzalquatl 84 Regal Stag 85 Scra Pren 86 Scrav	81 Kraeguth 82 Al-Mi'raj 83 Anklosaur 84 Banshee 85 Battle Boar	81 Gratar, Grey 82 Horned Snake 83 Mistraven 84 Regal Stag 85 Scra Pren
84 Carn. Flying Squirrels 85 Centaur, Lizard 86 Centaur, Spider 87 Chimera 88 Darkhunter	87 Sibbicai 88 Skeletal Tyrannosaur 89 Spectral Tyrannosaur 90 Unicorn, Black 91 Viperhawk	86 Carn. Flying Squirrels 87 Centaur, Lizard 88 Centaur, Spider 89 Darkhunter 90 Electric Wasp	86 Scrav 87 Sibbicai 88 Skeletal Tyrannosaur 89 Spectral Tyrannosaur 90 Unicorn, Black
89 Electric Wasp 90 Elephant 91 Faerie Dragon 92 Firephantom 93 Gemsting	92 Vorasis 93 Winged Panter, Greater 94 Wombat 95 Zrax 96-105 Minoth	91 Elephant 92 Faerie Dragon 93 Firephantom 94 Gemsting 95 Gila Monster	91 Viperhawk 92 Vorasis 93 Winged Panter, Greater 94 Wombat 95 Zrax
94 Gila Monster 95 Gratar, Grey 96-105 Centaur, Scorpion 106-115 Cheetah 116-125 Deathwoode	106-115 Mist Monster 116-125 Mole 126-135 Plynos 136-145 Rancid 146-155 Spiderbat, Large	96-105 Centaur, Scorpion 106-115 Cheetah 116-125 Deathwoode 126-135 Flea 136-145 Gratar, Red	96-105 Minoth 106-115 Mist Monster 116-125 Mole 126-135 Plynos 136-145 Spiderbat, Large
126-135 Flea 136-145 Gratar, Red 146-155 Horribar 156-165 Klugala 166-175 Lammasu	156-165 Warcat, Lesser 166-175 Winged Panther, Lesser 176-180 Mara 181-185 Unicorn, White 186+ Warcat, Greater	146-155 Horribar 156-165 Klugala 166-175 Lammasu 176-180 Ki-Rin 181-185 Leocorn 186+ Behemoth	146-155 Vulfen 156-165 Warcat, Lesser 166-175 Winged Panther, Lesser 176-180 Mara 181-185 Unicorn, White 186-205 Warcat, Greater 206+ Tracha
176-180 Ki-Rin 181-185 Leocorn 186-205 Behemoth 206+ Tracha			



