

The MONSTERS of the MEDITERRANEAN



Official Game Rules for *Legendary Quest*®

By

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Edited by

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Most of the illustrations in this book are selected woodcuts, drawings, and etchings taken from old artisans (such as the famous woodcut master Albrecht Dürer). However, some of the drawings of the various faery races (elves, dwarves, orcs, and nymphs) were created in modern times by Matthias Bäuerle. As their creator, Matthias Bäuerle retains all rights to his works but has allowed us to incorporate them with the same copyright restrictions described above. If you like Matthias's work and would like to contract his talents for your own commercial venture, feel free to contact him at Alerionh@alerionh.de.

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A game as highly developed as *Legendary Quest™* could not exist exclusively from the writing and playtesting of only a few authors. Many wonderful suggestions came from others deserving tremendous credit.

Matt "the Orc" Ault, David "Run Away" Bailey, Justin "BAMF" Bailey, Bill "Silver Tongue" Beezley, Blake "Axe-Man" Brandt, James "the Thief" Bockmon, Bob Brown, Mike "the Original" Brown, Dan "Eepster" Budd, Dan "Paranoid" Coppersmith, Gregg "Bundyman" Fiehler, Howard "Horseshoe" Hampton, Rich "Shakespear" Higgason, Tom "Thank you, sir, may I have another?" Hildrich, Darren "Private Eye" Hinesley, Dave "Weasel-Master" Julian, Melissa "Cat Burglar" Kirk, Andy "Please pass the" Mayo, Jason "I've got 5th level Fire Darts!" McDowell, Charles "Parasite" Nickell, Ben "Tyrone" Rhodes, Job "you killed my horse!" Roberts, Sherry "the Wench" Steinberg, Curt "the Evil" Suddarth, Mike "Archmage" Valet, Paul "the Oppressor" White, Brandi "Dark Sorceress" Wilson, and Karl "Frankenstein" Winters contributed years of playing and playtesting *Legendary Quest™*. Thanks go to them for their efforts.

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A special salute goes to the co-authors of some of *Legendary Quest's* other books: *The Manual of Mythology™* and *The Lexicon of Lore™*. Denys "Crafty" Carrico-Bockmon, Mark "you should have killed me when you had the chance" Chester, Mike "Clavdivs" Patrick, and Leroy "the Eccentric" Hills.

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John Kirk

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Introduction

The entirety of this book is reference material for the game of *Legendary Quest™*. More specifically, it is a reference book for the game referee, or Overlord. If your intentions do not include acting as a game referee, you have no need to read this volume. In fact, reading it may diminish your fun as many of the mysteries of the game are explained here in detail. On the other hand, if you do intend to take on the role of Overlord, this book will prove invaluable.

This book assumes that you already own a copy of *The Grimoire of Game Rules™*, *The Lexicon of Lore™*, and *The Manual of Mythology™*. The Grimoire contains all of the basic rules governing character generation and combat, the Lexicon contains the game's mage spells, and the Manual holds descriptions of the gods along with the priest spells.

The Monsters of the Mediterranean™ is a book filled with creatures lifted from the mythologies of the lands surrounding the Mediterranean Sea. Having the name of an ocean in the title is doubly appropriate, though, in that the mythologies of all of the lands surrounding the Mediterranean are integrally tied to its waters.

It is not surprising that the Greek myths place so heavy an emphasis on the sea, since they were largely a seafaring people. At its height, Athens had the greatest navy in the world and used it to good effect in expanding its influence. Predictably, many Greek tales are set upon the waves. Jason seeks the Golden Fleece in his trusty ship Argo, Odysseus sets sail many times on an almost endless quest to get home after the Trojan war, and Perseus crisscrosses the Mediterranean to gain the equipment he needs to slay Medusa. Along the way the heroes encounter harpies, Cyclops, nymphs, witches, sirens, and more. Even the Iliad, Homer's literary masterpiece defining the Hellenistic age, describes the sacrifices that the Achaeans (Greeks) must accept in moving their armies across the sea to Troy in order to recapture the beautiful Helen.

The Babylonian/Mesopotamian myths similarly focus on the chaotic nature of the sea, which they identify with a tremendous many-headed serpentine dragon named Tiamat. This dragon of chaos was furious with the gods for having disturbed her rest with their constant chattering and bickering. Consequently, she began giving birth to scorpion-men, griffons, dog-headed men, and a host of other abominable creatures. Her intent was to build up an army powerful enough to destroy the gods. The deities were frightened, but nobody would step forward and challenge the mighty serpent. Finally, Marduk (Baal) volunteered to battle the serpent provided he be declared ruler over all gods should he succeed. With no other options, the gods readily agreed. Needless to say, Marduk slew Tiamat. After doing so, he cut her body in half. One part Marduk used to fashion the vault of the heavens while the other he used to form the land. Tiamat's salty blood drained away from the land to fill the oceans. In this way, the world and oceans were formed.

The Egyptians have a very similar creation myth, although theirs is tied closely with the Nile floods rather than the Mediterranean into which they flow. Every year the waters of the Nile River, which was itself worshipped as the god Hapi, flood the banks and deposit vast quantities of rich fertile soil. When the waters recede, small hillocks first emerge which grow into small islands that finally connect together in a single continuous whole to form the Nile valley. This yearly cycle replays the Egyptian creation myth. In this story, at the beginning of time only the chaos of the ocean, Nun, existed. At some point, Ptah (or Ra depending on which Egyptian priest you question) created himself through his own force of will. Observing that he had no place on which to stand, Ptah made the waters of chaos recede and thereby created land. Shortly after this grand act of creation, Ptah created the other gods. First he created Shu (air) and Tefnut (moisture) who gave birth to Nut (heaven) and Geb (earth). These, in turn, bore the other gods as offspring. The Egyptian gods, most of whom are minor, number in the hundreds. Many of them are depicted as men with animal heads or as monstrous combinations of different beasts. It is from these sources that this book draws most of its materials from the Egyptian arena.

As you can see, the myths of all three cultures are closely tied with the waters of the Mediterranean. Presented in this book are only samples of those available, but hopefully they will give you a sense of the beliefs and fears of the people of these ancient lands as well as present your players with some memorable encounters. If, in some small way, these materials can accomplish both goals simultaneously, then I will feel that all of the hard work that was put into writing them will be justified. Well, that's enough background. Let's get on with the fun.

Monster Layout

This book is filled with fantastic beasts taken purely from Greek, Babylonian/Sumerian, and Egyptian mythology. In this way, these monsters are quite distinct from those found in *The Tome of Terrors*[™] and *Celtic Creatures and Nordic Nightmares*[™]. However, the layout of the creatures found in this book is identical to that of the other volumes. Since *The Tome of Terrors*[™] provides highly detailed explanations of what the various sections in each monster description represent, there is little need to mindlessly repeat ourselves here since that would simply waste valuable space that is better spent on new monsters. Consequently, only brief definitions are provided. For further information on the specific meanings of various terms, please see their definitions in *The Tome of Terrors*.

Habitat:

Provides a description of the general environment to which the creature is drawn. This can give you a good feel for the types of adventures in which the creature could be encountered. However, if you decide that you want to place a Great White Shark in the middle of the desert, with its fin parting the sand dunes like waves, feel free to do so. The habitat description only provides a basic guide and should never stifle your creative juices.

Life Style:

Gives an indication of the general behavior patterns of a monster type. The creature's *Intelligence* obviously influences its behavior so the more civilized behaviors will be associated with the smarter species. Definitions of the types of *life styles* can be found in *The Tome of Terrors*.

Wealth Type:

States approximately how much and what kind of treasure a monster will reasonably carry or hoard in its lair. Keep in mind, the monetary type is provided only to aid and augment your judgment, never to replace it. For detailed descriptions of what the various wealth types represent, and some suggestions on how much a given creature may possess, see *The Tome of Terrors*.

Alignment:

Gives a general description of cruelty or kindness of a monster type. Specific individuals of a monstrous species may deviate far from the norm. For further descriptions of the alignment types, see **Alignment** in the **Creating a New Character** section of *The Grimoire of Game Rules*[™].

Cunning:

Describes the reasoning power of a creature and ties in closely with the characters' *Intelligence* attribute. The main reason that we did not simply use *Intelligence* instead of *Cunning* hinges on one important fact: many beasts that are astoundingly perceptive are as dim witted as shoehorns. If we used a straight *Intelligence* score (WP + PC) to gauge a monster's mental prowess, griffons would end up challenging trespassing adventurers with their deadly prowess at chess.

For further information on the specific meaning of the various *Cunning* terms, please see their definitions in *The Tome of Terrors*.

Speed:

Indicates how quickly a creature moves. Just like characters, monsters move at a maximum rate of 1 yard per point of *Speed* every 10 seconds.

Strength:

Describes the *Physical Strength* of a monster or character. This description simply gives the Overlord a general 'feel' for the brute force power an average member of the species can exert. It does not need to be referenced in most combat situations since all of the pertinent modifiers have already been used to modify the creature's combat characteristics (*Attack Bonus* and *Damage*). The *Strength* description block lists only general classifications that are described in detail in *The Tome of Terrors*.

Size:

Gives a general indication of a creature's height, girth, and bulk. The specified categories are purposefully broad, since the size of individuals within a given species can vary a great deal. See *The Tome of Terrors*[™] for complete definitions of the various terms used to describe size.

Special Characteristics:

Describes any unusual modes of attack or defense a creature uses. In this block fall any breath weapons, stings, or poisons that the monster wields. If a creature has magical abilities or somehow charms or frightens its victims, these powers will also be listed here. Likewise, if the creature is immune to flame, frost, or other influence the fact will be listed in this block. Some **Special Characteristics** are standardized. One such defense is *Magic Reduction* that is given in the form of levels. A *4th level Magic Reduction* reduces the effective level of any spell cast at a creature by 4 levels. For example, a 7th

level **Lightning Bolt** is cast at a Dragon with *5th level Magic Reduction*. Thus, the spell only affects the dragon as a 2nd spell level **Lightning Bolt**.

Origin:

States where legends originated concerning the creature. **Legendary Quest™** restricts itself to using monsters taken from legend, myth, fable, and fairy tales. The only real exceptions to this rule are those 'monster' descriptions that list actual real-world animals or giant-sized versions of natural creatures (which are common themes in folklore anyway). Here is listed the specific countries producing the legends if history relates their exact origin. Otherwise, *Origin* lists the general areas of civilizations that produced them along with any interesting tidbits of information concerning the beast's place in folklore.

Recovery Time:

Gives the *Recovery Time* for the monster's natural forms of attack in combat. This works exactly like the *Recovery Times* for the various Hand Held weapons that characters wield. For further description of *Recovery Time* and its uses, see **Initiative** in the **Combat Rules** section of *The Grimoire of Game Rules™*.

Combat Level:

Describes the skill level of a monster in combat in a manner analogous to the *Combat Level* of characters. Unless otherwise stated in the monster's description, the beast's *Combat Level* should also be used as the its *Character Level* (for *Luck Roll* purposes, etc.).

Attack Modes:

Describes the methods of attack the creature uses. These attack types may be by weapon (the offensive tool the creature is using), beak, bite, butt, claw, fist, pincers, or any other possible type of attack. In general the attack modes explain themselves and are omitted here.

Unless otherwise stated, the creature gains one attack per turn for every attack mode listed. When the creature has more than a single attack per turn, the attack types are listed in the order in which they are normally used in combat. In cases where the beast gains extra attacks due to superior *Combat Level*, the added attacks should be performed by starting over at the beginning of the *Attack Modes* list and cycling through them in a round-robin fashion. For further details on how *Combat Level* affects the number of attacks, see **Number of Attacks** in the **Advanced Combat Rules** section of *The Grimoire of Game Rules™*.

Dam/Attack:

Gives a number range used to generate the amount of damage delivered by an attack. If a monster attacks more than once per turn, the number ranges used to generate damage for each given attack are separated by a '/' and lie in the same order as listed in *Attack Type*.

Attack Bonus:

Gives a number to be used as the creature's adjustment to its *Attack Roll* when engaging opponents in combat. For further descriptions on *Attack Bonuses* and their uses, see **The Attack Roll** in the **Rolls of Legendary Quest™** section of *The Grimoire of Game Rules™*.

Defense:

Describes the difficulty, which a character has in delivering a damaging blow to the creature. It is a creature's *Defense* that a character's *Attack Roll* must overcome to strike the creature with a weapon. For further information about how *Defense* and how it is calculated, see **The Tome of Terrors™** and *The Grimoire of Game Rules™*.

Absorption:

Provides a numerical value indicating the amount of damage a thick hide or tough skin absorbs from a single blow delivered by a weapon. Subtract the absorption value from every direct blow. Note that all blows inflict at least one point of damage to the struck creature. Unlike armor designed and fashioned by skilled smithies, the absorption rating provided with a monster's description indicates the absorption value of the creature's natural armor. Because natural armor covers the frames of most creatures with a uniform protective skin rather than specifically covering vital areas, their absorption values do not increase in the cases of *Severity Damage* (as does the absorption values of manufactured armor types). In the few exceptions to this rule, any absorption improvement against such blows will be noted in the *Absorption* block.

Surprise Adj.:

Gives any adjustments (bonuses or penalties) that a creature has *TO Surprise* a party. These adjustments are given to simulate a creature's natural stealthing ability or its clumsy gait and should be added directly to the creature's *Surprise Roll*. The adjustments a creature uses to avoid surprise are simply provided by its *Perception* (and works just like that of the characters themselves). For additional descriptions on *Surprise* and its uses, see **Surprise** in the **Combat Rules** section of *The Grimoire of Game Rules™*.

Damage Tolerance:

Describes how much physical abuse a monster can take and still continue combat. *Damage Tolerance* lists a flat number along with a quantity of dice. Overall *Damage Tolerance* of a particular creature equals the flat number plus the number generated on the dice. For additional information on *Damage Tolerance* and its uses, see **Damage Tolerance** in the **Creating a New Character** section of *The Grimoire of Game Rules™*.

E.P. Value:

Gives the amount of experience points earned in a successful encounter with a single creature. For an experience point award, the characters must defeat the creature in combat. They do not necessarily need to kill it to have a 'successful' engagement. For further information about how E.P. is calculated, please see its description in *The Tome of Terrors*.

Description:

Following the standard block of classifications listed for each monster is a block of text giving a more detailed description of the monster's behavior, appearance, strengths and weaknesses. The description section has no specific guidelines on what may or may not be found in it. However, you will occasionally run across certain terms in a monster's description that may need further explanation. For example, how exactly should an Overlord play a monster that is *Afraid of Fire* when a character sticks a flaming torch in its face? To help in this endeavor, a list of explanations of such phrases is given in *The Tome of Terrors*. The Overlord is free to use these definitions as stated, or alter them to suit his need in a particular situation.

The Bestiary

A

Afrit

(Ifrit, Fire Sprite)

Habitat: Afrit are elemental fire spirits which are attracted to hot dry arid regions but are found wherever combustible materials exist.

Life Style: elemental spirit

Wealth Type: nil

Alignment: neutral evil

Cunning: average

Speed: 40 (100 flying)

Strength: low

Size: small (1 to 6 inches tall)

Origin: The afrit comes to us from Arabian folklore. It was said that an afrit would arise as a tendril of smoke from the blood of a murdered person. To prevent this, a nail was often nailed into the ground of the crime scene to “nail down the ghost.”

Special Characteristics: Like all fire elementals, afriti are *Immune to Heat and Flame* and are unaffected by *Severity Damage*. All afrit have an *Overpowering Attraction to Gunpowder* and other highly combustible materials.

Afriti that are of at least average power may use the mage spell **Spark** at will, once per turn, and all are able to sense the presence of combustible materials. The more volatile the substance, the greater the distance at which the spirit can detect it. In fact, an afrit can sense the presence of gunpowder from a few miles away. Needless to say, an afrit will ignite any such materials at its earliest opportunity. OOOh! FUN!

These fire spirits pass freely through combustible materials and structures containing plenty of oxygen. In addition, an afrit can see any creature in contact with flame, combustible materials, or oxygen so long as no obstruction blocks the view.

Recovery Time: 5

Absorption: 0

Surprise Adj.: -2

Attack Modes: flame touch

Attributes

PS	ST	AG	MD	PC	WP	FA
-7	-2	12	4	1	-1	0

Afrit Examples

	Below Average	Average
Combat Level	0	1
Attack Bonus	+4	+5
Defense	31	32
Damage Tolerance	1	1d4
E.P. Value	9	15
Damage per Attack	1	1
	Above Average	Heroic
Combat Level	3	6
Attack Bonus	+7	+11
Defense	34	38
Damage Tolerance	1d10	5 + 1d10
E.P. Value	25	30
Damage per Attack	1d4	1d6

Afriti are minor fire elementals, the majority of which resemble little more than candle flames and, outside of Arabia, are more commonly known as fire sprites. In fact, it is not unheard of for a powerful mage to permanently trap one of these flickering elemental spirits and use it as a permanent light source (the spell **Everburning Lamp** in *The Lexicon of Lore™* exemplifies this.)

By far, the vast majority of afrit fall into the “below average” category (thus making the term “average” somewhat of a misnomer). However, more powerful afriti do exist which are decidedly larger than tiny flickers. The more powerful the afrit, the larger its form. In fact, the awesomely mighty efreeti are really nothing more than afriti with visions of glory.

Because of their great attraction to gunpowder and the party atmosphere any such substances produce with these spirits, any areas where afriti populate quickly become “gunpowder-free” zones. Fortunately, their sensing range is limited to about 3 or 4 miles, so ocean-going vessels have little to fear as long as they do not venture too near to shore.

Ahl-Al-Trab

(Dust Devil)

Habitat: Ahl-Al-Trabi, commonly known as dust devils, are elemental earth spirits usually encountered in sandy deserts. Here they fashion their dusty abodes just below the sand's surface. They are intolerant of trespassers and will abruptly spring from their homes to dissuade intruders.

Life Style: elemental spirit

Wealth Type: nil

Alignment: neutral evil

Cunning: average

Speed: 70 on or through sand, 20 through other forms of earth

Strength: low

Size: small (1 to 2 feet tall)

Origin: The ahl-al-trab comes to us from Islamic folklore. These spirits were said to lie in wait just below the desert's surface waiting to cast sand into the eyes of passing travelers and drinking up any available water before it is discovered.

Special Characteristics: Like all earth elementals, ahl-al-trabi are Immune to Earth Based Weapons, magical or otherwise, including those fashioned from steel or bronze. In addition, they are unaffected by Severity Damage since they have no vital organs of any kind.

All ahl-al-trabi may transform themselves into whirlwinds of abrasive sand. These small tornadoes act like the mage spell **Dust Devil**. Treat the ability as if cast at a spell level equal to the elemental's *Combat Level*. See *The Lexicon of Lore™* for details.

These earth spirits pass freely through loose, dry sand with ease and may pass through other forms of earth with difficulty. In addition, an ahl-al-trab can see any creature in contact with earth.

Recovery Time: 7

Absorption: 4

Surprise Adj.: -2

Attack Modes: sand blast. The ahl-al-trab attack using small abrasive blasts of sand. These attacks are not capable of delivering *Severity Damage*, as they are unable to affect any vital organ of those targeted.

Attributes

PS	ST	AG	MD	PC	WP	FA
-2	1	3	2	2	0	0

Ahl-al-trab Examples

	Below Average	Average
Combat Level	1	3
Attack Bonus	+4	+5
Defense	24	26
Damage Tolerance	10+1d10	10+3d10
E.P. Value	18	35
Damage per Attack	1d6	1d8
	Above Average	Heroic
Combat Level	5	7
Attack Bonus	+7	+11
Defense	28	30
Damage Tolerance	10+5d10	10+7d10
E.P. Value	72	162
Damage per Attack	1d10	1d12

Ahl-al-trabi are minor earth elemental spirits whose forms are made up entirely of sand and dust. Their forms are normally humanoid having shapes resembling small granular goblins. Whenever an ahl-al-trab desires, he may transform himself into a swirling vortex of sand and dust, darting across the landscape and making a general nuisance of himself. In fact, annoying and bedeviling desert travelers is the ahl-al-trab's greatest pleasure.

Akh

Habitat: The akhs that choose to remain in the realms of mortals linger around the tombs in which their remains have been placed.

Life Style: undead spirit

Wealth Type: hoard. Akhs themselves do not actively seek treasure, but the worldly goods they possessed in life are placed with their remains in their burial chambers. This can add up to be quite a stash of loot.

Alignment: As the akhs of good men go on to the underworld to live eternally, those akhs encountered by men are the "leftovers." Consequently, most akhs encountered by adventurers will be evil.

Cunning: average to above average

Speed: 100

Strength: average to above average

Size: medium

Origin: The akh is the state to which all Egyptian spirits strive. The Egyptian soul has four separate and distinct parts: the ba (personality), ka (life force), khaib (shadow), and khu (name). A person's soul can only enter eternal bliss once his ba and ka unite to form an akh. The akh must then present his heart to the gods for judgment. Those passing judgment enter the underworld. Those failing have their hearts devoured by a fabulous Egyptian monster-deity named Ammut. Although akhs are often depicted in artwork with human figures, they are portrayed in hieroglyphic texts using the symbol of the crane.

Special Characteristics: When a spirit attains the status of an akh, it has a superior understanding of both the physical and spiritual realms. As such, although it is ghostly and cannot directly manipulate physical objects by handling them, it is able to control them in other ways. An akh has the power of **Telekinesis** and can mentally wield any weapon in a manner similar to the spell **Dancing Blade**. In fact, the akh's ability to handle weapons is so skillful that, if the weapon is in close proximity to the spirit, its *Parry Factor* is included in the spirit's *Defense* and the *Combat Level* is treated as the a weapon were in hand. Whether the spirit is manipulating a weapon or other item, only one object may be so controlled at a time.

If an akh is evil, it radiates a continual **Aura of Deathly Power**. Good akhs, though rarely seen, are believed to radiate an aura with the power of **Glorious Vision**.

The touch of an akh acts exactly like that of its ka component. The touch drains the life sustaining essence from the item touched as the mage spell **Draining Touch**. In addition, the akh may use the mage spells **Leech** and **Lifelett** at will. Any time a **Draining Touch** or **Leech** is used, the life essence drawn from the target is used to magically erase any wounds the spirit has sustained.

In addition, the akh has all of the powers possessed by its ba component, Thus, the akh may cast any of the following mage spells at a spell level equal to its *Combat Level*: **Ecstasy**, **Exhaustion**, **Fear**, **Philtre of Love**, **Rage**, **Slumber**, **Stabbing Pain**, and **Tickle**. Akhs may invoke these spells without penalty even when actively participating in combat. Even hefty blows cannot foil their emotion-filled attacks.

The akh foregoes using any *Gestural* or *Material* components in casting its spells but it does sustain *Stress* for the spells that it invokes. The spirit recovers *Stress* at a rate of 1 point per hour. All spells are cast at a spell level equal to the akh's *Combat Level*. (See *The Lexicon of Lore*™ for details on its various powers.)

Like all spirits, this creature is *Immune to Cold and Mental Spells*, is not adversely affected by *Severity Damage*, is *Susceptible to Holy Water*, and is *Afraid of Sunlight*. In addition, it is *Immune to all but Magical Weapons*.

Because of their ethereal natures, akhs can pass through walls and other barriers without hindrance. In addition, these spirits can simply "fade" from existence only to reappear later.

Recovery Time: 6 or by weapon

Absorption: 0

Surprise Adj.: +6

Attack Modes: draining touch or by weapon.

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	3	2	4	4	4

Akh Examples

	Below Average	Average
Combat Level	8	10
Attack Bonus	+14	+17
Defense	32	35
Damage Tolerance	25 + 8d10	30 + 10d10
E.P. Value	450	1140
Damage per Attack	touch or by weapon + 4	touch or by weapon + 5

	Above Average	Exceptional
Combat Level	12	14
Attack Bonus	+20	+23
Defense	38	41
Damage Tolerance	35 + 12d10	40 + 14d10
E.P. Value	2750	7200
Damage per Attack	touch or by weapon + 5	touch or by weapon + 6

Akhs are the pinnacle spirits of the Egyptian mythology and the state to which the pharaohs aspire in building their elaborate tombs and pyramids. When encountered in the underworld, akhs supposedly have the human form they possessed in life. When they appear in the mortal realm, however, they are seen as magnificent ghostly cranes whose feathers radiate a brilliant white or diabolically black aura.

Almost all akhs that are encountered by men are of the black, evil variety. This is likely due to the fact that, before any soul can enter the underworld to live eternally in a state of ecstasy, it must first undergo judgment by the gods. Only the souls of men who have led a good and virtuous life are admitted. Those failing the test are utterly destroyed. Consequently, anyone living a greedy, self-centered existence will be loath to present himself for judgment and will delay the inevitable for as long as possible, choosing instead to remain in the mortal realm until forcefully summoned. While it remains, however, the akh can be a true scourge to humanity.

Ammut

(Am-Mit)

Habitat: Ammuti dwell in fresh water, preferring the lazy currents running through river deltas since these areas tend to be populated with a veritable platter of assorted meats.

Life Style: territorial predator

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 70

Strength: high

Size: medium to large

Origin: Ammut was a minor Egyptian female deity who stood by as the hearts of the dead were weighed to

determine whether their owners should proceed into the afterlife. Those hearts that were owned by evil men failed the test and it was Ammut's task to devour the unworthy hearts. It was a job the crocodilian female performed with relish.

Special Characteristics: Ammuti are amphibious creatures that are able to remain underwater for impressive periods. An ammut can remain underwater in a relatively motionless state for up to an hour at a time, surfacing only briefly to snatch a quick breath.

Recovery Time: 7

Absorption: 2

Surprise Adj.: -3

Attack Modes: bite/ claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
4	4	-2	--	1	-3	-2

Ammut Examples

	Below Average	Average
Combat Level	4	6
Attack Bonus	+7	+10
Defense	21	23
Damage Tolerance	75 + 4d10	100 + 6d10
E.P. Value	42	96
Damage per Attack	2d10/ 1d8/ 1d8	2d10/ 1d8/ 1d8
	Above Average	Exceptional
Combat Level	8	10
Attack Bonus	+13	+16
Defense	26	29
Damage Tolerance	125 + 8d10	175 + 10d10
E.P. Value	250	900
Damage per Attack	2d12/ 1d8/ 1d8	2d12/ 1d10/ 1d10

The ammut is an odd composite creature having the head of a large crocodile, the forequarters and mane of a huge lion, and the hindquarters of a hippo. They are voracious meat eaters, with the hunting skills necessary to satisfy their greedy appetites. Ammuti are water dwellers capable of patiently lurking just beneath the water's calm

surface for extended periods. Here they wait for unsuspecting morsels to wander close. Their powerful legs enable the ammut to burst from the water's camouflage with amazing abruptness. Rare is the critter fast enough to avoid the ammut's toothy maw.

Ant, Indian

(Myrmekes Indikoi)

Habitat: Whenever possible, Indian ants dig their tunnels through sand, earth, and stone rich with gold ore.

Life Style: instinctive insect

Wealth Type: hoard

Alignment: neutral

Cunning: low.

Speed: 120

Strength: average

Size: small (workers are 1 foot tall, warriors are 1 ½ feet tall)

Origin: The Indian ant, or Myrmekes Indikoi, is an obscure bit of Greek mythology. It was believed that these ants, which were smaller than dogs but larger than foxes, would dig through gold-rich sand, much of which was deposited in the huge anthills around the entrance to their tunnels.

Special Characteristics: Indian ants have the ability to see in the dark as the mage spell **Dragon Sight**. They also have a keen sense of smell and so are able to sense the presence of trespassers even without hearing or seeing them directly. They are also able to climb across any rough stone or earthen surface with ease.

Indian ants are completely unafraid of anything, effectively giving them *Immunity to Fear*. They are guided purely by instinct that always puts the safety of the colony above their own lives.

Recovery Time: 5

Absorption: 4

Surprise Adj.: +1

Attack Modes: mandibles

Attributes

PS	ST	AG	MD	PC	WP	FA
1	5	3	--	2	-4	-4

Indian Ant Examples

	Worker Ant	Warrior Ant
Combat Level	1	4
Attack Bonus	+3	+6
Defense	23	27
Damage Tolerance	5 + 1d10	10 + 2d10
E.P. Value	6	28
Damage per Attack	1d4*	2d4

	Dew-Pot Worker	Queen
Combat Level	0	0
Attack Bonus	+0	+0
Defense	5	5
Damage Tolerance	5 + 1d10	40 + 2d10
E.P. Value	2	4
Damage per Attack	1d4*	1d4*

* Workers and Queen ants are unable to deliver Severity Damage, as their pincers are too small to reach vital organs.

Indian ants are giant specimens of the insect world, approximately the size of a fox or small dog. They dig their tunnels through ground rich with gold ore, which is deposited on the surface around their tunnel entrances. The reason they have this preference is unclear, but it is observed that this is an effective way to attract overconfident, greedy, tasty men.

If a man approaches the anthill, the ants will instinctively "raise the alarm" by emitting a powerful distinctive odor. A swarm of ants is surely to arrive within a few turns, so the pilferer has only a short time to gather his booty and run. Once the warrior ants start pouring out of the anthill, few men can escape since the ants are lightning fast and will quickly overwhelm the best of fighters with their numbers. Once a person is surrounded, it is impossible to prevent these creatures from swarming over his body. Up to 8 ants can cover an adult man, although their *Defenses* drop to 10 against their target when they do so.

Indian ant colonies will have anywhere from 10 to 100 workers and 5 to 20 warriors. There may be up to half a dozen dew-pot workers and one queen, but these will never be encountered unless the adventurers climb down into the tunnels personally. Since the tunnels are rarely more than 3 feet wide, it takes a very foolhardy person to brave the depths unless he is certain the danger is minimal.

The quantity of gold surrounding the anthill depends on both the size of the colony and the quality of ore in the

ground. A typical anthill will contain 5,000 silver pieces worth of gold ore, but this may drop as low as zero or rise as high as 20,000 silver pieces worth. If the ore is carefully separated out from the rubble, every 1,000 silver pieces worth of ore will weigh approximately 50 pounds.

Apedemak

Habitat: Apedemaks are comfortable in desert environments but prefer the vast expanses of grassy plains. Most of these feline warriors house themselves in huts made from sticks and grass and occupy themselves with lounging on the Savannah in and under trees waiting for prey to wander near.

Life Style: desert humanoid

Wealth Type: monetary

Alignment: social neutral

Cunning: average

Speed: 85

Strength: above average

Size: medium

Origin: Apedemak is the name of a lion-headed war deity. He was worshiped in the area to the east of the Nile River in Sudan. At one point Apedemak had a respectable following and was even associated with Egyptian deities, including Amun, Isis, and Horus.

Special Characteristics: none

Recovery Time: by weapon or 7 (bite)

Absorption: 0

Surprise Adj.: -0

Attack Modes: by weapon or bite. Apedemaks commonly wield and throw spears. If pressed into combat unarmed, an apedemak will attack with its formidable bite.

Attributes

PS	ST	AG	MD	PC	WP	FA
3	2	3	0	1	0	2

Apedemak Examples

	Below Average	Average
Combat Level	3	6
Attack Bonus	+7	+12
Defense	26	29
Damage Tolerance	35 + 2d10	35 + 3d10
E.P. Value	25	84
Damage per Attack	2d8 or by weapon + 4	2d8 or by weapon + 5
	Above Average	Heroic
Combat Level	9	13
Attack Bonus	+17	+22
Defense	32	39
Damage Tolerance	35 + 5d10	35 + 7d10
E.P. Value	320	2000
Damage per Attack	3d6 or by weapon + 6	3d6 or by weapon + 7

Apedemaks (pronounced aped-a-macs) are graceful hunter-warriors with the heads of lions and the bodies of men. They are fiercely aggressive creatures, having a cold harsh worldview that asserts that only the strongest should survive. On any encounter with an apedemak, this hard-line philosophy is invariably demonstrated. An apedemak will refrain from immediate attack only if its opponent has previously demonstrated superior combative prowess. In such cases, the apedemak will greet the stranger in a friendly fashion and will continue to show his respect. A befriended apedemak makes a loyal companion.

Apedemaks have their own spoken language, which consists of a series of growls, purrs, and roars. In addition, many are able to understand at least some human languages and a very few can even manage a human tongue, albeit in a rough rumbling voice.

Apedemaks have demonstrated a variety of abilities and are believed to possess the intelligence necessary to perform any tasks practiced by men. Their feline instincts make them uncommonly skilled hunter-gatherers. Apedemak priests almost always worship Sekhmet, a minor lion-headed Egyptian deity, or Bastet. The best information concerning this warrior race lacks any references to apedemak mages. However, this is probably due to cultural stigmas and taboos against such careers rather than any innate limitation.

Arachnidae

Habitat: Arachnidae can live in any environment that is suited to a spider lifestyle. They particularly haunt large caves and canyons where they are free to hang their silken abodes. Although arachnidae are not solitary creatures, it is not uncommon to find a small community consisting of only a few members. There have been some troubling reports, however, of much larger colonies congregating in enormous underground caverns.

Life Style: civilized arachnids

Wealth Type: monetary

Alignment: lawful evil

Cunning: above average

Speed: 80

Strength: average

Size: medium

Origin: Greece. This race rose originally from a beautiful human maiden named Arachne who challenged the goddess Athena to a weaving contest. Since Athena wove the clothing of the very gods, the goddess was totally confident that no mortal could stand against her. However, Arachne wove a perfect tapestry in the contest proving she was the better weaver. In her rage, Athena cursed Arachne to assume the form of a spider so that she would be forced to eternally weave her masterpieces from the thread produced by her own body.

Special Characteristics: Arachnidae are *Immune to Webs and Poisons*.

All arachnidae may form web strands as an 8th level Arcane Lore spell **Spider's Thread**. In every group of 13, one is a leader capable of creating a **Web** at 8th spell level. Under the direction of a leader, 3 arachnidae can form the equivalent of an 8th spell level **Web Wall** in 1 hour. They use this ability to make their abodes more "homey."

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: -1

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	4	3	2	0	1

Arachnidae Examples

	Average Male	Average Female
Combat Level	2	4
Attack Bonus	+5	+8
Defense	26	28
Damage Tolerance	20 + 2d10	20 + 4d10
E.P. Value	20	48
Damage per Attack	by weapon	by weapon

	Leader	Leader Spellcaster
Combat Level	8	8
Attack Bonus	+14	+14
Defense	32	32
Damage Tolerance	20 + 7d10	20 + 7d10
E.P. Value	150	300
Damage per Attack	by weapon+3	by weapon+3

Arachnidae are a cross between humans and spiders. They have the torsos and upper bodies of humans and the lower quarters of large spiders

Arachnidae expertly weave highly prized silks. Merchants value the silks produced by arachnidae twice as much as other silks. Every group of 20 arachnidae stores 500 pounds of silks worth 10,000 sp.

Arachnidae speak fluently with spiders and often keep them as pets or guards. As arachnidae rose from the human race, they may profess any class for which an individual meets the minimum requirements. Leaders are often Grecian clerics that commonly worship Arachne. The arachnidae priests are free to worship any gods they like but are forbidden from paying homage to Athena.

Groups of 20 or more arachnidae will often construct intricate silken structures that they hang from the ceilings of large caverns or the walls of deep underground fissures. These dwellings resemble monstrous spider egg sacks, which are lavishly decorated with intricate woven patterns. Access to these unusual nests is usually gained from long silken walkways that resemble swinging rope bridges. The queen's palace is instantly recognizable as it is twice as large and three times as ornate as any other. The queen holds court in a large chamber in the center of her "palace" and doles out harsh punishments to intruders.

Arimaspian

Habitat: The Arimaspians (or Arimaspoi), dwell in the semi-frigid lands north of Hyperborea.

Life Style: tribal humanoid

Wealth Type: monetary

Alignment: social lawful neutral

Cunning: average

Speed: 65

Strength: above average

Size: medium (6 to 7 feet tall)

Origin: The Arimaspians come to us from Greek mythology, although they are reported to live north of the Black Sea, well into Slavonic lands. The Arimaspians were expert horseman whose primary aspirations were to hunt and kill griffons for the gold they hoard.

Special Characteristics: The Arimaspians have *Lust for Gold* and a *Hatred toward Griffins*. In addition, all have the skills of *Animal Training*, *Climbing Walls*, *Horsemanship*, and *Throwing Grapnel*, which they practice at skill levels equal to their Combat Levels.

Recovery Time: by weapon

Absorption: by armor

Surprise Adj.: -0

Attack Modes: by weapon.

Attributes

PS	ST	AG	MD	PC	WP	FA
4	3	0	1	1	0	0

Arimaspian Examples

	Below Avg.	Average
Combat Level	3	5
Attack Bonus	+6	+9
Defense	23	26
Damage Tolerance	50 + 2d10	55 + 2d10
E.P. Value	20	45
Damage per Attack	By weapon + 3	By weapon + 4

	Above Avg.	Heroic
Combat Level	7	9
Attack Bonus	+12	+17
Defense	29	32
Damage Tolerance	60 + 3d10	65 + 5d10
E.P. Value	108	320
Damage per Attack	By weapon + 5	By weapon + 6

The Arimaspians are a race of one-eyed men, resembling smaller versions of the more famous Cyclops, which are well known for their expert prowess on horseback. They live in a land surrounded by man-eating cannibals, but it is debatable as to whether the Arimaspians themselves partake in this despicable practice. If so, it is certainly not an overriding priority with them. Even the horses with which they have gained such notoriety are merely tools to help them steal gold from griffon nests.

In the land of the Arimaspians, there is abundant gold, but the skies are filled even more copiously with griffins. The griffins of the land have themselves gained an affinity for the yellow glittering metal, and their keen eyesight enables them to spot it from far in the air. Griffins are quite capable diggers and are adept at extracting gold nuggets from riverbanks and streambeds. So, rather than go through all the hard labor of mining, the Arimaspians let the aviary felines do the dirty work. The griffins instinctively bring the precious ore to their nesting sites, which the Arimaspians find quite accommodating to their needs. A quick raid of a single griffin's nest can earn one of these cycloptic raiders months of acclaim and leisure at home.

It is believed that the Arimaspians' association with horses is what has earned the griffon's *Affinity for the Taste of Horseflesh*.

Automaton

Automatons are mechanical creatures of Greek mythology crafted by the Grecian smithy god Hephaestus. Some automatons were dangerous monsters while others were simply utilitarian. The example automatons listed in these sections are assumed to be crafted by mere mortals, albeit powerful ones, as mere shadows of Hephaestus's original work. What these magics are, though, is anyone's guess. The art is lost to contemporary mages, if it was ever possessed.

Bull, Bronze

(Khalkataurus)

Habitat: The khalkatauroi are mechanical automatons and so do not have any native habitat.

Life Style: automaton

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 70

Strength: exceptional

Size: large

Origin: The original bronze bulls, known as the Khalkatouroi, were four fire-breathing bronze oxen fashioned by Hephaestus and given to King Aetetus of Colchis as a gift. In order to obtain the Golden Fleece, King Aetetus ordered Jason to yoke these mechanical monsters and sow dragon's teeth to raise an army of Dragon Teeth men.

Special Characteristics: Bronze Bulls expell fire from their nostrils similar to the mage spell **Dragon's Breath: Flame** but having a cone extending to only 20 feet. Treat this as if cast at a spell level equal to the bronze beast's Combat Level. A Bronze Bull may breath flame at most once every 5 turns, which will force the beast to forego its other attacks for that turn.

All automatons are completely *Immune to Heat, Flame, Cold, Electricity and Poison*. Even though they are not living creatures, they are susceptible to *Severity Damage* since their intricate inner workings can be damaged. Even so, these miraculous contraptions are self-repairing and will slowly heal damage in a fashion analogous to living creatures. If they are taken to -20 Damage Tolerance, though, their mechanisms will be too broken to enact the necessary repairs.

Recovery Time: 9

Absorption: 12

Surprise Adj.: 0

Attack Modes: gore or stomp. In combat, a bronze bull will either gore with its horns (50%) or stomp with its feet (50%).

Attributes

PS	ST	AG	MD	PC	WP	FA
10	12	-5	--	1	-4	-4

Bronze Bull Examples

	Below Avg.	Average
Combat Level	9	11
Attack Bonus	+14	+16
Defense	24	26
Damage Tolerance	200 + 9d10	275 + 11d10
E.P. Value	1000	2635
Damage per Attack	3d8+9 (gore) 2d10+9 (stomp)	3d10+10 (gore) 2d10+10 (stomp)
	Above Avg.	Exceptional
Combat Level	13	15
Attack Bonus	+18	+20
Defense	28	30
Damage Tolerance	350 + 13d10	425 + 15d10
E.P. Value	4125	7200
Damage per Attack	3d12+11 (gore) 2d10+11 (stomp)	4d10+12 (gore) 2d10+12 (stomp)

Bronze bulls are masterfully crafted automatons forged in the shape of oxen. Bronze bulls are dim-witted robots, but they are able to understand simple commands and require no food or sleep. As such, they are valued both as beasts of burden and as trustworthy guardians.

Dog, Golden

(Cuon Chryseos)

Habitat: Golden dogs are unsleeping automatons, which are generally used as ever-watchful guardians of some grand treasure.

Life Style: automaton

Wealth Type: incidental, although they do tend to be planted near something quite valuable.

Alignment: neutral

Cunning: low

Speed: 125

Strength: average

Size: medium

Origin: The original golden dogs were fashioned by Hephaestus as gifts for King Alkinous of the Phaiakians, which he used to guard his palace. In actuality, one of the two dogs was gold while the other was silver. A golden dog likewise guarded Zeus when he was an infant.

Special Characteristics: Golden dogs have a keen sense of smell and can use this ability to track creatures. Treat this as the skill **Tracking** used at a skill level equal to the automaton's Combat Level.

All automatons are completely *Immune to Heat, Flame, Cold, Electricity and Poison*. Even though they are not living creatures, they are susceptible to *Severity Damage* since their intricate inner workings can be damaged. Even so, these miraculous contraptions are self-repairing and will slowly heal damage in a fashion analogous to living creatures. If they are taken to -20 Damage Tolerance, though, their mechanisms will be too broken to enact the necessary repairs.

Recovery Time: 7

Absorption: 6

Surprise Adj.: 0

Attack Modes: bite

Attributes

PS	ST	AG	MD	PC	WP	FA
2	4	3	--	4	-4	-4

Golden Dog Examples

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+10	+12
Defense	28	30
Damage Tolerance	50 + 5d10	70 + 7d10
E.P. Value	153	306
Damage per Attack	1d12	2d6
	Above Avg.	Exceptional
Combat Level	9	11
Attack Bonus	+14	+16
Defense	32	34
Damage Tolerance	90 + 9d10	110 + 11d10
E.P. Value	760	1700
Damage per Attack	2d8	2d10

Golden dogs are clever metal devices fashioned in the shape of canines. They can actually be crafted from any precious metal; gold being the most common but silver and platinum dogs are known as well. The exact materials used probably have more to do with how much wealth a king wants to display rather than any practical difference. Even so, the agility required by these fleet-pawed constructions apparently demands a soft metal, so iron and bronze dogs don't seem to be on the menu.

Eagle, Bronze

(Caucasian Eagle)

Habitat: The bronze eagle does not have any native habitat, since it is a mechanical device. However, their owners do tend to possess mountaintop fortresses, so they are most commonly found at high altitude. This is because the bronze eagle itself can most easily take flight when leaping from the top of a ledge, so they are less valuable as guardians to rulers in lower lands.

Life Style: automaton

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 20 (175 flying)

Strength: high

Size: large

Origin: Hephaestus forged the original bronze eagle, known as the Caucasian Eagle. Zeus set it to the daily task of tearing out and devouring the liver of Prometheus, a titan who was chained down to Mount Caucasus as punishment for having given fire to mankind. Since Prometheus was immortal, his liver would regrow at night whatever the raptor consumed during the day.

Special Characteristics: As are all automatons, Bronze eagles are completely *Immune to Heat, Flame, Cold, Electricity and Poison*. Even though they are not living creatures, they are susceptible to *Severity Damage* since their intricate inner workings can be damaged. Even so, these miraculous contraptions are self-repairing and will slowly heal damage in a fashion analogous to living creatures. If they are taken to -20 Damage Tolerance, though, their mechanisms will be too broken to enact the necessary repairs.

Recovery Time: 7

Absorption: 8

Surprise Adj.: 0

Attack Modes: beak / claw / claw.

Attributes

PS	ST	AG	MD	PC	WP	FA
5	5	0	--	5	-4	-4

Bronze Eagle Examples

	Below Avg.	Average
Combat Level	7	9
Attack Bonus	+12	+14
Defense	27	29
Damage Tolerance	125 + 7d10	175 + 9d10
E.P. Value	342	840
Damage per Attack	2d8 / 1d8 / 1d8	2d8 / 1d10 / 1d10

	Above Avg.	Exceptional
Combat Level	11	13
Attack Bonus	+16	+18
Defense	31	33
Damage Tolerance	225 + 11d10	275 + 13d10
E.P. Value	2125	3500
Damage per Attack	2d10 / 2d6 / 2d6	2d12 / 2d8 / 2d8

Bronze eagles are expertly crafted aviary robots fashioned into the forms of raptors. Their feathers are paper-thin and razor sharp, although the automatons attack with beak and claw as do normal birds of prey. Unlike other automatons, bronze eagles require sustenance, which they usually obtain in the form of meat. Why this is so and not for other automatons is unclear, but it is surmised that this restriction was forced on their design by stringent weight limitations that must be met if the metal birds are to take flight. Presumably, the "magical battery" that keeps the other automatons going is simply too massive to be practical in a flying machine, so some other energy source must be obtained in its stead.

Giant, Bronze

(Talos)

Habitat: A bronze giant is a robotic mechanism, and so does not have any particular native habitat.

Life Style: automaton

Wealth Type: incidental

Alignment: neutral

Cunning: below average

Speed: 70

Strength: exceptional

Size: large (10 to 15 feet tall)

Origin: The original bronze giant, Talos, was crafted by the Greek god Hephaestus and given to king Minos to guard the island of Crete. It was said to circle the island three times every day and would hurl boulders at any approaching ships.

Special Characteristics: Bronze giants are capable of hurling large boulders great distances. The boulders will deliver 4d12 damage to anyone struck and can be thrown up to a distance of 100 yards. One such boulder can be thrown every turn, providing appropriately sized boulders are ready at hand.

All automatons are completely *Immune to Heat, Flame, Cold, Electricity and Poison*. Even though they are not living creatures, they are susceptible to *Severity Damage* since their intricate inner workings can be damaged. Even so, these miraculous contraptions are self-repairing and will slowly heal damage in a fashion analogous to living creatures. If they are taken to -20 Damage Tolerance, though, their mechanisms will be too broken to enact the necessary repairs.

Recovery Time: 9

Absorption: 12

Surprise Adj.: -4

Attack Modes: fist/ fist.

Attributes

PS	ST	AG	MD	PC	WP	FA
10	12	-5	--	1	0	-4

Bronze Giant Examples

	Below Avg.	Average
Combat Level	9	11
Attack Bonus	+14	+17
Defense	24	26
Damage Tolerance	200 + 9d10	275 + 11d10
E.P. Value	1000	2635
Damage per Attack	3d8+9 / 3d8+9	3d10+10 / 3d10+10
	Above Avg.	Exceptional
Combat Level	13	15
Attack Bonus	+18	+20
Defense	28	30
Damage Tolerance	350 + 13d10	425 + 15d10
E.P. Value	4125	7200
Damage per Attack	3d12+11 / 3d12+11	4d10+12 / 4d10+12

A Bronze Giant is a cleverly made robot animated by potent magics. When it walks, metallic sounds of turning gears and clanking chains can be clearly heard. A sturdy shell of bronze covers its delicate mechanisms, providing ample protection to its internals. Needless to say, this hard exterior is unyielding to the touch despite the fact that it is sculpted to appear like human muscles. The

automaton’s facial expression is similarly passive, as the creators of these “men” rarely find the expression of their servants’ emotions as worth the effort required.