19.8.5 JUNGLE/RAIN FOREST ENCOUNTER TABLE (VEGETATION)

Climates: hnawm (1-50)	Climates: hnawm (51-100)	Climates: sktcf (1-50)	Climates: sktcf (51-100)
1-6 UNIV. ANIMALS 7-10 UNIV. MONSTERS 11-14 SOCIAL/CULTURE 15-18 TERRAIN 19-22 WATER SOURCE	1-5 UNIV. ANIMALS 6-9 UNIV. MONSTERS 10-13 SOCIAL/CULTURE 14-17 TERRAIN 18-21 WATER SOURCE	1-14 UNIV. ANIMALS 15-20 UNIV. MONSTERS 21-26 SOCIAL/CULTURE 27-32 TERRAIN 33-38 WATER SOURCE	1-15 UNIV. ANIMALS 16-21 UNIV. MONSTERS 22-27 SOCIAL/CULTURE 28-33 TERRAIN 34-39 WATER SOURCE
23-26 VEGETATION 27-30 Special or Re-roll 31-38 Allibat 39-46 Giant Slug, Suggram 47-50 Arachat	22-25 VEGETATION 26-29 Special or Re-roll 30-37 Gratar, Green 38-45 Pitcher Plant, Giant 46-49 Giant Slug, Spined	39-44 VEGETATION 45-50 Special or Re-roll 51-58 Giant Slug, Suggram 59-62 Black Baboon 63-66 Didex	40-45 VEGETATION 46-52 Special or Re-roll 53-60 Gratar, Green 61-64 Pathershark 65-68 Scylla
51-54 Black Baboon 55-58 Exploding Mushrooms 59-62 Flytrap, Giant 63-66 Gark 67-68 Abraxas	50-53 Gratar, Yellow 54-57 Snake, Pit Viper 58-61 Spiderbat, Small 62-65 Winged Eel, Moray 66-67 Kraeguth	67-70 Giant Slug, Spined 71-74 Gratar, Yellow 75-78 Nycamerith 79-80 Bounder 81-82 Dragonette	69-72 Trivren 73-76 Winged Eel, Moray 77-78 Jadeback 79-80 Mercat 81-82 Mermen
69-70 Blacksnake 71-72 Bounder 73-74 Flying Frog 75-76 Furtheis 77-78 Giant Slug, Carnivorous	68-69 Laevenus 70-71 Mongoose 72-73 Praying Mantis 74-75 Scorpion 76-77 Sky Manta	83-84 Giant Slug, Carnivorous 85-86 Gratar, Black 87-88 Great Boar 89 Carn. Flying Squirrels 90 Electric Wasp	83-84 Water Giant 85-86 Winged Eel, Electric 87-88 Zephyr Hound, Water 89 Mergryph 90 Scrav
79-80 Gratar, Black 81-82 Great Spider, Lesser 83 Battle Boar 84 Battleweed 85 Carn. Flying Squirrels	78-79 Sundew 80-81 Tapir 82-83 Winged Eel, Electric 84 Giant Skeleton, Lesser 85 Gratar, Grey	91 Faerie Dragon 92 Fell Beast 93 Giant Skeleton, Greater 94 Giant Skeleton, Lesser 95 Gratar, Grey	91 Sohleugir 92 War Snail 93 Winged Panter, Greater 94 Wyvern, Winged 95 Zrax
86 Centaur, Lizard 87 Centaur, Spider 88 Chimera 89 Darkhunter 90 Electric Wasp	86 Great Spider, Greater 87 Harpy 88 Horasos 89 Quetzalquatl 90 Scrav	96-105 Arcarva 106-115 Dragonian 116-125 Fire Drake 126-135 Gratar, Red 136-145 Land Drake	96-105 Strong Elemental, Earth 106-115 Strong Elemental, Fire 116-125 Warcat, Lesser 126-135 Weak Elemental, Cold 136-145 Weak Elemental, Earth
91 Faerie Dragon 92 Fireflower 93 Forest Giant 94 Gemsting 95 Giant Skeleton, Greater	91 Seftuau 92 Swamp Octopus 93 Tigertree 94 Vorasis 95 Zrax	146-155 Mist Monster 156-165 Oriental Dragon 166-175 Strong Elemental, Cold 176-180 Air Drake 181-185 Carn. Flying Monkeys	146-155 Weak Elemental, Fire 156-165 Whitesnake 166-175 Winged Panther, Lesser 176-185 Wyvern, Land 186-190 Dragon Salamander
96-105 Anteater 106-115 Centaur, Scorpion 116-125 Deathwoode 126-135 Echidna 136-145 Forest Troll	96-105 Klugala 106-115 Minoth 116-125 Mist Monster 126-135 Rancid 136-145 Spiderbat, Large	186-190 Cockatrice 191-210 Basilisk 211+ Basilisk, Greater	191-195 Thraxx 196-215 Dark Drake 216+ Warcat, Greater
146-155 Geryon 156-165 Gratar, Red 166-175 Ki-Lin 176-180 Carn. Flying Monkeys 181-185 Chameleon 186-205 Multi-Spider 206+ Tracha	146-155 Sstoi'isslythi 156-165 Warcat, Lesser 166-175 Winged Panther, Lesser 176-180 Great Spider, Major 181-185 Thraxx 186+ Warcat, Greater		

KEY

UNIV. ANIMALS: Re-roll on the the Universal Animals encounter table (19.4.2, page 176).

UNIV. MONSTERS: Re-roll on the the Universal Monsters encounter table (19.4.3, page 176).

SOCIAL/CULTURE: Re-roll on the the most appropriate column of the Social/Culture/Civilization/Habitation Encounter Table (19.4.4, page 177).

TERRAIN: Re-roll on the the most appropriate Terrain encounter table (19.7.1-19.7.4, pages 193-195).

A – Alpine, high altitude, and/or mountainous p. 193
 U – Underground p. 194
 R – Rough, rugged, and/or rocky hills p. 195
 W – Waste and/or barren p. 195

SPEC. FEATURES: Re-roll on the the most appropriate Special Feature encounter table (19.5.1-19.5.10, pages 178-186).

N – Near villages, towns, cities, and/or castles p. 178
 † – Rural inhabited and/or cultivated areas . p. 179
 E – Enchanted and/or magical places p. 180
 Y – Battlefields and/or shipwrecks p. 181
 X – Cavern complexes p. 182
 V – Volcanic areas p. 183
 K – Cross-over points between dimensions ... p. 183
 # – Ruins p. 184
 § – Burial areas p. 185
 @ – Cave entrances, overhangs, and/or lairs p. 186

WATER SOURCE: Re-roll on the the most appropriate Water Source encounter table (19.6.1-19.6.10, pages 187-192).

F – Freshwater coasts and banks p. 187
 I – tropical Islets, reefs, and or atolls p. 187
 B – Breaks and/or wadis p. 188
 O – Oceans p. 188
 Q – Oasis and/or isolated water sources p. 189
 G – Glaciers and/or snowfields p. 190
 S – Saltwater shores and/or shallows p. 190
 M – Marshes and/or swamps p. 191
 L – Lakes and/or rivers p. 192
 Z – Deserts p. 192

19.8.6 PLAINS/GRASSLAND ENCOUNTER TABLE (VEGETATION)

Climates: hnawm (1-50)	Climates: hnawm (51-100)	Climates: sktcf (1-50)	Climates: sktcf (51-100)
1-5 UNIV. ANIMALS 6-9 UNIV. MONSTERS 10-13 SOCIAL/CULTURE 14-16 TERRAIN 17-19 WATER SOURCE	1-5 UNIV. ANIMALS 6-9 UNIV. MONSTERS 10-13 SOCIAL/CULTURE 14-16 TERRAIN 17-19 WATER SOURCE	1-5 UNIV. ANIMALS 6-9 UNIV. MONSTERS 10-13 SOCIAL/CULTURE 14-16 TERRAIN 17-19 WATER SOURCE	1-5 UNIV. ANIMALS 6-9 UNIV. MONSTERS 10-13 SOCIAL/CULTURE 14-16 TERRAIN 17-19 WATER SOURCE
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106-113 Giant Slug, Suggram 114-121 Gorcrow 122-129 Gratar, Green 130-133 Armadillo 134-137 Black Baboon	106-113 Snake, Non-Poisonous 114-121 Spider, Non-Poisonous 122-129 Stegosaur 130-133 Owl 134-137 Pterosaur	106-113 Giant Slug, Suggram 114-121 Gorcrow 122-129 Gratar, Green 130-133 Armadillo 134-137 Black Baboon	102-109 Stegosaur 110-113 Owl 114-117 Pterosaur 118-121 Salamander/Newt 122-125 Snake, Cobra
138-141 Camel/Llama/Alpaca 142-145 Didex 146-149 Elothere 150-153 Giraffe 154-157 Gratar, Yellow	138-141 Salamander/Newt 142-145 Snake, Cobra 146-149 Snake, Pit Viper 150-153 Spiderbat, Small 154-157 Tortoise/Turtle	138-141 Camel/Llama/Alpaca 142-145 Didex 146-149 Elothere 150-153 Ghost Wolf 154-157 Giraffe	126-129 Snake, Pit Viper 130-133 Spiderbat, Small 134-137 Tortoise/Turtle 138-141 Triceratops 142-145 Tyrannosaur
158-161 Horse/Donkey/Mule 162-165 Jackalope 166-169 Lizard 170-171 Bounder 172-173 Centaur, Bull	158-161 Triceratops 162-165 Tyrannosaur 166-169 Winged Eel, Moray 170-173 Zebra 174-175 Mongoose	158-161 Gratar, Yellow 162-165 Horse/Donkey/Mule 166-169 Jackalope 170-173 Lizard 174-177 Moose	146-149 Winged Eel, Moray 150-153 Zebra 154-155 Lion 156-157 Mongoose 158-159 Praying Mantis
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184-185 Great Spider, Lesser 186-187 Hawk 188-189 Lambtree 190-191 Lion 192 Al-Mi'raj	186-187 Spider, Poisonous 188-189 Strider Bird 190-191 Tick 192-193 Winged Eel, Electric 194 Great Spider, Greater	188-189 Furtheis 190-191 Gratar, Black 192-193 Great Boar 194-195 Great Spider, Lesser 196-197 Hawk	170-171 Strider Bird 172-173 Tick 174-175 Winged Eel, Electric 176 Gratar, Grey 177 Great Spider, Greater
193 Anklosaur 194 Banshee 195 Battle Boar 196 Centaur, Lizard 197 Centaur, Spider	195 Killer Rabbit 196 Mistraven 197 Scrav 198 Seftuau 199 Sibbicai	198-199 Lambtree 200 Al-Mi'raj 2011 Anklosaur 202 Banshee 203 Battle Boar	178 Killer Rabbit 179 Mistraven 180 Scrav 181 Sibbicai 182 Skeletal Tyrannosaur
198 Chimera 199 Darkhunter 200 Electric Wasp 201 Elephant 202 Faerie Dragon	200 Skeletal Tyrannosaur 201 Spectral Tyrannosaur 202 Sphinx 203 Tigertree 204 Unicorn, Black	204 Centaur, Lizard 205 Centaur, Spider 206 Darkhunter 207 Electric Wasp 208 Elephant	183 Spectral Tyrannosaur 184 Sphinx 185 Unicorn, Black 186 Viperhawk 187 Winged Panter, Greater
203 Firephantom 204 Gemsting 205 Gila Monster 206 Gratar, Grey 207-216 Anteater	205 Viperhawk 206 Winged Panter, Greater 207 Zrax 208-217 Lammasu 218-227 Minoth	209 Faerie Dragon 210 Firephantom 211 Gemsting 212 Gila Monster 213-222 Anteater	188 Zrax 189-198 Minoth 199-208 Mist Monster 209-218 Mole 219-228 Neanderthal
217-226 Bloodbloom 227-236 Centaur, Scorpion 237-246 Cheetah 247-256 Dragonian 257-266 Flea	228-237 Mist Monster 238-247 Mole 248-257 Neanderthal 258-267 Ostrich 268-277 Pangolin	223-232 Bloodbloom 233-242 Centaur, Scorpion 243-252 Cheetah 253-262 Dragonian 263-272 Flea	229-238 Ostrich 239-248 Pangolin 249-258 Spiderbat, Large 259-268 Sstoi'isslythi 269-278 Warcat, Lesser
267-276 Gratar, Red 277-286 Horribar 287-296 Horse Viper 297-306 Klugala 307-311 Carn. Flying Monkeys	278-287 Spiderbat, Large 288-297 Sstoi'isslythi 298-307 Warcat, Lesser 308-317 Winged Panther, Lesser 318-322 Mara	273-282 Gratar, Red 283-292 Horribar 293-302 Horse Viper 303-312 Klugala 313-322 Lammasu	279-288 Winged Panther, Lesser 289-293 Leocorn 294-298 Mara 299-303 Unicorn, White 304-308 Vampiric Centaur
312-316 Great Spider, Major 317-321 Ki-Rin 322-326 Leocorn 327+ Behemoth	323-327 Unicorn, White 328-332 Vampiric Centaur 333-352 Tracha 353+ Warcat, Greater	323-327 Carn. Flying Monkeys 328-347 Behemoth 348+ Tracha	309-313 Great Spider, Major 314-318 Ki-Rin 319+ Warcat, Greater