These automatons are not overly bright, but are capable of understanding simple commands and will unfailingly carry out any orders given them by their masters. Since they are not living creatures, they have no instinct for self-preservation. So, the orders given these contraptions must be very carefully worded to ensure that they do not result in the robots damaging themselves.

Horse, Bronze

(Hippoi Kabeiroi)

Habitat: Bronze horses are deftly constructed mechanical automatons and so have no preference to any particular terrain. They do tend to be owned by exceptionally wealthy or powerful individuals, however.

Life Style: automaton

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 150

Strength: high

Size: large

Origin: The original bronze horses, known as the Hippoi Kabeiroi, were fashioned by Hephaestus as a gift to his sons the Kebeiroi, who were the Greek gods of iron agricultural tools. These gods drove an adamantite chariot drawn by Hephaestus’s present.

Special Characteristics: The mouths of Bronze Horses expell small quantities of fire having an effect similar to the priest Wrath spell **Flame Tongue**.

All automatons are completely *Immune to Heat, Flame, Cold, Electricity and Poison*. Even though they are not living creatures, they are susceptible to *Severity Damage* since their intricate inner workings can be damaged. Even so, these miraculous contraptions are self-repairing and will slowly heal damage in a fashion analogous to living creatures. If they are taken to -20 Damage Tolerance, though, their mechanisms will be too broken to enact the necessary repairs.

Recovery Time: 7

Absorption: 10

Surprise Adj.: 0

Attack Modes: bite / hoof / hoof. Note that the bite also delivers an additional 1d6 fire damage (not listed).

Attributes

PS	ST	AG	MD	PC	WP	FA
7	6	-2	--	2	-4	-4

Bronze Horse Examples

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+10	+12
Defense	23	25
Damage Tolerance	100 + 5d10	120 + 7d10
E.P. Value	153	306
Damage per Attack	1d6/ 1d12/ 1d12	1d6/ 1d12/ 1d12
	Above Avg.	Exceptional
Combat Level	9	11
Attack Bonus	+14	+16
Defense	27	29
Damage Tolerance	140 + 9d10	160 + 11d10
E.P. Value	760	1700
Damage per Attack	1d8/ 1d12/ 1d12	1d8/ 1d12/ 1d12

Bronze horses are robotic devices cast in the form of equestrians. They are the pride of any king's stables, although they are far more often kept in the palace's entry hall or throne room. They require no food or rest, can stand perfectly still for weeks at a time, and leave no unwelcome "gifts" on carpets. Consequently, the bronze "hides" and brass hooves of these magnificent beasts are usually polished to mirror finishes.

When active, the intense heat generated by a bronze horse's internal mechanisms is expelled out of the mouth as flames that continually flicker around the horse's lips. This not only delivers additional heat damage to anyone it bites, should the contraption ever be taken into combat. It also produces the stunningly useful aspect of casting forth light in front of the beast like a torch. In effect, bronze horses have headlights.

Maiden, Golden

(Celedones)

Habitat: Golden maidens are usually found standing as elaborate decorations in wealthy Grecian temples.

Life Style: automaton

Wealth Type: incidental

Alignment: neutral

Cunning: below average

Speed: 70

Strength: average

Size: medium

Origin: The original golden charmers, or Khryseiai Keledones, were maidens forged by Hephaestus and stood in a Bronze temple to Apollo. They were said to have beautiful, enchanting voices like those of Sirens.

Special Characteristics: Golden maidens are crafted to have remarkable vocal abilities. They may be ordered to sing in beautiful, sweet voices. Depending on the particular song chosen, a golden charmer's voice may have the effect of the priest Miracle spell **Euterpe's Soothing Melody**, **Siren's Song**, or **Aphrodite's Dazzling Smile** on its listeners. Alternately, it may be ordered to imbue all listeners with balance and poise as the spell **Terpsicore's Graceful Dance** or have the opposite effect as the spell **Dionysus's Drunken Stupor**. Finally, the song may simply imbue the automaton with a dazzling halo as the priest Miracle spell **Brilliant Aura**. If he so desires, the automaton's master may ask the golden maiden to translate any spoken message to his native tongue as the Miracle spell **Tongues**. All spells are cast at a spell level equal to the automaton's Combat Level.

Like all automatons, Golden Maidens are completely *Immune to Heat, Flame, Cold, Electricity and Poison*. Even though they are not living creatures, they are susceptible to *Severity Damage* since their intricate inner workings can be damaged. Even so, these miraculous contraptions are self-repairing and will slowly heal damage in a fashion analogous to living creatures. If they are taken to -20 Damage Tolerance, though, their mechanisms will be too broken to enact the necessary repairs.

Recovery Time: 9

Absorption: 6

Surprise Adj.: 0

Attack Modes: None. Golden Maidens rely exclusively on their powers of vocal persuasion for defense.

Attributes

PS	ST	AG	MD	PC	WP	FA
0	2	4	--	2	-1	0

Golden Maiden Examples

	Below Avg.	Average
Combat Level	7	9
Attack Bonus	N/A	N/A
Defense	30	33
Damage Tolerance	40 + 7d10	50 + 9d10
E.P. Value	108	240
Damage per Attack	N/A	N/A
	Above Avg.	Exceptional
Combat Level	11	13
Attack Bonus	N/A	N/A
Defense	36	39
Damage Tolerance	75 + 11d10	100 + 13d10
E.P. Value	595	1125
Damage per Attack	N/A	N/A

Like their name suggests, golden maidens are beautiful female automatons fashioned from gold. Their purpose is both decorative and practical, since their wondrous appearance and sweet voices can be used both to enhance the religious experience of worshippers in temples and to guard the same temple from trespassers. Although Golden Maidens are not designed for hand-to-hand combat, these automatons are wonderful dancers, capable of the most amazing feats of dexterity. As such, they easily evade the weapons thrusts of most combatants even while singing in loud clear voices to both charm their opponents and raise alarms to any nearby temple occupants.

B

Ba

(Egyptian Spirit)

Habitat: The ba is the part of the Egyptian soul that searches endlessly for its ka. The spirit is equipped with a pair of powerful wings to aid its quest. Bas tend to dwell in and around the buildings and neighborhoods where they formerly lived but will make occasional visits to their gravesites in hopes of finding their spiritual siblings.

Life Style: undead spirit

Wealth Type: incidental

Alignment: variable. The alignment of a ba is identical in death to the one possessed in life.

Cunning: average

Speed: 15 (150 flying)

Strength: average

Size: medium

Origin: The ba originates in ancient Egypt where it was believed that the soul had four distinct parts: the ba (personality), ka (life force), khaib (shadow), and khu (name). The main goal of a deceased man was for his ba to unite with his ka to create his akh. The akh would then fly to the underworld to live in eternal bliss.

Special Characteristics: The ba may cast any of the following *Arcane Lore* spells at a spell level equal to its *Combat Level*: **Ecstasy, Exhaustion, Fear, Philtre of Love, Rage, Slumber, Stabbing Pain, and Tickle**. Bas may invoke these spells without penalty even when actively participating in combat. Even hefty blows cannot foil their emotion-filled attacks. The ba foregoes using any *Gestural* or *Material* components in casting its spells but it does sustain *Stress* for the spells that it invokes. The spirit recovers *Stress* at a rate of 1 point per hour. See **The Lexicon of Lore™** for more information concerning these spells.

Like all undead spirits, bas are *Immune to Cold and Mental Spells*, are not adversely affected by *Severity Damage*, are *Susceptible to Holy Water*, and are *Immune to all but Magical Weapons*. Unlike most undead, they have no fear of sunlight.

Because of their ethereal natures, bas can pass through walls and other barriers without hindrance.

Recovery Time: by spell

Absorption: 0

Surprise Adj.: +6

Attack Modes: Not applicable. Bas must rely exclusively on their spellcasting abilities.

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	4	0	0	1	1

Ba Examples

	Below Average	Average
Combat Level	7	9
Attack Bonus	N/A	N/A
Defense	31	33
Damage Tolerance	30 + 7d10	35 + 9d10
E.P. Value	180	440
Damage per Attack	N/A	N/A
	Above Average	Exceptional
Combat Level	11	13
Attack Bonus	N/A	N/A
Defense	36	40
Damage Tolerance	40 + 11d10	45 + 13d10
E.P. Value	990	2600
Damage per Attack	N/A	N/A

The ba is an Egyptian spirit that represents the portion of the soul containing personality and emotions. They are commonly depicted as large birds with human heads and (usually) arms. Bas have also been encountered with other forms and it is believed that they can assume any form they desire, although other forms don't seem to provide any noticeable benefits.

The ba, being the personification of emotion, has a deep understanding of the human psyche that it uses in defending itself and inflicting revenge on enemies. All of their powers derive from this connection to emotion.

The main goal of each of these ghostly birds is to find and re-unite with its associated ka, the portion of the soul housing the deceased's life energy. Once this is accomplished, the spirit leaves the mortal realm forever as an immortal spirit in the land of the dead.

Baboon

Habitat: Baboons are primates that have largely abandoned the safety of the trees for the advantages the ground offers in food gathering. Even so, when danger threatens, baboons will quickly seek a tree's leafy embrace. Once a safe perch is acquired, the monkey will bark defiantly and throw rocks and sticks to drive off the intruder.

Life Style: wild animal

Wealth Type: nil

Alignment: neutral

Cunning: low

Speed: 60

Strength: average

Size: small to medium

Origin: The baboon is a native of Africa and had a profound influence on the cultures that arose in its habitats. Perhaps the most famous example of a baboon appearing in mythology is the Egyptian god Thoth, god of wisdom, who was often depicted with the head of a baboon.

Special Characteristics: Although baboons are ground dwellers during the day, they sleep in trees at night. Consequently, they are quite comfortable in this environment and are respectable climbers.

Recovery Time: 7

Absorption: 0

Surprise Adj.: -0

Attack Modes: bite or thrown rock

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	3	-4	1	-4	-3

Baboon Examples

	Below Average	Average
Combat Level	1	3
Attack Bonus	+3	+6
Defense	23	26
Damage Tolerance	25 + 1d10	25 + 2d10
E.P. Value	9	15
Damage per Attack	1d4 (bite) or 1d2 (rock)	1d6 (bite) or 1d3 (rock)

	Above Average	Exceptional
Combat Level	5	7
Attack Bonus	+9	+12
Defense	29	32
Damage Tolerance	25 + 3d10	25 + 4d10
E.P. Value	36	90
Damage per Attack	1d8 (bite) or 1d4 (rock)	1d10 (bite) or 1d4 (rock)

Baboons are monkeys, slightly smaller than chimpanzees, with dog-like faces and sharp fangs. They are capable of staggering about on two legs for short distances, but generally walk on all fours with their long tails arching behind them. Baboons congregate in small groups known as troops, each having a dominant male and a number of females, juveniles, and babies.

When baboons are agitated, they will often taunt their agitator with thrown rocks and low guttural barks. If confronted aggressively, the large male is likely to attack directly in defense of his troop.

Baboon, Giant

Habitat: Although these large primates are excellent climbers, able to easily navigate cliffs, canyons, and ravines, giant baboons are far too large to join their smaller cousins in the upper reaches of the forest canopy. Instead, they seek shelter under natural rock outcroppings or in caves at night. During the day, giant baboons generally dwell in areas where a ready source of fresh water is at hand.

Life Style: wild animal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 80

Strength: above average to high

Size: large (8 feet tall standing upright)

Origin: Baboons originate from Africa where the cultures incorporated them into their mythologies, along with many other animal species. The Egyptians in particular held the baboon in great regard. One of their greatest gods, Thoth, was often depicted as having the head of a baboon or was simply portrayed by gigantic baboon sculptures.

Special Characteristics: When agitated from a distance, a giant baboon is likely to grab a hold of any nearby log or boulder and toss it at the offender.

Recovery Time: 7

Absorption: 0

Surprise Adj.: -0

Attack Modes: bite or thrown rock.

Attributes

PS	ST	AG	MD	PC	WP	FA
6	5	1	-4	1	-4	-3

Giant Baboon Examples

	Below Average	Average
Combat Level	3	5
Attack Bonus	+10	+12
Defense	25	27
Damage Tolerance	50 + 3d10	50 + 5d10
E.P. Value	35	81
Damage per Attack	2d8 (bite) or 1d12 (rock)	2d10 (bite) or 1d12 (rock)
	Above Average	Heroic
Combat Level	7	9
Attack Bonus	+14	+16
Defense	29	31
Damage Tolerance	75 + 7d10	75 + 9d10
E.P. Value	180	400
Damage per Attack	2d10 (bite) or 2d6 (rock)	2d12 (bite) or 2d8 (rock)

It probably comes as no surprise that a giant baboon looks like little more than a common baboon with a hyperactive thyroid. At least as far as its physical characteristics are concerned, this is certainly true. However, the giant baboon's temperament is substantially more aggressive toward men than are those of the smaller baboon varieties. This difference in behavior is, admittedly, far more likely to derive from the common baboon's inability to do much about a trespassing human than from any lack of desire to do so. In any case, there is no doubt that a giant baboon is likely to attack any human it encounters on sight. Baboons that are obviously outnumbered or over matched will throw

stones from safe distances to drive off unwanted intruders.

Blemmyes

Habitat: Blemmyesi are nomadic desert dwellers that are suspicious of men and their deceitful ways.

Life Style: desert humanoid

Wealth Type: monetary

Alignment: social neutral

Cunning: average

Speed: 65

Strength: above average

Size: medium

Origin: The myth of the Blemmyes is a creation of Roman folklore that asserted that the unusual looking humanoids lived in Upper Egypt and Nubia.

Special Characteristics: none

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: -0

Attack Modes: by weapon. Blemmyes commonly wield and throw spears but clubs and maces are also commonly used. Though far from common, bows are also employed by these primitive men.

Attributes

PS	ST	AG	MD	PC	WP	FA
1	1	0	1	1	0	0

Blemmyes Examples

	Below Avg.	Average
Combat Level	3	5
Attack Bonus	+6	+9
Defense	25	27
Damage Tolerance	30 + 2d10	35 + 2d10
E.P. Value	20	54
Damage per Attack	by weapon + 2	by weapon + 3

	Above Avg.	Heroic
Combat Level	7	9
Attack Bonus	+12	+17
Defense	29	32
Damage Tolerance	35 + 3d10	35 + 5d10
E.P. Value	108	320
Damage per Attack	by weapon + 4	by weapon + 5

The blemmyes are an unusual race of humanoid men entirely lacking heads. Their eyes, mouths, and other facial features are located on their broad muscular chests. Their skins are dark brown and, aside from the odd hair tuft, are almost entirely bald.

The blemmyes are a tribal race and clothe themselves in light colored loose-fitting skins. Needless to say, their wardrobes never include shirts, which would obviously obscure the blemmyes' vision.

Boar, Calydonian

(Erymanthian Boar, Crommyonian Sow)

Habitat: Calydonian Boars inhabit mountain forests and woodlands, preferably those adjacent to rich farmland, which they raid daily. They like ripe fruit most of all, but will be happy with a cabbage patch or vegetable garden.

Life Style: territorial animal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 80

Strength: high

Size: large

Origin: When the king of Calydon forgot to honor Artemis in the yearly festival, she grew furious and sent a great boar to inflict havoc on his lands. The Calydonian boar, offspring of the Crommyonian Sow, wantonly killed men and livestock and ruined crops. The king offered the creature's skin as a prize to the person who slew the beast. This reward attracted many famous heroes to his country, a number of which were soon destined to sail on the Argo with Jason on his quest for the Golden Fleece. Atlanta, the great huntress, was among them. She drew first blood with an arrow, but Meleager killed the monster. Rightfully his, Meleager graciously offered the skin to Atlanta but the other heroes felt insulted that a mere woman would get the trophy. Inevitably, a fight broke out

and Meleager ended up killing his uncles, which eventually resulted in his own death by the actions of his own mother.

Heracles killed a similarly foul tempered boar as his fourth labor. This one inhabited mount Erymanthus, and so was known as the Erymanthian boar.

Special Characteristics: Calydonian Boars are exceptionally dangerous creatures when confronted aggressively. Whenever they enter into combat, their abilities are enhanced as the priest spell **Battle Rage**.

Calydonian Boars are also unusually resilient. They continually regenerate physical damage at a rate of 1 point per minute. So, even a fierce battle inflicting heavy wounds against the terror will do little good if the creature gains an hour's respite. The regeneration will immediately cease upon the creature's death.

In addition, the Calydonian Boar is a walking curse. Anyone that gets within 20 feet of the creature is affected by the priest Curse spell **Enmity**, potentially causing much strife among its enemies. Finally, if the boar is slain, anyone within 20 feet of the beast must make a *Luck Roll* with *Faith* adjustments or be affected by the priest Battle spell **Battle Rage** (forcing them to attack anyone with whom they have gained enmity due to the previous curse). Treat all spells as if cast at a spell level equal to the boar's Combat Level.

Recovery Time: 7

Absorption: 4

Surprise Adj.: -3

Attack Modes: tusk

Attributes

PS	ST	AG	MD	PC	WP	FA
8	8	1	--	4	-3	-2

Calydonian Boar Examples

	Below Avg.	Average
Combat Level	6	8
Attack Bonus	+12	+15
Defense	26	28
Damage Tolerance	150 + 6d10	200 + 8d10
E.P. Value	180	425
Damage per Attack	2d10	2d12

	Above Avg.	Exceptional
Combat Level	10	12
Attack Bonus	+18	+21
Defense	30	32
Damage Tolerance	225 + 10d10	250 + 12d10
E.P. Value	1260	2310
Damage per Attack	3d10	3d12

Calydonian Boars are huge hogs consisting of little more than tusks, bristles, muscle, and a bad attitude. They have little tolerance for trespassers in their domain. In fact, they have little tolerance for anything. They spend their days tearing up farmland, destroying crops, smashing through fences, rutting in mud wallows, and killing anyone that gets in their way.

The skins of Calydonian Boars are highly prized, because any armor fashioned from it has the absorption of Studded Leather armor with the encumbrance of Leather armor. If damaged, a properly cured piece of Calydonian Boar leather will continue to regenerate damage at a rate of one point per hour. Fortunately, it stops after healing any gaps in the leather so a full-grown boar is not likely to sprout from a belt made from the stuff. Unfortunately, Calydonian Boar leather is a very difficult material to work. Only those with 4th level or higher in Leather Lore are able to do so. A complete and properly prepared Calydonian Boar skin can usually be sold for 1,500 silver pieces.

Bucentaur

(Cyprian Centaur)

Habitat: Bucentaurs inhabit the plains of large islands.

Life Style: tribal bandits

Wealth Type: monetary

Alignment: variable

Cunning: average

Speed: 100

Strength: high

Size: large

Origin: The Cyprian centaur comes to us from Greek mythology, which describes these creatures as half man/half bull. In contrast to their equestrian centaur cousins, the Cyprian centaurs have bullhorns jutting out from their heads. The term "bucentaur" originated considerably

after the classical age to distinguish this species as separate from the common centaur.

Special Characteristics: If a bucentaur has an opportunity to close on an adversary in an unobstructed straight-line path, it can charge by lowering its head and barreling toward his opponent. If the bucentaur strikes on its charge, its horns do double normal damage (do not double any Severity damage).

Recovery Time: by weapon or 7

Absorption: 0

Surprise Adj.: -0

Attack Modes: by weapon or horn

Attributes

PS	ST	AG	MD	PC	WP	FA
7	5	-4	0	0	0	0

Bucentaur Examples

	Below Avg.	Average
Combat Level	4	7
Attack Bonus	+7	+11
Defense	20	24
Damage Tolerance	100 + 4d10	100 + 7d10
E.P. Value	14	72
Damage per Attack	By weapon + 6 or 2d8 (horns)	By weapon + 7 or 2d10 (horns)
	Above Avg.	Heroic
Combat Level	9	12
Attack Bonus	+13	+19
Defense	26	28
Damage Tolerance	125 + 8d10	125 + 12d10
E.P. Value	205	1085
Damage per Attack	By weapon + 8 or 2d12 (horns)	By weapon + 9 or 3d10 (horns)

A bucentaur has the head, arms, and torso of a man and the body and legs of a large bull or ox. Long dangerous horns sprout from the bucentaur's head, with which it is capable of delivering vicious blows. The bucentaurs are barbaric, but are quite intelligent. They are capable of obtaining any skills or profession that can be learned by a human, barring any activities prevented by its unusual physiology.

C

Camel

Habitat: Camels are desert animals that are well renowned and highly prized for their incomparable ability to survive without water for extended periods. In fact, the human populations of desert regions covet these animals to such a degree that wild camel herds are almost entirely unheard of. Those few untended groups that are occasionally encountered almost always consist of domesticated camels that outlived their former masters in the harsh arid environment.

Life Style: animal

Wealth Type: nil

Alignment: neutral

Cunning: low

Speed: 125

Strength: high

Size: large

Origin: The single-humped Arabian camel comes from the deserts of Africa. The double-humped Bactrian camel is a native of the Central Asian Gobi desert.

Special Characteristics: The camel can survive for long periods of time without water. When fresh desert plants are readily available, a camel can live indefinitely without drinking at all. When even this meager moisture is unavailable, the formidable beast can still go for several weeks on a totally dry diet, drawing the required nourishment from the fat in its hump. Needless to say, a parched camel can empty a barrel of water in short order, causing its drooping hump to swell with the refreshing liquid.

Because a camel's feet are unusually wide, it is able to run at full speed across desert dunes where less well-adapted animals would be severely hindered by the shifting sands.

Like all animals, camels are *Afraid of Fire*.

Recovery Time: 7

Absorption: 0

Surprise Adj.: +2

Attack Modes: hoof/ hoof

Attributes

PS	ST	AG	MD	PC	WP	FA
5	7	-4	--	0	-2	-3

Camel Examples

	Nominal
Combat Level	0
Attack Bonus	+0
Defense	16
Damage Tolerance	60 + 2d10
E.P. Value	2
Damage per Attack	1-6/1-6

The camel is a herd animal that is perfectly adapted to life in the desert. It has four long gangly legs and wide padded feet that provide the beast sure footing on the uncertain surfaces of the wind-blown dunes. Its long curved neck allows the camel to easily reach the desert floor when food or water is available and enables it to raise its head up high for long-distance reconnoitering. Its wooly coat is light beige, blending well with the desert sands on which it dwells. Its long eyelashes protect its lipid eyes from the desert's stinging dust.

The most distinctive and important characteristic possessed by camels, however, is found in their humps. Arabian camels have one hump while Bactrian camels have two. These humps are made up of fat that are capable of storing an impressive quantity of water. When a camel is well watered, its hump is plump and firm but if the camel must endure without water for an extended time, the hump will slowly droop as moisture is gradually drained from the natural water skin.

Catoblepas

Habitat: The catoblepas grazes on the grasslands of Ethiopia.

Life Style: herd animal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 15

Strength: average

Size: large

Origin: The catoblepas was a strange creature of Greek mythology said to live in Ethiopia. Its name literally means, "that which looks downward", because its head was said to be so heavy that the beast could barely lift it. This is fortunate, because the mere glance of a catoblepas can turn a person to stone. For this reason, the people of the Middle Ages referred to it as a "Gorgon". Some described the catoblepas as a large ponderous bull covered in iron cobblestones whose breath is poisonous. Others described it as having a long and spindly neck with a head resembling that of a warthog. Still others gave it short stubby wings, although it is doubtful the pathetic creature ever actually flew.

Special Characteristics: The catoblepas exhales an acrid smelling breath that surrounds the beast as an acidic cloud 20 feet in radius. Treat its effects as a combination of the mage spells **Caustic Mist** and **Noxious Fumes**, which it produces once per turn. In addition, every turn the beast is threatened it will attempt to raise its head and gaze at a foe. To do so, it must make a *Physical Strength Check* against a Threshold of 8. Success indicates the creature lifts its head and spies an enemy. When this happens, the target is affected as the priest Curse spell **Gorgon's Gaze**. All spells are cast a spell level equal to the beast's *Combat Level*.

The catoblepas is *Immune to Acid*. Also, the iron scales covering its body cause it to lose all *Luck Rolls* against lightning and electrical attacks (not that it would make them anyway).

Recovery Time: 9

Absorption: 12

Surprise Adj.: -4

Attack Modes: breath and gaze.

Attributes

PS	ST	AG	MD	PC	WP	FA
0	12	-8	--	-2	-4	-4

Catoblepas Examples

	Below Avg.	Average
Combat Level	4	6
Attack Bonus	N/A	N/A
Defense	14	15
Damage Tolerance	200 + 4d10	250 + 6d10
E.P. Value	98	204
Damage per Attack	N/A	N/A
	Above Avg.	Exceptional
Combat Level	8	10
Attack Bonus	N/A	N/A
Defense	16	17
Damage Tolerance	275 + 8d10	300 + 10d10
E.P. Value	425	1140
Damage per Attack	N/A	N/A

The catoblepas is a supremely ponderous creature with the body of a bison and the head of a warthog. It has a shaggy mane and droopy eyelids covering pink, festering eyes. Its neck is so long and its head so big that the creature can barely raise its eyes sufficiently to see the horizon. Anyone encountering a catoblepas should thank the Fates for this fact, because the gaze of a catoblepas can instantly transform a man into stone.

The breath of the catoblepas is its primary means of defense. The misty cloud's stench is unbearable and its touch is caustic. Iron scales resembling cobblestones cover the creature from head to tail, primarily to shield the animal from its own rancid fumes. The natural armor also has the effect of protecting the ugly thing from physical blows. The beast's own eyes are continually bloodshot, indicating just how putrifying bad breath can be. You know your halitosis is far beyond the pale when it makes your own eyes water.

Centaur

Habitat: Centaurs inhabit the plains and forests of Mediterranean climes.

Life Style: tribal bandits

Wealth Type: monetary

Alignment: variable

Cunning: above average

Speed: 120

Strength: average

Size: large

Origin: Greek mythology states that the centaur race descended from Centaurus, offspring of a magical cloud formed by Zeus and Ixion, son of Ares.

Special Characteristics: none

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: -0

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
1	3	-3	0	0	1	2

Centaur Examples

	Below Avg.	Average
Combat Level	4	7
Attack Bonus	+7	+11
Defense	20	24
Damage Tolerance	50 + 4d10	50 + 7d10
E.P. Value	7	54
Damage per Attack	by weapon	by weapon
	Above Avg.	Heroic
Combat Level	8	12
Attack Bonus	+13	+19
Defense	26	28
Damage Tolerance	60 + 8d10	60 + 12d10
E.P. Value	125	875
Damage per Attack	by weapon + 4	by weapon + 6

A centaur has the body of a horse and the torso and arms of a human. Centaurs often band together to raid and pillage towns, burn villages, and capture women. Since a centaur has the strength and speed of a horse, few townships can challenge their attacks. Nevertheless, a few wise and peace-loving centaurs found favor with the gods. For example, Apollo taught the centaur Chiron the trades of art, music, and literature. Later, in return for Apollo's generosity, Chiron trained all of the Greek heroes what he had learned.

Through long practice in weapons, these horse-men gain impressive fighting skills. A full 60% of centaurs select bows as their favored weapons. Even so, their fanatical devotion to weaponry has not civilized the vast majority of this brutal, barbaric race.

The more civilized of these creatures possess survival skills rivaled by few. These elite centaurs have formal training in wilderness survival and have elected to gain a human profession. Some of the more commonly selected classes are: Bowman (Archer), Hermit, Ranger, Scout, Swordsman, and Woodsman.

Centauro-Triton

(Ichthyo-Tauri)

Habitat: Centauro-tritons inhabit warm coastal waters preferring protected bays and seas to the wild waters of the open ocean.

Life Style: aquatic clannish bandits

Wealth Type: monetary

Alignment: neutral

Cunning: above average

Speed: 85 in water

Strength: above average

Size: large

Origin: ancient Greece and Rome

Special Characteristics: see below

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: -0

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
3	3	-3	0	0	2	2

Centauro-Triton Examples

	Below Avg.	Average
Combat Level	3	7
Attack Bonus	+4	+8
Defense	16	23
Damage Tolerance	40 + 3d10	50 + 7d10
E.P. Value	5	36
Damage per Attack	by weapon	by weapon + 3
	Above Avg.	Exceptional
Combat Level	9	11
Attack Bonus	+10	+14
Defense	24	29
Damage Tolerance	50 + 9d10	60 + 11d10
E.P. Value	80	450
Damage per Attack	by weapon + 3	by weapon + 5

A centauro-triton resembles the Grecian centaur in its forequarters and has the hindquarters of a great fish. This water dwelling race developed a loose government recognizing the powers of the god Neptune as their supreme leader. They entertain themselves by blowing beautiful melodies on seashells they find on the ocean bottom and enjoy the company of the Nereids.

Centauro-tritons specialize in training aquatic animals, such as sea lions and sea horses, to perform tricks and battle opponents. When he needs, a centauro-triton may summon several of his trained sea creatures to his aid with a single resounding note on a conch shell.

Not much else is known about this remarkable race, except that their form makes a striking fountain.

Cerberus

Habitat: The Cerberus is an excellent guard-dog and is happiest when it has something important to look after.

Life Style: guardian animal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 100

Strength: above average

Size: medium

Origin: The original Cerberus, after which this entire species is named, was the awesomely powerful guardian of the gate to the Grecian Hell. He was the offspring of the many-headed giant Typhon and Echidna, a half-woman half-serpent monster. Although many illustrations depict the original Cerberus as having 3 heads, some stories relate that the dog actually possessed 50 heads and bristled with serpents.

Special Characteristics: The bite of a cerberus is poisonous. Treat each bite as a *Minimally Hazardous Killing Venom* (see **Poisons** for details).

Recovery Time: 6

Absorption: 0

Surprise Adj.: +2

Attack Modes: 1 bite per head (90% of all these canines have three heads. The remainder has 2d6 heads.)

Each head acts independently. Therefore, each gains extra attacks if its *Combat Level* greatly exceeds that of its opponents (see **Number of Attacks** in the **Advanced Combat Rules** section of *The Grimoire of Game Rules™* for details).

Attributes

PS	ST	AG	MD	PC	WP	FA
3	3	0	--	5	-4	-4

Cerberus Examples

	Below Avg.	Average
Combat Level	4	6
Attack Bonus	+5	+8
Defense	23	26
Damage Tolerance	40 + 4d10	40 + 6d10
E.P. Value	28	60
Damage per Attack	1-10/ 1-10/ 1-10	1-12/1-12/1-12
	Above Avg.	Exceptional
Combat Level	8	12
Attack Bonus	+11	+16
Defense	29	33
Damage Tolerance	50 + 8d10	60 + 12d10
E.P. Value	175	1375
Damage per Attack	2-16/2-16/2-16	2-20/2-20/2-20

A Cerberus is a large multi-headed hound covered in a thick unkempt fur. When approached by an intruder, it snarls viciously and drools dark poisonous spittle. Anyone foolish enough to trespass in its guarded domain will be immediately mauled. Despite their monstrous appearance, these beasts are extremely docile and obedient to their masters. A well-trained Cerberus is prized indeed.

Chimera, Grecian

Habitat: Chimeras often dwell in the rocky hills of moderate climates like that of the Mediterranean coast.

Life Style: territorial hybrid

Wealth Type: hoard

Alignment: neutral

Cunning: low

Speed: 75

Strength: above average

Size: large

Origin: The Chimera first appeared in Greek mythology and was believed to be unconquerable until Bellerophon, riding winged horse Pegasus, slew the beast with raining arrows upon the brute from safely above. It is widely held that the monster was the personification of the storm cloud.

Special Characteristics: The goat head breathes fire three times per day. Treat this as an Arcane Lore spell **Dragon's Breath: Flame** (cast at 8th spell level), which extends to only 50 feet. Fortunately for the chimera, it is *Immune to Heat and Flame*.

The lion head can bellow out a mighty roar at will. Anyone hearing this deafening sound must make a *Luck Roll* with *Willpower* adjustments or flee in terror for 1d4 turns.

The serpent's bite delivers highly toxic venom. Anyone bitten must make a *Luck Roll* with *Stamina* adjustments or take an additional 3d12 poison damage.

If the **Detailed Combat Rules** are used, the adventurers may disable a lion or goat head if they deliver 75 points of damage directly to it. The viper head is disabled if it sustains 50 points of damage directly. The viper tail itself has a *Defense* of 40 to anyone attempting to strike it. Nevertheless, killing the viper in no way hinders the chimera. Damage sustained to the tail is not subtracted from the chimera's overall *Damage Tolerance*.

Both the lion head and the goat head can control the movements of the body. Therefore, both must be destroyed to kill the chimera in this way.

Recovery Time: 7

Absorption: 0

Surprise Adj.: -0

Attack Modes: lion bite/ goat butt/ viper bite/ claw/ claw (As the lion, goat, and viper heads act independently, each gains extra attacks if the chimera's *Combat Level* greatly exceeds that of opponents.)

Attributes

PS	ST	AG	MD	PC	WP	FA
3	4	1	--	4	-4	-4

Grecian Chimera Examples

	Below Avg.	Average
Combat Level	6	8
Attack Bonus	+8	+11
Defense	28	29
Damage Tolerance	60 + 6d10	75 + 8d10
E.P. Value	252	550
Damage per Attack	2d10/ 1d10/ 1d3/ 1d10/ 1d10	2d14/ 1d12/ 1d4/ 2d6/ 2d6
	Above Avg.	Exceptional
Combat Level	10	14
Attack Bonus	+13	+17
Defense	31	35
Damage Tolerance	90 + 10d10	100 + 14d10
E.P. Value	1440	8400
Damage per Attack	3d10/ 2d6/ 1d4/ 2d8/ 2d8	4d10/ 2d8/ 1d6/ 2d8/2d8

The chimera is a terror to behold, being an odd juxtaposition of lion, viper, and ram. This proud beast has the head, forequarters, and legs of the king of beasts, accented with a bushy brown mane around the head and neck. Its hindquarters are those of a gigantic ram, complete with a ram's head sprouting out of the middle of the creature's back. Its tail is a deadly viper capable of hitting targets at the chimera's head with sudden, lightning fast strikes.

Cobra, Giant

Habitat: Giant cobras are denizens of desert areas, taking shelter in dark niches and under rock outcroppings by day and hunting at night.

Life Style: reptile

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 45

Strength: average

Size: medium to large (9 to 20 feet long)

Origin: Myths about cobras are understandably common in areas where the serpent dwells. The Egyptians in particular revered the reptile. Wadjyt is the Egyptian cobra goddess and is commonly depicted as a serpent with a human head. Meretseger, "she who loves silence", also took the form of a cobra. The cobra was itself the symbol of Lower Egypt.

Special Characteristics: The bite of a giant cobra acts as a *Deadly Killing Venom*. Anyone bitten by the snake must make a *Luck Roll* against a *Threshold* equal to 15 plus the cobra's *Combat Level*. See **Poison** for additional details.

Recovery Time: 6

Absorption: 1

Surprise Adj.: -0

Attack Modes: bite

Attributes

PS	ST	AG	MD	PC	WP	FA
2	4	-2	0	0	-4	-4

Giant Cobra Examples

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+9	+11
Defense	23	25
Damage Tolerance	25 + 5d10	50 + 7d10
E.P. Value	63	144
Damage per Attack	1d6 + poison	1d8 + poison

	Above Avg.	Exceptional
Combat Level	9	11
Attack Bonus	+14	+16
Defense	28	31
Damage Tolerance	75 + 9d10	100 + 11d10
E.P. Value	400	1080
Damage per Attack	1d10 + poison	1d12 + poison

Giant cobras are big poisonous snakes. The serpent will rear up when aroused, displaying its impressive fangs. The largest of these reptiles can attain a man's height. The cobra is unique in its ability to flare out and flatten its neck. The back of this hood is decorated with an unusual pattern resembling a crude face. The cobra's skin is otherwise a light beige color, providing excellent camouflage in sandy regions.

Giant cobras feed rarely, easily going for a month or more without food. When they do eat, they are able to consume an entire man-sized creature in a single protracted swallow. Even well fed cobras will defend themselves and their territories from trespassers.

Cyclops

Habitat: The main bodies of Cyclopes live on an idyllic island where crops and vines spontaneously bear fruit and the sheep and goats quickly grow fat. The island is obviously located in a benign climate, probably in the Mediterranean. When the island grows overcrowded, however, the weaker giants must seek a homestead elsewhere.

Life Style: giant man-eater

Wealth Type: hoard

Alignment: unlawful evil

Cunning: average

Speed: 115

Strength: exceptional

Size: huge (13 to 20 feet tall)

Origin: The Cyclopes first appeared in Greek mythology. The name "Cyclops" literally means "Wheel-eyed" indicating the size of the giant's enormous orb.

Special Characteristics: Cyclopes are renowned for their boulder throwing. A cyclops can hurl boulders up to 400 yards and often targets passing ships. Nevertheless, for every 20 yards over 200, the cyclops suffers a -1 penalty on his *Attack Bonus*. Any hurled boulder hitting a

ship forces it to make a *Luck Roll* vs. crushing blow or have its hull breached with a sizeable hole. Any boulder actually striking a person inflicts 3d12 points of damage.

Recovery Time: 9

Absorption: 0

Surprise Adj.: +2

Attack Modes: by weapon. Most Cyclopes use spears in closer quarters. They may throw them or wield them as pole arms depending of the range required. A cyclops forges his own impressive spears regarding them as works of art. These finely balanced weapons deliver 3d6 points of damage and may have an additional +1 to +3 on their *Attack Bonus* depending on the cyclops' skill in *Smithery*. Of course, these weapons are worthless to all but giant sized creatures.

Attributes

PS	ST	AG	MD	PC	WP	FA
15	9	-8	-1	0	0	1

Cyclops Examples

	Below Avg.	Average
Combat Level	8	10
Attack Bonus	+12	+15
Defense	18	20
Damage Tolerance	175 + 8d10	200 + 10d10
E.P. Value	250	780
Damage per Attack	by weapon + 10	by weapon + 14
	Above Avg.	Exceptional
Combat Level	12	16
Attack Bonus	+18	+23
Defense	22	26
Damage Tolerance	225 + 12d10	250 + 16d10
E.P. Value	1875	8075
Damage per Attack	by weapon + 16	by weapon + 18

A cyclops is a gigantic humanoid whose main distinguishing characteristic is the large single eye adorning its forehead. Despite their brutish natures, these giants are known to gravitate toward the relatively docile professions of shepherding and smithying. It is a rare cyclops that has not mastered one of these trades.

The forging abilities of some Cyclopes astound the very gods. The Cyclopes Arges, Steropes, and Brontes personally forged Zeus's lightning bolt, Poseidon's trident, and Hades' helmet of invisibility.

Cyclopes dwell in large, mountaintop caves from which they scout for passing ships. Even though these giants love the taste of mutton, eating the white, wooly creatures for months on end gets a bit tiring. Thus, Cyclopes look forward to guests and always invite them to dinner. Invitations usually arrive in the form of airborne boulders.

D**Daemon****Agathodaemon**

Habitat: Agathodaemons are friendly spirits that tend to associate with and aid a single individual or group. They will use their powers to remain hidden, however, and so will usually be spied only if their chosen patron is threatened.

Life Style: angelic serpentine spirit

Wealth Type: incidental

Alignment: social neutral good

Cunning: exceptional

Speed: 40 (90 flying)

Strength: above average

Size: medium to large

Origin: The agathodaemon comes to us from Greek mythology, where it was believed that both friendly and malevolent spirits accompanied every person. The agathodaemon was helpful while its enemy, the cacodaemon, was evil.

Special Characteristics: The agathodaemon is very beneficial to whomever it befriends. It has the ability to cast the following priest spells once per day: Apogean Rejuvenescence, Lift Curse, Neutralize Poison, Panacea, and Saving Grace. See **The Manual of Mythology™** for details. In addition, it may cast the following mage spells at will: Ghostly Form, Obscurement. For spell descriptions of these mage spells, see **The Lexicon of Lore™**. All spells are cast at a spell level equal to the agathodaemon's Combat Level.

Any creature struck by the agathodaemon's tail may be ensnared and held by it. If the spirit chooses to do so, the struck individual must make a *Luck Roll* with *Agility* adjustments against a *Threshold* of 15 plus the daemon's *Combat Level*. The tail *Constricts* anyone failing until the spirit releases it. (See **Constriction** in the **Trauma** section of **The Grimoire of Game Rules™** for details.) This form of attack is generally reserved for solitary opponents, however, as thereafter the agathodaemon's *Defense* drops to a mere 10.

Like other spiritual beings, magic weapons are required to strike an agathodaemon and they are unaffected by *Severity* damage.

Recovery Time: 5

Absorption: 4

Surprise Adj.: -0

Attack Modes: bite / tail

Attributes

PS	ST	AG	MD	PC	WP	FA
3	3	0	--	2	1	2

Agathodaemon Examples

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+9	+11
Defense	27	29
Damage Tolerance	50 + 5d10	50 + 7d10
E.P. Value	81	162
Damage per Attack	1d6 / 1d6	1d6 / 1d8
	Above Avg.	Heroic
Combat Level	9	11
Attack Bonus	+14	+16
Defense	30	32
Damage Tolerance	75 + 9d10	100 + 11d10
E.P. Value	400	1080
Damage per Attack	1d6 / 1d10	1d6 / 1d12

Agathodaemons are a cross between men and serpents. They have the heads of men and the bodies of serpents. Some have wings like those of dragons, but all are capable of flight. Not surprisingly, they are commonly mistaken for naga, but are undoubtedly an entirely distinct type of spirit.

An agathodaemon that has no patron will seek out and adopt the most righteous and worthy man (or woman) that it can find. Once this person is chosen, the agathodaemon will look out after that person to the best of its ability, as long as his actions remain worthy of the spirit's respect. Unfortunately, the mere presence of an agathodaemon will often attract the attention of an opposing cadodaemon, which will adopt the same individual and do its best to make that person's life miserable. Unfortunately, for some unknown reason, agathodaemons and cacodaemons are unable (or unwilling) to directly attack one another.

Cacodaemon

Habitat: Cacodaemons are malicious spirits that delight in clinging to a particular person or group of people. Its purpose is simply to create havoc and bring misfortune and despair to its patron(s).

Life Style: demonic spirit

Wealth Type: hoard

Alignment: antioocial neutral evil

Cunning: exceptional

Speed: 70 (variable by form)

Strength: above average

Size: medium to large

Origin: The cacodaemon, like the agathodaemon, arises from Greek mythology. The Greeks believed that every person was guarded by friendly spirits (agathodaemons) and hindered by evil spirits (cacodaemons). Cacodaemons reportedly have shape-changing abilities so their true form is unknown. They have appeared as large jet-black men and as various forms of monsters and animals.

Special Characteristics: The cacodaemon is a plague to whomever it chooses as its primary "project". Its only purpose is to bring ill luck to this person(s). To help it in doing so, it has the ability to cast each of the following priest spells once per week: Babble, Double Vision, Jinx, Unavoidable Target. See **The Manual of Mythology™** for details. In addition, it may transform itself at will into any form that it has encountered in the past week as the mage spell Shape Change (see **The Lexicon of Lore™** for details). It will often use this ability to hide its true nature from its victims. If the daemon is discovered, though, it will often change its coloration to pure black and attack with whatever natural weapons the assumed form possesses.

Like other spiritual beings, magic weapons are required to strike cacodaemons and they are unaffected by *Severity* damage.

Recovery Time: by weapon or form

Absorption: by form

Surprise Adj.: -0

Attack Modes: by weapon or form

Attributes

PS	ST	AG	MD	PC	WP	FA
3	3	0	--	2	1	2

Cacodaemon Examples

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+9	+11
Defense	27	29
Damage Tolerance	50 + 5d10	50 + 7d10
E.P. Value	81	162
Damage per Attack	By weapon or form	By weapon or form
	Above Avg.	Heroic
Combat Level	9	11
Attack Bonus	+14	+16
Defense	30	32
Damage Tolerance	75 + 9d10	100 + 11d10
E.P. Value	400	1080
Damage per Attack	By weapon or form	By weapon or form

Cacodaemons are demonic spirits bent on bringing ruin on a person or group. Their true form is unknown since cacodaemons use their shape-shifting abilities to deceive and misdirect their "patrons". It is not even known if cacodaemons even have a preferred or natural shape.

A cacodaemon that has no patron will seek out and adopt the most upstanding and law-abiding man (or woman) that it can find. A person blessed by the presence of an agathodaemon is a sure bet to attract a cacodaemon. Once this person is chosen, the cacodaemon will use every trick in its repertoire to discredit and malign that person's reputation so that he loses all social support. If successful, the daemon will then attempt to destroy the person's worthy accomplishments. If the spirit's hold on his patron is ever threatened, the cacodaemon will do everything in its power to kill him before fleeing.

Djinni

Habitat: The djinn reside in grand floating cloud palaces in the elemental domain of air.

Life Style: civilized elemental spirit

Wealth Type: hoard

Alignment: variable

Cunning: exceptional

Speed: 150

Strength: high

Size: variable

Origin: The Latin term *genie* or *genius* was used by the Romans to describe an aerial being that acted as a personal guardian spirit to every man and woman. Because of the coincidental similarity to the Arabian term *jinn*, the name of a demon-like spirit born of fire, the two creatures were confused in folklore and Arabian legends. To muddle the issue even further, the *djinn* that are described in *The Tales of the Arabian Knights* were actually Persian *divs* or *devas* renamed to suit Western tastes. As a result, it is difficult to draw clear lines between *djinni*, *jinnee*, *genii*, and *divs*. We have effectively given up the pursuit and simply classify them all as aerial elemental spirits.

Special Characteristics: Like all elemental beings, djinni are unaffected by *Severity Damage* and have a *Hatred* for all elemental creatures foreign to their own elemental realm.

Although djinn normally appear as powerful humans, their major skills lie in wielding magic. Every djinni is a master Aeromancer, capable of casting any Arcane Lore spell dealing exclusively with the lores of Air, Cold, Sky, Wind, and Winter. He casts these spells at a spell level equal to his *Combat Level*. In all cases of spell casting, the djinni simply wills the spell to work. He foregoes all requirements of verbal and material spell components and simply striking him with a weapon cannot foil his spells.

A djinn may use these additional powers once per day:

- 1) **Calm Storm** as the priest Miracle spell.
- 2) **Create Storm** as the priest Wrath spell.

A djinni can also transform himself into a whirlwind which sweeps up any small object in its path. Any creature in a whirlwind (40 foot radius) must make a *Luck Roll* with *Agility* adjustments or trip and take 5d6 damage. This whirlwind forms in 5 turns, lasts up to 5 turns, and dissipates in 5 turns. The djinn can then return to his normal form.

Royal djinn, those few that serve as lords over virtually all aerial elemental spirits, have the following additional powers which they can use once per day:

- 1) Summon 1d6 other (non-royal) djinni that will serve for 1 day.
- 2) Form a whirlwind of double normal strength (10d6 damage if a *Luck Roll* with *Agility* adjustments fails).

If a djinni is slain, its body and all of its belongings immediately form a double strength whirlwind (10d6 for

nonroyal - 20d6 for royal). This lasts for 5 turns and dissipates -- leaving nothing.