CREATING YOUR OWN MONSTERS

Often a Gamemaster wishes to create new and unique creatures to add flavor and inject excitement into his world. This section provides some guidelines and suggestions which may help in this process. Three basic approaches to creating creatures are discussed: combining or modifying the capabilities of existing creatures, adding a new capability to an existing creature, and designing an original creature. These approaches may be used individually or collectively. Herein, you will also find a section on giantism, another easy way to create new monsters—just take existing creatures and make them bigger.

COMBINING CREATURES

Some of the monsters presented in this book are good examples of how to combine and modify other creatures. Many are what you would call a “composite monster.” A Binlore has the body of a bat, but the head of a Troll. A Sko-Katian combines the properties of an arachnid and a Human. There are many other examples.

The composite monsters presented in *Creatures & Monsters* involve basic modifications to base creature forms; actually any of the statistics (Level, Size, Crits, etc.) provided for a given creature may be modified or replaced with statistics from another beast.

Remember, minor changes can often provide great variety. Just increasing a creature’s intelligence (IQ) or changing its Outlook can alter a dull, boring animal into a powerful, exciting “monster” (or at least make it a more interesting conversationalist). This section also gives some guidelines for giantism, a method for turning small, non-dangerous animals into huge potential “man-eaters.” Giantism involves increasing a standard creature’s size and thus a number of its other statistics.

ADDING NEW CAPABILITIES

Adding new capabilities to existing creatures can produce a seemingly familiar creature which provides real novelty and surprise for those encountering it. Standard additional capabilities include:

- 1) Movement powers: flying, leaping, swimming, burrowing, magical (e.g., *Leaving, Long Dooring, Windwalking*, etc.).
- 2) Special defensive powers: unusual Armor Types, the use of the Large and Super Large Critical table by smaller creatures, and immunity from certain types of attacks, magic resistance, etc.
- 3) Special offensive powers: breath weapons, element attacks, poisons, death gazes, gas cloud attacks, etc.
- 4) Professions: creatures can be given professions (and the resulting capabilities) from *Rolemaster*.
- 5) Spell casting powers: either inherent powers equivalent to spells or the ability to cast spells. If casting actual spells, creatures should be given 4-12 power points per level.
- 6) Special mental powers: this can be handled by giving the creature the proper Mentalism spell casting capability.

CREATING AN ORIGINAL CREATURE

Of course, it is impossible to tell someone how to “create something original,” because if you could, then the result would not be “original.” However, there are a few hints and suggestions which can help the process.

- 1) Balance strengths given a creature with weaknesses.
- 2) Balance the power of a creature with the rewards (e.g., treasure and EP) received from defeating it.
- 3) Do not always view a creature’s power in terms of brute strength and offensive; subtle factors such as speed, spells, special item use and intelligence can often lead to more interesting encounters.
- 4) Use sources from mythology and literature to guide you.
- 5) Try not to be too heavily influenced by already existing creatures found in this and other FRP products; be creative and design your own creatures that fit into your world.

GIANITISM

In a FRP game, using monsters that can be easily visualized by the players adds detail and flavor to a game. This is often accomplished by using pictures of the creatures from mythological sources, FRP products, and personal sources. Another useful method is to create monsters that resemble familiar animals from our own world. This can be accomplished by using some of the techniques presented earlier in this section. When using *Creatures and Monsters* one of the easiest and most rewarding of these techniques is to take a normal animal and make it a “giant animal,” thus increasing its power and its potential danger to characters.

The Size classifications in *Creatures and Monsters* are Tiny, Small, Medium, Large, and Huge. When describing the effects of giantism, one “size step” is Tiny to Small, Small to Medium, Medium to Large, or Large to Huge; a two size step is Tiny to Medium, Small to Large, or Medium to Huge; a three size step is Tiny to Large or Small to Huge; and four size steps are Tiny to Huge. Below, we present suggestions for how to modify each creature’s statistics when its size is increased.

Level: For each size step increase, add one to the creature’s level; then multiply the resulting total by 2. For example, a Tiny creature (with a level of 0) made into a Medium creature (2 size steps) by giantism would have a level of $(0+1+1) \times 2 = 4$.

Movement Stats: Giantism does not normally modify a creature’s Max Pace, MM Bonus, MS, or AQ; it does affect its Base Rate however.

Base Move: For every size step increase, add 20 to the creature’s Base Move.

Combat Stats: Giantism affects each of the creature’s combat statistics.

Size: Straightforward.

Crits: When the size of a creature is increased to Large, the creator of a “giant” creature must decide on a Crit type to use: L/I, L/II, or L/LA. When the resulting size is Huge, he must decide on H/LA or H/SL. He can base this on the actual size of the “giant” creature or on some of its special properties.

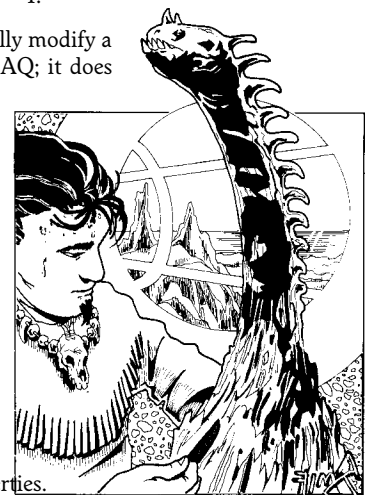
Hits: For each size step increase add 10 to the creature’s hits; then multiply the resulting total by 2. For example, a Tiny creature (with 5 hits) made into a Medium creature (2 size steps) by giantism would have $(5+10+10) \times 2 = 50$ hits.

AT(DB): Most ATs will not change due to giantism, but some Tiny creature with ATs of 1 may be given other ATs, like 3 or 4, at the Gamemaster’s discretion. For each size step increase, a GM may wish to subtract 10 from the creature’s DB. This represents the loss of dodging ability that a giant creature undergoes. Alternatively, GMs may increase a giant creature’s DB by 10 for each size increase to represent the toughening of its hide.

Attack Type and Size: All attack Types and Patterns remain unchanged. Increase the attack Sizes by the same number of steps that the creature’s size changed by.

Offensive Bonuses: For each size step increase, add 20 to the creature’s original OB. For example, a Tiny creature, with a 10SBi attack, made into a Medium creature (2 size steps) by giantism would have a Large Bite OB of $(10+20+20) = 50$.

Encounter Stats: How to change most of these statistics (# Enc., Treasure, Outlook, and IQ) is up to the Gamemaster on a case by case basis. We suggest that the EP Bonus be increased at least one step (i.e., one letter code) for each size step increase.





21.1 A GLOSSARY OF SOME MYTHOLOGICAL CREATURES

The following list of fabulous creatures (and races) from legend and mythology is very brief. For more detail, check the bibliography and do some reading on your own.