Recovery Time: 3

Absorption: 0

Surprise Adj.: +2

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
6	6	7	3	3	6	2

Djinni Examples

	Below Avg.	Average
Combat Level	7	10
Attack Bonus	+12	+16
Defense	34	37
Damage Tolerance	140 + 7d10	150 + 10d10
E.P. Value	684	2340
Damage per Attack	by weapon + 5	by weapon + 6
	Above Avg.	Royal
Combat Level	12	15
Attack Bonus	+19	+23
Defense	39	42
Damage Tolerance	170 + 12d10	200 + 15d10
E.P. Value	5000	17250
Damage per Attack	by weapon + 8	by weapon + 10

A djinni (plural djinn) is a royal elemental spirit of air having the appearance of a handsome giant whose torso fades into a billowy white cloud hovering above the ground. His massive arms and barrel-shaped chest ripple with the strength of a hurricane barely contained. The turban adorning his head, the golden bands encircling his arms, and the scabbard at his side are jeweled with riches beyond measure. His attitude is frequently arrogant, viewing mortal men as gnats barely worth the bother of brushing aside.

Masterful conjurers have learned the techniques needed to bind the weaker djinn to serve for extended periods of up to one thousand and one days.

The most powerful of arch magi long ago gleaned the secrets needed to enslave even the ruling class of djinn.

Even so, these most powerful of aerial elemental spirits can be bound only to grant up to 3 wishes after which they are free. One bit of clarification should be given concerning the wishes that a djinni can grant since many players will solicit the fulfillment of outlandish desires. A *wish* is nothing more than the completion of some request. It is not a form of *Do Anything* spell. Thus, a djinni cannot grant a wish if it does not otherwise have the powers required to accomplish the requested task. Even so, there exist few servants as valuable as a djinni.

Capturing and enslaving a djinni is a dangerous and difficult job. The Overlord determines the necessary invocations and expenditures for the capture of one of these beings. Of course, the enslaved djinn will harbor great animosity for his enslaver and will obey him only to the extent that he must.

Dracaena

(Drakaina)

Habitat: The dracaenae live in warm and temperate climates.

Life Style: tribal humanoid

Wealth Type: monetary

Alignment: neutral evil (females), lawful neutral (males)

Cunning: average

Speed: 65

Strength: average

Size: medium

Origin: The dracaenae originate in Greek mythology, which describes a number of monstrous woman/serpent combinations. Among these are Echidna, Scylla, Campe, and Lamia. In one tale, Hercules is forced to mate with a beautiful Dracaena in order to re-acquire the cattle of Geryones that she had stolen. It is quite interesting to note that Hercules, favored son of mighty Zeus, stealer of the golden apples of the Hesperides, destroyer of the fortress of Cacus, and captor of the hell-hound Cerberus was somehow completely unable to find a way to keep from having sex with this stunning serpent woman. Will wonders never cease?

Males of the species are also described. Cecrops, founder of Athens, was a combination of man and snake, although he was considerably more civilized than his female compatriots.

Special Characteristics: The draconae can see heat sources in the dark as the mage spell **'Squito Sense**.

Recovery Time: by weapon

Absorption: by armor

Surprise Adj.: -0

Attack Modes: by weapon.

Attributes

<i>PS</i>	<i>ST</i>	<i>AG</i>	<i>MD</i>	<i>PC</i>	<i>WP</i>	<i>FA</i>
2	1	1	2	1	2	0

Dracaena Examples

	Below Avg.	Average
Combat Level	1	3
Attack Bonus	+4	+6
Defense	22	24
Damage Tolerance	30 + 2d10	40 + 2d10
E.P. Value	9	20
Damage per Attack	By weapon	By weapon + 1

	Above Avg.	Well Above Average
Combat Level	5	7
Attack Bonus	+9	+12
Defense	26	29
Damage Tolerance	50 + 2d10	60 + 3d10
E.P. Value	45	108
Damage per Attack	By weapon + 2	By weapon + 3

	Below Heroic	Heroic
Combat Level	9	11
Attack Bonus	+17	+19
Defense	32	35
Damage Tolerance	65 + 5d10	65 + 5d10
E.P. Value	320	850
Damage per Attack	By weapon + 3	By weapon + 4

The dracaenae are a combination of serpent and human that are distantly related to the middle-eastern naga. They have human heads, torsos, and arms above the waist and serpent bodies and tails below. They are every bit as intelligent as normal humans and are able to learn and practice any profession accessible to human society, within their obvious physical limitations. Oddly enough, female dracaenae are far more commonly seen than males, so the males must be quite rare. Either that, or the women of the species are just such monstrous bitches that the males want nothing to do with them. In any case, the females occasionally marry human men and bear them children that appear human in every way.

The dracaenae speak human languages, but have a distinctly “snake-ish” flavor to their culture. Many of them worship deities related to snakes and dragon-kind. Among these are the Greek titan Typhon, the Babylonian dragon Tiamat, and the Egyptian serpent gods Anet and Apep.

Dragon, Babylonian

(Mushushu, SIRRUSH)

Habitat: Babylonian dragons are the lords of the seas. As such, their lairs are found underneath the ocean’s waves, although they venture out onto dry land to hunt.

Life Style: solitary reptile

Wealth Type: hoard

Alignment: antisocial unlawful evil

Cunning: high

Speed: 150

Strength: exceptional

Size: huge

Origin: The Babylonian dragon, known as Mushushu or SIRRUSH, is one of the most terrible of Tiamat’s offspring. It is one of the earliest and most primitive forms of dragon. Because of its association with Tiamat, is tightly linked with the element of water. The association of the Christian Satan with the form of the dragon can be traced back to the evil Mushushu of ancient Babylon. In fact, the form of the Babylonian dragon is depicted in bright ceramic tile on the Ishtar gate that served as the entrance to Bablylon. This gate, unearthed in 1902, is described in the Bible.

Special Characteristics: Babylonian dragons are highly attuned to the element of water. In combination with its high intelligence and ancient origins, this fact makes the Babylonian dragon one of the most terrifying to encounter. All of them are powerful Aquamancers, capable of casting all of mage spells dealing exclusively with the lores of Rain, Sea, Spring, Water, and Wet. Among the most potent of these are **Convoke Lightning, Lightning Bolt, Ball Lightning, and Linked Lightning** although their abilities are in no way limited to these spells. If encountered underwater, these creatures may be nearly invisible through the use of the spell **Watery Form**. All spells are cast at a spell level equal to the dragon’s Combat Level. Fortunately, the Babylonian dragon has no breath weapon of its own.

If a large party attacks a Babylonian dragon, it will bellow a mighty roar to frighten off some of its attackers. This improves its odds with the remaining combatants. Any creature other than a dragon hearing this roar must make

a *Luck Roll* with *Willpower* adjustments. Those failing flee in terror for 1d4 turns.

The tail of the Babylonian dragon is tipped by a painful stinger. Its poison acts as a **Dangerous Toxin**. See **Poison** in The Tome of Terrors for more details.

Babylonian dragons are completely *Immune to Lightning and Electricity*. In addition, they are resistant to all forms of magic. Any spell affecting a Babylonian dragon has its spell level reduced by 7 levels.

Recovery Time: 5

Absorption: 11

Surprise Adj.: -3

Attack Modes: bite/ claw/ claw/ sting (tail). A Babylonian dragon cannot use all of its attacks on a single opponent. Those toward the front of the dragon risk attack from the head and claws. Those toward the rear risk attack from the barbed tail.

Attributes

PS	ST	AG	MD	PC	WP	FA
16	8	-5	--	6	0	-1

Babylonian Dragon Examples

	Below Average	Average
Combat Level	8	10
Attack Bonus	+16	+18
Defense	23	25
Damage Tolerance	175 + 8d10	250 + 10d10
E.P. Value	1000	4020
Damage per Attack	2d12/2d8/2d8/ 1d8+poison	3d10/2d10/2d10/ 1d10+poison
	Above Average	Exceptional
Combat Level	13	15
Attack Bonus	+22	+25
Defense	27	28
Damage Tolerance	300 + 13d10	325 + 15d10
E.P. Value	8442	12420
Damage per Attack	4d8/ 3d8/ 3d8/ 1d10+poison	4d8/ 3d8/ 3d8/ 1d12+poison

The Babylonian dragon is one of the most feared of all dragon-kind. It may very well be the ancestor of all other

dragon breeds, although this belief has not been established as an absolute fact. The beast's head is that of a snake with multiple horns and a forked tongue. It has the body and tapering tail of a great serpent covered in iron-hard scales. A deadly stinger tips its tail. The monster's forelegs are those of a lion while its hind legs are those of a giant eagle, representative of the great predators that plague its favored lands.

But, the dragon's ferocious appearance does not begin to warn of the real danger. The reptile is a master over rain, thunder, and lightning and it has a keen intelligence that allows it to masterfully wield these powers against all threats.

Dragon, Ethiopian

(Drakones Aithiopes)

Habitat: Ethiopian dragons dwell in grasslands and forests inhabited by elephants, their favorite prey.

Life Style: solitary reptile

Wealth Type: hoard

Alignment: neutral

Cunning: low

Speed: 80

Strength: exceptional

Size: huge (180 feet long, 15 feet across at its widest point)

Origin: The Ethiopian dragon is a construct of Greek mythology. It was said to be a gigantic serpent that lived in the land of Ethiopia that was so huge that it preyed upon elephants. Needless to say, the dragon was regarded as the largest serpent in the world.

Special Characteristics: Ethiopian dragons are resistant to all forms of magic. Any spell affecting an Ethiopian dragon has its spell level reduced by 5 levels.

If a large party attacks an Ethiopian dragon, it will bellow a mighty roar to frighten off some of its attackers. Any creature other than a dragon hearing this roar must make a *Luck Roll* with *Willpower* adjustments. Those failing flee in terror for 1d4 turns.

Recovery Time: 9

Absorption: 12

Surprise Adj.: -5

Attack Modes: bite. An Ethiopian dragon uses its body to constrict and crush elephants and other such big prey, but is too large to do so to a person.

Attributes

<i>PS</i>	<i>ST</i>	<i>AG</i>	<i>MD</i>	<i>PC</i>	<i>WP</i>	<i>FA</i>
20	15	-10	--	6	0	-1

Ethiopian Dragon Examples

	Below Average	Average
Combat Level	5	8
Attack Bonus	+15	+18
Defense	15	18
Damage Tolerance	300 + 8d10	350 + 8d10
E.P. Value	207	625
Damage per Attack	3d10	3d12
	Above Average	Exceptional
Combat Level	10	13
Attack Bonus	+21	+24
Defense	21	24
Damage Tolerance	400 + 10d10	450 + 13d10
E.P. Value	1740	3875
Damage per Attack	4d10	4d12

The Ethiopian dragon is an enormous serpent capable of swallowing an elephant whole (albeit with great effort). It is essentially a snake covered in dragon scales with row upon row of dragon teeth in its enormous maw. It is large enough and powerful enough to encircle a hippo or giant and slowly crush it to death. However, their favored prey are elephants. Just as most dragons hoard gold, the Ethiopian dragon hoards ivory. Consequently, they will make their lairs in or near elephant graveyards if at all possible. Of course, if an elephant graveyard is nowhere to be found, then the Ethiopian dragon will just have to create one of its own.

Unfortunately, the skins of Ethiopian Dragons are simply too thick and stiff and the scales too large to use as raw materials from which to fashion armor. This is really too bad, since a single Ethiopian dragon skin could otherwise make dozens of man-sized suits. The scales are appropriate, though, for fashioning shields. One scale is just about right for a small shield. A few overlapping scales would cover a large one. Such shields don't have any significant benefit over normal ones, but they definitely look more sporting.

Drako

(Grecian Dragon)

Habitat: Drakos inhabit forested areas. They especially like groves of fruit trees.

Life Style: solitary reptile

Wealth Type: hoard

Alignment: neutral

Cunning: average

Speed: 45 (land or water)

Strength: high

Size: large

Origin: The tale of the 100-headed Grecian dragon, Ladon, describes a monster very similar in appearance to the Hydra, a serpent with many heads. In fact, both Ladon and Hydra were the offspring of Typhon and Echidna and were the siblings of Cerberus, the three-headed dog guarding the gates to the Grecian underworld. As his eleventh task, Heracles was told to steal the golden apples of the Hesperides, which were given to Hera as a divine wedding. To ensure their safety, Hera guarded them with a terrible 100-headed talking dragon, Ladon. Hercules apparently had little difficulty in acquiring the apples. He slew Ladon with a single arrow dipped in Hydra's poisonous blood. This accomplished, Hercules tricked Atlas, the Titan who holds up the sky, to enter Hera's garden to pilfer to golden fruit.

Special Characteristics: A drako's 100 heads can weave and dance about in an intricate pattern that many people find hypnotic. Anyone viewing the heads in combat must make a *Luck Roll* with *Willpower* Adjustments every turn or be affected as the mage spell *Mesmerise*. In addition, the dragon's heads continually speak and whisper among one another. Anyone hearing these voices is affected by one random spell chosen from the following list: **Ecstasy**, **Ineffable Awe**, **Mental Drain**, **Murmurings**, **Slumber**, and **Temporary Insanity**. Anyone so affected must make a **Luck Roll** with *Willpower* Adjustments every turn or fall under the voices' influence. Treat all spells as being cast at a spell level equal to the drako's *Combat Level*.

Fortunately, the bite of a drako is not poisonous and its tiny fangs are incapable of reaching vital organs. Consequently, a drako's bite cannot deliver *Severity* damage. But, what the drako's bites lack in quality they make up for in quantity. Each of the 100 heads has a 10-foot reach from the main body. Due to crowding, though, only 3d6 heads can attack a given individual in a single turn. All of these will strike or miss with a single *Attack*

Roll. Each bite delivers 1d4 or 1d6 damage, depending on the creature's size. As you would expect, armor absorbs damage normally from every bite individually.

If a mere 5 damage is delivered to a given head, it is disabled. However, as the serpent has 100 heads, taking them out one by one could a very tedious process. To ease the bookkeeping, simply assume that no heads are disabled until the creature's *Damage Tolerance* is lowered to 50% of maximum. After this point, every 1% further damage disables two heads. Thus, when the monster is at 25% *Damage Tolerance*, only half of its heads will still be active. Note that the heads do not regenerate, as do those of the Hydra, its sibling.

Finally, drakos are excellent swimmers and are *Immune to Fire, Cold, and Electricity*. Their one weakness is that they are *Highly Susceptible to Poison*.

Recovery Time: 6

Absorption: 6

Surprise Adj.: -0

Attack Modes: bite (1 per head). As each head acts independently, each gains extra attacks in the event that the *Combat Level* of the monster greatly exceeds that of opponents.

Attributes

PS	ST	AG	MD	PC	WP	FA
5	6	-2	--	5	-3	-3

Drako Examples

	Below Avg.	Average
Combat Level	7	9
Attack Bonus	+10	+13
Defense	21	23
Damage Tolerance	125 + 7d10	150 + 9d10
E.P. Value	216	560
Damage per Attack	1d4 per bite	1d4 per bite

	Above Avg.	Exceptional
Combat Level	11	13
Attack Bonus	+16	+19
Defense	25	27
Damage Tolerance	175 + 11d10	200 + 13d10
E.P. Value	1440	3400
Damage per Attack	1d6 per bite	1d6 per bite

The drako is an enormous many-headed serpent that will rear up when startled. At such times, it can reach standing heights of 12 to 16 feet as its heads bob and weave while whispering tantalizing prophecies and incoherent babblings. The spectacle has been many a hero's downfall, as it can have disturbing effects on a mortal's mental faculties.

Drako skins are smooth and scaly like those of common snakes. They are decorated with a variety of patterns and colors although they tend toward the colorations of the more common garden snakes. If properly removed from the creature (i.e. *Skinning Animals*) and preserved, a drako skin can fetch as much as 5,000 silver pieces.

Duamutef

Habitat: Duamutef are most comfortable in arid regions. However, they tend to congregate and build their homes within desert oases where water is plentiful and their desert hunting grounds are near. Their favorite environment is that of the delta of a river winding through the desert.

Life Style: desert humanoid

Wealth Type: monetary

Alignment: lawful neutral to antisocial unlawful evil

Cunning: average

Speed: 75

Strength: average to above average

Size: medium

Origin: Duamutef is the name of a minor jackal-headed Egyptian deity that is mainly depicted in Egyptian artwork as one of four canopic jars. A canopic jar is a sacred vessel in which the removed internal organs of a mummy are stored in preparation for its afterlife. Duamutef guarded the deceased's stomach and was closely associated with the minor goddess Neith, who was the consort of Set and who was symbolized by a shield crossed by two arrows.

Special Characteristics: Duamutef are skilled archers and warriors, all of whom are trained in the skill of *Defending with Medium Shield* (which they use at a level equal to their *Combat Level*).

Recovery Time: by weapon or 7 (bite)

Absorption: 0

Surprise Adj.: -0

Attack Modes: by weapon or bite. Duamutef commonly wield short sword and shield in battle and fire arrows from short bows from afar. If pressed into combat unarmed, a Duamutef will attack with its bite.

Attributes

PS	ST	AG	MD	PC	WP	FA
2	2	1	2	2	0	1

Duamutef Examples

	Below Avg.	Average
Combat Level	3	5
Attack (HH)	+6	+9
Attack (bow)	+7	+11
Defense (+shield)	26	28
Defense (-shield)	23	25
Defense (firing)	13	15
Damage Tolerance	25 + 2d10	25 + 3d10
E.P. Value	25	54
Damage per Attack	2d6 or by weapon + 3	2d6 or by weapon + 4

	Above Avg.	Heroic
Combat Level	7	11
Attack (HH)	+12	+17
Attack (bow)	+13	+18
Defense (+shield)	32	39
Defense (-shield)	28	35
Defense (firing)	18	23
Damage Tolerance	25 + 4d10	25 + 5d10
E.P. Value	126	900
Damage per Attack	2d6 or by weapon + 5	2d8 or by weapon + 6

Duamutef are men with the heads of jackals. Although their canine features are identical to those of the wild golden-haired dog, the color of the cranial fur varies from golden brown to black. Their bodies are entirely human.

As a race, duamutef are obsessively jealous of their culture, believing themselves to have attained the apex of civilization. As a rule, they are arrogant and quite vain concerning their appearance. Consequently, they keep themselves impeccably well groomed and commonly wear simple golden jewelry to show their individual wealth. When a human is captured by the duamutef, they usually make a big show of "sitting in judgment" of the "unpolished oaf" where they determine whether he should be executed and, if so, how. The defendant will usually be forced to determine his own fate in a difficult combative trial where he has the slim possibility of escape by demonstrating exceptional cunning and skill.

Duamutef have their own spoken language that consists of a series of growls, barks, and snarls. In addition, many are able to understand at least some human languages and a very few can even manage a human tongue, albeit in a deep gravelly voice.

Duamutef are capable of learning any human profession, although mages are rare while archers and swordsmen are quite common. Duamutef priests commonly worship either Anubis or Set, whose temples continually dicker and plot against one another.

E**Efriti**

(Efreeti)

Habitat: The efriti is an elemental spirit of smoke and flame. As such, it does not often dwell for any extended time in the realm of mortals. More often, one is summoned and enslaved by a powerful conjurer to execute his desires.

Life Style: solitary fire spirit

Wealth Type: hoard

Alignment: antisocial lawful evil

Cunning: exceptional

Speed: 100

Strength: high

Size: large

Origin: The efriti, or afriti, originated in the Middle East where it was believed these spirits would rise in a cloud of smoke from the blood of a murdered man.

Special Characteristics: True to their elemental natures, effreeti have a *Hatred* of all elemental creatures other than those from the plane of fire.

Like all elemental fire spirits, efriti are *Immune to Heat and Flame* and are unaffected by *Severity Damage*.

All efrit are masterful pyromancers. An efriti's control over fire allows him to cast any mage spell that requires only the Arcane Lores of *Hot, Fire, Flame, and Sun*. He casts these spells at a level equal to his *Combat Level* (i.e. **Dragon's Breath: Flame, Wall of Fire, Burning Circle, Fire Dart**, etc.) In all cases, the efriti foregoes all requirements of verbal and material spell components. Simply striking him with a weapon cannot foil his spells.

An efriti may summon a fire elemental once per day with a simple thought. The summoned elemental will appear at a random location within 100 yards of the efrit in 1d4 turns.

One percent of all efrit possess royal powers. These beings may opt to conjure a fire salamander instead of a fire elemental and may cast any priest Wrath spell that deals exclusively in the domain of Fire (i.e. **Pillar of Flame**). These spells may be invoked only once per day.

Recovery Time: 5

Absorption: 0

Surprise Adj.: -0

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
6	6	7	2	4	6	2

Efriti Examples

	Below Avg.	Average
Combat Level	5	8
Attack Bonus	+10	+14
Defense	32	35
Damage Tolerance	145 + 5d10	170 + 8d10
E.P. Value	297	875
Damage per Attack	by weapon + 6	by weapon + 7
	Above Avg.	Exceptional
Combat Level	11	14
Attack Bonus	+19	+22
Defense	38	41
Damage Tolerance	185 + 11d10	230 + 14d10
E.P. Value	3240	13200
Damage per Attack	by weapon + 9	by weapon + 12

An efriti (plural efrit) is a powerful spirit of searing flame and roiling smoke whose muscled torso emerges from a boiling cloud of brown and ashy black vapor. His barrel chest and muscled arms flicker and ripple with the power of a firestorm hungering to burst forth. Some of the wealthier efrit wear brass armbands and carry large scimitars.

Occasionally, mages trap these spirits in magical bottles or lamps. To regain its freedom, an efriti must serve the vessel's master. The weaker efrit may be forced to serve for one thousand and one days, obeying their master's every whim. Royal efrit can only be forced to grant three wishes. (Bear in mind that a *wish* is nothing more than the fulfillments of some desire that the spirit must perform to the best of its ability. It is not a form of "Do Anything" spell giving the fire spirit powers it does not otherwise possess.)

Ekimmu

Habitat: Ekimmu often make their first appearances outside of the homes of those they have chosen to curse.

Life Style: undead spirit

Wealth Type: incidental

Alignment: antisocial evil

Cunning: average

Speed: 80

Strength: average

Size: medium

Origin: The ekimmu legends originated in ancient Assyria. The Assyrians believed that the soul of any man evil enough to be denied entrance to the underworld would be forced to remain on earth. If the man died by violent means or his funeral rites went unsatisfied, he would become an ekimmu. The term ekimmu literally means “that which is snatched away”.

Special Characteristics: The most distinctive characteristic of an ekimmu is that it will select a specific individual to haunt and curse. Oddly enough, the selected target is not harmed by the ekimmu in any way. In fact, the ekimmu is entirely unable to harm the target of its haunting or, in turn, be harmed by him. From the victim’s perspective, it is as if the ekimmu does not even exist. He cannot see, hear, or feel the spirit and is entirely unable to sense its presence in any fashion, including through the use of magic. In addition, any attacks made by the victim toward the “non-existent” spirit will be completely ineffective.

Similar to a common ghost, an ekimmu can produce a **Deathly Moan** or deliver a **Draining Touch** as the mage spells once per turn. (See *The Lexicon of Lore™* for details on these abilities). Any time a **Draining Touch** is used, the life essence drawn from the target is used to magically erase any wounds the ekimmu has sustained.

Like all undead creatures, this creature is *Immune to Cold and Mental Spells*, is not adversely affected by *Severity Damage*, is *Susceptible to Holy Water*, and is *Afraid of Sunlight*. In addition, it is *Immune to all but Magical Weapons*.

Because of its ethereal nature, an ekimmu can pass through walls and other barriers without hindrance. In addition, it can simply “fade” from existence only to reappear later.

Recovery Time: 6

Absorption: 0

Surprise Adj.: +6

Attack Modes: draining touch or deathly moan.

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	3	0	0	1	0

Ekimmu Examples

	Below Average	Average
Combat Level	5	7
Attack Bonus	+8	+11
Defense	26	28
Damage Tolerance	25 + 5d10	30 + 7d10
E.P. Value	120	210
Damage per Attack	1d8 + 5	1d8 + 7
	Above Average	Exceptional
Combat Level	9	11
Attack Bonus	+14	+17
Defense	32	34
Damage Tolerance	35 + 9d10	40 + 11d10
E.P. Value	550	1200
Damage per Attack	1d8 + 9	1d8 + 11

An ekimmu is a restless spirit that arose from the corpse of a man who died a violent death through murder or war. Not all those who experience such unsavory demises return to haunt the living as ekimmus, however. Only those who cursed themselves through their own evil deeds will be forced to wander the land of mortals until they have repaid their past sins with counterbalancing good acts. Unfortunately, few of these spirits ever change their ways to achieve atonement. Instead, they blame others for their misfortunes and continue to deepen their spiritual debts.

Needless to say, the fear of an ekimmu arising from a “high risk” corpse is the source of a near-paranoia in attending to the funeral rites of the deceased. Many believe that the slightest touch or even the sight of an impure corpse could result in the ekimmu’s curse.

Elephant

Habitat: Elephants prefer climates which are warm year round and which contain vast stretches of grassland interspersed with tree groves.

Life Style: herd animal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 65

Strength: exceptional

Size: large

Origin: Elephants are natives of Africa and India. The Indian elephants are more mild tempered than their African cousins and have smaller ears.

Special Characteristics: Elephants are *Afraid of Fire* and are *Terrified of Mice*.

Recovery Time: 6

Absorption: 4

Surprise Adj.: +4

Attack Modes: gore or stomp. In combat, an elephant will either gore with its tusks (50%) or stomp with its feet (50%).

Attributes

PS	ST	AG	MD	PC	WP	FA
14	10	-5	--	1	-4	-2

Elephant Examples

	Below Avg.	Average
Combat Level	2	4
Attack Bonus	+3	+5
Defense	17	19
Damage Tolerance	150 + 2d10	200 + 4d10
E.P. Value	20	56
Damage per Attack	3-24 (gore) 2d10 (stomp)	3-30 (gore) 2d10 (stomp)

	Above Avg.	Exceptional
Combat Level	6	8
Attack Bonus	+7	+9
Defense	21	23
Damage Tolerance	250 + 6d10	300 + 8d10
E.P. Value	132	350
Damage per Attack	3-36 (gore) 2d10 (stomp)	4-40 (gore) 2d10 (stomp)

Elephants are great lumbering beasts with tree-like legs, gracefully curved tusks, and dexterous trunks. Their skins are wrinkled and extremely thick to provide the behemoths added protection against the few predators desperate enough to attack them.

These huge giants are often taken from the wild and trained to work. Elephants are used to acquire and transport lumber, entertain in circuses, and serve as war steeds. Alexander the Great, toward the end of his remarkable military career, encountered his greatest and most costly battle in overcoming Asian forces equipped with elephants.

Elephant tusks are highly prized by rich nobles due to the beautiful carvings that can be fashioned from ivory. Even trained elephants are in danger from poachers looking for fast cash. A single ivory tusk taken from an adult elephant is worth 500 silver pieces.

Empusa

(Grecian Lamia)

Habitat: Empusas are as comfortable under water as they are on land. Consequently, they tend to dwell along the coast and are even known to clandestinely reside within port cities.

Life Style: man-eating fairy

Wealth Type: hoard

Alignment: Empusas tend toward an antisocial evil attitude but there are rumors that some more good-natured individuals exist.

Cunning: high

Speed: 70 (water or land)

Strength: above average

Size: medium

Origin: The empusa originally appeared in Greek literature as a monster that was half human female and

half serpent. This monster was actually one of Zeus' many lovers. Zeus' wife Hera, furious at his infidelity, stole the resulting offspring and cursed his lover. The empusa eventually became the queen of the sirens and sought revenge by feasting on human children, becoming the Grecian form of a vampire. Inexplicably, Zeus gave her the ability to pluck out her own eyes and then put them back in. Later tales describe an entire race of empusas living on the North African coast in Libya.

The *empusa* is the early Greek term for the later Latin term *lamia*. Over the ages, the empusa's form changed substantially (as described under **Lamia**). Although the original meaning of the term empusa described only females, the city of Athens was supposedly founded by a serpent-man named Cecrops. It is possible that he was a rare male example of this species.

Special Characteristics: Empusas are capable swimmers and can breathe water as easily as air. Consequently, they have developed a strong *Affinity toward Sirens*. In addition, have a strong *Lust for the Taste of Human Blood and Flesh*.

The illusionary powers possessed by empusas are legendary. They often use these to guile strangers to their deaths. Empusas may use the following mage spells at will: **Guise, Faust's Fallacious Facade, Phantasmagoria, Illusionary Fog, Intensify Pain, Tantalus' Gold, and Warble.**

Finally, the empusa is capable of plucking out one or both of her own eyes and sending them out to spy as the mage spell **Spying Eye**. All spells are cast at a spell level equal to the empusa's Combat Level.

Recovery Time: by weapon

Absorption: 3

Surprise Adj.: -0

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	3	1	4	4	-1

Empusa Examples

	Below Avg.	Average
Combat Level	6	8
Attack Bonus	+11	+14
Defense	29	32
Damage Tolerance	70 + 6d10	80 + 8d10
E.P. Value	168	350
Damage per Attack	By weapon	By weapon + 2
	Above Avg.	Heroic
Combat Level	10	14
Attack Bonus	+17	+24
Defense	35	40
Damage Tolerance	90 + 10d10	100 + 14d10
E.P. Value	960	5700
Damage per Attack	By weapon + 3	By weapon + 4

The empusa is a composite creature that is half human female and half serpent. She has the lovely face, delicate arms, and shapely breasts of a comely human maiden. At the waist, her form transitions into that of a great serpent covered with shimmering crimson, green, and turquoise scales.

Empusas are extremely crafty creatures and occasionally venture openly within the walls of human coastal cities and towns. Of course, their appearance would cause quite a stir if they did not possess their substantial illusory abilities with which to fashion disguises.

Often, an empusa will disguise herself as a stunning human woman to seduce a wealthy young man into marrying her. Shortly after the wedding the groom will invariably turn up missing. The poor widow must console herself by spending his fortune alone.

Erinys

(Furiae, The Angry Ones)

Habitat: An Erinys is a demonic spirit. It has no environmental preferences other than that there be a guilty mortal nearby to torment.

Life Style: demonic spirit

Wealth Type: incidental

Alignment: lawful evil

Cunning: above average

Speed: 20 (100 flying)

Strength: low

Size: medium

Origin: The Erinyes appear in Greek mythology as the three Furies who torment guilty men. They were said to spring from Uranus's blood when it struck the earth (Gaea).

Special Characteristics: Every erinys carries a weapon that can take the form of a viper that writhes and bites, a torch that burns, or a sword that slashes and cuts. The form is of no real concern to the spirit. She is equally proficient with all of them.

This creature is not adversely affected by *Severity Damage*, is *Immune to all but Magical Weapons*, and is *Highly Susceptible to Holy Water*.

Recovery Time: 4

Absorption: 0

Surprise Adj.: -2

Attack Modes: by weapon (viper, torch, or sword)

If the viper weapon is used, the erinys wields it like a whip that bites every time it strikes. The serpent delivers 1d6 damage but cannot deliver *Severity Damage* (or the additional *Physical Strength Damage Adjustment* listed in the examples). However, the bite delivers a *Deadly Killing Venom* which is especially painful. Anyone bitten is entitled to a *Luck Roll* with *Stamina Adjustments* against a *Luck Threshold* equal to 15 plus the spirit's *Combat Level*.

If the erinys uses her torch as a weapon in combat, she wields it like a mace. It delivers 2d6 damage from the blow and an additional 2d6 damage from the fire.

If her weapon takes the form of a sword, it delivers 3d6 damage per blow.

Attributes

PS	ST	AG	MD	PC	WP	FA
2	5	3	2	3	2	3

Erinys Examples

	Below Avg.	Average
Combat Level	8	10
Attack Bonus	+13	+17
Defense	30	34
Damage Tolerance	30 + 8d10	30 + 10d10
E.P. Value	275	840
Damage per Attack	by weapon + 2	by weapon + 3
	Above Avg.	Exceptional
Combat Level	12	14
Attack Bonus	+21	+25
Defense	38	42
Damage Tolerance	30 + 12d10	30 + 14d10
E.P. Value	2125	6000
Damage per Attack	by weapon + 4	by weapon + 5

The erinys is a demonic spirit that exists to punish and torment men guilty of murders, especially the murders of women. They normally appear as beautiful women with bat-like wings. The hair of these monsters is a writhing nest of vipers, similar to that of the Grecian gorgon. At times, an erinys will appear pregnant with pendulous breasts and the face of a dog.

F

Frog, Hyperborean

Habitat: Like their cousins the giant frogs, hyperborean frogs inhabit waterways. However, they are much more strongly attracted to the mild climate found immediately to the north of the Mediterranean Sea.

Life Style: amphibious instinctive animal

Wealth Type: incidental

Alignment: neutral

Cunning: low **Speed:** 65

Strength: average **Size:** medium

Origin: An ancient Greek myth describes a paradise-like land called Hyperborea that lay on an island far to the north. Along with the native inhabitants and other wildlife, the myth describes a species of frog with two heads that was highly prized by the Hyperborean chefs.

Special Characteristics: If it must close the distance between itself and its meal, a Hyperborean frog may leap 30 yards in an initial attempt to surprise its prey.

A Hyperborean frog attacks with its two tongues. If either hits, it sticks fast to the target. A struck victim must make a *Luck Roll* with *Agility* adjustments. Those failing find one or both arms pinned to their side. Determine randomly which are pinned by rolling a d6. A roll of 1 or 2 shows that the left is trapped, a 3 or 4 indicates the right cannot move, and a 5 or 6 demonstrates that both arms are wrapped up by the sticky tongue.

A tongue severs after taking 3d6 points of cutting damage. Once it sticks fast, the tongue has a *Defense* of 0. However, as it lacks vital organs, the tongue itself is unaffected by *Severity Damage*. Of course, damage done to the tongue cannot kill the frog. Do not subtract it from the overall *Damage Tolerance*. A severed tongue will regrow within a week.

On the turn following a successful hit with the tongue, one of two events occurs. The frog either pulls its victim into its huge mouth or engulfs him by leaping AROUND the body while drawing in its tongue. Any creature caught in a frog's mouth *Suffocates* (see the Trauma rules in *The Grimoire of Game Rules™* for details.)

As soon as a Hyperborean frog gains its meal, it moves away quickly. Due to its increased weight, it leaps only 15 yards at a time (*Speed* of 50).

At night, Hyperborean frogs may be *Stunned* by the sudden appearance of bright lights. In such a situation, the frog is entitled to a *Luck Roll* with *Perception Adjustments* to avoid the immobilizing effects. The temporary immobility lasts 1 to 4 turns.

Recovery Time: 6

Absorption: 0

Surprise Adj.: -0

Attack Modes: tongue/tongue

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	-2	--	0	-4	-4

Hyperborean Frog Examples

	Below Avg.	Average
Combat Level	2	4
Attack Bonus	+4	+6
Defense	20	22
Damage Tolerance	25 + 2d10	25 + 4d10
E.P. Value	24	42
Damage per Attack	see below	see below
	Above Avg.	Exceptional
Combat Level	6	8
Attack Bonus	+9	+11
Defense	24	25
Damage Tolerance	30 + 6d10	30 + 8d10
E.P. Value	84	150
Damage per Attack	see below	see below

Hyperborean frogs have the size, bulk, and weight of a large man although their appetites would put any man to shame. At first glance, these amphibians appear like perfectly normal frogs, aside from their obvious pituitary problems. In fact, Hyperborean frogs resemble giant frogs in every way but one. A Hyperborean frog has two heads.

The legs of the Hyperborean frog, easily distinguished by its black and yellow mottling, are considered a gourmet's feast. Each fresh pair of legs sells for 100 silver pieces

G

Genomus

(Earth Dweller)

Habitat: Genomi live exclusively underground and commonly swim through the rock itself to accomplish their earthy goals. They are usually encountered working in spectacular cave systems diligently crafting massive stalactites or delicate crystalline structures. The only time genomi appear above the earth's surface is when powerful conjurers summon them into service.

Life Style: subterranean elemental humanoid

Wealth Type: hoard

Alignment: neutral

Cunning: above average

Speed: 35 (85 through rock and dirt)

Strength: average

Size: small (1 to 2 feet tall - Genomi are deceptively tough for their size.)

Origin: Genomus is an ancient Greek term meaning "earth-dweller" describing an elemental creature of the earth related to the fiery salamanders, the aerial sylphs, and the watery undines. Over time, the term *genome* evolved into the more commonly recognized term of *gnome*. This description covers the old elemental aspects of this earthy being. See **Gnome** for an account of the faery race that evolved later.

Special Characteristics: Genomes have a *Lust for Gemstones and Metals* (which they re-deposit deep within the earth's bedrock) and an *Affinity toward Gnomes, Dwarves, and Knockers*.

Genomi can see anything contacting the earth within their line of sight, regardless of lighting conditions. In addition, they are *Unaffected by Severity Damage* and are completely *Immune to All Forms of Earth Attacks* (including blows delivered by magical steel weapons). Wooden weapons may affect them.

Genomi may cast the following spells at will: **Agate Stone**, **Amethyst Stone**, **Burrow**, **Carbuncle Stone**, **Earth Bubble**, and **Sculpt**. See *The Lexicon of Lore™* for a full description of these spells. All spells are cast at a spell level equal to the *Combat Level* of the genomus.

Finally, genomi can easily swim through natural rock, clay, and dirt and will cleverly use this ability to their advantage in combat.

Recovery Time: by weapon

Absorption: 8

Surprise Adj.: 0

Attack Modes: by weapon. Genomi only wield weapons entirely crafted from earthen components (metals, rock, etc.)

Attributes

PS	ST	AG	MD	PC	WP	FA
0	2	1	2	3	0	1

Genomus Examples

	Below Avg.	Average
Combat Level	4	6
Attack Bonus	+7	+10
Defense	25	27
Damage Tolerance	15 + 4d10	20 + 6d10
E.P. Value	126	228
Damage per Attack	by weapon	by weapon + 2
	Above Avg.	Heroic
Combat Level	8	12
Attack Bonus	+13	+20
Defense	29	35
Damage Tolerance	25 + 8d10	30 + 12d10
E.P. Value	500	3000
Damage per Attack	by weapon + 3	by weapon + 4

Genomi are humanoid beings standing one or two feet tall. They look like unusually small gnomes or dwarves with wrinkled faces and well-tended beards. Despite their shape, and the fact that they normally clothe themselves in rugged mining gear, genomi are easily distinguished from their faery cousins. This is because genomi are made of solid rock. The exact type of rock comprising a genomus varies from one individual to another. One genomus will have the sheen of finely polished white marble while another has the sparkle of deftly crafted granite. One will have the milky translucent quality of agate while another glitters with the golden facets of iron pyrite.

As their appearance indicates, genomi are properly classified as earth elementals and fall into the same category as salamanders, sylphs, and undines. Their function in the elemental hierarchy is to craft and place

natural minerals and gemstones. It is the genomi that take ingots of copper, silver, gold, and platinum and hammer them into rocky crevices to form the metallic veins that miners value so highly. When a genomus is ahead in his earthly "schedule," he will productively use his time to lovingly repair many of the imperfections he observes in his "raw" gemstones before placing them into their destined mineral deposits.

Ghoul

Habitat: Young ghouls, those that still retain an unblemished human appearance, live and work undetected in the societies of the living. Once their appearance degrades, however, they seek the asylum of dark crypts and tombs or escape to the desert to attack and devour small merchant caravans.

Life Style: tribal undead man-eater

Wealth Type: hoard

Alignment: antisocial unlawful evil

Cunning: average

Speed: 70

Strength: average

Size: medium

Origin: Ghouls appear in many myths coming out of the Middle East. Unfortunately, the tales are inconsistent on exactly what a ghoul looks like. Some state that they appear as beautiful women who delight their husbands before their unconventional dining preferences are discovered. Other legends describe ghouls as ethereal ghosts or as amorphous blobs of ambulating goo. In all cases, though, the stories are clear on the ghoul's favorite bedtime snack.

Special Characteristics: Like all undead, this creature is *Immune to Frost and Mental Spells*, is not adversely affected by *Severity Damage*, and is *Susceptible to Holy Water*. Although ghouls are not initially afraid of daylight, once their human appearance fades they develop an *Aversion to Sunlight*. Finally, ghouls are *Immune to all but Magical and Iron Weapons*.

Ghouls have a driving *Lust for the Taste of Human Flesh*.

Recovery Time: 7

Absorption: 0

Surprise Adj.: -0

Attack Modes: bite/claw/claw

Attributes

PS	ST	AG	MD	PC	WP	FA
1	1	0	0	0	1	-1

Ghoul Initiate Examples (<20 years)

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+8	+10
Defense	26	28
Damage Tolerance	10 + 5d10	10 + 7d10
E.P. Value	93	174
Damage per Attack	1d4/ 1d4/ 1d4	1d6/ 1d4/ 1d4
	Above Avg.	Exceptional
Combat Level	9	11
Attack Bonus	+14	+16
Defense	32	34
Damage Tolerance	10 + 9d10	10 + 11d10
E.P. Value	430	1020
Damage per Attack	1d8/ 1d4/ 1d4	1d8/ 1d6/ 1d6

Common Ghoul Examples (20-100 years)

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+8	+10
Defense	26	28
Damage Tolerance	20 + 5d10	20 + 7d10
E.P. Value	111	192
Damage per Attack	1d8/ 1d4/ 1d4	2d4/ 1d6/ 1d6
	Above Avg.	Exceptional
Combat Level	9	11
Attack Bonus	+14	+16
Defense	32	34
Damage Tolerance	20 + 9d10	20 + 11d10
E.P. Value	470	1020
Damage per Attack	1d12/ 1d6/ 1d6	1d12/ 1d8/ 1d8

Elder Ghoul Examples (100-200 years)

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+10	+12
Defense	17	19
Damage Tolerance	75 + 5d10	75 + 7d10
E.P. Value	122	174
Damage per Attack	1d10/ 1d6/ 1d6	1d12/ 1d8/ 1d8
	Above Avg.	Exceptional
Combat Level	9	11
Attack Bonus	+16	+18
Defense	24	26
Damage Tolerance	75 + 9d10	75 + 11d10
E.P. Value	430	1110
Damage per Attack	2d6/ 1d8/ 1d8	2d6/ 1d10/ 1d10

Ancient Ghoul Examples (200+ years)

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+10	+12
Defense	26	28
Damage Tolerance	100 + 5d10	100 + 7d10
E.P. Value	147	282
Damage per Attack	1d10/ 1d8/ 1d8	2d6/ 1d10/ 1d10
	Above Avg.	Exceptional
Combat Level	9	11
Attack Bonus	+16	+18
Defense	32	34
Damage Tolerance	100 + 9d10	100 + 11d10
E.P. Value	630	1560
Damage per Attack	2d8/ 1d10/ 1d10	3d6/ 1d12/ 1d12

A ghoul is an undead fiend that feeds on the flesh of men. They usually frequent cemeteries to obtain their meals but don't mind helping themselves to any available fresh corpse, even if it must be obtained from a living person.

The appearance of one ghoul can vary significantly from that of another since the ghoul's form slowly degrades

with time. These cannibals start their "careers" rising from their graves with an overpowering hunger to feed. For a significant time after they rise from their deathbeds, ghouls appear and act as perfectly normal living humans. They will commonly marry the living, slipping away at night for morbid feasts at the local graveyard. A ghoul knows that the more it feeds the longer its beauty lasts.

Over a period of twenty years or so, the ghoul's firm muscles slowly soften until the skin itself begins to take on a slimy grayish appearance. No degree of cannibalistic gluttony can hold back the inevitable pressure of time forever and makeup is eventually insufficient to the task of covering the ghoul's incremental decay. Only the claws and teeth with which it gains its meals continue growing. It must finally flee to the obscurity of the graveyard.

The ghoul's gradual decline does not stop at the graveyard gates. Over a period of a century, the ghoul's muscles continue to soften until his entire frame, including its skeletal structure, degenerates into an amorphous mass of slick-gray ooze. Only its eyes, bloodstained claws, and toothy maw are recognizable. Even so, the ghoul's mad lust for man-flesh allows it to ambulate at a deadly pace.

Even this form is not the ghoul's destined form. Eventually, the ooze itself becomes more and more insubstantial until the monster is nothing more than an amorphous ethereal spirit of insatiable hunger. Eyes, claws, and teeth are always included. Oddly enough, even though ghouls at this advanced age can walk through walls unhindered, their claws and teeth are just as deadly as always. They are still capable of consuming an impressive quantity of carrion.

Like other undead creatures, ghouls cannot gain *Experience Points*. Thus, even though a ghoul will transform from one stage of decay to another, an *Average* ghoul will always remain *Average*. The *Combat Level* of the ghoul is set at the time of its death to equal its former *Character Level*.

Nobody knows why ghouls arise. However, it is believed that the younger ghouls solicit new "recruits" while they associate with the living. They will throw lavish parties where they feed their guests exceptionally well-prepared meals made of human meat. When the well-fed comrades finally die years later, they cannot rest. Their newly acquired tastes force them to abandon their gravesites to become the willing slaves of their ghoulish hosts.

Giant, Argus

Habitat: Argus giants live in grassy lands suited to grazing by cattle.

Life Style: rural humanoid

Wealth Type: monetary

Alignment: lawful neutral

Cunning: average

Speed: 75

Strength: high

Size: large (7 to 9 feet tall)

Origin: In Greek mythology, Argus was a giant with a hundred eyes who never slept and could not be surprised. He was the son of Zeus and Niobe sent by Hera to guard the beautiful nymph Io. To add even further insult, Io was transformed into a heifer for the sin of being seduced by Zeus. Mercury was sent to recapture her and was forced to kill Argus in the process. Hera so loved her favored guardian that she took his eyes and put them in the tips of peacock feathers.

Special Characteristics: Argus giants are superb guardians. They have eyes scattered over entire bodies of which they can only close two at any given time. Thus, they never sleep and cannot be surprised by any means. Treat his perceptive abilities as continual effects identical to the priest Divination spells **Divine Sight**, **Magic Sight**, **Reveal Foes**, **Reveal Illusion**, and **Reveal Invisibility**. In addition, the giant has perfect vision in both day and night.

Recovery Time: by weapon

Absorption: 0. Argus giants never wear armor or clothing; as such articles would block much of their vision.

Surprise Adj.: -2

Attack Modes: by weapon. Argus giants commonly wield large swords (delivering 4d6 damage) in battle. They are also superb marksmen, skilled with massive short bows (which are functionally equivalent to human-sized great bows).

Attributes

PS	ST	AG	MD	PC	WP	FA
6	9	-2	0	12	3	2

Argus Giant Examples

	Below Avg.	Average
Combat Level	5	7
Attack (sword)	+9	+11
Attack (bow)	+17	+19
Defense	23	25
Defense (shooting)	14	15
Damage Tolerance	100 + 5d10	125 + 7d10
E.P. Value	99	216
Damage per Attack	by weapon + 4	by weapon + 5
	Above Avg.	Heroic
Combat Level	9	11
Attack (sword)	+13	+16
Attack (bow)	+21	+23
Defense	27	29
Defense (shooting)	16	17
Damage Tolerance	150 + 9d10	175 + 11d10
E.P. Value	520	1190
Damage per Attack	by weapon + 6	by weapon + 7

Argus giants are grotesque giant humanoids with eyes covering their bodies that ceaselessly examine every facet of the world around them. The spectacle can be quite disturbing, because the multitudes of eyeballs rarely seem to be looking in the same direction, although a dozen or so will focus on any potential threat.

It is difficult to win an Argus giant's favor, but it is possible with sufficiently impressive acts of loyalty and trustworthiness. Argus giants are not fools, though. They will never knowingly perform an action to compromise the security of anything they have been set to guard.