Often one of the creatures described below may have two or more radically different forms, depending upon the particular legend or myth examined. Some of the following descriptions give alternative forms for creatures described in more detail in earlier sections.

Anqa: An enormous bird with a human face. (Also known as Simurgh.)

Antholops: Animal with large sawlike horns and the body of a bull.

Ant-Lion: Monster resembling a lion with the hind quarters of an ant. Neither a carnivore (because its mother is entirely herbivorous) nor an herbivore (because its father is entirely carnivorous), the Ant-Lion is one confused beast.

Apocalypitia Animal: A beast with seven heads and ten horns, bear's feet and a lion's mouth.

Apophis Dragon: Huge serpent.

Arba: Winged monster of human appearance but for a long tail

Armaspi: Gold-loving people with only one eye in the middle of the forehead.

Asakku: Figure with a human body and an animal's head.

Asbsar: Winged beast with the body of a man and a horse's head.

Asmodeus: Demon akin to the Pazuzu.

Aspis: Small music-loving dragon.

Assa-mukhi: Man-eating female demon with a horse's head.

Ass-headed Fish: Just what you think.

Astomi: Mouthless race of people said to be cheap, quiet dates.

Asura: Demonic demigods of composite physiologies.

Ba: A bird with a woman's head and human hands.

Bahri: Human-headed bird.

Ballaena: Giant fish with a sword on its back. Sailors view it as a living island upon which to feast.

Basilisk: A gigantic serpent with the body of a cock, iron claws and beak, and a tripart snake's tail. Its stare is fatal. May be killed by holding a mirror up to it. (See Cockatrice.)

Behemoth: A gigantic beast similar to a huge and very angry water-buffalo.

Benu: A sacred bird similar to the Phoenix, also a symbol of rebirth.

Bes: A demon-like dwarf with a fat tongue whose image wards off evil spirits.

Blemmyes: A headless race of people with eyes and mouths on their chests. Speak to you right from the heart.

Bucentar: A centaur with a bull's body.

Cacus: A fire-breathing giant.

Catoblepas: A bull-monster which feeds on poisonous herbs, its breath is deadly. Halitosis kills!

Centaur: Men-horses and symbols of strength and passion.

Cerberus: Three-headed watchdog of the underworld.

Cetus: A sea monster with lion's head and feet, a fish tail and wings.

Charybdis: A sea monster which delights in creating deadly whirlpools.

Chimaera: Beast with the head of a lion, the body of a goat, and the tail of a serpent. Sometimes three headed.

Cidipes: Odd creature with one foot.

Cockatrice: See Basilisk

Corpse-Eater: Monster with the head of a crocodile, the hindquarters of a hippopotamus, and the body of a lion.

Cyclops: Giant with one round eye in the forehead.

Cynocephals: Fire-breathing, dog-headed, man-eating monkeys.

Dabbe-i-chahar-sar: Four-headed, winged monster which makes horrifying sounds.

Dahnesch: A tainted, winged spirit.

'Devourer': A man with horns and the hump of a buffalo.

Echidna: Half-woman, half-serpent mother to Cerberus and the Hydra.

Elephant-Headed Tiger: This cat never leaves home without a trunk.

Endrop: A creature half-horse and half-fish which loves to gallop through the water.

Enkidu: A bull-man.

Ephialtes: A demon of nightmares.

Fanamín-Pitoloha: A seven-headed hydra.

Fanesians: Fifteen feet tall and white as marble, these men have ears so large that they can wrap them around their bodies. (It is unwise to tease the Fanesians about the size of their ears.)

Faun: Satyr with a goat's tail, pointed ears and a flattened nose.

Feng-huang: A Phoenix both male and female, with the head and comb of a pheasant and the plumes of a peacock.

Filsar: Winged elephant-man.

Fluco: A four-eyed god-like creature with a keen sense of humor and a deadly "hook shot"; most often found in rural settings.

Foot-Shade-Men: A wondrous race with a single gigantic foot, which they lift over their heads to provide shade. (A shoe salesman could make a fortune!)

Gajasihma: A monster with an elephant's head and a lion's body.

Gajavirala: A monster half-lion and half-elephant.

Gallu: Diseased demons of the air, most are men with various animal heads.

Galon: A giant bird.

Garuda: Giant winged man with a beak.

Ghormuha: A horse-faced demon with one leg.

Ghul: A blood-sucking ghoul.

Ghul: Both a huge man and a monster with five heads.

Gigantes: Giants of composite body parts.

Glycon: Demon with a human head and a snake's body.

Goat-Fish: Commonly a carp-goat. (Not a pretty catch of the day.)