Giant, Cacus

Habitat: Cacus giants live in secret stone fortresses at the tops of mountains. They raid the surrounding lands for food, their favorite dish being beef.

Life Style: giant mountain dweller

Wealth Type: hoard

Alignment: antisocial neutral evil

Cunning: above average

Speed: 100

Strength: exceptional

Size: huge (10 to 15 feet tall)

Origin: Cacus was originally a Roman fire-god but the myths concerning him had him slowly devolve into a fire-breathing giant that was an offspring of Hephaestus. When Hercules visited the Cacus's lands after obtaining the cattle of Geryon, his tenth labor, Cacus stole some of the herd and dragged them backwards to his secret mountaintop castle. He did this in order to make anyone following their tracks that the cattle had moved in the opposite direction. The only reason Hercules was able to find the missing cattle was that they lowed when the remainder of the herd wandered by. Hercules then proceeded to rip the top of the mountain off to find them. In so doing, he discovered the three-headed giant Cacus cowering in his castle. In an attempt to escape Hercules' wrath, Cacus belched forth billows of smoke and fire. Hercules dove into the maelstrom, though, and killed Cacus by choking him to death.

Special Characteristics: Cacus giants are able to exhale forth fire and smoke from each of their three heads. One head belches forth smoke that clouds the surrounding area as the mage spell **Veiling Mist** (only the cloud consists of smoke, not mist). The second head breaths scorching air as the priest Wrath spell **Searing Blast**. The third head produces flame as the priest Wrath spell **Fire and Brimstone**. In addition, a Cacus giant's weapon will burst into flame as the priest Wrath spell **Flame Tongue**. Each of these abilities can be used once per day and they are cast at a spell level equal to the giant's *Combat Level*.

Cacus giants are well versed in *Masonry, Mining, Stone Lore* and *Smithery*. They use their abilities to construct enormous stone fortresses that are completely hidden from view behind secret doors and hidden passages. These skills are used at a skill level equal to the giant's *Combat Level*.

Cacus giants are *Immune to Heat and Flame*.

Recovery Time: 9

Absorption: by armor

Surprise Adj.: -4 (+2 if it has the opportunity to suddenly appear from behind a secret door it has constructed in a mountainside).

Attack Modes: by weapon x 2. Most Cacus giants use two large hammers in combat that deliver 4d6 damage per blow. (Note that the Cacus giants' ability of **Flame Tongue** may add additional damage to a weapon.) As each head acts independently, each arm gains extra attacks if the giant's *Combat Level* greatly exceeds that of opponents.

Attributes

PS	ST	AG	MD	PC	WP	FA
10	11	-6	-1	2	0	1

Cacus Giant Examples

	Below Avg.	Average
Combat Level	8	10
Attack Bonus	+12	+15
Defense	18	20
Damage Tolerance	175 + 8d10	200 + 10d10
E.P. Value	325	1020
Damage per Attack	By weapon + 8	By weapon + 10
	Above Avg.	Exceptional
Combat Level	12	14
Attack Bonus	+18	+21
Defense	22	24
Damage Tolerance	225 + 12d10	250 + 16d10
E.P. Value	2100	3150
Damage per Attack	By weapon + 11	By weapon + 12

Cacus giants are towering three-headed humanoids that are masters of stone, metal, and fire. They believe themselves to be direct descendants of Hephaestus himself and worship him as their patron deity. Cacus giants honor Hephaestus by developing their skills of Smithery and stone working and by wielding large hammers in combat.

Cacus giants carve enormous underground fortresses from the rock of mountains. These imposing dwellings are completely hidden behind expertly crafted secret doors. The corridors leading into the giant's home may twist and criss-cross repeatedly in confusing mazes

before opening up into the cavernous inner sanctum. Trespassers should beware that Cacus giants are clever craftsmen and are apt to guard their abodes with devices far more dangerous than hidden doors.

Giant, Gegenees

Habitat: The Gegenees giants dwell in mountainous areas. They consider themselves the caretakers of bears, so their lands are usually populated by large numbers of the grizzly creatures.

Life Style: tribal humanoid

Wealth Type: monetary

Alignment: neutral lawful evil

Cunning: average

Speed: 70

Strength: high

Size: medium (7 to 9 feet tall)

Origin: The Gegenees giants are six-armed humanoids that the Argonauts encountered on their search for the Golden Fleece. Jason and his men landed ashore and went searching for food, leaving behind only a few men to guard the ships. Fortunately, one of those men was Hercules, because a tribe of six-armed giants attacked the ships. Hercules was able to hold the giants off, barely, until the rest of the crew returned and battled them.

Special Characteristics: The Gegenees have an *Affinity for Bears* bordering on reverence. They live in mountainous areas populated by bears and will surely attack anyone threatening them.

The Gegenees giants have six arms, so they almost always wield multiple weapons. Six weapons flurrying simultaneously in a flashing display of steel is truly a sight to behold. Unfortunately, even Gegenees giants have a hard time coordinating that many blades. Every blade over the first forces the Gegenees to suffer a -1 penalty on all attacks, so the Gegenees will often “double-up” their arms to wield larger weapons. One-handed Gegenees weapons deliver 2d6 damage, two-handed weapons deal 3d6 damage, and three-handed weapons deliver 4d6 damage per blow. A Gegenees can also sacrifice attacks to carry shields. Each shield carried provides the standard bonus, so a Gegenees carrying two large shields gains a +6 bonus to Defense.

Gegenees giants are also rather adept at boulder throwing. They are capable of throwing boulders 100 yards that deliver 4d6 damage. One such boulder may be thrown every turn, provided a convenient supply of boulders is at hand.

Recovery Time: by weapon

Absorption: 4

Surprise Adj.: -0

Attack Modes: by weapon.

Attributes

<i>PS</i>	<i>ST</i>	<i>AG</i>	<i>MD</i>	<i>PC</i>	<i>WP</i>	<i>FA</i>
6	7	0	1	1	0	0

Gegenees Giant Examples

	Below Avg.	Average
Combat Level	4	7
Attack Bonus	+8*	+11*
Defense	24*	27*
Damage Tolerance	75 + 4d10	100 + 7d10
E.P. Value	84	270
Damage per Attack	By weapon + 4	By weapon + 5
	Above Avg.	Heroic
Combat Level	10	13
Attack Bonus	+15*	+19*
Defense	30*	33*
Damage Tolerance	125 + 10d10	150 + 13d10
E.P. Value	1020	2250
Damage per Attack	By weapon + 6	By weapon + 7

* See the Special Characteristics for how Attack Bonus and Defense affected by multiple weapons and shields.

The Gegenees giants are barbaric six-armed giants whose skin is the texture and color of hard-packed clay. The unusual appearance of their skins has earned them the name “earth-born”. Some believe the Gegenees to be descendants of an elemental giant who lived before Zeus rose to power that was fashioned entirely from rock and clay. It is unknown whether the giants are man-eaters, but they certainly show no love for intruders.

The Gegenees culture is centered on the bear. Bears accompany some, but these are probably considered to be more companions than pets. In any case, the combination of bear and giant often proves quite deadly.

Giant, Geryon

Habitat: Geryon giants live in grassy lands suited to raising the red cattle they so prize.

Life Style: rural humanoid

Wealth Type: monetary

Alignment: lawful neutral to neutral evil

Cunning: average

Speed: 75

Strength: high

Size: large (7 to 12 feet tall)

Origin: Geryon was a giant with three bodies, three heads, six arms, and six legs slain by Hercules during his tenth labor. The giant somehow managed to be a formidable warrior despite the obvious difficulties a Siamese triplet would have in battle.

Special Characteristics: Geryons giants are large humanoids with remarkable illusory powers. At all times, these powers project illusionary duplicates of the giant: weapons, armor, and all. Each Geryon is accompanied by two illusions identical in ability to the mage spell **Eternal Champion**. These mirror images are indistinguishable from the original and are fully capable of participating in combat and delivering illusionary damage.

Recovery Time: by weapon

Absorption: by armor

Surprise Adj.: -2

Attack Modes: by weapon. Geryon giants commonly wield large spears (delivering 3d6 damage) and shields in battle.

Attributes

PS	ST	AG	MD	PC	WP	FA
7	6	1	0	2	0	0

Geryon Giant Examples

	Below Avg.	Average
Combat Level	5	7
Attack	+9	+12
Defense	23	25
Damage Tolerance	100 + 5d10	125 + 7d10
E.P. Value	99	216
Damage per Attack	by weapon + 6	by weapon + 7
	Above Avg.	Heroic
Combat Level	9	11
Attack	+14	+17
Defense	27	29
Damage Tolerance	150 + 9d10	175 + 11d10
E.P. Value	520	1190
Damage per Attack	by weapon + 8	by weapon + 8

Geryon giants are commonly dressed as Greek warriors with helm, spear, greaves, breastplate, and shield. They could easily be mistaken for a human Hoplite if it were not for their enormous size and the fact that they always appear in triplets. The members of the trio have an uncanny knack for anticipating each other's actions. It is almost as if they possessed some form of keen mental telepathy amongst themselves. Each is a fearsome fighter, able to stand toe-to-toe with the bravest heroes. Unfortunately, this means that a lone hero must match his ten humble human-sized toes against thirty gigantic ones.

Of course, a Geryon giant is actually only one giant humanoid that is accompanied by two potent illusionary comrades, but why quibble over minor details? As far as the average hero is concerned, he is facing three giants, not one.

Geryon giants are rural beings, happiest when tending to their cattle. Geryon cattle are a brilliant red in color and are highly prized as excellent breeding stock. An Orthrus, a large two-headed dog, accompanies many Geryon giants. These loyal companions will defend their masters to the death.

Golem

Habitat: Golems have no concern over where they find themselves. Since they have the mental statures of eggplants, these automatons will fastidiously stay wherever their masters put them until ordered elsewhere.

Life Style: controlled guardian

Wealth Type: incidental

Alignment: neutral

Cunning: nil

Speed: 45

Strength: high to very high

Size: medium to large

Origin: The original golem comes to us from Babylonian mythology where the god Enki fashioned a golem from clay that was transformed into the first man.

Recovery Time: 10

Surprise Adj.: -1

Attack Modes: fist/ fist

Flesh Golem Examples

Special Characteristics: Unaffected by Severity Damage, Immune to Poison.

Since golems do not breathe, they may submerge themselves in water indefinitely and are completely unaffected by most toxic gases.

Absorption: 0

Attributes

PS	ST	AG	MD	PC	WP	FA
5	5	-3	-4	-2	-4	-4

	Below Avg.	Average
Combat Level	4	6
Attack Bonus	+8	+12
Defense	17	18
Damage Tolerance	40	60
E.P. Value	35	84
Damage per Attack	2d6/ 2d6	2d6/ 2d6

	Above Avg.	Exceptional
Combat Level	8	10
Attack Bonus	+16	+20
Defense	19	20
Damage Tolerance	80	100
E.P. Value	250	660
Damage per Attack	2d8/ 2d8	3d6/ 3d6

Clay Golem Examples

Special Characteristics: Unaffected by Severity Damage, Immune to Poison and Frost.

Since golems do not breathe, they may submerge themselves in water indefinitely and are completely unaffected by most toxic gases.

Absorption: 4 vs. bladed weapons, 8 vs. blunt weapons

Attributes

PS	ST	AG	MD	PC	WP	FA
8	8	-3	-4	-2	-4	-4

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+10	+14
Defense	18	19
Damage Tolerance	50	70
E.P. Value	90	234
Damage per Attack	2d4+6/ 2d4+6	2d4+7/ 2d4+7

	Above Avg.	Exceptional
Combat Level	9	11
Attack Bonus	+18	+22
Defense	20	21
Damage Tolerance	90	110
E.P. Value	520	1440
Damage per Attack	2d4+9/ 2d4+9	2d4+12/ 2d4+12

Stone Golem Examples

Special Characteristics: Unaffected by Severity Damage, Immune to Poison, Fire, and Frost.

Since golems do not breathe, they may submerge themselves in water indefinitely and are completely unaffected by most toxic gases.

Absorption: 12 vs. bladed weapons, 7 vs. blunt weapons.

Attributes

PS	ST	AG	MD	PC	WP	FA
12	12	-3	-4	-2	-4	-4

	Below Avg.	Average
Combat Level	10	12
Attack Bonus	+20	+24
Defense	20	21
Damage Tolerance	100	120
E.P. Value	1140	2625
Damage per Attack	2d6+10/ 2d6+10	2d6+12/ 2d6+12
	Above Avg.	Exceptional
Combat Level	14	16
Attack Bonus	+28	+32
Defense	22	23
Damage Tolerance	140	160
E.P. Value	6900	11,875
Damage per Attack	2d6+15/ 2d6+15	2d6+18/ 2d6+18

Metal Golem Examples

Special Characteristics: Unaffected by Severity Damage, Immune to Poison, Fire, Frost, and Electricity.

Since golems do not breathe, they may submerge themselves in water indefinitely and are completely unaffected by most toxic gases.

Absorption: 15

Attributes

PS	ST	AG	MD	PC	WP	FA
15	15	-3	-4	-2	-4	-4

	Below Avg.	Average
Combat Level	15	16
Attack Bonus	+30	+32
Defense	22	23
Damage Tolerance	150	160
E.P. Value	11,250	14,250
Damage per Attack	2d8+10/ 2d8+10	2d8+14/ 2d8+14
	Above Avg.	Exceptional
Combat Level	17	18
Attack Bonus	+34	+36
Defense	24	25
Damage Tolerance	170	180
E.P. Value	19,200	23,925
Damage per Attack	2d8+18/ 2d8+18	2d8+20/ 2d8+20

Golems are large humanoid automatons imbued with life through arcane arts or religious ceremony. They may be fashioned from a variety of materials from flesh to bronze. Fleishy golems are pieced together from borrowed body parts taken from whatever corpses are available. The ratty Frankenstein-like appearance of these ugly animate manikins contrasts sharply to the often elegant, finely polished forms of those fashioned from marble or bronze. The reason for this is that the more powerful golems, those made from the more durable materials of stone and metal, are considerably more difficult to enchant than those made from flesh or clay.

Golems are almost entirely devoid of intelligence and will unquestioningly obey the orders of their creators, even if those orders will obviously result in the golem's destruction. Since golems lack wills of their own, they are unable to handle the mental stresses involved with carrying magic items. Any golem carrying any such item will eventually berserk, savagely attacking every living thing encountered (including its master).

Gorgon, Grecian

(Medusa)

Habitat: Gorgons are reclusive beings who avoid human contact of any sort. They generally inhabit out-of-the-way islands devoid of other sentient denizens.

Life Style: hermit-like humanoid

Wealth Type: hoard

Alignment: antisocial evil

Cunning: exceptional

Speed: 55

Strength: average

Size: medium

Origin: The gorgon originated in Greek legends. Homer described only a single gorgon, Medusa, who was slain by Perseus. Hesiod, on the other hand, included three in his tales: Euryale, Medusa, and Stheno. Medusa actually began her career as the death aspect of Athena herself. Her face was veiled, because anyone seeing her died. In other words, the viewer was "turned into stone" (as in a gravestone or funerary statue).

Special Characteristics: Anyone meeting the gaze of a gorgon must make a *Luck Roll* with *Stamina* adjustments or turn to stone. Treat this like the religious Curse spell **Gorgon's Gaze**.

Gorgons are commonly proficient archers or seasoned gladiators although they may practice any class or profession for which they qualify.

If confronted directly, a gorgon may strike out with her serpentine hair rather than utilize a more mundane weapon. A number of serpents (2d4) may attack a single opponent simultaneously. For every bite sustained, the target must make a *Luck Roll* with *Stamina* adjustments against a *Luck Threshold* of 15 + the gorgon's *Combat Level*. Those failing are afflicted with a *Moderately Hazardous Killing Venom*. See **Poison** for details. Of course, the tiny fangs of the vipers are not large enough to deliver *Severity Damage*.

Recovery Time: 7

Absorption: 0

Surprise Adj.: -1

Attack Modes: by weapon or 2d4 viper bites

Attributes

PS	ST	AG	MD	PC	WP	FA
2	2	5	2	3	5	2

Grecian Gorgon Examples

	Below Avg.	Average
Combat Level	7	9
Attack Bonus	+11	+14
Defense	32	34
Damage Tolerance	50 + 7d10	50 + 9d10
E.P. Value	378	840
Damage per Attack	by weapon or 1d4 per viper bite	by weapon + 2 or 1d4 per viper bite
	Above Avg.	Heroic
Combat Level	11	13
Attack Bonus	+17	+20
Defense	36	38
Damage Tolerance	50 + 11d10	50 + 13d10
E.P. Value	1980	4400
Damage per Attack	by weapon + 3 or 1d4 per viper bite	by weapon + 4 or 1d4 per viper bite

Gorgons inhabit caves and crumbling fortresses on remote islands. All are female, having been cursed to their miserable existence by angry gods jealous of their former beauty. They have beautiful bodies and golden wings but can hardly be described as angelic or seductive. Even wrinkled crones wearing mudpacks and curlers look tempting when standing next to gorgons. At least a hag's curlers come out. The curls decorating a gorgon's head slither, dart, and strike with minds of their own since her hair is made up of dozens of writhing vipers. Her face is round with a flattened nose and protruding teeth similar in appearance to boar tusks. An oversized lolling tongue protruding from her mouth completes the horrifying image. Miss January she is not. A gorgon's profile brings home the expression, "If looks could kill" . . . Hers can!

Even though these vile creatures have golden wings, no one has ever witnessed one in flight. It is possible that only the most powerful of these beings have the strength needed to lift themselves from the ground.

Gryphon

(Gryphus)

Habitat: Gryphons are legendary creatures only known to inhabit distant lands. It is said that they dwell in deep canyons and immense caverns where they stand guard over priceless treasures.

Life Style: territorial predator

Wealth Type: hoard.

Alignment: lawful neutral

Cunning: average

Speed: 175 (250 flying)

Strength: very high

Size: great (15 to 20 feet tall)

Origin: Griffon tales appear in many cultures. Some of the most ancient stories describe griffons as akin to the Roc, in that their huge size is capable of blotting out the sun. Belief in their enormous bulk allowed excavated mammoth tusks to be sold as griffon talons. The gods of myth used griffons with considerable intellect to guard their most prized treasures. In short, much ancient mythology demands really big, really smart griffons while other stories relate tales of much smaller creatures. This description attempts to fit the former bill and employs one of the griffon's "larger sounding" names.

Special Characteristics: Gryphons have an *Affinity for Gold*.

When diving, a gryphon attacks with its two front claws. It can easily lift a human-sized target with a single claw. Full-grown draft horses generally require two claws.

When encountered out in the sunlight, gryphons are illuminated with a dazzling halo of light. Treat this as if it were the priest Miracle spell **Brilliant Aura** cast at a spell level equal to the creature's *Combat Level*. See **The Lexicon of Lore™** for details.

Recovery Time: 7

Absorption: 4

Surprise Adj.: -2

Attack Modes: beak/ claw/ claw (or claw/ claw on a dive attack)

Attributes

PS	ST	AG	MD	PC	WP	FA
12	6	-2	--	4	0	1

Gryphon Examples

	Below Avg.	Average
Combat Level	10	12
Attack Bonus	+15	+18
Defense	28	30
Damage Tolerance	150 + 10d10	175 + 12d10
E.P. Value	900	2250
Damage per Attack	2d10/ 2d8/ 2d8	3d8/ 2d8/ 2d8
	Above Avg.	Exceptional
Combat Level	14	16
Attack Bonus	+20	+24
Defense	33	36
Damage Tolerance	200 + 14d10	250 + 16d10
E.P. Value	6300	12350
Damage per Attack	4d6/ 3d6/ 3d6	3d10/ 2d10/ 2d10

A gryphon is a huge hybrid creature mixing an eagle with a lion. In effect, it has the appearance of an enormous griffin. However, gryphons are quite distinct and are instantly recognizable. Not only is the gryphon of immense size, its plumage glistens the color of pure gold. In daylight, its feathers reflect the sun's full glory in a blinding display.

Although gryphons cannot speak human tongues, these creatures can converse with others of their own kind. They are quite intelligent and are among the most honorable creatures known. Nothing can dissuade a gryphon to break a promise once it has given its word.

Gods occasionally use select members of this superior breed to guard their treasures. After accepting an assignment, a gryphon will never leave its post for any reason. When standing guard, they can apparently forego eating for indefinite periods. Thus, the gryphon has become a symbol of eternal vigilance.

H

Harpy

Habitat: Harpies are vile creatures nesting at high altitudes where the winds blow fiercely and incessantly. They tend to congregate in small groups around the top of cliffs or tall gnarled trees in order to view their prey from afar.

Life Style: predatory man-eater

Wealth Type: incidental. Although harpies have no real lust for treasure, they will retrieve any shiny objects they find and hide them in private knotholes kept hidden from other harpies.

Alignment: antisocial evil

Cunning: below average

Speed: 15 (95 flying)

Strength: average

Size: medium

Origin: The harpies originally appeared in Grecian mythology as three malevolent wind spirits taking the form of attractive winged women. In the later epics involving Jason and his Argonauts, the harpies assumed the better-known form described below. Their name means literally "snatchers" or "pluckers".

Special Characteristics: These vulture-women are among the most repulsive creatures known. Three times per day, a harpy may drop a "bomb" of excrement. Any exposed food carried by her prey will be the target of her foul droppings. Otherwise, she will concentrate her fouling attacks on the individuals themselves.

A successful *Attack Roll* indicates the harpy has directly hit her mark, much to the recipient's dismay. A failed *Attack Roll* indicates the dung has simply struck the ground nearby. The dung may be washed away in 1d4 turns with the ample application of water or wine.

The foul smell of her waste delivers no damage but must be treated as if it were a **Noxious Fumes** spell cast at a spell level equal to the Harpy's *Combat Level*. Any food touched by the dung is automatically spoiled. Only a harpy would think of eating it.

Harpies are *Immune to the Effects of Nausea* (and their own excrement).

Recovery Time: 5

Absorption: 0

Surprise Adj.: -0

Attack Modes: bite/ claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
0	1	1	--	0	-1	-2

Harpy Examples

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+8	+10
Defense	26	28
Damage Tolerance	15 + 5d10	15 + 7d10
E.P. Value	54	108
Damage per Attack	1d8/ 1d6/ 1d6	2d4/ 1d8/ 1d8
	Above Avg.	Exceptional
Combat Level	9	12
Attack Bonus	+12	+17
Defense	30	33
Damage Tolerance	20 + 9d10	30 + 12d10
E.P. Value	320	1625
Damage per Attack	2d6/ 1d10/ 1d10	2d8/ 1d12/ 1d12

A harpy is a composite creature with the head and breasts of a human woman and the body of a vulture. Her face is usually contorted in a hate-filled scream that exposes a mouth full of needle-like teeth. Her ruffled feathers are invariably spotted and discolored from her own excrement and a highly nauseating aroma surrounds her. Needless to say, harpies are unpleasant sights.

After a harpy kills her prey, she eats until gorged and defiles the remains.

Harpyiai

Habitat: Harpyii are elemental air spirits that tend to congregate in areas of high wind and which revel in the chaos of ocean tempests. Conversely, some say that the windy conditions around harpyii are cooperatively generated by the spirits themselves.

Life Style: vengeful elemental spirit

Wealth Type: incidental.

Alignment: antisocial

Cunning: below average

Speed: 200 (flying)

Strength: above average

Size: large

Origin: The term *harpyiai* is a Greek word meaning “snatchers” or “pluckers” and is the root and origin of the term *harpy*. Harpies originally appeared in Grecian mythology as three malevolent wind spirits taking the form of attractive winged women before their reputations were tainted by later myths. This description uses the archaic name and tries to faithfully represent the flavor of the original harpies.

Special Characteristics: The harpyiai is *Immune to the Effects of Cold, Frost, Poison, and Wind Attacks*. Harpyii are also *Immune to Severity Damage*, as are other elemental creatures, since they have no vital organs.

A harpyiai may use the following Arcane Lore spells at will: **Cyclonic Passage**, **Gale**, **Protection from Missiles**, and **Witch Wind**. In addition, when a harpyiai beats her wings together, it has the effect of the Religious Nature spell **Thunderclap**. (See *The Lexicon of Lore™* for details.) All spells are cast at a spell level equal to the spirit’s *Combat Level*.

Three harpyii working together can invoke a storm as the Religious Nature spell **Tempest**. The spell is cast at a spell level equal to the lowest *Combat Level* of the three.

Harpyii use a strong blast of air against their targets similar to the Arcane Lore spell **Bolt of Force**. Like the spell **Bolt of Force**, armor absorbs double the normal amount of damage from these blows and *Severity Damage* cannot be delivered to opponents. However, the damage dealt differs from the normal spell (as described in the examples) and the harpyiai may gain additional attacks for having a superior *Combat Level* (as per the Advanced Combat Rules).

Finally, these aerial spirits can see anything in contact with air, regardless of lighting conditions, as long as it lies within a direct line of sight.

Recovery Time: 4

Absorption: 0

Surprise Adj.: -0

Attack Modes: aerial blast.

Attributes

PS	ST	AG	MD	PC	WP	FA
3	5	4	--	3	2	2

Harpyiai Examples

	Below Avg.	Average
Combat Level	8	10
Attack Bonus	+12	+15
Defense	30	33
Damage Tolerance	50 + 8d10	50 + 10d10
E.P. Value	325	840
Damage per Attack	5d6	6d6
	Above Avg.	Exceptional
Combat Level	12	14
Attack Bonus	+18	+21
Defense	36	39
Damage Tolerance	50 + 12d10	50 + 14d10
E.P. Value	2000	4800
Damage per Attack	7d6	8d6

A harpyiai is an angry malicious aerial spirit having the head and breasts of a stunning woman and the body and wings of a giant eagle. Since the spirit is actually a form of air elemental, its body is ethereal and is sometimes difficult to distinguish clearly. In any case, the incessant high-pitched screams of the elemental convey its murderous intentions clearly.

Harpyiai are the scourge of sailors, since they delight in kicking up strong winds over stormy seas in order to sink vulnerable ships. Most sailors believe such spirits to be sent by wrathful gods as punishments for past sins.

Hippocampus

Habitat: Hippocampi are ocean creatures that naturally congregate in herds near coastal reefs. They are often tamed and bred as aquatic steeds by sea dwelling races. Needless to say, on land hippocampi are virtually helpless.

Life Style: aquatic animal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 95 on water's surface, 85 under water

Strength: above average

Size: large

Origin: Sea horses are found in the myths of ancient Greece and Rome. As the god of the sea, Poseidon had the privilege of having his chariot drawn by hippocampi. The Chinese considered sea horses to be the minor offspring of dragons. European heraldry adopted the hippocampus as a sign of heroism at sea.

Special Characteristics: These creatures easily breathe both air and water and often carry air-breathing passengers on the ocean's surface.

Anyone peaceably riding a hippocampus for an hour or more will receive the equestrian's blessing. This has the same effect as the priest Miracle spell **Lift Curse**. See *The Grimoire of Game Rules™* for details.

Recovery Time: 7

Absorption: 0

Surprise Adj.: +1

Attack Modes: hoof/ hoof

Attributes

PS	ST	AG	MD	PC	WP	FA
3	3	-2	--	2	-3	-3

Hippocampus Examples

	Below Avg.	Average
Combat Level	2	4
Attack Bonus	+4	+7
Defense	20	22
Damage Tolerance	45 + 2d10	45 + 4d10
E.P. Value	12	21
Damage per Attack	1-6/1-6	1-8/1-8
	Above Avg.	Exceptional
Combat Level	6	8
Attack Bonus	+9	+11
Defense	24	26
Damage Tolerance	45 + 6d10	45 + 8d10
E.P. Value	60	125
Damage per Attack	1-10/1-10	1-12/1-12

The hippocampus is a composite creature having the forequarters of a horse and the hindquarters of a great fish. The hooves of most are replaced by webbing and their manes consist of a flexible fin ridge. Despite the fishy nature of the horses' appendages, they can still deliver powerful blows with their legs. Like land dwelling horses, hippocampi have coats ranging from pure white to speckled brown to jet-black. When well groomed, their tails shimmer in the sunlight like iridescent rainbows.

Most sailors consider sighting one of these magnificent watery horses an omen of good fortune. Riding a hippocampus is said to bring even greater luck to the rider.

Hippogriff

(Hippogriff, Hippogriffin)

Habitat: Hippogriffs prefer to dwell on high mountain plateaus where they congregate into small herds. The ideal herding spots have abrupt cliff edges where the beasts can easily launch themselves into flight. They tend to hunt by flying over the plains areas near the mountains in which they nest since prey is easily spotted from above.

Life Style: territorial predator

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 85 (145 flying)

Strength: above average

Size: large

Origin: Ariosto originally conceived the hippogriff as a symbol of love in his work *Orlando Furioso*. In this work, the hippogriff first appeared as the offspring between a Griffon and a common mare. Thereafter, the hippogriff grew in popularity as a fabulous beast in medieval tales where it appeared as the steed of Atlantis the Wizard.

Special Characteristics: none

Recovery Time: 7

Absorption: 1

Surprise Adj.: +1

Attack Modes: beak/ claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
3	3	-1	--	3	-3	-3

Hippogriff Examples

	Below Avg.	Average
Combat Level	4	6
Attack Bonus	+6	+9
Defense	23	25
Damage Tolerance	45 + 4d10	45 + 6d10
E.P. Value	35	72
Damage	2d6/ 1d8/ 1d8	2d8/ 1d8/ 1d8

	Above Avg.	Exceptional
Combat Level	8	10
Attack Bonus	+12	+15
Defense	29	31
Damage Tolerance	50 + 8d10	65 + 10d10
E.P. Value	175	540
Damage per Attack	2d8/ 1d10/ 1d10	2d10/ 1d10/ 1d10

Hippogriffs are composite creatures mixing horses with griffons. They possess the hindquarters of common equestrians. The front quarters are composed of the beak, head, wings, and talons of giant eagles. Their coats vary in coloration from white to brown or black. Many are speckled or have wide patches of contrasting colors like common horses. The stallions of the species have colorful and attractive plumage while that of the mares is generally rather drab and uniform.

Although their normal food consists of deer and small animals, they eagerly hunt for an occasional human feast.

These creatures make outstanding steeds if trained from hatching. Because of this, hippogriff eggs easily sell for 2500 silver pieces each if they are somehow kept alive.

Hippopotamus

(Behemoth, Beast of the Nile)

Habitat: The hippo spends most of its time wallowing in fresh water. They are often submerged so that only their eyes and nostrils break the water's surface.

Life Style: herbivorous territorial animal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 70

Strength: high

Size: large. Hippos weigh up to four tons, standing 5 feet tall at the shoulders.

Origin: The hippo is a native of Africa. It was closely associated with the Nile, since the river has historically supported a large population of the lumbering beasts. The term *hippo* literally means "river horse" and is believed to be the monster referred to as *behemoth* in the Old Testament, mainly because the hippo was the largest land animal known to the ancient Jews. The Egyptians themselves had an ambivalent attitude toward hippos. Male hippos were especially despised for the damage they inflicted on the crops. The evil Set was often depicted in the form of a hippopotamus. On the other hand, Set's wife, Tawaret, had a decidedly hippo form and was a symbol for childbirth.

Special Characteristics: A hippo will commonly charge on its first attack, inflicting double the stated damage (do not double any additional *Severity Damage*). If the charging attack is on a path leading toward the water, the hippo is likely to just keep on going and plunge into its watery sanctuary.

Recovery Time: 7

Absorption: 4

Surprise Adj.: -2

Attack Modes: bite

Attributes

PS	ST	AG	MD	PC	WP	FA
7	8	-3	--	-2	-4	-4

Hippopotamus Examples

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+12	+14
Defense	21	23
Damage Tolerance	200 + 5d10	225 + 7d10
E.P. Value	126	270
Damage per Attack	3d8	3d10
	Above Avg.	Exceptional
Combat Level	9	11
Attack Bonus	+17	+20
Defense	25	27
Damage Tolerance	250 + 9d10	300 + 11d10
E.P. Value	680	1890
Damage per Attack	4d8	4d10

The hippopotamus is a thick, bulky beast with a barrel-shaped body and four sturdy legs. Its head is nearly as wide as its body and is supported by a short neck that is at least as thick. The hippo's body is completely hairless, save for some whiskers on its wide, blunt snout and some bristles on its comparatively tiny tail. Their mouths are extremely large and have long canine tusks that reach lengths of up to 5 feet themselves. These are adapted to the vegetarian diet which hippos enjoy, but remain formidable weapons when employed in self-defense.

Hippos are fiercely territorial and are likely to attack anyone approaching too near the herd. Even so, it is rare for more than one or two hippos to charge at any given time. The rest are usually content to play in the water and simply enjoy the show.

Horse of Diomedes

Habitat: These fierce horses run wild across grassy plains hunting down any choice morsel of meat they can sink their teeth into.

Life Style: predatory animal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 150

Strength: high

Size: large

Origin: In Greek mythology, the hero Hercules was given twelve tasks, the eighth of which was the acquisition of the horses of king Diomedes. These beasts were untamable equestrians that fed on the flesh of men. Hercules was only able to calm them by feeding them the flesh of the evil king himself.

Special Characteristics: The Horses of Diomedes have an *Uncontrollable Lust for the Taste of Human(oid) Flesh*.

Recovery Time: 4

Absorption: 0

Surprise Adj.: -4

Attack Modes: bite/ hoof/ hoof

Attributes

PS	ST	AG	MD	PC	WP	FA
6	8	-2	--	2	-4	-2

Horse of Diomedes Examples

	Below Average	Average
Combat Level	3	5
Attack Bonus	+5	+7
Defense	20	22
Damage Tolerance	75 + 3d10	100 + 5d10
E.P. Value	25	63
Damage	1d8/1d6/1d6	1d10/1d8/1d8

	Above Average	Exceptional
Combat Level	7	9
Attack Bonus	+9	+12
Defense	24	26
Damage Tolerance	125 + 7d10	150 + 9d10
E.P. Value	162	400
Damage	1d12/1d10/1d10	1d12/1d10/1d10

The horses of Diomedes appear in every way like well-bred thoroughbred stallions and mares. Their coats are sleek and shiny, their muscles firm and well formed, and they have that spark of defiance in their eyes common to all great racing horses. The single characteristic that distinguishes them from all other equestrians is their insatiable hunger for meat. They prefer the savory and delectable taste of human flesh, but will settle for gazelles, sheep, horses, and even predators if the opportunity presents itself. Few visions can give lions nightmares like that of a herd of horses bearing down on the pride's alpha male and rending bloody chunks from his body as they completely devour him within minutes.

Hydra, Grecian

Habitat: Hydras inhabit watery areas such as bogs, swamps, and lakes where they take up residence in natural caves or rocky niches.

Life Style: solitary reptile

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 45 (land or water)

Strength: high

Size: large

Origin: The Grecian hydra was the offspring of Typhon and Echidna and was the sibling of the terrible three-headed dog Cerebrus. As his second task, Heracles was told to kill the hydra living in the marches of Leno near Argos. Various tales state the serpent had 9, 10, 50, or 100 heads, one of which was immortal due to its divine ancestry

To kill the beast, Hercules had to brave the foul air, poisoned by the hydra's venomous breath. Even more horrific, every time Hercules cut off one head, two immediately grew in its place. He solved this problem by

cauterizing the neck stump of every severed neck with a fiery brand.

Some historians believe the legend to have arisen from stories of the octopus, which has eight tentacles and one large bulbous head. (The octopus's real head thus representing the hydra's immortal one.) Since *hydra* literally means water, it is also possible that the myth initially assigned Heracles the task of damming a river flowing through a plateau or plain. The river would obviously overflow at each attempt, splitting into a pair of smaller currents just like the heads of the watery serpent.

Just for the record, Heracles never did kill the hydra's immortal head. He simply buried it under an enormous boulder.

Special Characteristics: The breath of a hydra fouls the air surrounding it. Any breathing creature within 10 feet of the hydra must make a *Luck Roll* with *Stamina* adjustments every turn. The *Luck Roll* must be made against a *Luck Threshold* equal to 15 plus half the monster's *Combat Level*. Failure indicates the hydra's assailant suffers the effects of a *Minimally Hazardous Killing Venom*. (See the **Poison** rules elsewhere in this book for details.) A strong wind, such as that created by the mage spells **Gale** or **Witch Wind**, disperses the vapors for as long as the breeze continues.

The bite of the hydra is even more frightening as it delivers a *Moderately Hazardous Killing Venom*. The *Luck Threshold* in this case equals 15 plus the monstrous viper's *Combat Level*. Keep in mind that once a single *Luck Roll* fails against this venom, all subsequent *Luck Rolls* automatically fail for that character and the poison doses accumulate (as per the **Poison** rules).

If a total of 75 damage is delivered to a given head, it is severed from the neck or smashed into a pulp. If this is done, two new heads sprout from the bloody stump after 1d6 turns. The neck then splits down the middle in the following turn giving complete freedom of motion for either head. The regeneration can be prevented if the neck stump is cauterized within two turns after cutting off the head. To cauterize the neck, someone must successfully "strike" the neck stump with a torch, hot brand, or fire spell. In any case, striking a neck stump generally requires a character to brave the wrath of the other heads, which tends to protect those regenerating.

Characters stating that they want to strike a head rather than the body may do so without suffering any penalties. After all, hydras don't have much else TO swing at. However, the assailants can only strike randomly at the writhing mass of serpents. The best the hydra's opponent can attain is a weighted roll toward a given head according to the following table:

# heads	die roll
2 to 4	d6
5 to 6	d8
7 to 8	d10
9 to 11	d12
12 to 14	d16*
15 to 19	d20

*roll a d6 and a d8. If the d6 is 4 or greater, add 8 to the d8.

Any rolled number greater than the number of heads strikes the intended location.

Perhaps the most devastating power of the hydra is its incredible regeneration powers. Any wound delivered directly to the body will heal completely within 2 turns of combat. In addition, it is extremely difficult to attack the body directly and still avoid its many deadly bites. Any character attempting to strike the body with a hand held weapon has his *Defense* reduced by a number of points equal to the number of heads the hydra possesses. Because of this, about the only way to kill a hydra is to follow Hercules' example.

Finally, hydras are excellent swimmers, are *Immune to Poisons* of all forms, and have an *Aversion to Fire*.

Recovery Time: 6

Absorption: 6

Surprise Adj.: -0

Attack Modes: bite (1 per head). As each head acts independently, each gains extra attacks in the event that the *Combat Level* of the monster greatly exceeds that of opponents.

Attributes

PS	ST	AG	MD	PC	WP	FA
5	6	-2	--	5	-3	-3

Grecian Hydra Examples

	Below Avg.	Average
Combat Level	7	9
Attack Bonus	+10	+13
Defense	21	23
Damage Tolerance	125 + 7d10	150 + 9d10
E.P. Value	216 + 18 per initial head	560 + 40 per initial head
Damage per Attack	2d4 per bite	2d4 per bite
	Above Avg.	Exceptional
Combat Level	11	13
Attack Bonus	+16	+19
Defense	25	27
Damage Tolerance	175 + 11d10	200 + 13d10
E.P. Value	1440 + 90 per initial head	3400 + 200 per initial head
Damage per Attack	2d6 per bite	2d6 per bite

The hydras of ancient Greek lore are large water serpents, each having a number of bobbing, weaving, and striking snakeheads. The serpent will rear up when startled and can reach standing heights as tall as 8 to 12 feet. Its heads will generally number anywhere from 3 to 12 (3d4) when first encountered.

The hydra has venom so poisonous that the air around the slithering creature is continually fouled with a noxious poisonous gas. These pungent fumes often act as the only warning to trespassing adventurers that their presence is not welcome.

Hydra skins are smooth and scaly like that of common snakes. They are decorated with a variety of patterns and colors although they tend toward the colorations of the more common water vipers. The skins are highly valued, because any armor fashioned from the material has the Absorption of Scale armor and the Encumbrance of Leather armor. In addition, if the leather is properly cured, some of the hydra's remarkable regenerative powers can be preserved. If properly removed from the creature (i.e. *Skinning Animals*) and preserved, the skin will regenerate at a rate of 1 point per turn. Obviously, this regeneration ability is not conferred to the wearer. A hydra skin can fetch as much as 8,000 silver pieces. Unfortunately, it requires a craftsman with at least 10th level in Leather Lore to properly cure and work the material.

Hydra blood is quite poisonous. Any sword or arrow dipped in the blood is coated with a single dose of a *Deadly Toxic Poison*. The blood's potency, however, lasts for only a month before completely deteriorating. Not even the most skilled apothecaries and alchemists have been able to extend the useful life of the brackish liquid.

Hyena

(Mimik-Dog)

Habitat: Hyenas inhabit the open spans of grassy plains and arid deserts. They are communal creatures that hunt at night in large packs consisting of up to twenty individuals. During the day, hyenas congregate underground in cool caves or burrows. These daytime clans often grow to a size of 100 or more.

Life Style: predatory pack animal

Wealth Type: incidental

Alignment: neutral

Cunning: below average.

Speed: 90

Strength: average

Size: medium. Individuals can grow to as large as 180 pounds.

Origin: The hyena is a native of Africa and Asia. The myths bestowing the ability of speech to hyenas probably arises from the high-pitched noises produced by the laughing hyena that resembles the sound of human laughter. It is likely that the hyena is also the origin of the Egyptian Mimik-Dog, which was supposedly able to imitate any voice and which was described as having the body of an ape and the head of a hedgehog. Considering that the hyena's hind legs are shorter than its front legs, it is not too difficult to believe that its body could be described as "ape-like."

One other interesting fact is that female hyenas possess a finger-like fleshy appendage resembling male genitalia. This undoubtedly is the basis for the belief that hyenas periodically change sex.

Special Characteristics: When hyenas hunt, they travel in packs to overpower their prey through force of numbers. Hunting packs range in size from half a dozen to twenty members with most having around ten individuals. Family packs, made of a number of separate hunting packs, congregate together during the day to provide excellent security for the group as a whole.

Hyenas have the ability of human speech and, in fact, are quite convincing in imitating voices. Treat this ability as

the mage spell **Warble**. (See *The Lexicon of Lore™* for details.)

Hyenas are *Afraid of Fire* and, unless they are starving, may generally be kept at bay with a small campfire.

Recovery Time: 7

Absorption: 0

Surprise Adj.: +1

Attack Modes: bite

Attributes

PS	ST	AG	MD	PC	WP	FA
0	1	0	--	2	-1	-3

Hyena Examples

	Below Avg.	Average
Combat Level	1	2
Attack Bonus	+2	+4
Defense	21	22
Damage Tolerance	15 + 1d10	15 + 2d10
E.P. Value	3	4
Damage per Attack	1d6	1d8
	Above Avg.	Pack Leader
Combat Level	4	6
Attack Bonus	+7	+10
Defense	24	26
Damage Tolerance	15 + 4d10	15 + 6d10
E.P. Value	14	24
Damage per Attack	1d10	1d12

human voices, often imitating those of the prey's companions.

Hyena populations are almost perfectly 50% male and 50% female. This arises from the fact that individuals change sex periodically, averaging once a year, to maintain this delicate balance. It is not known whether this change is a voluntary action or whether it is a purely biological function.

The hyena is a dog-like creature with strong jaws and sturdy teeth that are powerful enough to break bones with their crushing strength. The hyena's front two legs are longer than the hind legs causing the canine's back to slope down toward the rear. Its ears are upright like those of the wolf, but are somewhat larger giving the beast exceptional hearing. There are three basic species of hyena differing slightly in size and coloration. Some are spotted while others are striped. Even so, all are cunning, dangerous predators.

When men are encountered, the pack will often attempt to isolate a single individual by calling out in pleading

Imdugud

(Anzu bird, Ningirsu)

Habitat: The Imdugud nest high in the mountains next to deserts, some say they actually dwell in the clouds. They most commonly appear hunting immediately before and after rainstorms.

Life Style: desert predator

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 15 (180 flying)

Strength: above average

Size: large

Origin: Imdugud originates in Babylonian mythology as Enki's thunderbird. As the god of water, Enki needs someone to carry the rains. Imdugud serves that purpose and represents the south wind. Its roar can be heard every time thunder rumbles across the land.

Special Characteristics: Imduguds have the unusual power to summon rain as the mage spell **Rain Call**. They use this ability to draw out desert creatures in need of moisture to ease the task of hunting.

In addition, the Imdugud's roar acts similar to the priest Nature spell **Thunderclap**. Anyone hearing this roar must make a *Luck Roll* with *Willpower Adjustments* against a *Luck Threshold* equal to 15 plus the Imdugud's *Combat Level*. Failure indicates the individual flees in panic for 1d4 turns.

Recovery Time: 7

Absorption: 0

Surprise Adj.: -2

Attack Modes: beak

Attributes

PS	ST	AG	MD	PC	WP	FA
4	3	-4	--	5	-4	-4

Imdugud Examples

	Below Avg.	Average
Combat Level	4	6
Attack Bonus	+7	+10
Defense	20	22
Damage Tolerance	70 + 4d10	75 + 6d10
E.P. Value	35	60
Damage per Attack	3d6	4d6
	Above Avg.	Exceptional
Combat Level	8	10
Attack Bonus	+13	+16
Defense	24	26
Damage Tolerance	80 + 8d10	85 + 10d10
E.P. Value	125	360
Damage per Attack	4d6	5d6

Imdugud are handsome birds. They have the heads of lions and the bodies of giant eagles with plumage the color of dark thunderclouds. Their thunderous roar is not only deafening, but is also likely to inspire terror in all who hear it.

Imduguds are strictly carnivores and, being opportunistic desert hunters, are apt to make meals of any passing travelers encountered. They are not scavengers, though, so any offerings of meat to dissuade an attack will go unheeded. Imduguds insist on a diet of freshly killed flesh, so the only offering that has any potential of satisfying this fearsome predator is that of a living creature. In a desert, one's camel represents one's very life, so your best bet for survival is to purposefully stumble while running into battle, being careful to regain your balance by pushing one of your less valuable companions to the ground at the Imdugud's feet.

J

Jackal

(Upuat, Ap-Uat)

Habitat: Jackals dwell most commonly in woodland and prairie regions. They center their hunting grounds on cemeteries since their main staple consists of the bodies freshly entombed in crypts and graveyards. They hunt in packs mainly at night in small packs three to ten individuals.

Life Style: nocturnal predatory pack animal

Wealth Type: incidental

Alignment: neutral

Cunning: low.

Speed: 100

Strength: below average

Size: small to medium.

Origin: The jackal is a native of Africa and Asia and is a scavenger that commonly feeds on carrion. Consequently, it was closely identified with death and decay. This tie was so strong that in ancient artwork the jackal traded its normally reddish-brown coloration for a uniformly black coat.

Special Characteristics: Jackals have an *Affinity for Undead Creatures* and can sense them as the Priest Divination spell **Death Perception**. In addition, they have the ability to assume an ethereal form once per day as the mage spell **Ghostly Form** (see *The Lexicon of Lore™* for details). Both powers are cast at spell levels equal to the jackal's *Combat Level*.

Jackals are *Afraid of Fire* and, unless they are starving, may generally be kept at bay with a small campfire.

Recovery Time: 7

Absorption: 0

Surprise Adj.: +1

Attack Modes: bite

Attributes

PS	ST	AG	MD	PC	WP	FA
-1	0	2	--	2	-4	-4

Jackal Examples

	Below Avg.	Average
Combat Level	1	2
Attack Bonus	+3	+5
Defense	23	25
Damage Tolerance	10 + 1d10	10 + 2d10
E.P. Value	3	4
Damage per Attack	1d4	1d6
	Above Avg.	Pack Leader
Combat Level	4	6
Attack Bonus	+8	+11
Defense	27	29
Damage Tolerance	10 + 3d10	15 + 4d10
E.P. Value	14	24
Damage per Attack	1d8	1d8

The jackal is a dog-like creature with pert upright ears resembling those of a well-groomed Doberman pinscher. It is a lithe creature, having far less bulk than the hyena and wolf. Jackal heads taper into long snouts and their limbs are quick and graceful. Overall, their physical form is quite similar to that of the greyhound. However, their fur is glistening black and their cold eyes hold none of the adoration and love conveyed by those of domesticated canines.

Jackals have as strong an attraction to the undead as most dogs have for their masters. This affection arises from the highly successful symbiosis afforded by the jackal / undead relationship. The ghoul is aided in its horrific murderous campaigns and the jackal obtains a sense of purpose and a healthy diet. The jackal is truly manes' best friend.

Jinni

(Jinee, Genie)

Habitat: Jinn seem to have a fondness for the dry air of arid regions and, of course, they are well known to inhabit dirty old brass lamps.

Life Style: elemental spirit

Wealth Type: nil

Alignment: neutral evil or neutral good

Cunning: average

Speed: 150 flying

Strength: below average

Size: small (1 to 2 feet tall)

Origin: The jinni comes to us from Arabian folklore and was made famous by the *Arabian Nights*. Some tales describe jinni as being creatures of fire and smoke. Others speak of invisible helper “genies” that hover near their mortal wards as guardian angels. This description downplays the jinn’s fiery aspects and focuses more on its aerial characteristics.

Special Characteristics: Like all air elementals, jinni are *Immune to Cold and Air-Based Weapons* and are unaffected by *Severity Damage*.

A jinni may use the mage spells **Poof!** and **Invisibility** at will, once per turn: These powers may be summoned or dismissed by the elemental at any time. Those of at least above average power may use the mage spell **Gale** and those of exceptional power may create a **Bolt of Force**. All spells are cast at a spell level equal to the elemental’s *Combat Level*. See *The Lexicon of Lore™* for details.

A jinni can see any creature in contact with air, regardless of lighting conditions, so long as no obstruction blocks its view.

Recovery Time: 5

Absorption: 0

Surprise Adj.: -2

Attack Modes: air blast

Attributes

PS	ST	AG	MD	PC	WP	FA
-4	1	9	4	2	-1	0

Jinni Examples

	Below Avg.	Average
Combat Level	0	1
Attack Bonus	+4	+5
Defense	31	32
Damage Tolerance	1	1d4
E.P. Value	9	15
Damage per Attack	1	1
	Above Avg.	Heroic
Combat Level	3	6
Attack Bonus	+7	+11
Defense	34	38
Damage Tolerance	1d10	5 + 1d10
E.P. Value	25	30
Damage per Attack	1d4	1d6

Jinn are minor air elementals that are normally invisible to human eyes. When they do make an appearance, jinns possess a muscular human upper torso, head, and arms while its lower extremities resemble puffy clouds of vapor. Since jinn are so weak, they are highly vulnerable to magical manipulation. In fact, it is not unheard of for a powerful mage to permanently trap one of these flickering elemental spirits in a ring or lamp, forcing it to serve for extended periods as a personal servant.

The majority of jinn fall into the “below average” and “average” categories and are no larger than a human infant. However, more powerful jinn exist which are decidedly larger. The more powerful the jinn, the larger its form. In fact, the awesomely mighty djinn, which are renowned for granting wishes, are really nothing more than jinni with visions of glory.

K

Ka

(Egyptian Ghost)

Habitat: Kas are undead spirits that linger in and around the crypts and tombs where their bodies lie. Here they wait for gifts of food and wine to be brought from which they obtain their own nourishment. They do not actually eat the food itself but rather consume the ka, or life energy, of the food. If such sacrifices have been long in coming, the ka is likely to drain the life energy from anything it encounters.

Life Style: undead spirit

Wealth Type: incidental

Alignment: antisocial evil

Cunning: average

Speed: 55

Strength: nil

Size: medium

Origin: The ka is an Egyptian spirit that represents one of the five aspects of the Egyptian soul (along with the Akh, Ba, Khu, and Khaib). The ka represents the life-energy of the soul that demands nourishment from other kas.

Special Characteristics: This creature is *Immune to Frost and Mental Spells*, is not adversely affected by *Severity Damage*, is *Immune to all but Magical Weapons*, is *Susceptible to Holy Water*, and is *Afraid of Sunlight*.

The touch of a ka drains the life sustaining essence from the item touched as the mage spell **Draining Touch**. In addition, the ka may use the Arcane Lore spells **Leech** and **Lifelett** at will. All spells are cast at a spell level equal to the ka's *Combat Level*. (See *The Lexicon of Lore™* for details.) Any time a **Draining Touch** or **Leech** is used, the life essence drawn from the target is used to magically erase any wounds the spirit has sustained.

Because of their ethereal natures, kas can pass through walls and other barriers without hindrance. In addition, the spirit can simply "fade" from existence only to reappear at a later time. Finally, bas are *Immune to all but Magical Weapons*.

Recovery Time: 6

Absorption: 0

Surprise Adj.: -1

Attack Modes: touch or see below

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	3	0	0	1	1

Ka Examples

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+8	+11
Defense	26	28
Damage Tolerance	25 + 5d10	30 + 7d10
E.P. Value	120	210
Damage per Attack	1d8 + 5	1d8 + 7
	Above Avg.	Exceptional
Combat Level	9	11
Attack Bonus	+14	+17
Defense	32	34
Damage Tolerance	35 + 9d10	40 + 11d10
E.P. Value	550	1200
Damage per Attack	1d8 + 9	1d8 + 11

A ka is an undead spirit that represents the life-energy of a dead person. When seen, the ka is revealed to be a ghost having the same appearance, stature, and mannerisms as its former living body. Its duty is to tend to the crypt and greet visitors who bring gifts to nourish the soul of the tomb's buried occupant. Often, statues of the deceased are placed in the tombs to provide a comfortable abode for the otherwise lonely ka.

Kampe

(Campe)

Habitat: Depending on the form taken by a Kampe, it can live by ambulating across the ground, by sailing through the air to high mountaintops, or plumbing to the deepest parts of the briny sea. In other works, a Kampe can make a home wherever it can find a meal.

Life Style: territorial predator

Wealth Type: incidental (although Kampes are occasionally used to guard treasure hoards).

Alignment: pure neutral to antisocial unlawful evil, depending on cunning.

Cunning: low to genius

Speed: 60 (150 flying)

Strength: below average to high, depending on size

Size: small to huge. See examples.

Origin: Kampe is possibly the most “Lovecraftian” monster extant in mythology. Kampe was an ancient monster of Greek mythology set by Kronos to keep watch over the Cyclopes, one-eyed giants, and Hekatonkheires, men having 100 hands each. She was a composite creature with the head and torso of a gigantic woman covered in the scales of a sea monster. Serpents writhed from her head in place of hair and a scorpion tail sprouted from the back of her neck and arched over her head. Huge dark wings sprouted from Kempe’s shoulders and her arms ended in claws like sickles. From her waist sprouted the heads of 50 wild beasts including lions and boars frothing at the mouth. Further down, she had the serpentine body of a huge dragon with a thousand vipers for feet.

Special Characteristics: As a Kampe ages, it slowly grows to tremendous size. Young Kampes start out about the size of a large rabbit or small dog, but 5% of the weight of everything a Kampe eats throughout its lifetime goes into increasing its size. Over the course of years, it can grow to become truly monstrous. There is no known limit to how large a Kampe can grow.

The creature’s mimicked by a Kampe determines its special characteristics. The Kampe gains pertinent physical characteristics of a mimicked creature, but cannot duplicate magical ones. For example, a Kampe that sprout’s a viper’s head will gain the effects of viper venom for that particular head. But, a Kampe that sprouted the head of a dragon could not thereby breathe flame.

Recovery Time: 8

Absorption: see examples

Surprise Adj.: -0

Attack Modes: A Kempe uses bites, claws, and stings of various forms and in various numbers, depending on its size. Note that, since each head acts independently, each head gains extra attacks if its *Combat Level* greatly exceeds that of its opponents.

Attributes (Small)

PS	ST	AG	MD	PC	WP	FA
-2	0	0	--	2	-4	-4

Attributes (Medium)

PS	ST	AG	MD	PC	WP	FA
2	2	-2	0	4	-2	-2

Attributes (Large)

PS	ST	AG	MD	PC	WP	FA
9	7	-4	1	6	0	0

Attributes (Huge)

PS	ST	AG	MD	PC	WP	FA
12	10	-6	2	8	2	2

Kampe Examples

	Well Below Avg.	Below Average
Combat Level	2	4
Size	Small	Medium
Attack Bonus	+4	+6
Defense	18	22
Absorption	0	2
Damage Tolerance	30 + 2d10	60 + 4d10
E.P. Value	6	35
Damage per Attack	1d4 x 2	1d6 x 4
	Average	Above Average
Combat Level	6	9
Size	Medium	Large
Attack Bonus	+9	+12
Defense	23	25
Absorption	4	6
Damage Tolerance	120 + 6d10	240 + 9d10
E.P. Value	144	880
Damage per Attack	1d8 x 6	1d10 x 9

	Well Above Avg	Exceptional
Combat Level	12	14
Size	Large	Huge
Attack Bonus	+16	+18
Defense	26	27
Absorption	8	10
Damage Tolerance	300 + 12d10	400 + 14d10
E.P. Value	3150	6300
Damage per Attack	1d12 x 12	2d8 x 14

Kempes are essentially writhing masses of serpentine tentacles with a chaotic assortment of physical features taken from other beasts. They are the ultimate in composite creatures and are a terror to behold.

Kampes reproduce by "budding". When one of a Kampe's animal-headed tentacles reaches a certain unspecified age, it will simply twist itself free from its "mother's" form and slither away.

Kampes have the remarkable ability to alter portions of their physical forms to take on the characteristics of other creatures. Each Kampe is limited in the types of forms that it can take, though. No two mature specimens seem to have the same "repertoire" of forms. The reason for this is that a "newborn" Kampe is restricted to the single animal form possessed at birth. Every time a Kampe consumes a creature whose physical makeup is new to it, the Kampe's physiology learns how to take on aspects of that form. Obviously, this only pertains to living creatures, not demons or other spiritual beings. So, a Kampe that devours a bunny rabbit is capable of producing a tentacle tipped with a fuzzy cottontail or a ravenous man-eating bunny head complete with floppy ears. If it found itself in a cold climate, that same Kampe could cover its undulating tentacles with warm bunny fur.

Note that the Kampes' ability to duplicate the characteristics of other creatures gives the larger specimens a higher intelligence. The more massive the Kampe, the larger the brain it can support. Unfortunately, that means that some of the largest Kampes are genius-level monsters. A few have even been known to cast spells.

Ker

Habitat: Keres are spiritual beings that can be found in any clime.

Life Style: demonic spirit

Wealth Type: incidental

Alignment: antioicial lawful evil

Cunning: high

Speed: 80 (200 flying)

Strength: above average

Size: medium

Origin: The keres were demons under the control of the Grecian Fates and Furies. Their task was to rip the souls from the bodies of those who died a violent death, such as in battle. In essence, they were the Greek's version of an Angel of Death. They also exacted punishments on anyone judged harshly by the gods.

Special Characteristics: Once per day, a ker may transfer wounds from its body to a single living target as the priest Curse spell **Touch of Death**. They are also able to assume an ethereal form at will as the mage spell **Ghostly Form**. Treat these abilities as if cast at a spell level equal to the Ker's *Combat Level*.

Like other spiritual beings, magic weapons are required to strike Keres and they are unaffected by *Severity* damage.

Recovery Time: 6

Absorption: 0

Surprise Adj.: -0

Attack Modes: bite / claw / claw

Attributes

<i>PS</i>	<i>ST</i>	<i>AG</i>	<i>MD</i>	<i>PC</i>	<i>WP</i>	<i>FA</i>
3	3	0	4	2	1	2

Ker Examples

	Below Avg.	Average
Combat Level	9	11
Attack Bonus	+14	+17
Defense	32	35
Damage Tolerance	75 + 9d10	100 + 11d10
E.P. Value	440	1275
Damage per Attack	1d10 / 1d8 / 1d8	1d12 / 1d8 / 1d8
	Above Avg.	Heroic
Combat Level	13	15
Attack Bonus	+20	+23
Defense	38	41
Damage Tolerance	125 + 13d10	150 + 15d10
E.P. Value	2250	3780
Damage per Attack	2d8 / 1d8 / 1d8	2d8 / 1d10 / 1d10

A ker is a viscious demoness of death with razor sharp claws and long white teeth. From her shoulders grow a large pair of powerful pitch-black wings capable of transporting her at great speed. These spirits have an insatiable appetite for warm blood, as is demonstrated by the ample red stains on their robes. They will generally feast on their victim's life fluid after having torn their souls free to send them on their way to Hades. Despite their malevolence, keres know their place in the divine hierarchy and will usually bow to the will of the other gods if given a direct order. This is especially true to commands given by Zeus, the Fates, or priests acting on their behalf.

Khnum

Habitat: Being vegetarians, the khnum prefer the rich fertile lands found in river basins. Here their expert farming skills can be put to good use in the cultivation of a variety of crops. These ram-men are hardy souls, however, and have been known to thrive in arid regions as well, wherever there can be found a reasonably reliable source of water.

Life Style: humanoid

Wealth Type: monetary

Alignment: social neutral good to social lawful good

Cunning: average

Speed: 75

Strength: average to above average

Size: medium

Origin: Khnum is the name of a ram-headed Egyptian deity that had a relatively small following. Khnum was a creator-god and credited with providing the soil its fertility. Probably as a result of his links both to creativity and to the earth, he was also closely associated with the molding of clay into pottery.

Special Characteristics: All khnum are strict vegetarians, subsisting mainly on a staple diet of grains and leafy vegetables. In addition, they all practice the talents of *Artistry* and *Gardening* and the skill of *Creating Herbal Balms* that they utilize at a skill level equal to their *Combat Levels*.

Recovery Time: by weapon or 7 (butt)

Absorption: 0

Surprise Adj.: 0

Attack Modes: by weapon or butt. Khnum commonly wield staves and clubs in battle, preferring to avoid inflicting fatal wounds on their misguided opponents when possible. If pressed into combat unarmed, a khnum will attack with its rock-hard ram horns.

Attributes

PS	ST	AG	MD	PC	WP	FA
2	2	0	2	2	1	3

Khnum Examples

	Below Avg.	Average
Combat Level	3	5
Attack Bonus	+6	+9
Defense	24	27
Damage Tolerance	50 + 2d10	50 + 3d10
E.P. Value	25	54
Damage per Attack	2d4 or by weapon + 3	2d4 or by weapon + 4

	Above Avg.	Heroic
Combat Level	7	11
Attack Bonus	+12	+17
Defense	30	35
Damage Tolerance	50 + 4d10	50 + 5d10
E.P. Value	126	900
Damage per Attack	2d6 or by weapon + 4	2d6 or by weapon + 5

Khnum (pronounced kahnoom) are sturdy humanoids with the heads of rams and the bodies of ordinary men. Obviously, their heads are their most distinguishing characteristic. Their horns do not have the almost circular inward-sweeping curve of most domesticated rams. Instead, they corkscrew from the khnum's temples in an outward spiral. The coloration of their hair, however, is significantly similar to the ordinary bighorn. Many are pure white, but a significant number are black or are mottled with patches of brown.

Khnum are a remarkably humble and peaceful race possessing great creativity and strength of character. They are far more interested in the domestic trials of farming and in the earthy pastimes of pottery and sculpture than in the oftentimes self-centered motivations of man. Even so, they recognize that the roles they must play in the world's affairs must sometimes take them beyond the boundaries of their well-tended fields. Farming is their preferred lifestyle because they have a strong sense of duty to the earth, not because they are filled with the timidity of their wooly cousins tended by shepherds.

Khnum have their own spoken language that consists of a series of bleats, mews, and grunts. Even so, most speak at least one human tongue fluently. They are quite articulate and have low soothing voices well suited to the priesthood and politics.

Khnum are capable of learning any human profession, although mages are rare while peasants and priests are quite common. Khnum priests worship the ram-headed Amun or Ra, who is portrayed with a ram's head when venturing through the underworld.

Khons

Habitat: Khonsi do not settle down in any place for long. They are wanderers that can be encountered in nearly all climes. Even so, they tend to congregate in areas where lost knowledge is believed to lie awaiting discovery. Consequently, large khonsi groups have been spotted digging in the sands of blistering deserts where ancient cities were supposedly buried by tremendous sandstorms.

Life Style: nomadic humanoid

Wealth Type: monetary

Alignment: neutral to lawful good

Cunning: above average to high

Speed: 75

Strength: average

Size: medium

Origin: Khons was a minor Egyptian moon god (like the better known Thoth) whose name means "wanderer" and which was commonly depicted wrapped in a mummy's shroud. Although he was most often depicted with a human's head, the baboon also represented him. One of Khons's aspects, called "the provider," supposedly had the ability to drive out evil spirits.

Special Characteristics: Khonsi have a *Lust for Knowledge* of all kinds, especially that of the arcane variety. Most khonsi know several human languages and have the talents of *Reading and Writing*, *Ciphering*, and *Reading Hieroglyphics*.

In their wanderings, individual khonsi pick up important survival knowledge. In any group of 10 or more, each of the following skills and lore will be known by at least one khons (although rarely will any given individual know them all): *Creating Herbal Balms*, *Desert Lore*, *Finding Traps*, *Forest Lore*, *Ghost Lore*, *Interrogating*, *Mathematics*, *Mythology*, *Navigating*, *Plains Lore*, *Removing Traps*, *Setting Rural Traps*.

Recovery Time: by weapon or 7 (bite)

Absorption: 0

Surprise Adj.: 0

Attack Modes: by weapon or bite. Khonsi tend to wield swords of all types in battle, although individuals have demonstrated proficiency with a wide assortment of weapons. Khonsi are loath to attack with their bestial fangs, as they believe themselves to have risen above such savage acts. If pressed into combat unarmed, however, they will dispense with their biases.

Attributes

PS	ST	AG	MD	PC	WP	FA
0	1	3	2	3	3	0

Khons Examples

	Below Avg.	Average
Combat Level	3	6
Attack Bonus	+5	+9
Defense	25	28
Damage Tolerance	25 + 2d10	25 + 3d10
E.P. Value	15	36
E.P. Value (spellcaster)	20	60
Damage per Attack	1d6 or by weapon	1d6 or by weapon + 1
	Above Avg.	Heroic
Combat Level	9	12
Attack Bonus	+13	+17
Defense	31	36
Damage Tolerance	25 + 5d10	25 + 6d10
E.P. Value	200	875
E.P. Value (spellcaster)	320	1375
Damage per Attack	1d8 or by weapon + 2	1d8 or by weapon + 3

Khonsi are humanoids with the bodies of ordinary men and the heads of baboons. As such, they have long dog-like snouts and large vicious fangs. Their foreheads are low like many other primates, but their eyes show an intelligence and dignity far beyond that of normal monkeys. Khonsi hair is bushy and brown, often extending out the shoulders and acquiring a silver tint as an individual ages. They dress themselves in a variety of human fashions, depending on the culture in which they find themselves. However, they are best known for the rags and strips of cloth that they wrap around their bodies when traveling in arid regions. This dress was acquired from the desert-dwelling sokar along with their tendency to travel at night to escape the sweltering heat. In this garb, the khonsi look like mummies shambling over the dunes with only moonlight to guide them

Khonsi thirst for knowledge and will go to great lengths to acquire it. They are not malicious, however, and possess their own moral code that is always strictly followed. Their code provides no compunction against raiding the tombs of the dead or uncovering hidden vaults but draws the line at inflicting unnecessary pain or anguish on others. Of course, the term “unnecessary” is open to interpretation and there are a few khonsi that take a very liberal view of the word’s meaning.

Khonsi are usually willing to barter and trade with other races, especially if they believe some hints to the whereabouts of undiscovered scrolls can be gleaned. Since the khonsi are not really craftsmen or farmers, often the only thing they possess with which they can bargain is the knowledge they have accumulated. Consequently, they are generally unwilling to part with their hard-earned trivia without due compensation.

Most khonsi speak a variety of human languages and are believed to possess a language all their own, although they rarely use this tongue when strangers are within earshot. Khonsi are extremely intelligent and are well able to follow any career or profession practiced by men. Mages are relatively common among the khonsi, especially illusionists and Thaumaturgists. Khonsi priests worship Thoth, the Egyptian god of learning and knowledge.

Khu

(Egyptian Living Name)

Habitat: Khus are undead spirits that tend to dwell in and around the crypts and tombs where their mummies were laid to rest. If the tomb is disturbed, the khu will seek revenge on those participating in the desecration.

Life Style: undead spirit

Wealth Type: incidental

Alignment: antisocial evil

Cunning: average

Speed: 55

Strength: nil

Size: medium

Origin: The khu is an Egyptian spirit that represents one of the five aspects of the Egyptian soul (along with the Akh, Ba, Ka, and Khaib). The Egyptians believed that the name of a person or thing was a living entity. Knowing the name gave one power over it. The khu specifically represents the living name of the deceased.

Special Characteristics: This creature is *Immune to Frost and Mental Spells*, is not adversely affected by

Severity Damage, is *Immune to all but Magical Weapons*, is *Susceptible to Holy Water*, and is *Afraid of Sunlight*.

Since the khu derives its power from its own name, it can take control over any creature that lacks a name. Thus, a khu can possess wild animals but is impotent against people and pets.

A khu may attempt to possess one (unnamed) animal every night. Allow the animal a *Luck Roll* with *Willpower* adjustments. Once the khu takes possession, it has complete control over the animal's actions and has a *Combat Level*, *Defense*, and *Attack Bonus* equal to the khu's. Nevertheless, by possessing the animal, it has effectively given it a name and is therefore trapped within the creature until the animal dies. Upon the animal's demise, the khu flees to either attack directly or possess another animal.

Only attacking a khu outside its animal host can kill it. Nevertheless, any character doing so risks infection from a terrible plague. Whenever a khu touches someone directly, he must make a *Luck Roll* with *Stamina* adjustments. Failure indicates he has contracted **Rot** (as per the Religious Curse spell described in *The Lexicon of Lore™*).

Anyone knowing the khu's name has complete power over it. The khu must obey all commands explicitly stating its name.

Because of their ethereal natures, a khu that is free from any host can pass through walls and other barriers without hindrance. In addition, the spirit can simply "fade" from existence only to re-appear at a later time.

Recovery Time: 6

Absorption: 0

Surprise Adj.: -1

Attack Modes: touch or see below

Attributes

PS	ST	AG	MD	PC	WP	FA
--	--	3	2	1	0	1

Khu Examples

	Below Avg.	Average
Combat Level	6	8
Attack Bonus	+9	+11
Defense	29	31
Damage Tolerance	25 + 6d10	30 + 8d10
E.P. Value	198	380
Damage per Attack	plague	plague
	Above Avg.	Exceptional
Combat Level	10	12
Attack Bonus	+13	+15
Defense	33	35
Damage Tolerance	35 + 10d10	40 + 12d10
E.P. Value	930	1905
Damage per Attack	plague	plague

A khu is an undead spirit that embodies the living name of a dead person. The khus of executed criminals, suicides, and drowning victims are particularly dangerous. Angry at the living who drove them to their fate, these spirits attempt to kill any people they encounter. Often a khu haunts its own family in revenge for its unhappy demise.

When encountered outside of a host, the khu has an appearance similar to that of a Will-o-wisp. It looks like a small flame that darts through the air illuminating the area surrounding it. Because of this appearance, the Egyptians use a symbol of fire to represent a person's khu.

L

Lamassu

(Shedu)

Habitat: Lamassu live in desert regions, although they usually dwell near oases if possible. Many lamassu act as self-appointed guardians for forgotten holy sites, such as temple ruins.

Life Style: territorial guardian

Wealth Type: hoard

Alignment: social lawful good.

Cunning: exceptional

Speed: 115 (150 flying)

Strength: high

Size: large. Most lamassu are approximately the size of a full-grown bull. However, a few have been reported to be 35 feet tall. These are undoubtedly exceptional specimens.

Origin: The lamassu comes to us from Mesopotamian mythology where it essentially viewed as a guardian angel. The lamassu was depicted as either a bull or a lion with a human head and wings. It was also known as a shedu, the plural of which is shedubim, which is the origin of the term cherubim.

Special Characteristics: Lamassu are powerful Ashipu priests, well practiced in the arts of exorcism and wrath. Treat each Lamassu as having a Piety level equal to its Combat Level and choose priests spells appropriately, concentrating mainly in the areas of Miracle and Wrath.

In addition, all lamassu have the innate ability to hide themselves as the mage spell **Obscurement** which they can use at will. Treat the spell as being cast at a spell level equal to the lamassu's Combat Level.

Recovery Time: 8

Absorption: 2

Surprise Adj.: -0

Attack Modes: hoof/ hoof

Attributes

PS	ST	AG	MD	PC	WP	FA
9	7	0	--	4	3	5

Lamassu Examples

	Below Avg.	Average
Combat Level	6	9
Attack Bonus	+11	+14
Defense	28	31
Damage Tolerance	200 + 6d10	225 + 9d10
E.P. Value	252	840
Damage per Attack	2d8/ 2d8	2d10/ 2d10
	Above Avg.	Exceptional
Combat Level	12	14
Attack Bonus	+18	+21
Defense	34	36
Damage Tolerance	300 + 12d10	375 + 14d10
E.P. Value	3085	9900
Damage per Attack	4d6/ 4d6	5d6/ 5d6

The lamassu is a large winged bull with the head of an enormous human. They are by nature very kind and gentle creatures, but have a tendency to look at the world in terms of black and white. Their morals are ancient and very strict, but these holy beings are patient with the uneducated. If questioned, a lamassu will talk unendingly about his religious beliefs and will do his utmost to sway the questioner toward the path of righteousness.

Anyone that shows a sincere interest in a lamassu's religion is likely to gain an unexpected guardian. The lamassu will use his powers of Obscurement to follow the new initiate unseen to ensure his safety. As long as his charge remains true to his new found faith, the lamassu will do its very best to ensure a long and prosperous life. However, the lamassu is likely to take great offense at the slightest infraction of the religious law and will make its displeasure known. Any major violation will instantly win the lamassu's contempt, which will, at the least, result in the lamassu sorrowfully abandoning his charge to his own fate.

Many lamassu view themselves as the guardians and final preservers of the ancient and only true means to salvation. As such, when they have no devout followers to shepherd, lamassu will often dwell in and about the old ruins of long forgotten religious sites.

It is unknown how the lamassu reproduce, because the only specimens ever observed are male. It is possible that the females of the species simply find it beneath their dignity to reveal themselves.

Lar

Habitat: Lares are protective ghosts who have re-entered the land of the living to serve as guardian spirits to friends and relatives. They enter the living realm through deep cracks, caves, and other earthen openings. Once on the surface, they seek out familiar surroundings, usually a past home.

Life Style: restless spirit (technically undead, but it sure doesn't act like it).

Wealth Type: incidental

Alignment: good

Cunning: average

Speed: 50

Strength: average

Size: medium

Origin: A form of mane, lares were beneficent ghosts of ancient Roman lore. They are related to the Roman lemures and larvae but are not feared or despised, as are these evil kindred. Rather, they are revered and even sometimes worshipped like the Penates.

Special Characteristics: Similar to a poltergeist, a lar can throw, carry, wield, and otherwise manipulate articles weighing no more than 5 pounds. They retain all skills possessed in life, so some lares can prove to be quite formidable.

Lares may cast the religious Miracle spell Lift Curse and the Healing spell Panacea once per day. See *The Lexicon of Lore™* for details.

Because of their ethereal natures, lares can pass through man-made walls and other such non-magical barriers without hindrance. In addition, the spirit can simply "fade" from existence only to re-appear at a later time. Even so, these spirits cannot pass through natural, unworked rock. Whether this is an actual physical limitation of lares or it simply never occurs to them to try is unknown.

Lares are Immune to Cold and Mental Spells, are not adversely affected by *Severity Damage*, and are Immune to all but Magical Weapons. Unlike other undead forms, lares are NOT Susceptible to Holy Water and have no Aversion to Sunlight (and are unharmed by sunlight based spells).

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: -0

Attack Modes: by weapon (Lares are not aggressive, but if a friend or relative is threatened a lar will utilize

whatever weapons are at hand in his defense.) Lares prefer spears and short swords.

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	1	2	0	1	1

Lar Examples

	Below Avg.	Average
Combat Level	1	2
Attack Bonus	+4	+5
Defense	22	23
Damage Tolerance	5 + 1d10	5 + 2d10
E.P. Value	51	62
Damage per Attack	by weapon	by weapon
	Above Avg.	Exceptional
Combat Level	4	6
Attack Bonus	+9	+11
Defense	25	27
Damage Tolerance	10 + 4d10	15 + 6d10
E.P. Value	100	150
Damage per Attack	by weapon	by weapon + 2

Lares are ghosts of the saintly dead. Although these spirits usually travel unseen, they do occasionally present visible apparitions. Their ghostly images are sometimes substantial enough to be recognized by past companions and relatives. Although a lar's appearance is pleasant for any ally to behold, enemies see a terrifying and grotesque rotting corpse.

Lares are dangerous only to those directly threatening their living blood relatives or the homes in which they live. Their entire motivation centers on the family's well being and prosperity. Obviously, any family overseen by one of these guardians is lucky indeed.

Larvae

Habitat: Larvae are minor evil spirits who voraciously feed on both the evils and flesh of man. When encountered in the mortal realm, they are usually found gorging themselves on rotting corpses. They have even been found within the putrid flesh of the walking dead.

Life Style: demonic spirit

Wealth Type: incidental.

Alignment: evil

Cunning: below average

Speed: 1

Strength: low

Size: small (1 to 3 inches in length)

Origin: A form of *manes*, larvae were malevolent spirits of ancient Roman lore similar to minor demons. They were closely related to the Roman lemures and were sometimes believed to be the ghosts of men who died with no surviving relatives. They were feared and utterly despised.

Special Characteristics: Each larvae is somewhat unique. Each has the ability to cast a single minor curse. The power may be selected from the religious Curse spells or you may make up one of your own. Some common curse selections are: **Babble**, **Dithering**, **Double Vision**, **Enmity**, **Frailty**, **Jinx**, **Rot**, **Seven Deadly Sins**, and **Unavoidable Target**. The chosen power may be used once per day. See *The Lexicon of Lore™* for further details.

Larvae secrete an extremely slippery goo which enables them to quickly ambulate through tiny passages. Unfortunately, this lubricant makes it very difficult to get a firm grip on these disgusting little worms. Every time a larvae is grabbed, it is entitled to a *Luck Roll* to slip out of the grasp.

Larvae are not adversely affected by *Severity Damage*, are Immune to all but Magical Weapons, are Susceptible to Holy Water and are Afraid of Sunlight.

Recovery Time: 7

Absorption: 0

Surprise Adj.: -0

Attack Modes: bite. Once a larvae successfully bites its victim, it clamps on and begins to greedily burrow into the victim's flesh. The larvae will have completely entered the victim's body within 2d4 turns. Once it is securely enclosed within its host's flesh, the larvae will bring as much misery into its host's life through whatever curses it

can muster. Once the nasty little grub grows bored, however, it will simply feed until the host dies.

Attributes

PS	ST	AG	MD	PC	WP	FA
-4	-4	-4	--	-2	-2	-3

Larvae Examples

	Nominal
Combat Level	0
Attack Bonus	+0
Defense	5
Damage Tolerance	1
E.P. Value	2
Damage per Attack	1 (per turn)

Larvae are very minor evil spirits. They are usually depicted with slimy, ambulating, maggot-like bodies possessing heads with distorted human features. They completely lack limbs of any sort but have unusually large eyes and wide mouths.

Larvae are so insignificant in the diabolical hierarchy that they are often categorized below imps, which is quite a feat in itself. Some scholars believe that larvae are the tormented spirits of evil and greedy men who are receiving their just rewards for impious lives. Others insist that larvae have no relation to mankind and that they merely make up the lowest rank of minor demons. Whichever is the truth, nobody argues the fact that larvae delight in making the lives of mortals as miserable as their trivial abilities allow.

Lemures

Habitat: Lemures are malicious ghosts who have re-entered the land of the living to plague mankind. They return to the mortal realm through deep wells and earthly fissures that provide passage from the underworld.

Life Style: nocturnal undead spirit

Wealth Type: incidental. Occasionally, a lemur will seek out and guard hidden treasure that it buried when alive.

Alignment: evil

Cunning: average

Speed: 50

Strength: average

Size: medium

Origin: Forms of manes, lemures were malevolent ghosts of ancient Roman lore. They were closely related to the Roman larvae and were feared and utterly despised. The term *Lemuria* was the name of both a lost Roman continent populated by the lemures and a festival on the ninth, eleventh, and thirteenth of May, which propitiated the lemures with black beans.

Special Characteristics: Similar to a poltergeist, a lemures can throw, carry, wield, and otherwise manipulate articles weighing no more than 5 pounds. They retain all skills possessed in life, so some lemures can prove to be quite deadly.

Lemures may cast each of the religious Curse spells **Rot** and **Seven Deadly Sins** once per day. See *The Lexicon of Lore™* for details.

The mere touch of a lemures is dangerous as it acts in a manner similar to the mage spell **Freezing Touch**. The specific amount of damage delivered by each touch is given in the examples. The touch itself cannot deliver **Severity Damage**. For all other details, see *The Lexicon of Lore™*.

Because of their ethereal natures, lemures can pass through man-made walls and other such non-magical barriers without hindrance. In addition, the spirit can simply “fade” from existence only to re-appear later. Even so, these spirits cannot pass through natural, unworked rock. Whether this is an actual physical limitation of lemures or it simply never occurs to them to try is unknown.

Oddly enough, lemures harbor a great *Aversion to Black Beans and Loud Noises*. The smoke from burning beans is especially troublesome for them.

Lemures are Immune to Cold and Mental Spells, are not adversely affected by *Severity Damage*, are Immune to

all but Magical Weapons, are Susceptible to Holy Water and are Afraid of Sunlight.

Recovery Time: 7 or by weapon

Absorption: 0

Surprise Adj.: -0

Attack Modes: freezing touch or by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	1	2	0	1	1

Lemures Examples

	Below Avg.	Average
Combat Level	1	2
Attack Bonus	+4	+6
Defense	22	23
Damage Tolerance	5 + 1d10	5 + 2d10
E.P. Value	54	66
Damage per Attack	1d8 or by weapon	1d10 or by weapon
	Above Avg.	Exceptional
Combat Level	4	6
Attack Bonus	+9	+12
Defense	25	27
Damage Tolerance	10 + 4d10	15 + 6d10
E.P. Value	107	162
Damage per Attack	1d12 or by weapon + 2	2d6 or by weapon + 3

Lemures are the restless ghosts of cruel, greedy, and tyrannical men and women. Although these spirits are rarely seen, they occasionally make their warped and deformed figures visible to terrified onlookers. Lemures vary significantly in the ghostly manifestations they take, but all are hideously ugly. One will appear as a rotting corpse while another is seen as a many-tentacled demon. Despite their mutations, lemures are sometimes recognizable to those they knew in life.

Unlike their rival spirits the lares, lemures harbor ill-will toward everyone. This disdain even extends to a lemur’s closest relatives, who will more than likely fall victim to his curses when encountered. Luckily, a wary family can

dissuade troublesome lemures by burning black beans or casting the legumes throughout their home.

Leucrocota

(Leukrokotai, Corocotta)

Habitat: Leucrocota haunt both plains and woods, where they delight in luring lone woodcutters deep into the forest. Once a man is isolated, the leucrocota can feast undisturbed from the danger of man's companions.

Life Style: territorial predator

Wealth Type: incidental

Alignment: neutral

Cunning: average

Speed: 175

Strength: above average

Size: medium to large

Origin: Leucrocota was a Greek myth about an animal believed to live in Ethiopia. It was said to imitate the voices of men and lure them to their deaths.

Special Characteristics: A leucrocota has the ability to perfectly imitate the voice of any man it has heard as the mage spell **Warble**. In addition, it can conceal itself in the thickets as the mage spell **Obscurement**. Both abilities are cast at a spell level equal to the beast's *Combat Level*.

Recovery Time: 7

Absorption: 0

Surprise Adj.: +3

Attack Modes: bite

Attributes

PS	ST	AG	MD	PC	WP	FA
4	3	3	--	4	1	0

Leucrocota Examples

	Below Avg.	Average
Combat Level	4	6
Attack Bonus	+7	+10
Defense	26	29
Damage Tolerance	50 + 4d10	50 + 6d10
E.P. Value	42	96
Damage per Attack	1d12	2d6
	Above Avg.	Exceptional
Combat Level	8	10
Attack Bonus	+13	+16
Defense	32	35
Damage Tolerance	75 + 8d10	75 + 10d10
E.P. Value	275	780
Damage per Attack	2d8	3d6

Leucrocota are four-footed cloven-hooved animals that are approximately the size of a donkey. Their legs resemble those of powerful stags and can carry them with the speed and grace of a gazelle. Their torso, tail, and neck are those of a lion, giving the monster great stamina. Its head reminds one of a badger's, but it has bony ridges in its jaws in place of teeth and its gaping mouth opens all the way back to its ears.

The leucrocota is a master of illusion; able to mimic the voice of any person it has heard. It uses this ability along with its power of Obscurement to lure people away from any nearby companions so that it may attack in relative safety.

Limos

Habitat: As a demon of hunger, a limos can usually be found in blighted lands where food is scarce and starvation has grown to epidemic proportions.

Life Style: demonic spirit

Wealth Type: incidental

Alignment: antiocial lawful evil

Cunning: above average

Speed: 40

Strength: below average

Size: medium

Origin: Limos was the Greek goddess of hunger and starvation, the antithesis of Demeter.

Special Characteristics: An aura of fatigue and hunger surrounds the demonic limos. Any lands she treads are affected as the mage spell **Blight**. In addition, the demon may cast the following mage spells at will: **Draining Touch**, **Lifelett**, and **Vertigo**. Finally, anyone within 20 feet of the monster is affected with weariness as the mage spell **Weakness**. All spells are cast at a spell level equal to the spirit's *Combat Level*.

Like other spiritual beings, magic weapons are required to strike a limos and they are unaffected by *Severity* damage. In addition, limos are *Immune to Poison* in all its forms.

Recovery Time: 6

Absorption: 0

Surprise Adj.: -0

Attack Modes: touch (Draining Touch)

Attributes

PS	ST	AG	MD	PC	WP	FA
-1	0	-1	3	2	3	3

Limos Examples

	Below Avg.	Average
Combat Level	4	6
Attack Bonus	+6	+8
Defense	23	25
Damage Tolerance	75 + 9d10	100 + 11d10
E.P. Value	440	1275
Damage per Attack	1d8+4	1d8+6
	Above Avg.	Heroic
Combat Level	8	10
Attack Bonus	+11	+14
Defense	27	29
Damage Tolerance	125 + 13d10	150 + 15d10
E.P. Value	2250	3780
Damage per Attack	1d8+8	1d8+10

A limos is a demoness of hunger and famine. Her skin is parchment-like, hanging from her bones and revealing the body's inner bowls with its translucency. Coarse

unkempt hair accentuates her sunken eyes and hollow cheeks. Bony hips protrude from her waist, counterbalancing the demon's barren sagging breasts. Her joints are badly swollen, characterized best by the angry peeling spheres that pass for her knees and ankles. Needless to say, no limos is ever encountered in a good mood.

Lion

Habitat: Lions typically hunt on grassy plains where wild game is plentiful but are also known to inhabit wooded areas.

Life Style: territorial predator

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 150

Strength: above average

Size: medium to large

Origin: Lions were once common predators throughout Africa and the Middle East and in parts of Europe. Lions often associated with the sun and are the most often used emblem of royalty. They supposedly made great guardians because, it was believed, they slept with their eyes open. In Greek mythology, Leo was placed in the heavens after Heracles slew the Nemean lion.

Special Characteristics: A lion can never be caught completely unaware while taking one of its uncountable catnaps because it always keeps at least one eye open and aware of its surroundings.

Anyone surprised by a lion's roar must make a *Luck Roll* with *Willpower Adjustments* against a *Luck Threshold* equal to 15 plus the cat's *Combat Level*. Failure indicates the individual flees in panic for 1d4 turns.

The claws and teeth of the lion are remarkably potent. A lion can inflict damage even on creatures that are otherwise immune to non-magical weapons. On creatures that are sensitive to sunlight, lion attacks inflict double normal damage.

Like all cats, lions have extremely good night vision. They can easily see to distances of 100 feet or more in the dark depths of the forest after nightfall.

Unlike most wild animals, lions are NOT *Afraid of Fire*. In fact, they are *Immune to Fear* of all kinds. They will, of course, use discretion in avoiding the infernos of forest fires.

Recovery Time: 5

Absorption: 0

Surprise Adj.: -3

Attack Modes: bite/ claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
4	3	3	--	4	-3	2

Lion Examples

	Below Avg.	Average
Combat Level	4	6
Attack Bonus	+7	+10
Defense	26	29
Damage Tolerance	50 + 4d10	50 + 6d10
E.P. Value	42	96
Damage per Attack	1d12/ 1d8/ 1d8	2d6/ 1d8/ 1d8
	Above Avg.	Exceptional
Combat Level	8	10
Attack Bonus	+13	+16
Defense	32	35
Damage Tolerance	75 + 8d10	75 + 10d10
E.P. Value	275	780
Damage per Attack	2d8/ 1d8/ 1d8	3d6/ 1d10/ 1d10

Lions are large powerful cats with such might and grace that they are considered, literally, to be the king of beasts. The felines grow to impressive size, the largest being up to 10 feet from the nose to the tip of the tail. They have smooth golden coats, rounded ears, and piercing eyes. The males have bushy brown manes, making them seem even larger, and can produce loud rumbling roars to send chills down the bravest safarier's spines.

Despite the male's ferocious appearance, it is the females of the species that do the hunting for the entire pride. It does not take too much of a stretch to imagine the male figuratively splayed out on a couch, beer in paw, blankly watching antelope herds pass by while awaiting Mrs. Lion to come wearily dragging home the bacon. Some species really have it made. (Of course, the tired huntress undoubtedly has a different appraisal of the whole situation.)

Lion, Nemean

Habitat: Nemean lions live in the same areas as the common lion species and hunt very much the same game. Nemean lions are considerably bolder toward men than ordinary cats, though, due to the protection their skins provide against mortal weapons.

Life Style: territorial predator

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 150

Strength: above average

Size: large

Origin: Hercules' first task was to obtain the skin of the Nemean lion. This was no simple hunt, though, because arrow, spear, sword, and club could not harm the lion. In fact, no weapon could scratch its skin. To accomplish his goal, Hercules was forced to wrestle the beast and strangle it to death with his bare hands. Hercules skinned the beast and foreverafter wore its hide as armor.

Special Characteristics: Nemean lions have all of the characteristics of common lions (see **Lion** above for details). In addition, they have remarkably tough skins that give them protection against almost any weapon (note the Absorption). Nemean lions are also completely *Immune to all Non-magical Weapons*.

Recovery Time: 5

Absorption: 12

Surprise Adj.: -3

Attack Modes: bite/ claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
4	3	3	--	4	-3	2

Nemean Lion Examples

	Below Avg.	Average
Combat Level	6	8
Attack Bonus	+10	+13
Defense	29	32
Damage Tolerance	75 + 6d10	100 + 8d10
E.P. Value	205	525
Damage per Attack	2d6/ 1d8/ 1d8	2d8/ 1d8/ 1d8
	Above Avg.	Exceptional
Combat Level	10	12
Attack Bonus	+16	+18
Defense	35	37
Damage Tolerance	100 + 10d10	125 + 12d10
E.P. Value	1205	2125
Damage per Attack	3d6/ 1d10/ 1d10	3d8/ 1d12/ 1d12

Nemean Lions look remarkably similar to common African lions. They are larger than common lions, to be sure, although they are not overly so. While crouched in the tall grass of the plains, a Nemean Lion could easily be mistaken for one of the ordinary variety. In fact, the smaller specimens could be taken as common lions in full view during broad daylight.

A Nemean Lion skin is remarkably durable and is well suited to use in armor, although it is exceptionally difficult to work. A craftsman must be at least 8th level in *Leather Lore* to fashion anything useful from it. Though difficult to cut, it can be fashioned into a garment that has the encumbrance of Leather Armor. It has the absorption of Scale armor to magical weapons and the absorption of Chainmail to non-magical weapons. The armor itself retains the Nemean Lion's invulnerability to normal weapons, so only magical weapons can damage the actual skin. A well-preserved intact Nemean Lion skin can usually be sold for around 4,000 silver pieces. Armor fashioned from it can be sold for considerably more.

Lotus Tree

Habitat: Lotus trees are commonly found growing near the coasts of oceans in tropical and semi-tropical lands.

Life Style: plant

Wealth Type: incidental.

Alignment: neutral

Cunning: nil

Speed: 0

Strength: nil

Size: large (10 to 20 feet tall)

Origin: The legend of the Lotus Tree comes to us from Greek mythology. Odysseus encountered the land of the lotus-eaters, in Libya, who were a forgetful people that did nothing but lounge about and eat lotus blossoms. When his crewmen ate the blossoms of the tree, they forgot about their homeland and desired only to remain and eat the lotus. Odysseus had to physically drag his men to their ships to escape the cursed land.

Special Characteristics: The lotus tree is a completely inanimate non-sentient plant. However, it has evolved a potent defense mechanism. Its blossoms have the scent of sweet honey, which acts as the mage spell **Perfume of Irrisistability**. Anyone within 10 feet of a lotus tree must make a *Luck Roll* with *Willpower* adjustments every turn or be affected. Rather than lust, though, the fragrance induces the uncontrollable desire to eat the fruit or, if absent, the flowers of the tree. Once consumed to the point of satiation, the imbiber is affected by the mage spell **Slumber**.

The lotus tree's fruits and flowers are both very nourishing and highly addictive. Every bite of either has effects identical to the mage spells **Hallucinogenic Potion** and **Untiring Nourishment Potion**. Once a person is addicted, the desire for the induced bliss is so strong it acts as a permanent **Charm** spell on the imbiber forcing him to protect the trees with his life.

Treat all spell effects as if cast at 8th spell level.

Recovery Time: N/A

Absorption: 8

Surprise Adj.: -0

Attack Modes: Fragrance (see Special Characteristics).

Attributes

PS	ST	AG	MD	PC	WP	FA
--	--	--	--	--	--	--

Lotus Tree Examples

	Nominal
Combat Level	N/A
Attack Bonus	N/A
Defense	0
Damage Tolerance	100+8d10
E.P. Value	100
Damage per Attack	N/A

The lotus tree is a bushy fruit tree that grows in warm, humid climates. Its flowers have five petals. Four of

them are black with purple striations while the remaining petal is larger and is a brilliant red. The fruit they produce resembles a large deep purple eggplant.

Lotophagi, people previously addicted to the fruit, usually tend lotus trees. Their number will depend greatly on the number of lotus trees in the area. The lotophagi are delightful people who walk through their meticulously tended groves with dreamy smiles and glazed expressions. They are charming and even helpful, as long as their guests' needs don't involve much physical labor. However, if their beloved trees are harmed in any way, their attitudes will abruptly change. Any threat to a lotus tree or its environment will be immediately dealt with in the harshest way. Any survivors will be bound and fed Lotus fruit until they too are hopelessly addicted to the taste.