Gorgon: A lewd female figure whose look is fatal.

Graouilli: A dragon-monster.

Gula: A winged dog-headed man. (See Spot fly. Fly, Spot, fly.)

Harpy: Deadly spirits with the head and breasts of a woman, a bird's body and a lion's claws.

Hecate: Mistress of specters, she is a giant with snake-locks and a snake-foot, or with a horse's head, or three-headed.

Hedammu: Amphibious sea-dragon.

Hippocamp: A sea-centaur.

Hippogriff: A horse-griffin with an eagle's head and wings.

Hor-Hekenu: A griffin with a lion's body and the head of a falcon.

Horse-Heads: A tall race of people with blue eyes, wings, horse's heads and human bodies.

Hydra: A snake-monster with nine heads.

Ifrít: A gigantic demon with horns, lion's claws and ass's hoofs.

Ihamriga: A monster with a human head and animal parts.

Illuyanka: A hydra-like dragon.

Imdugud: A lion-headed bird.

Kkabandha: A demon with a massive torso, one large yellow eye and an all-devouring mouth on the chest.

Kalinaga: A huge, thousand-headed snake.

Kamadhenu: A sphinx with a cow's body.

Karkaddan: Winged unicorn with the body of an antelope.

Kashkash: A hump-backed, half-blind spirit with six horns and tufts of hair hanging down to its feet.

Kautuhala: An animal with the head of an elephant and the body of a lion or a deer.

Kinnara: Bird-monster with the face of a man.

Kinoly: A demonic corpse.

Kiu-Lung: A hornless dragon.

Kumbhandha: Demonic dwarfs.

Kutshedra: A huge, hirsute demon-woman with a long tail and nine tongues.

Labartu: A female fever-demon with a lion's head and pointed ass's ears.

Lacertine: A two- or four-footed eel.

Lamassu: A winged bull with a human head.

Larch: Often referred to simply as "The Larch", this passive tree-like being only attacks by falling and killing itself (as well as anyone stupid enough to be under it).

Lasi: Winged demons.

Leongalli: A beast which is half-lion and half-cock.

Leviathon: A gigantic, many-headed sea-beast.

Licorne: A unicorn

Lilith: A monster with a snake's body and a woman's head.

Lindwurm: Winged snake-dragon.

Lion-Dog: Dog with lions' bodies and bushy tails.

Locust-Demon: Horse-monster with human face and scorpion tail.

Long-Ma: A horse-dragon.

Lorelei: Half-human water maiden.

Lung: A fire-breathing, scaly, horned dragon.

Mafedet: A lion with a serpent's neck.

Mahr: A domestic spirit who takes on the shape of a common object.

Makara: A monster one-third crocodile, one-third elephant, and one-third snake.

Manticore: A flesh-eating beast with four feet, a woman's head and a scorpion's tail.

Medusa: Both a horse with wings and a woman with equine hind quarters. With snakes for hair and a fatal vision, she is tough to get close to.

Mermaid: A beautiful sea-siren whose body ends in a fish-tail.

Midgard Serpent: A huge demon-snake which bites its own tail.

Minotaur: Bull-man.

Monsok: A human race with elephant ears which cover the Monsok as they sleep. (See Panochi.)

Mushussu: A fire-red dragon.

Naravirala: A beast with a lion's body and a human head.

Nidhogur: Serpent who resides in volcanoes.

Norwegian Blue: A parrot-like creature which often "plays dead" to avoid capture or to escape from captivity. When in this state it is said to be "pining for the fiords".

Oannes: A primeval being in the shape of a fish but with human head and feet.

Odonototyranus: A three-horned monster.

Onocentaur: Ass-centaur.

Panochi: A race of people with gigantic ears, eight fingers on each hand, and eight toes on each foot.

Pazuzu: Disease-bringing demon with four wings, a horned head, lion's forepaws, eagle's feet and a scorpion's tail.

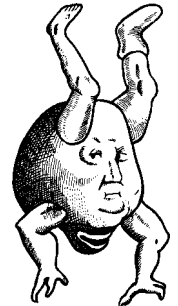
Pegasus: Winged horse said to have sprung from Medusa's blood.

Peri: Flesh-eating witches of great beauty who tempt the faithful

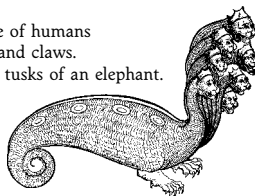
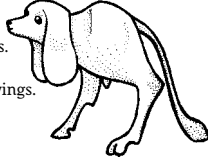
Phantom: The "living" shadow of a dead person.