M

Manes

Habitat: Manes will escape from the underworld to the land of the living through deep fissures, caves, and wells and are often encountered during their trek. Once on the surface, they generally seek out familiar buildings such as their burial crypts or former homes.

Life Style: nocturnal undead spirit

Wealth Type: incidental

Alignment: neutral

Cunning: average

Speed: 50

Strength: average

Size: medium

Origin: Manes were ghosts of ancient Roman lore. The term *manes* (both singular and plural) actually refers to a whole class of spirits including lares, lemures, penates, and larvae. Some were beneficent while others were malevolent. They were considered to be the restless spirits of the dead or the personifications of minor deities or daemons.

Special Characteristics: The touch of a manes has an effect similar to the Arcane Lore spell **Freezing Touch**. The specific amount of damage delivered by each such

touch is detailed in the examples. Although a manes's icy touch sends chills to the bone, it cannot deliver a *Severity Damage*. Treat all such blows as normal damage.

Similar to a poltergeist, a manes can throw, carry, wield, and otherwise manipulate small articles weighing no more than 2 pounds. They retain all skills possessed in life, so some manes can prove to be quite menacing.

Because of their ethereal natures, manes can pass through walls and other barriers without hindrance. In addition, the spirit can simply "fade" from existence only to re-appear at a later time. Even so, these spirits cannot pass through natural, unworked rock. Whether this is an actual physical limitation of manes or it simply never occurs to them to try is unknown.

Manes are Immune to Cold and Mental Spells, are not adversely affected by Severity Damage, are Immune to all but Magical Weapons, are Susceptible to Holy Water, and are Afraid of Sunlight.

Recovery Time: 7

Absorption: 0

Surprise Adj.: -0

Attack Modes: icy touch

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	1	2	0	0	1

Manes Examples

	Below Avg.	Average
Combat Level	1	2
Attack Bonus	+4	+6
Defense	22	23
Damage Tolerance	5 + 1d10	5 + 2d10
E.P. Value	51	62
Damage per Attack	1-8	1-10
	Above Avg.	Exceptional
Combat Level	4	6
Attack Bonus	+9	+12
Defense	25	27
Damage Tolerance	10 + 4d10	15 + 6d10
E.P. Value	100	150
Damage per Attack	1-12	2-12

Manes are ghosts of the dead whose alignments fell short of the highly good or evil requirements for either lares or lemures. Although they are usually unseen, they do occasionally present visible apparitions. These ghostly images look like the rotting remains of recently buried corpses and are sometimes substantial enough to be recognized by past companions and relatives.

Manes are ordinarily trapped within the earth's bowels until they can find some deep shaft, fissure, well, cave, or chasm to use as an escape to the surface. Once loosed, manes seek out past relationships and are quite amenable to anyone they recognize as a blood relative. They cannot communicate vocally but usually make their identities known by other means.

Manticore

(Marticoras, Mardkhora)

Habitat: The manticore is a feline predator that prefers to dwell in forested areas, especially near villages where a meal of juicy man-meat is never too far away.

Life Style: man-eating predator

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 100

Strength: high

Size: large

Origin: The earliest recorded legend of the manticore occurred in the 4th century B.C. in Persia. They were feared throughout India, Malaysia, and Indonesia and were commonly listed in medieval bestiaries.

Special Characteristics: The most unusual of the manticore's attacks comes from its barbed scorpion-like tail. When attacking individuals directly, this tail produces lightning quick strikes over the manticore's head. Anyone struck by the tail sustains the damage described in the examples and must make a *Luck Roll* against a *Luck Threshold* equal to 15 plus the manticore's *Combat Level*. Failure indicates a *Moderately Hazardous Toxin* affects the target (see **Poison** for details).

From range, the tail is equally deadly since it can throw volleys of small poisonous quills that grow at the tip around the scorpion stinger. When first encountered, a manticore will be equipped with 10d10 quills that can be flicked to a range of 25 yards.

If a volley attack succeeds, 1d6 quills will strike the manticore's target. Each such quill delivers a mere 1 point of damage. The barbs themselves break easily and are incapable of delivering *Severity Damage* regardless of the *Attack Roll*.

The struck target must make a *Luck Roll* with *Stamina* adjustments against a *Luck Threshold* of 15 + 2 per quill delivered. Failure indicates a *Moderately Hazardous Toxin* affects the victim (again, see **Poison** for details).

Manticores are also Immune to Toxic Poisons.

Recovery Time: 5

Absorption: 0

Surprise Adj.: -1

Attack Modes: bite/ claw/ claw/ tail or tail volley

Attributes

<i>PS</i>	<i>ST</i>	<i>AG</i>	<i>MD</i>	<i>PC</i>	<i>WP</i>	<i>FA</i>
6	3	0	--	2	-3	-3

Manticore Examples

	Below Avg.	Average
Combat Level	6	8
Attack Bonus	+12	+14
Defense	26	28
Damage Tolerance	150 + 6d10	175 + 8d10
E.P. Value	276	600
Damage per Attack	3d6/ 2d6/ 2d6/ 2d8	3d8/ 2d6/ 2d6/ 2d8
	Above Avg.	Exceptional
Combat Level	10	12
Attack Bonus	+16	+18
Defense	30	32
Damage Tolerance	200 + 10d10	225 + 12d10
E.P. Value	1680	3625
Damage per Attack	3d10/ 3d4/ 3d4/ 3d6	3d12/ 2d8/ 2d8/ 3d6

A manticore has the body of a lion, the tail of a scorpion, and a head with distinctive humanoid features. Despite the vague resemblance it bears to its favorite meal, the manticore has a gaping maw with three rows of razor-sharp teeth. Its long, scorpion-like tail has barbed quills growing like hair around the deadly stinger. Its mane and tail are a deep vermilion, its coat is yellow-orange, and its eyes are sky blue.

The manticore has a voracious appetite and will eat any living creature it encounters. It favors the succulent taste of man above all other dishes and will devour its prey equipment, clothes and all.

Minotaur

Habitat: Minotaurs seek out complex networks of natural caves and maze-like dungeons. Here they use their superior familiarity with the labyrinth to corner and kill prey.

Life Style: territorial man-eater

Wealth Type: hoard

Alignment: antisocial evil

Cunning: below average

Speed: 65

Strength: high

Size: large (7 to 9 feet tall)

Origin: The Minotaur originated in ancient Grecian mythology. It was the offspring of a sacred bull sent to Crete by Poseidon and Queen Pasiphae, the wife of King Minos. After Minos refused to sacrifice the magnificent bull, Poseidon cursed Pasiphae to desire and mate with it. Taking care not to offend Poseidon further, Minos trapped the resulting monster within a great labyrinth. He periodically fed it with youths received as tribute from Athens until Theseus slew it.

Special Characteristics: Minotaurs are ferocious fighters whose combat skills are magically enhanced as the religious Battle spell **Battle Rage**. Treat the magic as a permanent spell cast at a spell level equal to the monster's *Combat Level*.

On its first attack, a Minotaur may charge and gore with its horns for double damage.

Recovery Time: by weapon or 8 (gore)

Absorption: 0

Surprise Adj.: -1

Attack Modes: by weapon or gore. Those Minotaurs that wield weapons generally select the larger types (two-handed axes, swords, maces, etc).

Attributes

<i>PS</i>	<i>ST</i>	<i>AG</i>	<i>MD</i>	<i>PC</i>	<i>WP</i>	<i>FA</i>
7	3	-1	0	0	-1	-1

Minotaur Examples

	Below Avg.	Average
Combat Level	7	9
Attack Bonus	+12	+15
Defense	26	28
Damage Tolerance	125 + 7d10	150 + 9d10
E.P. Value	216	560
Damage per Attack	by weapon + 6 or 2d8 (gore)	by weapon + 8 or 3d8 (gore)
	Above Avg.	Heroic
Combat Level	11	14
Attack Bonus	+18	+21
Defense	29	30
Damage Tolerance	175 + 11d10	200 + 14d10
E.P. Value	1440	5100
Damage per Attack	by weapon + 9 or 4d8 (gore)	by weapon + 10 or 5d8 (gore)

Minotaurs are large humanoids with bull heads. Their horns span distances greater than a man's reach and their bodies, while obviously human, are definitely on the hairy side. More bestial than human in behavior, Minotaurs wear no clothing and speak in one or two sentence phrases at best. Despite their bovine brains, Minotaurs have impressive combat skills, providing challenges to the most experienced heroes.

Mongoose, Giant

(Ichneumon)

Habitat: Giant mongooses (no, it isn't mongeese) are adaptable creatures. They are quite comfortable in arid, tropical, and mildly temperate regions. Their burrows are dug in the loose soils of dry plains where whole communities congregate at night. During the day, mongooses aggressively pursue their favorite pastimes: hunting and basking in the warm sunlight. It is not uncommon for a giant mongoose to be encountered squatting upright on his hind haunches, with its eyes shut in a pleasant expression, and with its nose pointing directly toward the sun.

Life Style: communal predator

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 70

Strength: average

Size: medium

Origin: The mongoose is known throughout southern Asia, Africa, Madagascar, and parts of southwest Europe. The ichneumon is a species of mongoose native to Africa that is larger than its Indian cousin. It was considered sacred to the Egyptians and symbolized the spirits of the dead. In Egyptian mythology, Ra transformed himself into the form of the Ichneumon to fight Apophis, the serpent god of the Egyptian underworld.

Special Characteristics: Mongooses have an *Affinity for Eggs and Snake Meat*, especially that of the giant cobra. Fortunately, they are also *Immune to Venoms* of all kinds.

Giant mongooses possess an instinctive cunning when fighting serpents of all kinds. They have an innate understanding of the serpent's fighting tactics. Once a giant mongoose strikes a *Severity Damage* against a serpent, it maintains a powerful hold with its vicious teeth, automatically delivering 2d6 damage with its bite every turn thereafter.

Like most wild animals, giant mongooses are *Afraid of Fire*.

Recovery Time: 5

Absorption: 0

Surprise Adj.: -1

Attack Modes: bite/ claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
1	2	4	--	3	-3	-3

Giant Mongoose Examples

	Below Avg.	Average
Combat Level	4	6
Attack Bonus	+6	+9
Attack Bonus		
(vs. Serpents)	+10	+12
Defense	25	27
Damage Tolerance	15 + 4d10	15 + 6d10
E.P. Value	21	36
Damage per Attack	1d8/ 1d4/ 1d4	1d10/ 1d6/ 1d6
	Above Avg.	Exceptional
Combat Level	8	10
Attack Bonus	+12	+15
Attack Bonus		
(vs. Serpents)	+14	+17
Defense	29	31
Damage Tolerance	20 + 8d10	25 + 10d10
E.P. Value	100	360
Damage per Attack	1d12/ 1d6/ 1d6	2d6/ 1d6/ 1d6

Giant mongooses are man-sized versions of the common mongoose. They are extremely lithe and quick with bodies that are almost serpentine. They have tapered muzzles and small ears that are substantially covered by their long fur. Their long furry tails are thick at the base and dwindle slowly to a point to give an overall torpedo-like effect. Finally, their slick coats, short legs, and unending energy reminds one of weasels.

When a mongoose encounters a snake of any kind, its normally playful demeanor transforms into that of a warrior entering battle. In these skirmishes, mongooses amply demonstrate their great agilities by darting quickly to and fro to confuse their opponents while waiting for the serpent to rear up prior to striking. At this instant, the mongoose will burst with lightning speed toward the viper's head. Once a mongoose has obtained a grip on its prey, all hope of victory is lost.

Monoceros

(Grecian Unicorn)

Habitat: The Monoceros is a denizen of both arid and temperate regions, preferring to graze on grassy plains but capable of sustaining itself on the leaves and underbrush of the forest.

Life Style: herbivorous territorial animal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 300

Strength: high

Size: large. Monoceri have the stature of large warhorses.

Origin: The earliest detailed account of the Monoceros, or Monocerata Hippoi (later to evolve into the unicorn), comes to us from the Greek historian Ctesias around the 4th century B.C. in his accounts of Persia (Ctesias was the Persian king's physician). The creature he describes resembles a colorful stag with inarticulate feet like those of an elephant. It is believed his account is merely a distorted reporting of the decidedly unstag-like rhinoceros.

Special Characteristics: Monoceri can **Blink** as the mage spell at will and brush off nets and ropes effortlessly (as the mage spell **Disentangle**). See **The Lexicon of Lore™** for more details. All spells are cast at spell levels equal to the Monoceros's *Combat Level*.

Recovery Time: 4

Absorption: 0

Surprise Adj.: -2

Attack Modes: horn/ stomp/ stomp

Attributes

PS	ST	AG	MD	PC	WP	FA
7	8	6	--	4	-1	0

Monoceros Examples

	Below Avg.	Average
Combat Level	7	9
Attack Bonus	+14	+17
Defense	33	35
Damage Tolerance	125 + 7d10	150 + 9d10
E.P. Value	320	800
Damage per Attack	2d8/ 1d10/ 1d10	2d8/ 2d6/ 2d6
	Above Avg.	Exceptional
Combat Level	11	13
Attack Bonus	+20	+23
Defense	37	39
Damage Tolerance	175 + 11d10	200 + 13d10
E.P. Value	2250	5400
Damage per Attack	2d10/ 2d8/ 2d8	2d12/ 3d6/ 3d6

A Monoceros is an animal with the proud stature of a warhorse and the graceful shape of a gazelle, save for its wide feet, which are fashioned like those of an elephant or rhino. Its coat is generally a brilliant white or beige except for its head that is a vibrant purple hue. A single horn protrudes from the beast's forehead that is a pure white at its base, pitch black in the middle, and dark red at the tip. Its eyes are a deep lipid blue.

The Monoceros is fiercely territorial and will attack any threatening trespasser in its domain. This intolerance even extends to other monoceri, unless the offender is a member of the opposite sex and intrudes only during mating season.

Despite its ferocity and great skill at avoiding capture, monoceri are greatly prized by hunters. Being a relative of the unicorn, the horn of a Monoceros has the same magical properties as its more horse-like cousin (and can generally be substituted in magical spells whenever a unicorn's horn is required).

Mummy

Mummies are the well-preserved and wrapped remains of the Egyptian dead. A mummy is content to remain completely inactive for centuries until thieves break into its crypt's chambers. At this point, the mummy will rise to seek vengeance on the trespassers. No barrier and no distance will dissuade the mummy from its dark goal. The wrapped body will relentlessly pursue all violators until all die.

Mummies have all of the skills formerly practiced in life but are much slower due to the stiffening of joints and toughening of muscle the mummification process induces. The degree to which a person's combat characteristics are affected by the mummification process depends on both the skill of the individual who prepared the mummy and the societal ranking of the deceased. The *Attack Bonuses* and *Defenses* of most mummies drop to half of what they were in life. Egyptian royalty, of course, has access to the very best funerary preparations and priests. Consequently, the mummy of a pharaoh is largely unharmed by the process, making it a creature to avoid.

Habitat: Mummies are found in ancient crypts and tombs, usually encased within ornately decorated sarcophagi. A few have been encountered outside of their burial chambers mindlessly pursuing the grave robbers that violated their sacred resting-places.

Life Style: guardian undead

Wealth Type: hoard

Alignment: neutral

Cunning: low

Speed: 40

Strength: high

Size: medium

Origin: Mummies are the preserved remains of ancient Egyptians. The most famous of these, of course, are the Egyptian pharaohs who were buried with unimaginable wealth. The term *mummy* is derived from the Arabian word *mummiya*, meaning bitumen or tar. The Arabs mistakenly believed that a black tar-like coating preserved the mummies. In fact, the bodies were prepared with a special resin before being wrapped which is probably the basis for the Arabian belief.

Special Characteristics: The mummies' favorite tactic is to strangle their victims with their powerful hands. A successful attack indicates that a mummy has grabbed his target. At this point, an *Attribute Check* against *Physical Strength* must be made by the victim. The

threshold he must beat equals 8 plus the mummy's *Physical Strength* (usually between 4 and 6). If the check succeeds, the character has escaped the mummy's grasp with no ill effect. If it fails, the mummy has obtained an iron grip on the victim's throat. See **Choking/ Drowning/ Suffocating** in the **Trauma** section of **The Grimoire of Game Rules(tm)** for details. If strangulation proves unsuccessful (i.e. its target does not need to breathe), the mummy will resort to the use of other weapons. Once the target falls unconscious, the mummy will release its grip if there are other trespassers with which to deal.

Even after the mummy obtains its stranglehold, a character may break its grip if he successfully makes an *Attribute Check* against his *Physical Strength*. Once again, the threshold that must be overcome equals 8 plus the mummy's *Physical Strength*. In order to break the grip, the mummy's fingers must be overpowered and separated. Simply pulling on the arms will rip out the victim's throat before the fingers are loosened. Thus, aid from other individuals is futile as only one person can get purchase on the mummy's hands at a time. Even if the hands are severed from the arms, they will still retain their crushing grip until the mummy is totally destroyed.

Mummies have a magical ability to track down their graves' violators. This ability works in a manner similar to the priest Divination spell **Divine Guidance**, but has an infinite range. A mummy will randomly pick one trespasser and unfailingly pursue him until the thief is killed. As each transgressor dies, the mummy randomly selects another until all are slain.

A mummy can also locate all relics it formerly guarded in a similar fashion. Once all of its tomb's violators have been eliminated, the mummy will begin collecting its belongings, killing all who stand in its way. Once the tomb is replenished, the mummy will reseal it and return to its sarcophagus.

Mummies are *Immune to Cold and Mental Spells*, are not adversely affected by *Severity Damage*, and are *Susceptible to Holy Water*. Unlike most undead creatures, mummies have **NO Aversion to Sunlight**.

Recovery Time: 9

Absorption: 0

Surprise Adj.: -1

Attack Modes: strangulation

Mummy, Common

Habitat: Since common mummies are the consecrated remains of the lowest levels of Egyptian society, their own personal tombs are small and contain little of value. They may be encountered in more elaborate tombs, though, as guardians of more important personages.

Alignment: neutral

Cunning: low

Origin: The most common and cheapest form of ritual mummification practiced in ancient Egypt involved washing out the abdomen of the deceased and then drying the cleansed corpse for seventy days packed in salt or natron. This practice will invariably give rise to a common mummy.

Attack Modes: strangulation or by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
4	3	-2	-2	0	0	2

Common Mummy Examples

	Below Average	Average
Combat Level	5	7
Attack Bonus	+4	+6
Defense	12	14
Damage Tolerance	75 + 5d10	100 + 7d10
E.P. Value	27	72
Damage per Attack	By weapon + 3	By weapon + 3
	Above Average	Exceptional
Combat Level	9	11
Attack Bonus	+8	+11
Defense	16	18
Damage Tolerance	125 + 9d10	150 + 11d10
E.P. Value	200	540
Damage per Attack	By weapon + 4	By weapon + 4

Common mummies are the human remains of poor desert dwellers (usually Egyptians) that have had certain religious ceremonies performed on their bodies after death. Unable to afford better funerary arrangements, common mummies are usually dressed in rags and are

commonly draped with the tattered remains of burial windings. They have a slow shambling gait and generally lethargic movements brought about by the mummification process. Any flesh exposed by one of these creatures appears emaciated and is drawn tightly over their bones.

Common mummies have all of the skills formerly practiced in life but are severely hampered by the stiffening of joints and toughening of muscles that mummification induces. Because of this, a common mummy's *Attack* and *Defense* drop to half of their living values.

Mummy, Desert

Habitat: Desert mummies are usually found wandering the desert wastes.

Alignment: neutral

Cunning: low

Origin: When a man dies in the desert and is buried in sand, the forces of nature sometimes dry out his form sufficiently to mummify it. These "naturally occurring" mummies are most likely the origin of the Egyptian mummification practices.

Attack Modes: strangulation or by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
2	3	-3	-2	0	0	0

Desert Mummy Examples

	Below Average	Average
Combat Level	1	3
Attack Bonus	+0	+2
Defense	10	10
Damage Tolerance	25 + 1d10	30 + 3d10
E.P. Value	27	72
Damage per Attack	By weapon	By weapon + 2

	Above Average	Exceptional
Combat Level	5	7
Attack Bonus	+4	+6
Defense	11	13
Damage Tolerance	35 + 5d10	40 + 7d10
E.P. Value	27	72
Damage per Attack	By weapon + 3	By weapon + 3

Desert mummies arise naturally when a person dies out in the desert wastes without proper funerary rites. His body becomes buried in sand and dries into a stiff husk. Angry at the world's cruel apathy toward his plight, the mummy reaches for the heavens and starts clawing his way free from the sands in which it is buried. He then wanders the earth, dressed in the tattered garb in which it died, seeking whatever vengeance it can obtain.

Mummy, Royal

Habitat: Royal mummies are usually encountered within their own treasure-packed burial chambers. If robbed, the royal mummy will abandon its tomb to avenge itself on the perpetrators and return its possessions to their proper place.

Alignment: variable

Cunning: above average

Special Characteristics: Since Egyptian royalty often acted as priests as well, many royal mummies possess the ability to cast priest spells. All priestly mummies should be considered to have a *Piety* level equal to their *Combat Level*. Since the pharaohs were the highest-ranking priests in the land and were actually considered minor deities themselves, pharaonic mummies will always have the most potent spell casting abilities (and are almost always exceptional).

It is also important to recognize that royal mummies will often carry or wear items with magical properties. They will not hesitate to use these items to their best effect, which can have a significant impact on the mummy's abilities. Probably the most important of these will be the weapons carried, since royal mummies are quite capable of wielding them in a devastating and seemingly tireless fashion.

Obviously, the tombs of royal mummies are protected by the best curses that money can buy. One of the most important of these is **Curse of the Mummy**, which enables the mummy to rise again and again in its efforts to revenge itself upon any would-be thieves.

Attack Modes: by weapon (or strangulation)

Attributes

PS	ST	AG	MD	PC	WP	FA
6	3	2	0	3	3	4

Royal Mummy Examples

	Below Average	Average
Combat Level	9	11
Attack Bonus	+18	+22
Defense	24	27
Damage Tolerance	175 + 9d10	200 + 11d10
E.P. Value	720	1890
E.P. Value (priests)	1440	3780
Damage per Attack	By weapon + 5	By weapon + 6
	Above Average	Exceptional
Combat Level	13	15
Attack Bonus	+24	+26
Defense	30	32
Damage Tolerance	225 + 13d10	250 + 15d10
E.P. Value	4800	7875
E.P. Value (priests)	9600	15750
Damage per Attack	By weapon + 7	By weapon + 8

It is an unmistakable fact that the tombs of royal mummies are the most sought-after destination by tourists to the Egyptian realms. This is quite odd, since it is also a well known axiom that royal mummies welcome visitors with approximately the same enthusiasm that honey bees welcome grisly bears. The only real difference in the two relationships is that, in the case of mummy and tourist, the relative numbers and physical prowess between the guests and host are reversed.

Mummy, Venerated

Alignment: variable

Cunning: average

Special Characteristics: Venerated mummies are the preserved remains of high-ranking officials, common priests, and minor nobles.

All priestly mummies should be considered to have a *Piety* level equal to their *Combat Level*. They retain all spell casting capabilities possessed in life.

Attack Modes: strangulation

Attributes

PS	ST	AG	MD	PC	WP	FA
5	3	-2	0	3	2	4

Venerated Mummy Examples

	Below Average	Average
Combat Level	7	9
Attack Bonus	+8	+11
Defense	14	16
Damage Tolerance	125 + 7d10	150 + 9d10
E.P. Value	162	440
E.P. Value (priest)	324	880
Damage per Attack	By weapon + 5	By weapon + 5
	Above Average	Exceptional
Combat Level	11	13
Attack Bonus	+15	+18
Defense	18	20
Damage Tolerance	175 + 11d10	200 + 13d10
E.P. Value	1170	2800
E.P. Value (priest)	2340	5600
Damage per Attack	By weapon + 6	By weapon + 7

A moment's consideration will tell you that the tombs of venerated mummies are the bread and butter of any Egyptian tomb robber's career. The riches found in a venerated mummy's final resting place may pale in comparison to those of the pharaohs, but they dwarf the meager scraps that are spent on the funerary rites of the common people. And, they have the important characteristic of being relatively easy to find and plunder. After all, the pharaohs can go to any length to keep the locations of their tombs secret and difficult to breach. On the other hand, the minor nobles who will eventually be embalmed as venerated mummies can hardly afford to devote dozens of slaves for years to the task of crafting and booby-trapping their crypt. Most such tombs have little more than one or two rooms, are protected with whatever minor curses the noble can coerce from the local priest, and contain much furniture and artwork but little gold. In short, the mummy itself is often both the first and last line of defense for its modest hoard.

N

Naga

Naga, Divine

Habitat: Divine nagas are more closely akin to angels and devils than they are to living beings. As such, their points of origin are unknown. They are only encountered when they visit the land of mortals.

Life Style: angelic or demonic serpentine spirit

Wealth Type: hoard

Alignment: lawful good to lawful evil

Cunning: exceptional

Speed: 70

Strength: high

Size: large

Origin: Holy and unholy serpents are found in the myths of a great many cultures. The Babylonians had a serpent goddess named Kadi who had the head and breasts of a woman. Her cult probably derived from the Vedic goddess Kadru. The Egyptians also revered the reptile. Apophis, a widely worshipped serpent-deity, was the Egyptian god of the underworld. Wadjet was the Egyptian cobra goddess and was commonly depicted as a serpent with a human head. Meretseger, “she who loves silence”, also took the form of a cobra. The Indian serpent deities, from whom the term *naga* is taken, are still revered today.

Special Characteristics: The gaze of the divine naga has the powers of **Charm** and **Snake Charm** as the arcane lore spells. These beings also have the natural ability to cast the following religious spells at will: **Calm Storm** (Nature), **Clairvoyance** (Divination), **Magic Sight** (Divination), **Tempest** (Nature), **Thunderclap** (Nature), and **Thunderbolt** (Wrath). All spells act at spell levels equal to the naga’s *Combat Level*. See *The Lexicon of Lore™* for further details.

Divine nagas can alter their shape to have any human or serpentine characteristic they desire. They may alter their forms any number of times, but it must always contain at least one visible serpentine aspect. Each transformation requires only a single second to complete.

The bite of a divine naga is extremely poisonous. Anyone bitten must make a *Luck Roll* with *Stamina Adjustments* against a *Threshold* of 15 plus the naga’s *Combat Level*. Failure indicates the target is affected by a *Deadly Killing Venom*. See **Poison** for further details.

Not surprisingly, divine nagas are *Immune to All Forms of Poison*.

Divine nagas are excellent swimmers and all possess the skill of *Underwater Combat* at skill levels equal to their *Combat Levels*. Since they are not living creatures, divine nagas have no need to breathe and so can remain underwater indefinitely.

Like other spiritual beings, divine nagas are hit only by magic weapons and are unaffected by *Severity Damage*. Evil divine nagas are also *Highly Susceptible to Holy Water*.

Recovery Time: 5 or by weapon

Absorption: 3

Surprise Adj.: -0

Attack Modes: bite or by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
6	4	3	3	4	4	4

Divine Naga Examples

	Below Avg.	Average
Combat Level	9	11
Attack Bonus	+15	+18
Defense	32	34
Damage Tolerance	75 + 9d10	100 + 11d10
E.P. Value	600	1530
Damage per Attack	2d8 + poison or by weapon + 6	2d8 + poison or by weapon + 8
	Above Avg.	Heroic
Combat Level	13	15
Attack Bonus	+21	+24
Defense	37	39
Damage Tolerance	125 + 13d10	150 + 15d10
E.P. Value	4200	9000
Damage per Attack	2d10 + poison or by weapon + 10	2d10 + poison or by weapon + 12

Divine nagas are spirits who are a cross between men and serpents. One may appear as a giant cobra with human arms while another will take on a human form with the eyes and fangs of a snake. Divine nagas have even

been spotted with powerful dragon-like wings extending from their shoulders. Whatever their shape, divine nagas are looked upon as gods by the other castes of naga-kind. Temples are made in their honor and sacrifices are offered. The slightest whim of any divine naga is considered a holy quest by his followers. Unfortunately, not all divine nagas are benevolent toward mankind. Some actively seek ways to overthrow the unseemly grip that man has gained over the surface world.

Naga, Earthly

Habitat: Earthly nagas dwell deep underground in fabulous jeweled cities. Although no man has visited these *patalas*, subterranean milky white seas supposedly surround them.

Life Style: subterranean civilized reptile

Wealth Type: hoard

Alignment: lawful evil to lawful good

Cunning: above average

Speed: 70

Strength: above average

Size: medium. When stretched out from head to tail, an earthly naga will have a length of around 15 feet. When “standing,” the creature can attain a height of 6 or 7 feet.

Origin: Nagas, or rather creatures that are a blend between serpent and man, are ubiquitous throughout the world’s mythology. The term *naga* literally means *cobra* in an ancient Indian dialect. Legends about these particular creatures probably arose from a Scythian sect of snake worshippers who came out of an area in Persia corresponding to modern day Iran. The ancient Egyptians also held serpents in great reverence. One minor snake-deity, named Nehebkaw, took the form of a man with a serpent’s head and tail.

Special Characteristics: The gaze of an earthly naga has an effect as the mage spell **Snake Charm**. These beings also have the natural ability to cast the following mage spells at will: **Burrow, Charm of Untiring Nourishment, Conjure Water Elemental, Dragon Sight, Rust, Sculpt, Watery Abode, Water Wings, Watery Form**. All spells act at spell levels equal to the naga’s *Combat Level*. See *The Lexicon of Lore™* for futher details.

Earthly nagas are exceptional swimmers and have the skill of *Underwater Combat* at skill levels equal to their *Combat Levels*.

The bite of an earthly naga is poisonous. Anyone bitten must make a *Luck Roll* with *Stamina Adjustments* against a *Threshold* of 15 plus the naga’s *Combat Level*. Failure

indicates the target is affected by a *Dangerously Hazardous Killing Venom*. See **Poison** for further details. Not surprisingly, nagas are *Immune to All Forms of Venom*.

A small sect of naga harbor *Hatred toward Mankind*. This sect worships the goddess Naga-Sanniya, known for the serpentine nightmares she inflicts on humans.

Recovery Time: 7 or by weapon

Absorption: 3

Surprise Adj.: -0

Attack Modes: bite or by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
3	3	0	0	2	1	2

Earthly Naga Examples

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+9	+11
Defense	27	29
Damage Tolerance	50 + 5d10	50 + 7d10
E.P. Value	81	162
Damage per Attack	1d6 + poison or by weapon + 3	1d6 + poison or by weapon + 4
	Above Avg.	Heroic
Combat Level	9	11
Attack Bonus	+14	+16
Defense	30	32
Damage Tolerance	75 + 9d10	100 + 11d10
E.P. Value	400	1080
Damage per Attack	1d8 + poison or by weapon + 5	1d8 + poison or by weapon + 6

Earthly nagas are large serpents with human shoulders and arms. They have reptilian heads with the steely gaze and forked darting tongues of their smaller kindred snakes. Like the cobra, earthly nagas have natural hoods that flare out from their neck regions when aggravated. Their fangs are equally impressive, often reaching six inches in length.

The earthly nagas ensure that spring water always flows freely to the earth's surface. In performing their important role over the centuries, the earthly nagas created vast networks of underground rivers and streams. Without their continual maintenance, the waterways would quickly degenerate. The endless drought that would result would spell doom for all living things. In many respects, earthly nagas can be thought of as the world's plumbers. The most obvious difference between naga "plumbers" and their human counterparts is that the naga do not display unsightly butt cracks.

Earthly nagas take great pride in their work. Whenever they alter the course of an underground canal or make repairs to an old one, they labor meticulously. Their efforts will not be complete until all signs of their presence have been eradicated and the passage has the perfect appearance of a natural cave.

Naga, Guardian

(Hidden Naga)

Habitat: Guardian nagas mostly dwell in deep subterranean catacombs. Here they are usually encountered guarding treasure troves or important underworld passageways.

Life Style: subterranean civilized humanoid

Wealth Type: hoard

Alignment: lawful evil to lawful good

Cunning: above average

Speed: 80

Strength: above average

Size: medium (6 feet tall for single-headed naga, up to 9 feet tall for those with multiple heads.)

Origin: Beings that have a mixture of human and serpentine characteristics are common in mythology. Humans having one or many serpent heads are found in ancient legends of both Persia and China. The ancient Egyptians worshipped a serpent goddess named Renenet, who was often depicted as a woman with a cobra head.

Special Characteristics: The gaze of a guardian naga has the ability of **Snake Charm** as the mage spell. In addition, guardian nagas have a natural camouflaging ability as the spell **Chameleon's Gamble**. Both spells act at a spell level equal to the naga's *Combat Level*. See *The Lexicon of Lore™* for further details.

Although most guardian nagas (95%) have only a single head, some individuals have 1d4 more.

Guardian nagas are excellent swimmers and possess the skill of *Underwater Combat* at skill levels equal to their *Combat Levels*.

The bite of a guardian naga is poisonous. Anyone bitten must make a *Luck Roll* with *Stamina Adjustments* against a *Threshold* of 15 plus the naga's *Combat Level*. Failure indicates the target is affected by a *Moderately Hazardous Killing Venom*. See **Poison** for further details. Not surprisingly, naga are *Immune to All Forms of Venom*.

Recovery Time: 7 or by weapon

Absorption: 3

Surprise Adj.: -2

Attack Modes: 1 bite per head or by weapon. The guardian nagas pride themselves on their impressive combative skills, often preferring to rely on weaponry techniques rather than venomous bites. If confronted unarmed, however, a naga will defend itself with whatever weapons are available, including its fangs.

Attributes

PS	ST	AG	MD	PC	WP	FA
2	3	2	0	2	2	1

Guardian Naga Examples

	Below Avg.	Average
Combat Level	3	5
Attack Bonus	+6	+9
Defense	24	27
Damage Tolerance	35 + 2d10	40 + 3d10
E.P. Value	30 + 5 per additional head	72 + 9 per additional head
Damage per Attack	1d6 + poison per bite or by weapon + 3	1d6 + poison per bite or by weapon + 4

	Above Avg.	Heroic
Combat Level	7	9
Attack Bonus	+12	+15
Defense	29	32
Damage Tolerance	45 + 4d10	50 + 5d10
E.P. Value	144 + 18 per additional head	360 + 40 per additional head
Damage per Attack	1d8 + poison per bite or by weapon + 5	1d8 + poison per bite or by weapon + 6

Nagas are a blend between humans and cobras. Guardian nagas in particular have muscular human bodies and one or more cobra heads. Single-headed nagas have necks that are only slightly longer than those of humans. Multi-headed naga commonly have necks stretching 3 or 4 feet, allowing them to arrange their heads in a fan-like pattern. Like the cobra, guardian naga have scaled hoods that become distended when they are angered.

Despite their reptilian heads, nagas are extremely intelligent. They are capable of acquiring any class or profession available to humankind, although spellcasting is not their particular forte. The language of the guardian naga is difficult for human ears to comprehend, but there is little doubt that nagas communicate amongst themselves quite easily.

The guardian nagas are so called because it is they who make up the bulk of the naga militia and it is they who are assigned the task of guarding the vast riches of the naga realm. Naga society is broken into strict social classes, or castes. The guardian nagas make up the lowest rank of all naga-kind, but consider themselves vastly superior to all humans.

Naga, Heavenly

Habitat: Although heavenly nagas commonly dwell underground as do all naga-kind, most inhabit caverns and subterranean palaces near the earth's surface so they have ready access to the cloudy heavens. As such, it is the heavenly nagas that are most commonly encountered by surface dwellers.

Life Style: subterranean civilized reptile

Wealth Type: hoard

Alignment: lawful good to lawful evil

Cunning: high

Speed: 70

Strength: above average

Size: medium

Origin: Beings that are a mixture of human and snake are found in the mythologies of many lands. Although nagas specifically arose from ancient Persian beliefs, the Babylonians had a serpent goddess named Kadi who had the head and breasts of a woman. Her cult probably derived from the Vedic goddess Kadru. Not to be left out, the Greeks had their own man/ serpent crossbreeds. Echidna was a monster who was half woman and half serpent. She gave birth to the Grecian hydra, chimera, sphinx, and Cerberus. Cecrops, the mythological founder of Athens, was a male serpent of similar form.

Special Characteristics: The gaze of the heavenly naga has the powers of **Charm** and **Snake Charm** as the mage spells. These beings also have the natural ability to cast the following mage spells at will: **Charm of Untiring Nourishment, Convoke Lightning, Halcyon, Mesmerize, Rain Call, Protection from Electricity, Snake Oil, Veiling Mist, Water Wings, Watery Form.** All spells act at spell levels equal to the naga's *Combat Level*. See *The Lexicon of Lore™* for further details.

Although heavenly nagas do not have poisonous bites, they are *Immune to All Forms of Venom*.

Heavenly nagas are excellent swimmers and all possess the skill of *Underwater Combat* at skill levels equal to their *Combat Levels*.

A small sect of nagas harbor *Hatred toward Mankind*. This sect worships the goddess Naga-Sanniya, known for the serpentine nightmares she inflicts on humans.

Recovery Time: by weapon

Absorption: 2

Surprise Adj.: -0

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
3	4	2	0	2	3	3

Heavenly Naga Examples

	Below Avg.	Average
Combat Level	7	9
Attack Bonus	+11	+15
Defense	29	30
Damage Tolerance	50 + 7d10	75 + 9d10
E.P. Value	162	400
Damage per Attack	by weapon + 4	by weapon + 5
	Above Avg.	Heroic
Combat Level	11	13
Attack Bonus	+18	+21
Defense	32	35
Damage Tolerance	100 + 11d10	125 + 13d10
E.P. Value	1080	3200
Damage per Attack	by weapon + 6	by weapon + 8

A heavenly naga's form consists of a human head, torso, and arms and the tail of a great serpent. Their charm, grace, and beauty far surpass those of ordinary men and their wisdom is legendary. These extraordinary beings control the weather patterns in the lands they occupy. It is they who cause clouds to form and rain to fall. When they are pleased with the activities of men, they ensure plentiful rainfall and abundant crops. When displeased, the heavenly nagas withhold their blessings and cause great droughts to parch the landscape.

The heavenly nagas are the nobility of their race. It is they that command the guardian and earthly naga in their important tasks. Only the divine nagas, rarely seen even by the highest-ranking heavenly nagas, form a higher caste than that occupied by the heavenly nagas. It is said that luck follows any man fortunate enough to marry a nagini, a female of the species.

Heavenly nagas are capable of acquiring any class or profession available to humankind. They make particularly powerful spellcasters. The language of the naga is difficult for human ears to comprehend, but most heavenly naga are also fluent in several human languages.

Scholars revere the eloquence and wisdom of this race that dwells in deep underground cities known as patalas. The bulk of all nagas live in Bhogavati, a city containing immense archives of literature and art. Legend tells of a great collection of beautifully crafted gems located in a city surrounded by an ocean of milk. Many heavenly

nagas graciously aid mankind but none will allow any man into Bhogavati for fear of his corruptive greed.

Nymph

Nymphs play an important role in Greek mythology. Consequently, if used properly they can provide a good deal of "flavor" to any Grecian setting. From the Greek perspective, nymphs provide a kind of bridge between gods and mortals. Though not immortal, they do live long lives.

All nymphs are stunningly beautiful women whose appearances can have a profound effect on mortal men. While they occasionally use their charming powers to tease, they more often find their admirers tiring. This is especially true of satyrs, which incessantly chase these virginal faeries to satiate their driving lusts. If pressed too hard to return the feelings they have inadvertently induced, nymphs are more than capable of defending themselves although they will usually seek escape if possible. It is not too hard to see why most nymphs share the attitude that their innate beauty is often more of a curse than a blessing.

Life Style: solitary fairy

Wealth Type: mineral

Cunning: above average

Strength: average

Size: medium

Origin: Nymphs are beautiful female faery-like spirits that originated in Greek mythology. Many of them were targets of Zeus's perpetual infidelity. Consequently, a number of nymphs gave birth to the greatest of the Grecian heroes. The lands surrounding the Greeks and Romans also adopted many nymph-like spirits.

Special Characteristics: All nymphs possess such amazing beauty that it affects any male seeing them as the priest Miracle spell **Aphrodite's Dazzling Smile**. Treat this as if the spell were cast at a spell level equal to the nymph's *Combat Level*.

A nymph's voice mildly acts as the mage spell **Ecstasy**. Any male hearing it must make a *Luck Roll* with *Willpower* adjustments as above or fall in love with her. Any love-struck character will fervently beg to remain with the nymph forever.

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: -0

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
-1	0	6	4	1	2	2

Nymph Archer / Knife Thrower Examples

	Below Bowman	Avg.	Average Bowman
Character Level	4		6
Combat Level	4		6
Attack (Shooting)	+8		+10
Attack (Hand Held)	+5		+7
Defense	29		31
Defense (Shooting)	18		20
Damage Tolerance	15 + 2d10		15 + 3d10
E.P. Value	35		60
Damage per Attack	by weapon		by weapon

	Above Archer	Avg.	Exceptional Archer
Character Level	8		10
Combat Level	9		10
Attack (Shooting)	+14		+16
Attack (Hand Held)	+7		+10
Defense	34		36
Defense (Shooting)	23		24
Damage Tolerance	15 + 3d10		15 + 4d10
E.P. Value	200		420
Damage per Attack	by weapon		by weapon

Nymph Fighter Examples

	Below Fighter	Avg.	Average Fighter
Character Level	1		2
Combat Level	2		3
Attack Bonus	+3		+5
Defense	25		26
Damage Tolerance	20 + 2d10		20 + 2d10
E.P. Value	12		20
Damage per Attack	by weapon		by weapon

	Above Fighter	Avg.	Well Above Avg. Fighter
Character Level	4		6
Combat Level	5		7
Attack Bonus	+8		+11
Defense	29		31
Damage Tolerance	25 + 2d10		25 + 3d10
E.P. Value	45		90
Damage per Attack	by weapon + 2		by weapon + 2

	Below Heroic Fighter	Heroic	Heroic Fighter
Character Level	8		10
Combat Level	9		12
Attack Bonus	+13		+15
Defense	34		38
Damage Tolerance	25 + 3d10		30 + 4d10
E.P. Value	320		1125
Damage per Attack	by weapon + 3		by weapon + 3

	Above Legendary Fighter	Heroic	Legendary Fighter
Character Level	12		14
Combat Level	14		16
Attack Bonus	+18		+21
Defense	40		43
Damage Tolerance	30 + 4d10		30 + 4d10
E.P. Value	2400		4275
Damage per Attack	by weapon + 4		by weapon + 4

Nymph Mage Examples (Rare)

	Below Mage	Avg.	Average Mage
Character Level	4		6
Combat Level	3		5
Attack Bonus	+4		+6
Defense	27		30
Defense (while spellcasting)	15		16
Damage Tolerance	15 + 2d10		15 + 3d10
Approx. # Spells	3		6
E.P. Value	21		72
Damage per Attack	by weapon		by weapon
	Above Mage	Avg.	Heroic Mage
Character Level	8		10
Combat Level	7		9
Attack Bonus	+9		+11
Defense	32		34
Defense (while spellcasting)	18		21
Damage Tolerance	20 + 3d10		20 + 4d10
Approx. # Spells	13		20
E.P. Value	225		780
Damage per Attack	by weapon		by weapon

Nymph Priestess Examples

	Below Priest	Avg.	Average Priest
Character Level	1		2
Combat Level	2		3
Piety Level	1		1
Attack Bonus	+3		+5
Defense	25		27
Defense (while spellcasting)	13		15
Damage Tolerance	20 + 2d10		20 + 2d10
E.P. Value	15		20
Damage per Attack	by weapon		by weapon
	Above Priest	Avg.	Well Above Avg. Priest
Character Level	4		6
Combat Level	5		7
Piety Level	2		4
Attack Bonus	+8		+11
Defense	29		31
Defense (while spellcasting)	16		18
Damage Tolerance	25 + 2d10		25 + 3d10
E.P. Value	49		120
Damage per Attack	by weapon		by weapon + 2
	Below Priest	Heroic Priest	Heroic Priest
Character Level	8		10
Combat Level	9		11
Piety Level	7		10
Attack Bonus	+13		+15
Defense	34		38
Defense (while spellcasting)	21		24
Damage Tolerance	25 + 3d10		25 + 4d10
E.P. Value	325		1140
Damage per Attack	by weapon + 2		by weapon + 3

	Above Priest	Heroic Priest	Legendary Priest
Character Level	12		14
Combat Level	13		15
Piety Level	12		14
Attack Bonus	+17		+19
Defense	40		42
Defense (while spellcasting)	26		28
Damage Tolerance	35 + 4d10		35 + 5d10
E.P. Value	2750		6900
Damage per Attack	by weapon + 3		by weapon + 3

Nymph Thief Examples

	Below Thief	Avg.	Average Thief
Character Level	1		2
Combat Level	1		2
Attack Bonus (Small Hand Held)	+8		+9
Defense	25		26
Damage Tolerance	15 + 1d10		15 + 2d10
E.P. Value	18		24
Damage per Attack	by weapon-2		by weapon-2

	Above Average Thief	Well Above Average Thief
Character Level	4	6
Combat Level	4	6
Attack Bonus (Small Hand Held)	+11	+13
Defense	28	30
Damage Tolerance	20 + 2d10	20 + 2d10
E.P. Value	49	84
Damage per Attack	by weapon	by weapon

	Below Thief	Heroic Thief	Heroic Thief
Character Level	8		10
Combat Level	9		11
Attack Bonus (Small Hand Held)	+16		+18
Defense	32		34
Damage Tolerance	20 + 3d10		20 + 4d10
E.P. Value	200		720
Damage per Attack	by weapon + 2		by weapon + 2

Dryad

(Hamadryad)

Habitat: Dryads are integrally linked with the forests and groves where they dwell.

Alignment: social neutral

Speed: 75

Special Characteristics: Dryads are able to assume the form of a tree as the mage spell **Dryad's Disguise** and may summon a tiny forest-dwelling steed as the mage spell **Dryad's Saddle**. If attacked, a dryad will simply escape by stepping into the nearest tree. She possesses the unlimited ability to move from tree to tree similar to the Arcane Lore spell **Tree Pass**, which is cast at 6th level. Due to her intimate familiarity with trees, the dryad may bring along a companion in her magical escape. All spells are cast at a spell level equal to the dryad's *Combat Level*.

A dryad is a youthful faery woman whose very life is directly tied to that of a host tree. The forest nymph is only found in wooded areas and is extremely shy. Despite the dryad's timid nature, though, she will never venture more than a few hundred yards from her beloved tree, which she will defend with her life. On the rare occasion that a dryad is spotted, she is invariably nude.

A dryad's skin is soft, perfectly smooth, and has a healthy light wood-like hue. Her eyes are a golden brown to match her hair, which falls in silky curls over her youthful breasts and shoulders. Like all nymphs, her limbs are slender and agile and her waist is petit. The vision of a dryad suddenly appearing in the woods is often compared to a religious experience.

Dryads are sometimes known to fall in love with human men on sight. When such an emotion arises, the affected tree faery seduces her beloved into a decidedly arboreal

shift in lifestyle. With luck, her newfound mate will remain with her forever.

Nereid

(Exotica, Naiads)

Habitat: Nereids are sea nymphs. Like all nymphs, Nereids are strongly tied to their environment. As such, they are rarely encountered more than a few hundred yards from the ocean's shore. In fact, they spend most of their lives under the sea's rolling waves on the ocean floor. The naiads are closely tied to the Nereids in that they are also water nymphs. The major difference is simply that they are found in fresh water rivers, lakes, and springs.

Alignment: social neutral

Speed: 75

Special Characteristics: Nereids are able to ride ocean waves as the Priest Miracle spell **Nereids' Shell** and are able to transform themselves into seawater as the mage spell **Watery Form**. Both abilities are cast at will at a spell level equal to the nereid's *Combat Level*. (See *The Lexicon of Lore™* for details.)

A Nereid is a water nymph who spends her life in the salty sea. Although Nereids dwell in the same environment as mermaids and sirens, they have fully human figures, totally lacking the fishy characteristics of these other oceanic faeries. Besides being easily recognizable by their perfect, shapely, usually nude forms, Nereids can usually be identified at distances too far to make out their individual features. They are, after all, the only known faeries with the habit of "catching waves" by perching precariously on large oyster shells.

Oread

Habitat: Oreades are nymphs associated with the earthy environments of mountains, caves, and grottos. They are comfortable in any wide-open rocky areas. Their presence can be easily detected by the simple act of shouting a hearty "hello" at the edge of a high cliff. If a faint "hello" echoes back, an oreade is undoubtedly somewhere nearby.

Alignment: social neutral

Speed: 75

Special Characteristics: Oreades can move through walls as the mage spell **Pass** and can disguise themselves as the mage spell **Chameleon's Gamble**. In addition, those of at least 8th *Combat Level* can charm the small caves in which they dwell with the priest Ritual spell **Oreades' Echoing Grotto** (the spell's effects can in no way harm the nymph personally). All of these powers

are cast at will at spell levels equal to the nymph's *Combat Level*. (See *The Lexicon of Lore™* for details.)

Oreades are earth nymphs. Not too surprisingly, these faery women are exceedingly attractive as are all nymphs. The physical features of the oreades, however, are reminiscent of the earthy environment in which they dwell. Their smooth unblemished skin has a pale chalk-like appearance and their eyes possess the brilliant colors of precious gemstones. Their hair, though impeccably well groomed, is streaked with various shades of stone giving a decidedly striated appearance.

The oreades' most distinguishing characteristic, however, is their complete inability to speak normally. The only words they speak are in direct mimicry of those words and sounds made by others intruding in their domains. This unfortunate handicap is the result of a curse inflicted by Hera when she learned that her unfaithful husband Zeus was having an affair with a particularly lovely oread named Echo.

Sylph

Habitat: Sylphs are aerial nymphs. They are strongly bound to their native environment as are all nymphs, but this is a much weaker restriction for sylphs than it is for the other nymph races as far as interaction with mortals is concerned. Obviously, wherever men are found, so is a surrounding atmosphere. Even so, individual sylphs tend to limit themselves to particular regions, be it the winds blowing over a given prairie or the area surrounding a specific cloud.

Alignment: social neutral

Speed: 75 (125 flying)

Special Characteristics: Sylphs ordinarily hide themselves from the eyes of men as the mage spell **Invisibility**. In addition, they are able to communicate over vast distances as the mage spell **Whispering Wind** and are able to summon breezes and gales as the mage spell **Witch Wind**. All abilities are cast at will at spell levels equal to the sylph's *Combat Level*. (See *The Lexicon of Lore™* for details.)

A sylph is a lovely winged nymph. They share the beauty of their sister nymph races, but have a translucent almost ghost-like appearance. Their wings are particularly sheer and transparent like those of gigantic dragonflies. Anyone lucky enough to spot one these shy nymphs is likely to mistake the beautiful vision for an angelic spirit.

Vila

Habitat: Vila (singular Vila) are woodland nymphs. Like a dryad, a Vila is closely bound to a host tree. Although a Vila is not restricted to remaining within any set distance

of her arboreal partner, she is confined to the forest that contains it. Felling a Vila's host tree kills her.

Alignment: unlawful neutral to unlawful evil

Speed: 85

Special Characteristics: A vila may cast the following mage spells at will: **Animal Form**, **Animal Tongues**, **Tree Pass**, and **Wood's Beauty and Bane**. All spells are cast at will at spell levels equal to the vila's *Combat Level*. See *The Lexicon of Lore™* for further details.

Vily are exceptional healers as well, proficient with the skills of *Creating Herbal Balms* and *Remedying Ailments*. These abilities are performed at skill levels equal to the vila's *Combat Level*. (See *The Grimoire of Game Rules™* for details.)

A Vila is a beautiful fair skinned maiden with long reddish brown hair that cascades nearly to the ground like a silken waterfall. She dresses herself in either an ephemeral white gown or with green leaves. Whatever her wardrobe, it is always a bit more revealing than proper fashion would demand. When they take on animal forms, vily always prefer white or silver coloration. White mares and silver wolves are favored forms.

Vila are exquisitely lovely, but often have dark hearts and take pleasure in the torment of men. In fact, there is a saying of old Slavonic lore that states, "Whether a Vila is white or black, she will always be a bad Vila". The Vila's attitude toward mankind may be nothing more than a mirror reflection of man's attitude toward these Slavonic nymphs.

O

Orthrus

(Orthos)

Habitat: Orthrus make excellent herding dogs. As such, they are the favored pets of Geryon giants.

Life Style: guardian animal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 100

Strength: above average

Size: medium

Origin: The original Orthrus, after which this entire species is named, was the watchdog of Geryon, a giant with three bodies who tended some wondrous red cattle. Obtaining these cattle was the object of Hercules's tenth task in Greek mythology.

Special Characteristics: Well, the dog has two heads. That's kind of special, isn't it?

Recovery Time: 6

Absorption: 0

Surprise Adj.: +2

Attack Modes: bite/bite

Each head acts independently. Therefore, each gains extra attacks if its *Combat Level* greatly exceeds that of its opponents (see **Number of Attacks** in the **Advanced Combat Rules** section of *The Grimoire of Game Rules™* for details).

Attributes

PS	ST	AG	MD	PC	WP	FA
3	3	0	--	5	-4	-4

Orthrus Examples

	Below Avg.	Average
Combat Level	4	6
Attack Bonus	+5	+8
Defense	23	26
Damage Tolerance	40 + 4d10	40 + 6d10
E.P. Value	28	60
Damage per Attack	1-10/ 1-10	1-12/1-12
	Above Avg.	Exceptional
Combat Level	8	12
Attack Bonus	+11	+16
Defense	29	33
Damage Tolerance	50 + 8d10	60 + 12d10
E.P. Value	175	1375
Damage per Attack	2-16/2-16	2-20/2-20

An Orthrus is a large two-headed dog commonly mistaken for a Cerberus (for obvious reasons). Their coats are fairly shaggy and come in a variety of patterns and colors. These canines have a knack for herding sheep and cattle and are highly prized as pets of shepherds, ranchers, and swineherds. They are fiercely devoted to their masters and will risk any danger to protect his family and property from harm.

P

Pan

(Satyr, Bocke, Faun, Urisk, Silenus)

Pans are humanoid composite creatures having the upper torsos of men and the lower torsos and legs of goats or deer. Although there are several varieties of pan, which are collectively named after the Greek deity Pan, the behavior and habitat of any one group can vary dramatically from the others. They play a very important role in Grecian mythology and a lesser role in Celtic and Slavonic folklore.

Wealth Type: monetary

Cunning: average

Speed: 70

Strength: average

Size: medium

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: -2

Attack Modes: by weapon.

Attributes

PS	ST	AG	MD	PC	WP	FA
0	1	3	4	1	-2	0

Pan Archer / Knife Thrower Examples

	Below Bowman	Avg.	Average Bowman
Character Level	1		2
Combat Level	1		2
Attack (Shooting)	+7		+8
Attack (Hand Held)	+2		+3
Defense	23		24
Defense (Shooting)	15		15
Damage Tolerance	15 + 2d10		15 + 2d10
E.P. Value	12		20
Damage per Attack	by weapon		by weapon

	Above Bowman	Avg.	Well Avg. Bowman	Above Bowman
Character Level	4		6	
Combat Level	4		6	
Attack (Shooting)	+12		+15	
Attack (Hand Held)	+5		+7	
Defense	26		28	
Defense (Shooting)	16		18	
Damage Tolerance	15 + 2d10		20 + 3d10	
E.P. Value	42		72	
Damage per Attack	by weapon		by weapon	

	Below Archer	Heroic Archer	Heroic Archer
Character Level	8		10
Combat Level	9		10
Attack (Shooting)	+20		+21
Attack (Hand Held)	+9		+12
Defense	31		33
Defense (Shooting)	21		22
Damage Tolerance	20 + 3d10		25 + 4d10
E.P. Value	280		420
Damage per Attack	by weapon		by weapon

	Above Archer	Heroic Archer	Legendary Archer
Character Level	12		14
Combat Level	12		14
Attack (Shooting)	+24		+26
Attack (Hand Held)	+15		+18
Defense	36		38
Defense (Shooting)	24		25
Damage Tolerance	25 + 4d10		30+ 4d10
E.P. Value	1250		3000
Damage per Attack	by weapon + 2		by weapon + 2

Pan Fighter Examples

	Below Average Fighter	Average Fighter
Character Level	1	2
Combat Level	2	3
Attack Bonus	+4	+6
Defense	23	24
Damage Tolerance	20 + 2d10	20 + 2d10
E.P. Value	12	20
Damage per Attack	by weapon + 2	by weapon + 2

	Above Fighter	Avg.	Well Avg. Fighter	Above
Character Level	4		6	
Combat Level	5		7	
Attack Bonus	+9		+12	
Defense	27		29	
Damage Tolerance	25 + 2d10		25 + 3d10	
E.P. Value	45		90	
Damage per Attack	by weapon + 2		by weapon + 3	

	Below Heroic Fighter	Heroic Fighter
Character Level	8	10
Combat Level	9	12
Attack Bonus	+14	+16
Defense	32	36
Damage Tolerance	30 + 3d10	30 + 4d10
E.P. Value	320	1125
Damage per Attack	by weapon + 3	by weapon + 3

	Above Heroic Fighter	Legendary Fighter
Character Level	12	14
Combat Level	14	16
Attack Bonus	+19	+22
Defense	38	41
Damage Tolerance	35 + 4d10	35 + 4d10
E.P. Value	2400	4275
Damage per Attack	by weapon + 4	by weapon + 4

Pan Mage Examples

	Below Mage	Avg.	Average Mage
Character Level	1		2
Combat Level	1		2
Attack Bonus	+1		+2
Defense	23		24
Defense (while spellcasting)	14		15
Damage Tolerance	15 + 1d10		15 + 2d10
Approx. # Spells	1		1
E.P. Value	3		4
Damage per Attack	by weapon-2		by weapon-2

	Above Mage	Avg.	Well Avg. Mage	Above
Character Level	4		6	
Combat Level	3		5	
Attack Bonus	+4		+6	
Defense	26		29	
Defense (while spellcasting)	14		15	
Damage Tolerance	20 + 2d10		20 + 3d10	
Approx. # Spells	3		6	
E.P. Value	21		72	
Damage per Attack	by weapon		by weapon	

	Below Heroic Mage	Heroic Mage	Heroic Mage
Character Level	8		10
Combat Level	7		9
Attack Bonus	+9		+11
Defense	31		33
Defense (while spellcasting)	17		20
Damage Tolerance	20 + 3d10		20 + 4d10
Approx. # Spells	13		20
E.P. Value	225		780
Damage per Attack	by weapon		by weapon

	Above Mage	Heroic	Legendary Mage
Character Level	12		14
Combat Level	11		13
Attack Bonus	+14		+17
Defense	37		39
Defense (while spellcasting)	24		25
Damage Tolerance	20 + 4d10		20 + 5d10
Approx. # Spells	30		40
E.P. Value	2500		7500
Damage per Attack	by weapon + 2		by weapon + 2

Pan Priest Examples

	Below Priest	Avg.	Average Priest
Character Level	1		2
Combat Level	2		3
Piety Level	1		1
Attack Bonus	+4		+6
Defense	23		25
Defense (while spellcasting)	13		15
Damage Tolerance	20 + 2d10		20 + 2d10
E.P. Value	15		20
Damage per Attack	by weapon		by weapon

	Above Priest	Avg.	Well Above Avg. Priest
Character Level	4		6
Combat Level	5		7
Piety Level	2		4
Attack Bonus	+9		+12
Defense	27		29
Defense (while spellcasting)	16		18
Damage Tolerance	25 + 2d10		25 + 3d10
E.P. Value	49		120
Damage per Attack	by weapon		by weapon + 2

	Below Priest	Heroic	Heroic Priest
Character Level	8		10
Combat Level	9		11
Piety Level	7		10
Attack Bonus	+14		+16
Defense	32		36
Defense (while spellcasting)	21		24
Damage Tolerance	25 + 3d10		25 + 4d10
E.P. Value	325		1140
Damage per Attack	by weapon + 2		by weapon + 3

	Above Priest	Heroic	Legendary Priest
Character Level	12		14
Combat Level	13		15
Piety Level	12		14
Attack Bonus	+18		+20
Defense	38		40
Defense (while spellcasting)	26		28
Damage Tolerance	35 + 4d10		35 + 5d10
E.P. Value	2750		6900
Damage per Attack	by weapon + 3		by weapon + 3

Pan Thief Examples

	Below Thief	Avg.	Average Thief
Character Level	1		2
Combat Level	1		2
Attack Bonus (Small Hand Held)	+8		+9
Defense	24		25
Damage Tolerance	15 + 1d10		15 + 2d10
E.P. Value	18		24
Damage per Attack	by weapon-2		by weapon-2

	Above Thief	Avg.	Well Avg. Thief	Above
Character Level	4		6	
Combat Level	4		6	
Attack Bonus (Small Hand Held)	+12		+14	
Defense	27		29	
Damage Tolerance	20 + 2d10		20 + 2d10	
E.P. Value	49		84	
Damage per Attack	By weapon		By weapon	
	Below Thief	Heroic	Heroic Thief	
Character Level	8		10	
Combat Level	9		11	
Attack Bonus (Small Hand Held)	+17		+19	
Defense	31		33	
Damage Tolerance	20 + 3d10		20 + 4d10	
E.P. Value	200		720	
Damage per Attack	by weapon + 2		by weapon + 2	
	Above Thief	Heroic	Legendary Thief	
Character Level	12		14	
Combat Level	13		15	
Attack Bonus (Small Hand Held)	+22		+23	
Defense	36		38	
Damage Tolerance	25 + 4d10		25 + 5d10	
E.P. Value	1600		3375	
Damage per Attack	By weapon + 3		By weapon + 3	

Faun

(Fawn)

Habitat: Fauns live deep in the woods away from noisome and troubling human contact. They are excellent farmers that especially enjoy growing grain and grapes.

Life Style: timid humanoid

Alignment: social good

Origin: Fauns are Roman woodland faeries that were most likely derived from the Roman deity Faunus. In Greek lore, the fawn, or deer, was a form often assumed by woodland nymphs to enable their escape.

Special Characteristics: Most fauns have the talents of *Dancing* and *Playing Instruments* and are expert in playing the shawm, a type of flute. In addition, they have an *Affinity for Nymphs*, who have far more trust in fauns than in the other panish races.

Fauns are part man and part deer. Their most notably bestial features are their legs, which are long and spindly like a deer's and provide these faeries with remarkable agility. Fauns also possess short white tails and the ears of deer and the males grow stubby horns. These horns resemble a buck's antlers at the very beginning of spring before they have grown to sufficient length to branch. The remaining features of these gentle forest faeries are unremarkably human, although their facial expressions do tend toward the placid side.

Most humans tend to find fauns more attractive than satyrs since their hair, both cranial and leggy, is invariably well groomed. Probably more important than their physical hygiene, however, is the fact that their manners are undeniably more refined. It is unlikely that any faun invited to a royal banquet at a duke's mansion would instigate a food-fight among the guests. A satyr would not be so good a bet.

Leshe

(Zuibotschnik)

Habitat: Leshes live deep in forests of pine, aspen, spruce, and birch trees. They are encountered mainly in spring, summer, and autumn because they hibernate in their secluded woodland cottages during the cold winter months.

Life Style: hermitish humanoid

Alignment: antisocial neutral

Origin: The leshe is a Slavonic faery native to most Baltic countries. They are attributed with a variety of powers, including the ability to control animals and to change their size from that of the smallest leaf to that of the tallest tree. In addition, they are believed to be the cause of whirlwinds and even the occasional hurricane.

Special Characteristics: Leshes have the skills of *Animal Training* and *Rurual Stealthing* and many have the talents of *Imitating Voices* and *Throwing Voice* which they use to lure travelers off of well traveled routes.

All leshes are Highly Susceptible to Cold and Frost.

Leshes closely resemble the classic Greek satyrs, having goat legs and horns and scraggly beards. They are easily distinguished from satyrs, however, because their hair is a dark green color and their skin has a distinctive greenish tint. Leshes are exceptionally antisocial creatures, but are not in the least bit shy or timid as are fawns and urisks. Instead, they take an active hand in discouraging visitors to their little kingdoms. Any traveler caught trespassing in a leshe's territory will be lured from his path with whatever means the leshe can devise and will be lead astray until the poor soul is hopelessly lost deep in a swamp or marsh.

These faeries have an uncanny ability to control the animals in the territories where they dwell. In fact, most lesches will usually keep a bear or wolf as a personal guardian, so attacking any one of these faeries is a highly risky proposition. In addition, lesches make exceptional mages tending to focus on the areas of Creationism, Illusionry, and Aeromancy.

Finally, lesches are incorrigible gamblers, taking any opportunity to make a bet. Being highly rustic faeries whose skills revolve around their natural surroundings, their favored wager is that of an animal or two. It is not unheard of for an entire forest's worth of squirrels to migrate wholesale from one wood to another. In such cases, knowledgeable locals know that the otherwise mysterious occurrence can be attributed to one lesche's string of bad luck.

Satyr

Habitat: The majority of satyrs are forest dwellers that shy from human contact by occupying deep woodland recesses. Even so, satyrs have a true love of wine and ale, which they can only acquire by trading with humanity or tending fields. Consequently, many enterprising satyrs become goatish ambassadors to the outside world as wine merchants, barley farmers, and vineyardists.

Life Style: solitary humanoid

Alignment: social unlawful neutral

Origin: Satyrs are most commonly recognized as having come to us from Greek legend. This fact is undoubtedly true, but the Greeks themselves imported the satyr myths from the island of Argos. Actually, there are many cultures throughout the world with their own goat-men. The Italian goat people, known as the Fauni and Silvani, were helpful field sprites whose behavior stands in stark contrast to the lusty and drunken Greek Satyrs. The Arabs have legends of mountain demons resembling men with goat legs and it is from here that the modern devil derives its most popular form.

Special Characteristics: Most satyrs have the talents of *Holding Liquor*, *Playing Instruments (Pipes)*, *Holding Liquor*, *Dancing*, and *Holding Liquor*. These impressive talents are generally used in the order given.

Satyrs are a cross between man and goat. Their goatish features include their legs, cloven hooves, stubby tails, long ears, and whiskers. Their heads, arms, and torsos are decidedly human, albeit on the hairy side.

Satyrs are far from modest and most will happily romp about town without a stitch of clothing. Their incessant drinking fuels their raucous laughs and they never hesitate to give a passing girl a sly glance and a rude comment. This carefree attitude has earned satyrs a reputation as lustful, brutish, drunks. It does not take a social scientist to conclude that many satyrs are also thieves.

Despite all of their civil inadequacies, satyrs do tend to endear themselves to people. They have quick wits and an unassuming attitude that is hard to despise for long. They are always willing to play their pipes to enliven a crowd and are the center of attention on the dance floor. As such, they are among the first invited to attend social gatherings. Unfortunately, their obvious predisposition toward nubile young women, bad manners, and continual overindulgence in wine often finds them to be among the first thrown out as well.

Urisk

(Uruisg)

Habitat: Urisks are lonely solitary faery types. Most urisks live hermitish existences near pools and streams. A few more sociable individuals overcome their timid natures and take up residence on remote farms, earning their board by performing any chores in need of attending.

Life Style: timid humanoid

Alignment: antisocial good

Origin: Urisks are Scottish faeries known to haunt the country's many lochs and pools.

Special Characteristics: Urisks are quite comfortable in the water. All have the talent of *Swimming* and are able to breathe underwater. In addition, many have the skill of *Underwater Combat*. These faeries are so emotionally attached to fresh water bodies that they are *Terrified of Venturing more than 1 Mile from a Fresh Water Body*.

Of all the pan races, urisks are most closely related physically to satyrs. Like their gruff boorish cousins, urisks are half-man and half-goat, although they do not possess the satyr's stubby horns. Their appearance, however, is where the similarity between the two races

ends. In fact, the urisk's shy nature is a sharp contrast to that of the raucous satyr. It is an uncommonly outgoing urisk that does not immediately plunge into a nearby stream when chanced upon by a stranger.

Oddly enough, the urisk's loneliness occasionally drives them to acts that, for so timid a species, can only be described as audacious. It is not unheard of for a solitary traveler to catch a glimpse of a urisk clandestinely following him. Experienced travelers recognize that the longing expression on the poor urisk's face merely reflects its desire for a bit of friendly conversation. Unfortunately, most people wandering along lonely roads react to a urisk's timid approach as the action of a monstrous bandit sneaking up in ambush. Consequently, urisks are feared far more than is warranted.

Pazuzu

(Arallu)

Habitat: Pazuzu are demons that live in the desert mountains.

Life Style: demonic man-eater

Wealth Type: hoard

Alignment: antisocial unlawful evil

Cunning: above average

Speed: 75 (120 flying)

Strength: high

Size: medium

Origin: The Pazuzu (or Arallu) originates from Mesopotamia, where they believed the demons to represent the disease bearing southeast storm winds. These fearsome demons are bold enough to attack the very gods. These evil spirits sometimes throw Nannar, the Babylonian moon god, into a sack. This gives the moon to a reddish orange hue (a lunar eclipse) until Nannar can fight his way free. Like the ekimmu, the pazuzu is an evil utukku and enemy of the lamassu.

Special Characteristics: Pazuzu have the ability to cast the priest Curse spells **Frailty** and **Rot** once per day at a spell level equal to its Combat Level. In addition, the Pazuzu's sting injects a powerful Deadly Toxin that delivers 4d8 damage to those failing a Luck Roll with Stamina adjustments.

Like most spirits, pazuzu are *Immune to Mental Spells*, are not adversely affected by *Severity Damage*, and are *Immune to all but Magical Weapons*.

Recovery Time: 7

Absorption: 0

Surprise Adj.: 0

Attack Modes: bite/ claw/ claw / sting

Attributes

PS	ST	AG	MD	PC	WP	FA
5	4	4	-3	3	2	2

Pazuzu Examples

	Below Average	Average
Combat Level	8	10
Attack Bonus	+14	+17
Defense	31	34
Damage Tolerance	50 + 8d10	75 + 10d10
E.P. Value	325	1020
Damage per Attack	2d8/ 2d6/ 2d6 / 2d8 + poison	2d8/ 2d8/ 2d8 / 2d8 + poison
	Above Average	Heroic
Combat Level	12	14
Attack Bonus	+20	+23
Defense	37	40
Damage Tolerance	100 + 12d10	125 + 14d10
E.P. Value	1890	3150
Damage per Attack	2d10/ 3d6/ 3d6 / 2d8 + poison	2d10/ 3d6/ 3d6 / 2d10 + poison

A pazuzu is a demon that takes the form of a human with two sets of eagle's wings, a lion's face and claws on both hands and feet, and a scorpion's tail. Fortunately, all pazuzu are male so they have no offspring. Being demons, though, they are essentially immortal, although killing their physical forms in the mortal realm banishes them to the underworld for an indeterminate time.

Penates

Habitat: Penates are powerful guardian spirits. Each is commonly associated with a specific city or prominent family. The Penates are only encountered when dutifully guarding their wards.

Life Style: angelic spirit

Wealth Type: incidental

Alignment: good

Cunning: above average

Speed: 100

Strength: above average

Size: medium

Origin: Forms of semi-divine *manes*, Penates were worshipped in ancient Rome. They are related to the Roman larvae but were far less common and were loved and revered unlike their evil kindred.

Special Characteristics: Penates may cast the following religious spells once per day: **Ares's Eager Spear** (Battle), **Athena's Shield** (Battle), **Brilliant Aura** (Miracle), **Lift Curse** (Miracle), **Panacea** (Healing), and **Wing Foot** (Miracle). All spells are cast at a spell level equal to the Penates's *Combat Level*. See **The Lexicon of Lore™** for details.

Penates can assume either an ethereal or corporeal form at will. When in its ghostly state, Penates can pass through walls and other such non-magical barriers without hindrance, but their weapons deliver no damage to corporeal creatures. In its ethereal state, the Penates can elect to remain invisible to mortal eyes.

Penates are *Immune to Mental Spells*, are not adversely affected by *Severity Damage*, and are *Immune to all but Magical Weapons*.

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: -0

Attack Modes: by weapon (Penates are not aggressive unless its ward is threatened.) Penates are always armed with spears and short swords and commonly carry shields.

Attributes

PS	ST	AG	MD	PC	WP	FA
4	3	4	2	2	3	5

Penates Examples

	Below Average	Average
Combat Level	8	10
Attack Bonus	+16	+18
Defense	32	34
Damage Tolerance	50 + 8d10	75 + 10d10
E.P. Value	425	1105
Damage per Attack	By weapon + 4	By weapon + 5
	Above Avg.	Exceptional
Combat Level	12	14
Attack Bonus	+21	+24
Defense	37	40
Damage Tolerance	100 + 12d10	125 + 14d10
E.P. Value	2525	6925
Damage per Attack	By weapon + 6	By weapon + 7

Penates are angelic guardian spirits having the appearance of beautiful human youths with smooth ivory complexions. They wear short togas and ivy crowns and are armed with spears and short swords. To mortal man, the appearance of a Penates is a truly dazzling sight. The manifestations are undoubtedly augmented with the Penates' impressive magical abilities.

Penates are the defenders of the honor and well being of wealthy families, townships, and cities. In times of crises, the affected citizens or family members will offer sacrifices to the Penates to ask for his aid. If the need is great enough and his wards have been faithful, the Penates will willingly provide whatever service he can.

Phoenix

(Phoenix)

Habitat: The phoenix is a desert creature that generally nests in oases in the upper plumes of palm trees.

Life Style: territorial bird

Wealth Type: incidental

Alignment: neutral good

Cunning: low.

Speed: 20 (200 flying)

Strength: above average

Size: medium to large. These birds stand a full 5 feet tall when perching and have a wingspan of 10 feet or more.

Origin: The classical (Greek) writers of Hesiod and Herodotus state that the phoenix is Egyptian in origin, but it is likely that the myth actually originated in the Orient. In any case, the phoenix supposedly lived in Arabia for 500 years before its body was consumed in its own fire. From the ashes would rise a young phoenix who, when it was sufficiently mature, would then transport the nest containing its father's ashes to the temple of Heliopolis in Egypt. The phoenix was eventually adopted as the symbol of Rome.

Special Characteristics: A phoenix continually radiates brilliant sunlight as the mage spell **Morning Glory**. In addition, it can generate an aura of fire around its body at will as the mage spell **Efreeti Fire**. The phoenix has a very gentle temperament and is loathe to harm any living creature, but if pressed, it can direct wisps of flame as the mage spell **Finger of Flame**. It can do this even when participating in combat. When it dies, the phoenix's body is consumed in flame as the priest Wrath spell **Flaming Retribution**, but with the flames shooting upward from the bird's body rather than coming down from the heavens. All spells are cast at a spell level equal to the bird's *Combat Level*.

Needless to say, the phoenix is *Immune to Heat and Fire*.

Recovery Time: 4

Absorption: 0

Surprise Adj.: 0

Attack Modes: beak/ claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
2	2	2	—	4	4	4

Phoenix Examples

	Below Avg.	Average
Combat Level	8	10
Attack Bonus	+12	+15
Defense	30	33
Damage Tolerance	80 + 8d10	100 + 10d10
E.P. Value	63	120
Damage per Attack	2d8/ 2d6/ 2d6	2d10/ 2d8/ 2d8
	Above Avg.	Exceptional
Combat Level	12	14
Attack Bonus	+18	+21
Defense	36	39
Damage Tolerance	120 + 12d10	140 + 14d10
E.P. Value	180	480
Damage per Attack	2d12/ 2d8/ 2d8	2d12/ 2d8/ 2d8

A phoenix is an interesting combination of living creature and fire elemental. It is a large eagle-like bird with golden-red feathers that gleam with the light of the sun. The magnificent avian lives in the upper reaches of palm trees where it builds its nest from myrrh and cinnamon.

The phoenix is the most gentle of creatures, always preferring escape over combat. Even so, if it has no other recourse, a phoenix is well able to defend itself with both claw and fire. If killed, the bird will erupt in a maelstrom of fire reaching up into the heavens. Within this fiery column will raise the form of a newborn phoenix, its parent's only offspring.

R

Rakshasa

Habitat: When not vacationing on earth, rakshasa dwell in a hellish domain.

Life Style: demonic spirit

Wealth Type: nil

Alignment: antisocial unlawful evil

Cunning: below average

Speed: 80

Strength: high

Size: large. Size can vary dramatically from specimen to specimen, but most are around 8 feet tall.

Origin: Rakshasas come to us from India where they are found in Hindu lore. The Ramayana states that the king of these foul spirits is Ravana, a rakshasa having ten heads (not to mention a proportionately larger appetite).

Special Characteristics: Rakshasa *Lust for the Taste of Human Flesh*. If any opponent falls in combat, the rakshasa immediately picks him up and eats him. His unbelievable eating skills enable him to consume a human sized creature, equipment and all, in only 2 turns of combat. Of course, he cannot attack anyone else while feasting. After it fully consumes a human or humanoid creature, its body instantly regenerates an amount of *Damage Tolerance* equal to the consumed individual's when healthy.

Some of the more powerful rakshasas have the added convenience of several mouths. Ten percent of *above average* and *exceptional* rakshasas possess 2d4 heads. Each attacks once per turn of combat. Of course, their experience point value should be adjusted accordingly.

Since rakshasas are demons, they are hit only by magic weapons and are unaffected by *Severity Damage*. Luckily, they are *Highly Susceptible to both Holy Water and Sunlight*.

Recovery Time: 7

Absorption: 0

Surprise Adj.: -2

Attack Modes: bite. In some cases, Rakshasa have multiple heads and mouths. In this case, each mouth gets its own attack every turn. See the description below for further details.

Attributes

PS	ST	AG	MD	PC	WP	FA
5	4	3	1	0	1	1

Rakshasa Examples

	Below Avg.	Average
Combat Level	6	8
Attack Bonus	+9	+11
Defense	28	30
Damage Tolerance	70 + 6d10	90 + 8d10
E.P. Value	162	330
Damage per Attack	3-30	3-36
	Above Avg.	Exceptional
Combat Level	10	12
Attack Bonus	+13	+15
Defense	33	35
Damage Tolerance	110 + 10d10	130 + 12d10
E.P. Value	870	1905
Damage per Attack	4-40	4-48

The appearance of these Indian demons varies widely. One rakshasa may have black skin, yellow hair, and dress itself in a wreath of human entrails. Another may have huge tusks and hair of flame. Yet another may have the body of a man and the head of a bull. Once encountered, though, a rakshasa is easily distinguishable from other demon types despite their varied forms. Its insatiable, voracious appetite unmistakably identifies a rakshasa.

A rakshasa is usually encountered gnawing on a human hand or drinking blood from a human skull. In fact, a rakshasa will eat any living thing it can get its hands on. Of course, its refined palate prefers human flesh over any other form.

Rhinoceros

(African Unicorn)

Habitat: The rhino is a denizen of the plains, grazing on the underbrush and plentiful grasses of the region.

Life Style: herbivorous territorial animal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 70

Strength: high

Size: large

Origin: The rhinoceros is a native of Africa and India. In folklore, its single straight horn was given the properties of a powerful aphrodisiac. Consequently, poachers have driven it nearly to extinction. It is believed that the tales of unicorns are derived from distorted accounts of the squat, ugly rhino.

Special Characteristics: A rhino will commonly charge on its first attack, inflicting double the stated damage (do not double any *Severity Damage*).

Recovery Time: 7

Absorption: 6

Surprise Adj.: -2

Attack Modes: horn

Attributes

PS	ST	AG	MD	PC	WP	FA
7	8	-3	--	-2	-4	-4

Rhinoceros Examples

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+12	+14
Defense	21	23
Damage Tolerance	175 + 5d10	200 + 7d10
E.P. Value	126	270
Damage per Attack	3d8	3d8

	Above Avg.	Exceptional
Combat Level	9	11
Attack Bonus	+17	+20
Defense	25	27
Damage Tolerance	225 + 9d10	275 + 11d10
E.P. Value	680	1890
Damage per Attack	4d8	4d8

The rhinoceros is a thick, sturdy beast that only a zookeeper could find beautiful. It has short stubby legs, a bristly tail, and a thick rough skin, all of which resemble those of the elephant. The rhino has upright ears like a mule's and eyesight that would give any optometrist visions of dollar signs. Its most distinguishing characteristic, however, is the long upward curving horn that protrudes from its snout.

The rhinoceros is fiercely territorial and will attack any trespasser within its domain. Of course, since it can barely see more than 20 feet, there really is little difficulty in avoiding the beast.

Despite its cantankerous nature, the rhino population shrinks continuously due to poachers, who prize their horns. This is probably due to the fact that the rhino is often confused with the unicorn, although how is anybody's guess. Rhino horns possess no magical properties of their own. Even so, one will fetch 1,000 silver pieces or more if sold on the black market.

Roc

(Rukh, Simurgh, Garuda)

Habitat: Rocs nest on the jagged mountain slopes of remote tropical islands. The fact that they roost in such secluded places does not mean that their range is limited. Their enormous size and strength allows rocs to easily remain airborne for days and they can fly hundreds, if not thousands, of miles without a break.

Life Style: predatory bird

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 225 (flying) or 50 (hopping). Chicks can manage a speed of only 25 on the ground and cannot fly at all until reaching adulthood.

Strength: exceptional

Size: huge (100-yard wingspan). When perched, a full grown roc reaches a height of 30 yards. Newly hatched chicks stand 10 to 14 feet tall.

Origin: Ancient Middle Eastern myths relate tales of monstrous birds. These beasts were known as Rukhs in Arabia, Simurgh in Persia, and Garuda in India. They were popularized in literature when Sinbad the sailor encountered one of these colossal avians in the tale of the *Arabian Nights*. At first Sinbad mistook a roc egg for a pearly domed building but quickly realized his folly when mama appeared, blotting out the sun with her bulk.

In the past, travelers to Madagascar were given roc feathers as proof of the bird's existence. Marco Polo himself mentions a tremendous feather brought to Kubla Khan from Madagascar in his travels. These "plumes" are believed to be nothing more than the palm fronds commonly found in the tropics.

The roc is also immortalized in the game of chess. Originally, two large birds sat at either end of the board upon opening. Although their shape has changed over the centuries, these pieces are still called "rooks." The term "rookery," or bird sanctuary, has a similar origin.

Special Characteristics: The wind produced by the roc's beating wings is so strong it kicks up great quantities of debris. When the bird flies within 200 yards of the ground it has an effect similar to the Religious Nature spell **Tempest** (but affects an area of only a 200-yard radius).

Recovery Time: 9

Absorption: 5

Surprise Adj.: +3

Attack Modes: beak or claw/claw. Since roc chicks cannot fly, they can only use beak attacks.

Attributes

PS	ST	AG	MD	PC	WP	FA
9	6	-6	--	5	-4	-4

Roc Examples

	Chick	Average
Combat Level	6	11
Attack Bonus	+9	+15
Defense	20	25
Damage Tolerance	150 + 6d10	325 + 11d10
E.P. Value	192	2250
Damage per Attack	3d6 (beak)	4d12 (beak) or 2d10/ 2d10
	Above Avg.	Exceptional
Combat Level	14	16
Attack Bonus	+19	+22
Defense	28	30
Damage Tolerance	375 + 14d10	435 + 16d10
E.P. Value	8700	16150
Damage per Attack	5d10 (beak) or 3d8/ 3d8	5d12 (beak) or 3d8/ 3d8

A roc is an immense bird of prey that is so huge that its shadow completely blots out the sun. Its golden brown feathers are proportionately large and, when found littering the beach, are often mistaken for dried palm leaves.

Rocs have a correspondingly big appetite that they satisfy by feeding on the biggest prey available. They have even been known to carry off fully-grown elephants in their claws. They are not overly particular, though. Horses, cattle, and men will do nicely, as long as there are enough to make up a decent meal.

Roc eggs are around 7 to 9 feet across and are quite sturdy, the shells being at least an inch thick. The smooth curved surfaces of these gargantuan globes reflect sunlight with iridescent sheen. Consequently, the spectacular shells are highly prized by rich caliphs for the wonderful mother-of-pearl ornaments and palace decorations they make possible. Any eggshell fragment having an area of one square foot will fetch 200 silver pieces for the proud owner. An unblemished fully intact dome (half shell) is easily worth 25,000.

S

Scarab, Giant

Habitat: Giant scarabs are desert dwellers that feed on dung. They have a tendency to linger near popular caravan routes and can sometimes be spied following behind caravans scavenging for food. If a scarab is well fed when he finds a juicy fly-ridden mass of dung, he will fashion the sticky lumps into a ball and roll it along the ground so that the morsel can be slowly savored in its burrow.

Life Style: scavenging insect

Wealth Type: incidental.

Alignment: neutral

Cunning: low

Speed: 90

Strength: above average

Size: medium

Origin: The scarab, also known as the dung beetle, is actually a common insect in various parts of the world. (In the United States they are called tumblebugs.) Its most prominent position in mythology was given by the Egyptians, who identified the balls of dung that the bug rolls along the ground with the fiery ball of the sun moving across the sky. They Egyptians believed that the sun god Khepri, who took the form of a scarab, pushes the celestial ball and thus creates night and day. At nightfall Khepri dies and is reborn at sunrise.

Special Characteristics: Scarabs have remarkable powers of rejuvenation. If a giant scarab is slain and its body is left intact, it will rise again vigorous and alive on the following sunrise.

Recovery Time: 8

Absorption: 6

Surprise Adj.: +0

Attack Modes: mandibles

Attributes

PS	ST	AG	MD	PC	WP	FA
4	2	-1	--	0	-4	1

Giant Scarab Examples

	Below Avg.	Average
Combat Level	2	4
Attack Bonus	+4	+7
Defense	21	23
Damage Tolerance	20 + 2d10	25 + 4d10
E.P. Value	20	35
Damage per Attack	1d10	1d12
	Above Avg.	Exceptional
Combat Level	6	8
Attack Bonus	+10	+13
Defense	26	28
Damage Tolerance	30 + 6d10	35 + 8d10
E.P. Value	84	175
Damage per Attack	2d6	2d8

Giant scarabs are enormous beetles. Each has two smallish composite eyes, mandibles, and a hard exoskeleton that provides excellent natural armor plating. Like all insects, scarabs possess six legs. Their hindmost legs, however, are a good deal longer than the rest, enabling the bug to grapple and manipulate substantial quantities of dung. When its globe of food becomes too large to handle with its front limbs, the beetle simply turns around and uses its hind legs to roll the aromatic nugget to its den. The scarab is not the slightest bit perturbed from having to proceed in "reverse."

Scylla

Habitat: Scyllas prefer the warm water of temperate seas where they take up refuge in underwater caves near shipping lanes. Although their diets consists mainly of dolphins and fish, scylla never hesitate in augmenting their meals with passing sailors.

Life Style: hermit-like water dweller

Wealth Type: hoard

Alignment: antisocial lawful evil

Cunning: high

Speed: 100 in water

Strength: above average

Size: large

Origin: Scylla is taken from the myths of ancient Greece. She began life as a nymph and was Poseidon's lover. Amphrite, Poseidon's wife, didn't appreciate Scylla's affections toward her husband so she convinced a great sorceress named Circe to curse Scylla with a monstrous form.

In despair, Scylla fled and hid herself in an underwater cave. Here, she became a "partner in crime" with another sea monster named Charybdis. Scylla and Charibdis haunted the waterways between the Italian peninsula and the island of Sicily. Scylla patrolled the Italian side of the strait while Charybdis churned the waters of the Sicilian side.

Special Characteristics: none

Recovery Time: 6

Absorption: 0

Surprise Adj.: -1

Attack Modes: by weapon/ bite (x6). Since each head acts independently, each gains extra attacks whenever its *Combat Level* greatly exceeds that of its opponents. Scyllii commonly wield tridents but occasionally learn the use of other weapons.

Attributes

PS	ST	AG	MD	PC	WP	FA
3	6	0	3	4	4	-1

Scylla Examples

	Below Avg.	Average
Combat Level	8	12
Attack Bonus	+14	+19
Defense	28	32
Damage Tolerance	225 + 8d10	250 + 12d10
E.P. Value	550	3125
Damage per Attack	by weapon + 4/ 2d6(x6)	by weapon + 6/ 2d8(x6)

	Above Avg.	Exceptional
Combat Level	14	16
Attack Bonus	+21	+23
Defense	34	36
Damage Tolerance	275 + 14d10	300 + 16d10
E.P. Value	8400	14250
Damage per Attack	by weapon + 7/ 3d6(x6)	by weapon + 8/ 2d10(x6)

Scyllii are horrible man eating sea monsters that haunt seacoasts near popular sea routes. A sailor spotting a Scylla approaching his boat may, at first glance, mistake the creature for a lovely mermaid surrounded by the frothy sea. However, the terrible truth will be revealed soon enough.

Like mermaids, scyllii have the lovely faces, delicate arms, and shapely breasts of nymphlike women and great fish tails that propel them through the water. Here the resemblance to the gentle mermaid ends, for six long serpentine necks sprout from the hips, each of which supports the head of a beast resembling a vicious dog. The savage appetite of these canine heads is tremendous. Working together they can easily rend and devour a man in less than a minute.

Sefert

Habitat: Seferts are desert creatures that tend to nest near tombs and crypts. The reason for this is that seferts have a fondness for the taste of jackal meat that is most easily obtained near the dwellings of the undead. Of course, the taste of tenderized tomb-robber is almost as good.

Life Style: territorial predator

Wealth Type: Incidental.

Alignment: neutral

Cunning: low

Speed: 95 (100 flying)

Strength: above average

Size: large (6 feet tall)

Origin: Sefert was a minor Egyptian deity having the head and wings of a hawk and the body of a lion. When Osiris' dismembered body entered the underworld, Sefert stood guard over the remains until Isis restored Osiris back to life.

Special Characteristics: When diving, a sefert uses its two front claws that automatically cause double damage when they hit (as they grip and tear). However, the claws are those of a great lion and are unable to grasp its prey well enough to lift it off the ground.

Seferts have an *Affinity for the Taste of Jackal Flesh* and will instinctively hunt them over any other prey.

Recovery Time: 7

Absorption: 0

Surprise Adj.: -2

Attack Modes: beak/ claw/ claw (or claw/claw on a dive attack)

Attributes

PS	ST	AG	MD	PC	WP	FA
3	2	2	--	4	-4	-4

Sefert Examples

	Below Avg.	Average
Combat Level	6	8
Attack Bonus	+10	+14
Defense	27	29
Damage Tolerance	30 + 6d10	35 + 8d10
E.P. Value	144	225
Damage per Attack	2d8/ 1d8/ 1d8	3d6/ 1d8/ 1d8
	Above Avg.	Exceptional
Combat Level	10	12
Attack Bonus	+18	+21
Defense	33	36
Damage Tolerance	40 + 10d10	45 + 12d10
E.P. Value	660	1625
Damage per Attack	3d6/ 2d6/ 2d6	4d6/ 2d6/ 2d6

The sefert is a member of the griffin family native to Egyptian lands. Its body and legs are those of a lion while its head and wings are those of a great hawk. Its fur is a tawny beige, like that of the king of beasts, its feathers are a dusky brown, and its beak is a dull black. Overall, its coloration superbly blends the avian feline into the arid landscape.

Because the sefert sees any jackal as a beak-watering morsel and since jackals are themselves attracted to the

burial chambers of the dead, the sight of a winged lion flying over cemeteries is a common sight wherever seferts are found. Consequently, the locals usually view these beasts as divinely appointed guardians of the dead. In actuality, however, the sefert can more appropriately be described as viewing the dead as divinely scrumptious.

Sheep, Poisonous

(Meloi Khryseoi)

Habitat: Poisonous sheep hide in tree groves near fresh water streams where they can ambush animals that come to drink.

Life Style: herding predator

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 60

Strength: average

Size: medium

Origin: Poisonous sheep, or Meloi Khryseoi, are described in Greek mythology in one of the labors of Psyche given to her as punishment by Aphrodite. Psyche had committed the unspeakable crime of being more beautiful than the goddess, so Aphrodite sent her to obtain a bit of fleece from the poisonous sheep. In the story, the sheep have golden fleeces, although they are in no way related to the Golden Fleece that Jason obtained on his adventures.

Special Characteristics: Poisonous sheep are given their name from their poisonous bites, which deliver damage as a **Dangerous Toxin** (see **Poisons** in The Tome of Terrors for details).

The males of the species have large curved horns that can do significant injury during a charge. If they have a 20-foot straight shot of level ground between themselves and their prey, they will lower their heads and barrel forward with all their might. The head butts deliver double damage during such charges (do not double any *Severity Damage*).

Recovery Time: 5

Absorption: 0

Surprise Adj.: -1

Attack Modes: ram or bite

Attributes

PS	ST	AG	MD	PC	WP	FA
1	1	0	--	1	-3	-3

Poisonous Sheep Examples

	Below Avg.	Average
Combat Level	2	4
Attack Bonus	+6	+5
Defense	22	24
Damage Tolerance	15 + 2d10	15 + 4d10
E.P. Value	21	21
Damage per Attack	1d10 (ram) or 1d6 + poison (bite)	1d10 (ram) or 1d6 + poison (bite)
	Above Avg.	Exceptional
Combat Level	6	8
Attack Bonus	+8	+10
Defense	26	28
Damage Tolerance	20 + 6d10	20 + 8d10
E.P. Value	36	100
Damage per Attack	1d12 (ram) or 1d8 + poison (bite)	1d12 (ram) or 1d8 + poison (bite)

Despite the timid natures of their placid cousins, poisonous sheep are wild predators that hunt fresh game. Poisonous sheep are slightly larger than normal sheep. The only characteristic that belies their true natures is their razor sharp teeth, which usually go unnoticed until too late. In addition, the fleeces of exceptional specimens gleam in the sunlight with the glitter of gold. Each such complete fleece can fetch upwards of 1,000 silver pieces if carefully preserved. Only a person that is at least 6th level in *Leather Lore* will have sufficient skill to do so, though.

The males usually use their horns to buffet their opponents, although they do occasionally bite. The females must always resort to their bites, which are less forceful but deliver a painful poison.

Siren

Habitat: Sirens populate seacoasts and riverbanks where they perch atop tall cliffs or bathe themselves on the shore. They particularly seek out areas where there are submerged boulders or reefs that are likely to snag any vessels sailing near.

Life Style: shape-shifting man-eater

Wealth Type: incidental

Alignment: antisocial unlawful evil

Cunning: above average

Speed: 60 swimming, 95 flying

Strength: average

Size: medium (for all forms)

Origin: Sirens appear in classical Greek mythology and later in German folklore. One legend relates that the sirens originated as water nymphs who refused all suitors in order to retain their virginity. In exasperation, Aphrodite transformed them into birds.

Special Characteristics: Sirens have entrancing voices that charm those listening. This has the same effect as the priest Miracle spell **Siren's Song** cast at a spell level equal to the siren's *Combat Level*. (See *The Lexicon of Lore™* for details.)

If several sirens sing in concert, the *Luck Threshold* against the enchantment increases by one per siren singing.