Phoenix: A bird which flies once every five hundred years, burns itself on a pyre, and arises renewed from the ashes.

Plague-Women: Small disease-carrying women without noses or ears, with tiny snake's eyes, cat's paws, and goat's feet.



Poqhiraj: A gigantic bird or flying horse friendly to its rider.
Psezpólnica: A murderous woman covered in black hair, with horse's feet, but with human face. She will cut the head off whomever refuses to talk to her between noon and one p.m.
Quetzlal: Gigantic feathered snake.
Rakshasa: Gigantic fire-breathing demons, hostile to man, with massive tusks.
Roc: An enormous bird with two horns and four humps on its back.
Ryu: A large dragon which can live and move in air, in water and on land.
Sarabha: A Deer-like creature with eight feet which lives on snow-covered mountains.
Sardula: A horned lion.
Satan: The devil. Sometimes described as half-dog and half-cat, with a long trunk.
Satyr: A forest-demon with goat's legs (perhaps partly horse-shaped). Often lustful to a ridiculous degree.
Sciapods: People whose sole gigantic foot serves as a sunshade. They can hop at great speed over the surface of the sea.
Scorpion-Man: Half-human beast with a "stinging" wit.
Scylla: A sea-monster with twelve shapeless feet and six toothy heads upon six long necks. Delights in wrecking ships at sea.
Shedu: A human-headed, winged, bull-beast.
Sickle-Man: A murderous man with glowing eyes, one horse-leg, one cow-leg, and long talons.
Sirabich: Evil bird-like spirits who stalk and kill women in childbirth.
Siren: A singing mermaid whose song lures sailors to their deaths.
Skoffin: Basilisk-like monster, hatched from an egg, whose look is deadly.
Spahlen-Tier: Dragon-like specter.
Sphinx: A lion with a human head.
Stomach-Faces: Headless folk with a face on their stomachs.
Stymphalian Bird: Giant bird with iron talons and beak.
Sulafati: Human figure with a turtle's body and a pair of wings.
Taksaka: Giant snake-demon.
Tannin: Many-headed creature.
Tarasque: A dragon of massive size and strength.
Tayir: A winged, human-shaped creature which speaks a language no one understands.
Tatzlwurm: A winged, fire-breathing dragon.
Telchines: Half-fish, half-snake demon.
Ten-Gu: Winged mountain and forest sprites with long noses or beaks, they steal children for fun.
Thu'ban: Gigantic fire-breathing dragon.
Toe Nayo: A unicorn with a horse's sturdy body
Tulchulka: A human with a vulture's beak and animal ears.
Typhon: A giant with a hundred snake-heads.
Undine: Female water-sprite.
Unicorn: A rare, one-horned horse-like beast with great power to do good.
Vetala: A group of demons who enter into corpses and revivify them.
Vouivre: A one-eyed dragon, his only eye a great jewel.
Wak-Wak Tree: A tree whose fruits consist of human and animal heads.
Walimana: Beast with a bird's body and a human face.
Water-Elephant: An enormously strong elephant the size of a mouse which likes to feed on the brains of his much larger brethren.
Werewolf: A wolf-man. (Contact Lawrence Talbot for details.)
Wild Men: Giants with owl's eyes, boar's tusks and elephant's ears.
Yakshas: Demonic half-snake demigods.
Yagug and Magug, Gog and Magog: A stocky race of humans half the size of a normal man, with lion's fangs and claws.
Yali: A beast with a lion's body and the trunk and tusks of an elephant.
Yu-Lung: A sea-beast, half-fish, half-dragon.
Zagh: A human-faced, speaking crow.
Zu: A bird-centaur.



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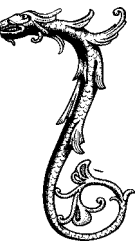
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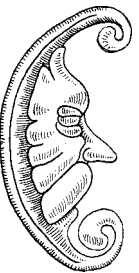
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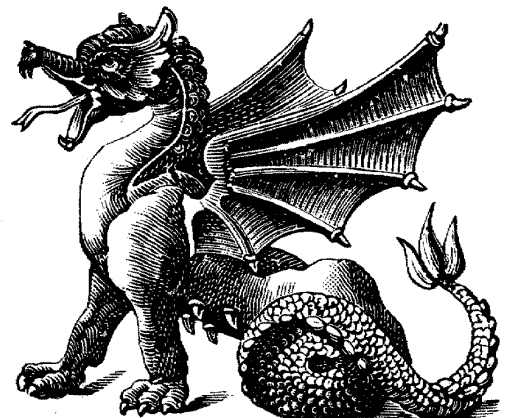
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