A siren has the ability to assume the forms of an eagle, a fish, an eagle-woman, and a fish-woman. A change from one form into another requires only a single second. The siren retains her original weight in all forms. Obviously, a siren is able to breathe both water and air with equal ease.

Sirens have a *Lust for the Taste of Human Flesh*.

Recovery Time: 6

Absorption: 0

Surprise Adj.: -3

Attack Modes: claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
0	1	8	3	1	1	1

Siren Examples

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+6	+8
Defense	26	28
Damage Tolerance	15 + 5d10	15 + 7d10
E.P. Value	54	108
Damage per Attack	1d6/ 1d6	1d8/ 1d8
	Above Avg.	Exceptional
Combat Level	9	12
Attack Bonus	+10	+15
Defense	30	33
Damage Tolerance	20 + 9d10	30 + 12d10
E.P. Value	320	1625
Damage per Attack	1d10/ 1d10	1d12/ 1d12

Sirens are shape-shifting creatures with beautiful feminine features. They are able to assume four basic forms. The first is that of a fish or dolphin, the second is that of an eagle. The remaining two forms are a mix of a lovely maiden and either an eagle or fish.

The eagle-woman form is ordinarily comprised of a woman's head and the body, wings, and claws of a great eagle. In this form the siren can hover above her prey and tear it with her deadly talons. Some sirens are able to assume an eagle-woman form that retains the woman's torso and arms as well. In such cases the siren will often carry a golden harp that she plays to accompany her enchanting voice. Not surprisingly, sirens in this form are often mistaken for harpies.

The siren's fish-woman form looks very much like a mermaid. In this aspect, she retains her lovely head, arms, and torso but from the waist down the siren is all fish. Even so, a siren can be easily distinguished from a mermaid because she has clawed hands and two fish tails instead of one. Each tail takes the place of a leg.

Sobek

(Suchos)

Habitat: Sobeks require plentiful fresh water sources and access to dry land. Rivers, lakes, and swamps all provide ideal nesting sites.

Life Style: amphibious humanoid

Wealth Type: monetary

Alignment: neutral evil

Cunning: below average to average

Speed: 80

Strength: average to above average

Size: medium

Origin: Sobek is another name for the Egyptian crocodile-headed deity Sebek, who is also known as Suchos.

Special Characteristics: Sobek are able to transform themselves into crocodiles at will. In the transformation, their *Combat Levels*, *Attack Bonuses* and *Damage Tolerance* do not change. However, their *Defenses* drop by 5 points and their *Absorptions* increase to 3.

Needless to say, all Sobek have the talent of *Swimming* and the skill of *Underwater Combat*, which they perform at *Skill Levels* equal to their *Combat Levels*.

Sobeks have an Affinity for Tawareti.

Recovery Time: by weapon or 7 (bite)

Absorption: 0

Surprise Adj.: 0

Attack Modes: by weapon or bite. Sobeks commonly wield short swords or spears in battle but are just as likely to use their teeth.

Attributes

PS	ST	AG	MD	PC	WP	FA
3	4	0	0	0	-1	1

Sobek Examples

	Below Avg.	Average
Combat Level	3	6
Attack Bonus	+6	+10
Defense	26	29
Damage Tolerance	40 + 3d10	40 + 4d10
E.P. Value	25	72
Damage per Attack	2d6 or by weapon +2	2d8 or by weapon +3
	Above Avg.	Heroic
Combat Level	9	12
Attack Bonus	+14	+18
Defense	33	36
Damage Tolerance	50 + 4d10	80 + 7d10
E.P. Value	280	1250
Damage per Attack	2d10 or by weapon +4	2d12 or by weapon +5

Sobeks are humanoids with the heads of crocodiles. Although most sobeks have the size and stature of ordinary men, some grow to considerably greater bulk. It is believed that sobeks continue to grow throughout their lifespans. Thus, those sobeks that are most skilled in battle are literally head-and-shoulders above the rest.

Sobeks live along riverbanks and in river deltas where food is plentiful and nests are easy to fashion. Since sobeks commonly lounge around in crocodile form, it is particularly difficult to determine the boundaries of sobek communities, or even if they exist at all. It is likely that, while sobeks definitely create nests for themselves, their nests only exist to provide comfortable lounging areas where the reptile-men can sun themselves. Their main living quarters are believed to be underground in twisty interconnected passageways whose only access is from underwater.

As a race, sobeks are more than happy to greet visitors with wide toothy grins and eager gleams in their eyes. In fact, it often becomes a contest as to which sobek will be the first to provide a greedy "hello" by clamping his sparkling smile on the visitor's leg.

Sobeks have their own rather complex languages consisting mostly of growls, jaw snaps, and hisses. As far as anyone knows, no sobek has ever spoken in a human language. Taken as a whole, sobeks are not overly intelligent. However, individuals have been known

to practice a variety of human-like skills and are likely able to acquire any number of human professions, but mages are entirely unknown among their kind. Sobek priests worship the Egyptian crocodile god Sebek.

Sokar

(Soped, Qubehsenuef, Pataikos)

Habitat: Sokar prefer the dry harsh climate of the desert, which provides them an ample challenge to their predatory instincts and expert hunting skills.

Life Style: desert humanoid

Wealth Type: monetary

Alignment: lawful neutral to social neutral good

Cunning: average

Speed: 80

Strength: average to above average

Size: medium

Origin: Sokar is the name of a ancient falcon-headed Egyptian deity which, in later Egyptian epochs, was closely identified with Osiris. He was sometimes depicted as a falcon's head in a boat on top of a sandy dune or earthen mound. Another minor deity with the same basic form was named Qubehsenuef and was most commonly depicted as one of the four canopic jars in which the internal organs of the deceased were placed for burial.

Special Characteristics: Sokar priests are relatively common, there being approximately one religious practitioner out of every ten Sokar. The sokar culture greatly reveres their priesthood and encourages them to obtain the Miracle spell **Osiris's Sandy Sea** to aid their never-ending hunts.

Not too surprisingly, Sokar are commonly desert nomads and archers, professions at which they truly excel. Their more unexpected talents, however, lie in the fields of sailing, the disciplines of which are put to good use when they are crashing over the peaks of sand dunes in their boats.

Recovery Time: by weapon or 7 (beak)

Absorption: 0

Surprise Adj.: 0

Attack Modes: by weapon or beak. Sokar commonly wield short swords or spears in battle and fire short bows from their vessels. If pressed into combat unarmed, a Sokar will attack with its vicious beak.

Attributes

<i>PS</i>	<i>ST</i>	<i>AG</i>	<i>MD</i>	<i>PC</i>	<i>WP</i>	<i>FA</i>
1	2	3	1	4	1	1

Sokar Examples

	Below Avg.	Average
Combat Level	3	5
Attack (HH)	+6	+9
Attack (bow)	+7	+11
Defense (+shield)	26	28
Defense (-shield)	23	25
Defense (firing)	13	15
Damage Tolerance	25 + 2d10	25 + 3d10
E.P. Value	25	54
Damage per Attack	2d6 or by weapon +2	2d6 or by weapon +3
	Above Avg.	Heroic
Combat Level	7	11
Attack (HH)	+12	+17
Attack (bow)	+13	+18
Defense (+shield)	32	39
Defense (-shield)	28	35
Defense (firing)	18	23
Damage Tolerance	25 + 4d10	25 + 5d10
E.P. Value	126	900
Damage per Attack	2d6 or by weapon +4	2d8 or by weapon +5

Sokar are hardy desert nomads with the heads of falcons and the bodies of ordinary men. Although their avian features are identical to those of the golden-feathered raptor, the color of the plumage varies from white to brown to black. To protect themselves from the abrasive dusty wind and the brilliant desert sun, sokar wrap themselves in long cloth strips that they rarely remove. Sokar could easily be mistaken for monstrous mummies if not for their quick reflexes and grace.

Sokar are often encountered under the blazing desert sun sailing across the sandy dunes in rugged barques. Obviously, there is magic at work here that is provided by their many Egyptian priests. Any given boat will be

crewed by 6 to 10 sokar, one of which will be a priest controlling the vessel.

As a race, sokar are relatively intolerant of anyone trespassing on their hunting grounds, viewing them as thieves attempting to rob their families of food and water even before it can be collected. Sokar are not cruel, however, and will usually deal with outsiders fairly, albeit with a firm hand.

Sokar have their own spoken language that consists of a series of chirps, screeches, and hoots. In addition, most are able to understand at least some human languages and a very few can even manage a human tongue, even though their voices are high pitched and whistly.

Sokar are capable of learning any human profession, although mages are rare while archers and sailors are quite common. Sokar priests worship Horus, Osiris, or Ra.

Sphinx

Sphinx, Andro

Habitat: Androsphinxes live in desert regions. They require very little water and the wide pads on their paws enable them to easily stride over sandy dunes.

Life Style: territorial predator

Wealth Type: hoard

Alignment: Egyptian sphinxes have a definite tendency toward **lawful** good, but specimens of all alignments have been encountered.

Cunning: exceptional

Speed: 95

Strength: high

Size: large. The androsphinx stands approximately 5 feet tall at the shoulders.

Origin: The androsphinx is the offspring of ancient Egyptian culture. They undoubtedly arose from the tremendous fondness the pharaohs exhibited for seeing their own faces on large feline statues. The Egyptian monarchs were evidently truly *prideful* kings.

Special Characteristics: Androsphinxes are commonly Egyptian priests having a Piety level equal to their *Combat Levels*. Divination spells are favorites among androsphinxes. When a sphinx first encounters a stranger, it will use its powers to determine his intentions (i.e. **Reveal Foes**).

Recovery Time: 6

Absorption: 2

Surprise Adj.: -0

Attack Modes: claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
7	8	2	--	6	3	5

Androsphinx Examples

	Below Avg.	Average
Combat Level	9	12
Attack Bonus	+14	+18
Defense	31	34
Damage Tolerance	225 + 9d10	250 + 12d10
E.P. Value	840	2875
Damage per Attack	2d10/ 2d10	4d6/ 4d6
	Above Avg.	Exceptional
Combat Level	14	16
Attack Bonus	+21	+23
Defense	36	38
Damage Tolerance	275 + 14d10	300 + 16d10
E.P. Value	9300	15675
Damage per Attack	5d6/ 5d6	6d6/ 6d6

The androsphinx is a fabulous beast having the body and legs of a large lion and a human head. If provoked, an androsphinx's wrath is awful. However, its wisdom and eloquence can inspire equal awe. One brief conversation with an androsphinx can supposedly change a man's worldview. Paupers have amassed great wealth and angry men have learned patience after speaking with a sphinx. The difficulty lies in the fact that, in order to converse with a sphinx, one must risk its temper.

Despite their unparalleled knowledge, and perhaps because of it, sphinxes have little patience of their own with dim-witted humans. Even so, they do exhibit a slight tolerance of men since androsphinxes have a predilection toward being worshipped (which the dull human plebes seem more than willing to provide). Temple or not, the native population inhabiting a sphinx's territory quickly learns to revere their desert neighbor, even if he is a bit testy.

Although a few female specimens have been encountered, the vast majority of these noble creatures

are male. This apparent sexual disparity may simply be due to the male's stronger wanderlust (but is more likely attributable to his greater need for ego stroking).

Sphinx, Crio

Habitat: Criosphinxes live in remote arid regions. They actively avoid areas polluted by the raucous and rowdy noise of human civilization. Even so, they are quite jealous of their own territories and will aggressively defend their homes from any intruders.

Life Style: territorial predator

Wealth Type: hoard

Alignment: lawful neutral

Cunning: exceptional

Speed: 100

Strength: high

Size: large. Criosphinxes stand from 4 to 5 feet tall at the shoulders with the head reaching a height of 5 or 6 feet. Its backward coiling horns form circular arcs that can reach up to two feet in diameter in the largest specimens.

Origin: The criosphinx was associated with the Egyptian ram-headed god Amun and was used by the ancient Egyptians to represent silence.

Special Characteristics: Criosphinxes are continuously surrounded by an aura of silence which extends to a range of 20 feet. Treat this as the mage spell **Silence**. In addition, criosphinxes have the ability to silence the speech of others at will as the mage spell **Mute**. This power can be used by a criosphinx once every turn without concentration and without hindering the sphinx in combat in any way. Both abilities have spell levels equal to the *Combat Level* of the casting sphinx and are fully described in *The Lexicon of Lore™*.

Recovery Time: 6

Absorption: 3

Surprise Adj.: -0

Attack Modes: butt/ claw/ claw. Criosphinxes usually charge on the initial attack, foregoing the claws but inflicting double butt damage.

Attributes

PS	ST	AG	MD	PC	WP	FA
6	6	1	--	5	2	4

Criosphinx Examples

	Below Avg.	Average
Combat Level	6	8
Attack Bonus	+11	+14
Defense	27	29
Damage Tolerance	150 + 6d10	175 + 8d10
E.P. Value	132	600
Damage per Attack	2d6/ 1d6/ 1d6	2d8/ 1d8/ 1d8
	Above Avg.	Exceptional
Combat Level	10	12
Attack Bonus	+17	+20
Defense	31	33
Damage Tolerance	200 + 10d10	250 + 12d10
E.P. Value	1680	3750
Damage per Attack	3d6/ 1d10/ 1d10	4d6/ 2d6/ 2d6

The criosphinx is a large fabulous creature with the body and legs of a great lion and the head of a giant ram. They can usually be found hunting in dry, mountainous areas or prowling the dunes of sandy deserts. Although they supposedly possess all of the wisdom of andro sphinxes, they have never been known to speak.

Criosphinxes have great reverence for the god Amun and always refrain from attacking his priests, allowing them free passage through their domains. Amun's priests, in turn, respect these proud beasts as living symbols of their deity. They will, of course, suffer harsh consequences from Amun if they inadvertently harm one.

Sphinx, Grecian

Habitat: Grecian sphinxes are usually encountered in temperate mountainous areas. It is believed that this is not their preferred habitat, but they are driven from the choicer desert climes by the more powerful Egyptian sphinxes.

Life Style: predatory man-eater

Wealth Type: hoard

Alignment: unlawful evil

Cunning: above average

Speed: 25 (150 flying)

Strength: above average

Size: large

Origin: The Grecian sphinx was sent by the goddess Hera to terrorize the city of Thebes in ancient myth. Anyone encountering the beast was forced to answer its riddle or suffer fatal consequences. "What walks on four legs in the morning, two legs at noon, and three legs in the evening", the sphinx would ask. Many men braved the beast and tried in vain to answer. Unmercifully, the monster devoured one after another until Oediupus, the king of Thebes, answered the riddle correctly. "Man", he replied, "crawls on all fours as a baby, walks upright as an adult, and carries a cane in old age." In its fury, the outraged (and mortally embarrassed) monster hurled itself into the ocean from a cliff.

Special Characteristics: none

Recovery Time: 7

Absorption: 0

Surprise Adj.: -1

Attack Modes: claw/ claw. When attacking, a Grecian sphinx hovers in the air while slashing with its powerful hind claws.

Attributes

PS	ST	AG	MD	PC	WP	FA
2	3	1	--	2	1	-1

Grecian Sphinx Examples

	Below Avg.	Average
Combat Level	7	9
Attack Bonus	+11	+14
Defense	28	30
Damage Tolerance	120 + 7d10	130 + 9d10
E.P. Value	180	440
Damage per Attack	1d10/ 1d10	1d12/ 1d12
	Above Avg.	Exceptional
Combat Level	11	13
Attack Bonus	+17	+20
Defense	34	36
Damage Tolerance	140 + 11d10	150 + 13d10
E.P. Value	1260	3200
Damage per Attack	2d8/ 2d8	2d12/ 2d12

The Grecian sphinx is a fabulous composite creature. It has the face and breasts of a beautiful woman, the body and hindquarters of a lion, and the wings of a giant eagle. Grecian sphinxes are quite intelligent, but their cunning falls far short of their Egyptian cousins'. This undeniable fact irritates them like a rejection letter sent to a Mensa applicant.

Grecian sphinxes often wear Egyptian paraphernalia to advertise their Nile origins and associate themselves with the land of pyramids. They also soothe their bruised egos by endlessly touting their superior intellects to any audiences patient (or bored) enough to listen. Each demonstration consists of a riddle that, if answered improperly, will cost the riddlee his life. Of course, any contestant obstinate enough to provide a correct response will invariably cause the sphinx to fly into a wild rage and devour the insolent oaf anyway. Calling the Grecian sphinx a "poor sport" is like calling a Manson groupie a "poor judge of character."

Sphinx, Hierako

Habitat: Hierakosphinxes dwell in arid regions. Each lays claim to a lush desert oasis and uses the small island of vegetation as the center of its hunting range. Intruders are never welcome.

Life Style: territorial predator

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 85 (125 flying)

Strength: above average

Size: medium to large (6 to 8 feet tall standing upright)

Origin: The hierakosphinx was a symbol used by the ancient Egyptians to represent solar power. As such, it possesses the head of a falcon, similar to that of the sun god Ra.

Special Characteristics: Hierakosphinxes are completely *Immune to Heat and Fire*. In addition, as long as a hierakosphinx is bathed in sunlight, it regenerates lost *Damage Tolerance* at a rate of 1 point per minute.

Recovery Time: 7

Absorption: 0

Surprise Adj.: -2

Attack Modes: beak/ claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
4	1	2	--	4	4	4

Hierakosphinx Examples

	Below Avg.	Average
Combat Level	7	9
Attack Bonus	+12	+15
Defense	27	29
Damage Tolerance	75 + 7d10	100 + 9d10
E.P. Value	180	480
Damage per Attack	2d10/ 2d6/ 2d6	3d8/ 2d6/ 2d6
	Above Avg.	Exceptional
Combat Level	11	13
Attack Bonus	+18	+21
Defense	31	36
Damage Tolerance	125 + 11d10	150 + 13d10
E.P. Value	1350	3400
Damage per Attack	4d6/ 2d8/ 2d8	4d6/ 2d8/ 2d8

Hierakosphinxes are impressive desert dwellers having muscular lion bodies and falcon heads. The smooth coat covering the creature's frame is meticulously well groomed, indicative of its proud heritage. The plumage adorning its head, though, gives the hierakosphinx a distinctive beauty. The feathers have a golden hue which sheens brilliantly in direct sunlight.

Despite their obvious physical resemblance to griffins, hierakosphinxes have no hereditary relationship to them and resent any such comparisons. Anyone implying that a hierakosphinx's lineage contains griffon blood risks the feline's rage. The offender can only hope that the raptor-headed cat restrains itself to a verbal thrashing.

Sphinx, Persian

Habitat: Persian sphinxes are natives of the desert wilderness, but much prefer the surroundings of lavish palaces. (After all, sphinxes aren't known for their stupidity.) As such, many offer their services as palace guards for the privilege of lounging around nobility and feasting on the rich foods found thereabouts.

Life Style: hermit-like predator

Wealth Type: hoard

Alignment: lawful neutral

Cunning: exceptional

Speed: 90 (120 flying)

Strength: high

Size: large.

Origin: Statues of winged sphinxes guarded the entrances to Near Eastern palaces and temples, proudly standing beside stony lamassu. The ancient Babylonians and Sumerians regarded them as symbols of leadership.

Special Characteristics: Persian sphinxes are commonly Babylonian priests having a Piety level equal to their *Combat Levels*. Battle spells are favorites among Persian sphinxes (especially Ishtar's Lion Steed which works to augment their own already impressive combat abilities).

Recovery Time: 7

Absorption: 3

Surprise Adj.: -0

Attack Modes: claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
7	5	1	--	2	4	5

Persian Sphinx Examples

	Below Avg.	Average
Combat Level	9	11
Attack Bonus	+14	+17
Defense	30	32
Damage Tolerance	175 + 9d10	200 + 11d10
E.P. Value	680	1710
Damage per Attack	2d8/ 2d8	3d6/ 3d6

	Above Avg.	Heroic
Combat Level	13	15
Attack Bonus	+20	+23
Defense	34	36
Damage Tolerance	225 + 13d10	250 + 15d10
E.P. Value	4000	9000
Damage per Attack	2d10/ 2d10	3d8/ 3d8

Persian sphinxes are composite beasts having human heads, lion bodies, and giant bird wings. Males grow long beards and flowing curly hair while the beauty of the females strikes all onlookers. Though generally benevolent towards men, Persian sphinxes are fiercely territorial and will ferociously attack any trespassers.

Stymphalian Bird

Habitat: Stymphalian birds nest in high cliff ledges near large fresh water lakes.

Life Style: territorial raptor

Wealth Type: incidental

Alignment: neutral

Cunning: low.

Speed: 20 (150 flying)

Strength: average

Size: medium. These birds stand a full 4 feet tall when perching and have a wingspan of 8 feet or more.

Origin: Heracles' sixth task in Greek mythology was to kill the Stymphalian birds: man-eating monsters with beaks and claws of brass that shot their feathers like arrows.

Special Characteristics: A stymphalian bird can swoop down from above and launch metallic feathers at its target that have the force of arrows. Each bird has a total of 6 such "arrow" feathers. Fortunately, only one feather can be dropped on a given dive.

Recovery Time: 6. When swooping, the bird requires a full 10 seconds to slow, turn, and swoop again.

Absorption: 6

Surprise Adj.: 2

Attack Modes: beak/ claw/ claw or feather arrow

Attributes

PS	ST	AG	MD	PC	WP	FA
2	2	0	—	4	-4	-4

Stymphalian Bird Examples

	Below Avg.	Average
Combat Level	4	6
Attack Bonus	+6	+8
Defense	24	26
Damage Tolerance	30 + 4d10	45 + 6d10
E.P. Value	63	120
Damage per Attack	1d8/1d6/1d6 or 1d6 (feather)	1d10/1d8/1d8 or 1d6 (feather)
	Above Avg.	Exceptional
Combat Level	7	9
Attack Bonus	+9	+12
Defense	27	29
Damage Tolerance	60 + 7d10	85 + 9d10
E.P. Value	180	480
Damage per Attack	1d12/1d8/1d8 or 1d8 (feather)	1d12/1d8/1d8 or 1d8 (feather)

Stymphalian Birds are large birds with feathers, claws, and beaks made of shining brass. Their gleaming forms

reflect the sunlight in dazzling, beautiful displays that cannot fail to delight the viewer. The joy quickly turns to horror, though, when the spectator discovers that the wondrous avians also happen to be voracious man-eating raptors.

The tactics of the Stymphalian birds are simple. First, dive-bomb any prospective meal and shower them with a deadly rain of metallic feathers. Then, attack any survivors directly with beak and claws.

Their Stymphalian birds' brassy feathers are not only suitable as range weapons; they also provide ample armor-like protection against physical blows. In fact, Stymphalian skins are highly prized as they can be fashioned into armor that protects like Scalemail yet encumbers only as much as Leather armor. Each skin is worth 1,500 silver pieces.

T

Ta-Bitjet

Habitat: Ta-bitjets are hardy individuals, comfortable in both arid regions and in forested areas. Even so, they require a good bit of sunlight, preferring to sun themselves on warm rocks in leisure hours.

Life Style: civilized scorpion-men

Wealth Type: monetary

Alignment: antisocial unlawful neutral to antisocial unlawful evil

Cunning: average to above average

Speed: 80

Strength: average

Size: medium

Origin: Ta-bitjet was a minor Egyptian scorpion goddess who was sometimes viewed as the consort of Horus. She is sometimes depicted as a woman wearing a scorpion on her head and sometimes having the head of a full-bodied scorpion. In Babylonian mythology, Tiamat, the dragon goddess of chaos supposedly gave birth to a variety of monster species, one of which was a composite between man and scorpion.

Special Characteristics: Ta-bitjet stings deliver a *Moderately Hazardous Killing Venom*. See **Poisons** elsewhere in this book for further details. In addition, all ta-bitjets are *Immune to Poisons*.

Ta-bitjets speak fluently with scorpions and often keep them as pets or guards.

Recovery Time: by weapon (7 for the stinger)

Absorption: 0

Surprise Adj.: -1

Attack Modes: by weapon/ stinger

Attributes

PS	ST	AG	MD	PC	WP	FA
1	0	4	3	1	0	1

Ta-Bitjet Examples

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+8	+11
Defense	25	28
Damage Tolerance	25 + 3d10	25 + 4d10
E.P. Value	117	252
Damage per Attack	by weapon + 2/ 1d6 + poison	by weapon + 3/ 1d8 + poison
	Above Avg.	Exceptional
Combat Level	9	11
Attack Bonus	+14	+17
Defense	31	34
Damage Tolerance	25 + 5d10	25 + 6d10
E.P. Value	680	1800
Damage per Attack	by weapon + 4/ 1d10 + poison	by weapon + 4/ 1d10 + poison

Ta-bitjets are a cross between humans and scorpions. Centaur-like, ta-bitjeti have the torsos, heads, and arms of ordinary humans and the lower quarters of large scorpions, including a large carapace branching into eight legs and an upward curving segmented tail tipped with a deadly stinger.

These scorpion-men are quite clever, making a superb warrior race skilled in the use of swords and pole arms. They may profess any class for which an individual meets the minimum requirements and for which their physical makeup is not an insurmountable impediment. Leaders are often Babylonian priests worshipping Ishtar or Tiamat or Egyptian priests who worship Set.

Tawaret

Habitat: Tawarets spend a great deal of their time bathing in fresh water pools. Consequently, they demand plentiful water sources as well as access to land. Rivers and lakes are their favorite hangouts.

Life Style: amphibious humanoid

Wealth Type: monetary

Alignment: neutral to neutral evil

Cunning: average

Speed: 50 (80 on all fours)

Strength: average to above average

Size: medium

Origin: Tawaret was a minor Egyptian goddess whose form was a combination of hippopotomus, crocodile, and human. She began her career as a destructive deity and as the concubine of the evil Set (who was evidently not a very good judge of beauty). Eventually, however, she became more benevolent in the eyes of the Egyptian populous and was eventually adopted as the protector of women during childbirth. Her career didn't stop there, though. She was imported to the island of Crete and absorbed into the Minoan mythology where she was transformed into the "Genius" spirit of Greek and Roman lore. This, in turn, finally evolved into the modern day genii.

Special Characteristics: Tawarets have an *Affinity toward Sobeks*.

Needless to say, all tawareti have the talent of *Swimming* and the skill of *Underwater Combat*, which they perform at *Skill Levels* equal to their *Combat Levels*.

Recovery Time: by weapon or 7 (bite)

Absorption: 0

Surprise Adj.: 0

Attack Modes: by weapon or bite/ claw/ claw. Tawarets occasionally wield spears in battle. More commonly, however, they will attack with their crushing bites and razor sharp claws.

Attributes

PS	ST	AG	MD	PC	WP	FA
4	4	-1	-3	0	0	1

Tawaret Examples

	Below Avg.	Average
Combat Level	3	5
Attack Bonus	+7	+10
Defense	22	24
Damage Tolerance	60 + 3d10	60 + 4d10
E.P. Value	30	54
Damage per Attack	2d8/ 1d6/ 1d6 or by weapon +3	3d6/ 1d6/ 1d6 or by weapon +4
	Above Avg.	Heroic
Combat Level	7	11
Attack Bonus	+13	+18
Defense	28	33
Damage Tolerance	80 + 4d10	100 + 7d10
E.P. Value	144	990
Damage per Attack	2d10/ 1d8/ 1d8 or by weapon +5	2d12/ 1d8/ 1d8 or by weapon +6

Tawarets are large humanoid creatures with the heads of hippos, the backs and tails of crocodiles, and the arms and legs of lions. They usually stand upright like men, although they can drop down on all fours when speed is of the essence. Although their arms are distinctively lion-like, tawareti do have opposable thumbs like men and are capable of wielding weapons. Even so, the poor dexterity of their fingers does not allow their race the honor of being known as great craftsmen in any field.

Tawarets spend most of their lives simply lounging in cool pools lazily floating with only their eyes, nostrils, and the slight bulge of their reptilian backs breaking the surface. It is not known whether tawarets enjoy the company of the crocodilian sobeks or whether they simply prefer the same environment, but tawarets and sobeks are commonly found together.

Tawarets are relatively unconcerned about trespassers to their territories, as long as they don't come too near and don't present a threat. However, if a fellow sobek is engaged in combat, a tawaret will usually join the fray to protect his comrade.

Tawarets have a language that is shared by the sobeks consisting of growls, jaw snaps, and hisses. A few tarawets have been known to speak human tongues, but such occurrences are rare. Tarawet priests worship the Egyptian gods Set and Sebek.

Tiger, Bengal

Habitat: Tigers are comfortable in forest areas and on grassy plains, where their stripes provide excellent camouflage. They are also known to inhabit rocky, craggy mountainous regions. Oddly enough, tigers are extremely poor climbers and so will never be encountered waiting to pounce on prey from lofty tree branches.

Life Style: territorial predator

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 150

Strength: above average

Size: large

Origin: Tigers were once common predators throughout the Middle East and Southern Asia. In the cultures of these regions, the tiger usurps the lion's position as the king of beasts and represents ferocity and strength. In Japan, the tiger is a purely mythological creature, since the big cats are not native to the island, and are believed to live to an age of 1,000 years.

Special Characteristics: Like all cats, tigers have extremely good night vision. They can easily see to distances of 100 feet or more in the dark depths of the forest after nightfall.

Anyone surprised by a tiger's roar must make a *Luck Roll* with *Willpower Adjustments* against a *Luck Threshold* equal to 15 plus the cat's *Combat Level*. Failure indicates the individual flees in panic for 1d4 turns.

Like most wild animals, tigers are *Afraid of Fire*.

Recovery Time: 5

Absorption: 0

Surprise Adj.: -3

Attack Modes: bite/ claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
4	3	3	--	4	-3	-3

Bengal Tiger Examples

	Below Avg.	Average
Combat Level	4	6
Attack Bonus	+7	+10
Defense	26	29
Damage Tolerance	50 + 4d10	50 + 6d10
E.P. Value	42	96
Damage per Attack	1d12/ 1d8/ 1d8	2d6/ 1d8/ 1d8
	Above Avg.	Exceptional
Combat Level	8	10
Attack Bonus	+13	+16
Defense	32	35
Damage Tolerance	75 + 8d10	75 + 10d10
E.P. Value	275	780
Damage per Attack	2d8/ 1d8/ 1d8	3d6/ 1d10/ 1d10

Tigers are the largest cats in the world. They often reach weights of 400 to 500 pounds and have lengths of up to 10 feet from the tip of their noses to the ends of their tails. Their coats are tawny or rusty-reddish in color and are covered with numerous transverse black stripes although their undercoats are white.

The largest of these cats are occasionally captured and trained as war steeds. Unfortunately, a tiger can only effectively carry 175 pounds, so the rider cannot be too large.

Males and females come together only long enough to mate. Thereafter, it is the female's responsibility to birth, feed, and train the young cubs in life's many lessons. Any encountered female has a 25% change of having 1d4 cubs nearby. Each healthy young tiger cub is worth 1,000 silver pieces if captured and delivered to a big cat trainer. A well-preserved adult tiger skin will often bring 2,000 silver pieces.

Triton

Habitat: Tritons are aquatic beings that usually dwell deep beneath the ocean's surface. They have been known to invade coastal towns, however, where their revelry and boorish behavior is said to put sailors to shame. When encountered swimming on the surface, they often carry large conch shells, which they blow to control sea storms.

Life Style: aquatic fairy.

Wealth Type: mineral (shells, pearls, coral, etc.)

Alignment: antisocial unlawful neutral

Cunning: average

Speed: 65 on land, 80 in water

Strength: average **Size:** medium

Origin: Tritons originated in Greek lore where they accompanied Poseidon on his chariot rides across the ocean. Originally, there was only a single such creature, named Triton, who was the offspring of Amphitrite and Poseidon. Later classical literature multiplied the number of these sea creatures greatly into an entire race.

Special Characteristics: Tritons have a minor shape shifting ability that enables them to transform their fish tails into legs. The same mutation enables them to alter their physiologies from those of water breathers to those of air breathers. Even so, tritons are easily recognizable since their humanoid forms remain covered with fish scales. They can change their forms from one to the other and back again at will. Each transformation requires one full turn to complete.

Tritons carry with them large conch shells. The notes sounded when the tritons blow on these shells can either create or calm ocean storms as the priest Nature spells **Tempest** and **Calm Storm**. Both spells are cast at a spell level equal to the sounding triton's *Combat Level*.

When a triton needs to gain access to the deck of a ship, he will swim down about 20 or 30 feet below the ocean's surface and propel himself upward with all the might he can muster. With this technique, he can leap onto decks 10 feet above the waves.

Recovery Time: by weapon

Absorption: 2 **Surprise Adj.:** -0

Attack Modes: by weapon. Tritons almost always wield tridents.

Attributes

PS	ST	AG	MD	PC	WP	FA
2	2	2	-1	0	0	0

Triton Examples

	Below Avg.	Average
Combat Level	3	5
Attack (in water)	+5	+8
Attack Bonus	+6	+9
Defense (in water)	15	18
Defense	23	25
Damage Tolerance	25 + 2d10	25 + 2d10
E.P. Value	20	45
Damage per Attack	by weapon +3	by weapon +4
	Above Avg.	Heroic
Combat Level	7	11
Attack (in water)	+10	+17
Attack Bonus	+12	+18
Defense (in water)	21	29
Defense	28	35
Damage Tolerance	25 + 3d10	25 + 4d10
E.P. Value	126	900
Damage per Attack	by weapon +5	by weapon +6

Tritons are an ancient variety of aquatic faery akin to mermaids, having great fish tails in common with their fair cousins. Even so, tritons are far uglier. They have pointed fish-like teeth and hands that are both clawed and webbed. They have fish gills behind their ears, fins along their spines, and scales that cover them from head to tail.

Tritons are highly skilled in the use of tridents and are rarely caught unarmed. They also usually carry large conch shells slung over their shoulders that they commonly sound when they break the ocean's surface. They can be both a bane and a blessing to sailors, who placate them by tossing offerings into the sea.

Tritons love wanton merrymaking and will occasionally form small bands to raid fishing ports. Their uncontrolled whoopla inevitably results in great property damage and sometimes even loss of life. Tritons are not by nature malicious, however, and will return quietly to their ocean dwellings after they have slept it off.

U

Uraeus

(Winged Snake)

Habitat: These aerial serpents live in arid regions along the banks of rivers (such as Egypt's Nile) and in desert island oases. Here they burrow into the sand or clay to form cozy quarters for themselves and their offspring. They are especially attracted to the trees that produce the gummy aromatic resin frankincense. Large clusters of these reptiles will swarm around any such tree that is oozing sap.

Life Style: flocking aerial reptile

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 30 (100 flying)

Strength: low

Size: small (3 feet long at most)

Origin: Many Egyptian tombs have paintings of winged serpents lining the walls in homage to Mertesger, the serpentine Egyptian guardian of desert tombs, and Buto, a snake goddess who protects the Pharaoh.

Herodotus, a Greek historian living in the 5th century B.C., also wrote of the throngs of aerial snakes inhabiting the Middle East.

Special Characteristics: The uraeus is itself *Immune to all Forms of Poison*.

The uraeus is not a very skilled creature in direct combat, but is quite formidable when it flits about and attacks with its poisonous spittle from above. The winged snake's favorite tactic is to ascend 10 feet above any threatening intruders and bombard them with a rain of poison. The venom contains a special toxin that is absorbed through the target's skin but otherwise behaves as a *Deadly Toxin*. A given serpent may spit in this manner up to 5 times per day.

Some legends indicate that it is the serpent's urine which is so highly toxic and which is used as a weapon.

Uraeusi harbor a *Lust for Frankincense*, a precious resin found in arid regions.

Recovery Time: 4

Absorption: 0

Surprise Adj.: -2

Attack Modes: poisonous spit.

Attributes

PS	ST	AG	MD	PC	WP	FA
-5	1	2	--	4	-2	-2

Uraeus Examples

	Below Avg.	Average
Combat Level	1	2
Attack Bonus	+5	+6
Defense	31	32
Damage Tolerance	1d4	1d6
E.P. Value	30	40
Damage per Attack	Poisonous spit	Poisonous spit
	Above Avg.	Exceptional
Combat Level	3	5
Attack Bonus	+7	+9
Defense	33	35
Damage Tolerance	1d8	1d10
E.P. Value	50	90
Damage per Attack	Poisonous spit	Poisonous spit

The uraeus has the appearance of a normal snake with feathered wings. The skins of these serpents come in an almost unlimited variety of lively colors. Terrified desert travelers have spotted vivid reds, brilliant yellows, and garish greens. If it were not for the snake's deadly nature, there would undoubtedly be quite a market for winged snakeskin belts.

Every spring, flocks of these terrible reptiles migrate toward oases in desert areas. Fortunately, the cranes and ibis birds that also inhabit these areas gorge themselves to such a degree on the poisonous serpents that few of the snakes ever threaten the other desert inhabitants.

Despite their diminutive natures, uraeusi are often mistaken for amphiptere, a similarly formed species of dragon.

V

Vulture, Giant

Habitat: Vultures are scavengers that are prevalent wherever there is plenty of dead or dying prey. As such, they are a common sight hovering over battlefields awaiting the final spoils of war.

Life Style: scavenger

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 15 (180 flying)

Strength: high

Size: large

Origin: The vulture has a truly schizophrenic career in mythology. The ancient Egyptians believed the vulture to be holy, associating the bird with purification and motherhood and used it as a symbol of the goddess Isis. According to Egyptian legend, all vultures are female and their eggs are fertilized by the south wind during their lofty looping flights.

The ancient Greeks, on the other hand, linked the scavenger with death and war and used it as a symbol for the war god Ares. Cronos, the titanic father of the gods, employed a giant vulture as his mount.

Because vultures were associated with the stench of death, they were believed to despise the aroma of perfume. Myrrh was especially anathema since its fumes would supposedly kill the birds.

Special Characteristics: Vultures have a *Strong Aversion to Perfumes* of all forms. In fact, the smoke given off by burning Myrrh acts as if it were the mage spell **Caustic Mist** (cast at 4th spell level). See *The Lexicon of Lore™* for details.

Recovery Time: 7

Absorption: 0

Surprise Adj.: -2

Attack Modes: beak

Attributes

PS	ST	AG	MD	PC	WP	FA
6	2	-4	--	5	-4	-4

Giant Vulture Examples

	Below Avg.	Average
Combat Level	4	6
Attack Bonus	+7	+10
Defense	20	22
Damage Tolerance	70 + 4d10	75 + 6d10
E.P. Value	35	60
Damage per Attack	2d10	2d12
	Above Avg.	Exceptional
Combat Level	8	10
Attack Bonus	+13	+16
Defense	24	26
Damage Tolerance	80 + 8d10	85 + 10d10
E.P. Value	125	360
Damage per Attack	2d12	3d10

Giant vultures are among the ugliest of birds, clothed completely in tattered dark feathers except for the head and neck, which are completely bald. The vulture's lack of cranial feathers allows it to plunge its heads deep into the body cavities of bloody carrion in search of the choicest morsels. Once found, the rotting muscle is torn away in chunks by the bird's powerful beak.

Oddly enough, all vultures are female and are believed to mate either with hawks or have their eggs magically fertilized by the winds themselves. Vultures are extremely protective of their offspring and will even suckle their young on their own blood in times of scarcity.

Though formidable looking, the claws of a vulture are not suited for battle but are designed more for running and hopping. This is an important adaptation, for a gorged vulture often has difficulty in regaining the air. Often one will need to run twenty or more yards before its wings can once again take it aloft.

Once airborne, the vulture's large wingspan enables it to effortlessly soar on the wind for hours, circling endlessly until its quarry drops from starvation or exhaustion. Nevertheless, great hunger occasionally forces a giant vulture to attack its prey before it is completely spent. Such meals are not so easily won, but they are every bit as filling.

Because vultures have no aversion to death and decay, powerful undead sometimes recruit these scavengers as war steeds. Such mounts are only large enough to carry

a single human-sized rider. Needless to say, the testy temperaments of these birds make them difficult to train.

Vulture Mother

Habitat: Vulture mothers are most comfortable in arid regions, but are more than willing to relocate to wherever the dead and dying are readily found.

Life Style: desert humanoid

Wealth Type: monetary

Alignment: neutral to neutral evil

Cunning: average **Speed:** 65 (180 flying)

Strength: average **Size:** medium

Origin: Nekhbet is the name of an ancient Egyptian vulture goddess closely associated with motherhood and maternity who was eventually incorporated into Isis. She took on many aspects including that of a vulture and a vulture-headed woman with pendulous breasts. This unusual link between vultures and women was very strong and the belief that all vultures were female persisted into Christian times.

Special Characteristics: Vulture mothers are able to assume any characteristics or features possessed by vultures and women. They may individually change their arms into wings or mutate their facial features into the hooked beak and balding pate of the carrion scavenger. When faced with threatening situations, vulture mothers often transform themselves entirely into giant vultures. (In such cases, use the examples given under Giant Vulture for their combat characteristics.)

Vulture mothers can communicate with and control any number of vultures. Their flocks usually contain 3d4 birds, 1d4 of which will be of the giant variety.

Recovery Time: by weapon or 7 (beak)

Absorption: 0 **Surprise Adj.:** -0

Attack Modes: by weapon or beak. Vulture mothers avoid combat when possible and if pressed into combat will usually assume the form of a giant vulture. However, some of these avian females acquire a preference for human fighting styles and acquire the necessary warrior skills to wield weapons in combat.

Attributes

PS	ST	AG	MD	PC	WP	FA
1	2	3	0	2	0	0

Vulture Mother Examples

	Below Avg.	Average
Combat Level	4	6
Attack Bonus	+7	+10
Defense	26	29
Damage Tolerance	25 + 2d10	25 + 3d10
E.P. Value	21	60
Damage per Attack	2d8 or by weapon	2d8 or by weapon + 2
	Above Avg.	Heroic
Combat Level	8	10
Attack Bonus	+13	+16
Defense	32	35
Damage Tolerance	30 + 5d10	30 + 7d10
E.P. Value	200	480
Damage per Attack	2d10 or by weapon + 3	2d10 or by weapon + 4

Vulture mothers are desert dwelling humanoids with an unusual understanding and connection to vultures. They have the ability to transform themselves into the scavengers and may even limit the alteration to specific parts of their bodies. A vulture mother's figure, even when fully human, is far from attractive. Their skins are saggy and wrinkled, seeming to hang on the underlying bones like crumpled garments, and their breasts are pendulous. Their eating habits are equally vile. They often scavenge for rotting carrion and will gorge themselves on a bloated corpse right alongside their buzzard companions. During these feasts, vulture mothers rarely wear clothing as the dark gore would quickly ruin any garment.

Despite their somewhat uncultured ways, vulture mothers have powerful maternal instincts. Any lost youth or immature creature encountered by a vulture mother will be fed and nurtured until it can be returned to its proper parents or until it grows to adulthood.

Vulture mothers prefer to avoid combat when possible and so will usually attempt to frighten trespassers rather than attack outright. One favorite tactic is to change their heads into the ugly balding cranium of a vulture while retaining their other crone-like characteristics. Most travelers encountering the horrid squawking sight will quickly vacate the area with great expedience.

Vulture women are quite intelligent and are capable of learning any skill practiced by humans. Their priestesses ordinarily worship Isis or Nekhbet, an Egyptian vulture

W

Wadjyt

(Chnubis)

Habitat: The wadjyt is comfortable in both arid deserts and in watery river deltas. Even so, they require the warm temperatures year-round.

Life Style: serpentine animal

Wealth Type: hoard

Alignment: neutral

Cunning: low

Speed: 70

Strength: above average to high

Size: large

Origin: Wadjyt was a minor Egyptian goddess who served as the tutelary deity of Lower Egypt. She was associated with Nekhbet, Upper Egypt's counterpart. Like Nekhbet, Wadjyt usually took the form of a giant cobra but was also represented as a woman with the head of a lion. On occasion, Wadjyt's serpent and feline aspects were combined as a cobra with a lion's head. In Rome, Wadjyt was known as Chnubis.

Special Characteristics: The bite of a wadjyt is poisonous to those bitten. In addition to the damage normally inflicted, the bitten individual must make a *Luck Roll* with *Stamina* adjustments against a *Threshold* of 15 plus the wadjyt's *Combat Level*. Failure indicates the bitten character is affected by a *Moderate Killing Venom*. Characters bitten multiple times suffer the effects of multiple doses of poison (see **Poison** for details).

If a large party attacks a wadjyt, it roars to frighten off some of its attackers. Any creature other than a wadjyt hearing this roar must make a *Luck Roll* with *Willpower* adjustments. Those failing flee in terror for 1d4 turns.

Recovery Time: 7

Absorption: 2

Surprise Adj.: +1

Attack Modes: bite

deity with a respectable following of her own in human circles.

Attributes

PS	ST	AG	MD	PC	WP	FA
4	4	-2	--	3	-3	-3

Wadjyt Examples

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+10	+12
Defense	25	27
Damage Tolerance	75 + 5d10	100 + 7d10
E.P. Value	90	198
Damage per Attack	2d12 + poison	3d8 + poison
	Above Avg.	Exceptional
Combat Level	9	11
Attack Bonus	+15	+17
Defense	30	33
Damage Tolerance	125 + 9d10	150 + 11d10
E.P. Value	480	1440
Damage per Attack	3d8 + poison	3d10 + poison

The wadjyt is a large snake having a lion's head. It is often associated with royalty, since its cranium is that of the king of beasts and its scales are patterned after the king of snakes, the king cobra. Even though the wadjyt's roar matches that of the large cat and its bite is every bit as dangerous, its large canine teeth actually do the job of the cobra's fangs. When preparing for attack, the wadjyt rears up and flares out its bushy mane like the hood of its reptilian cousin. When its target is ripe for attack, the wadjyt delivers a lightning-fast strike, injecting its painful venom. Although the wadjyt is often mistaken for a dragon, it does not really belong in the draco phylum, actually being closer to other composite creatures such as the sphinx.

Were-Tiger

(Jadian)

Habitat: Since were-tigers are prevalent wherever common tigers exist. Like its more mundane kindred, were-tigers are most comfortable in deep, dark jungles and in dense underbrush. Since were-tigers are nothing

more than diseased humans, they are usually encountered near human habitation.

Life Style: nocturnal man-eater

Wealth Type: monetary **Alignment:** neutral evil

Cunning: average **Speed:** 100

Strength: average to above average

Size: medium (were-tigers are substantially smaller than the big cats they mimic.)

Origin: Tales of shape-shifters permeate virtually all mythologies throughout the world. Were-tigers in particular are prevalent in India, Asia, and West Africa. The mechanisms by which individuals transform are confused in literature. Some legends assert that it is a voluntary process while others describe shape shifting as a curse. Because the tales are so mixed, they lend themselves to being categorized as a disease which is initially uncontrollable but which becomes manageable with experience.

Special Characteristics: Every were-tiger bite inflicted on a human or half human creature forces it to make a *Luck Roll* with *Stamina* adjustments against a *Threshold* of 15 plus the tiger's *Combat Level*. A failed roll indicates the victim is afflicted with lycanthropy. Note that the Overlord should roll the dice in this situation since the infected character does not yet recognize his problem (and may not for several months).

Even if a person is aware of his affliction, he is entirely unable to prevent his transformation into a tiger, which will spontaneously happen at random times at a rate of about once per month. However, if a person is aware of his affliction, he may attempt to retain his mental faculties while in tiger form. Every time a character attempts to retain awareness, allow him a *Luck Roll* against a *Luck Threshold* of 25. The *Luck Roll* should discount all *Character Level* bonuses but include *Willpower* adjustments. Every time a character succeeds in making the *Luck Roll*, he thereafter gains a +1 cumulative bonus on all such future rolls. If the *Luck Roll* succeeds, the character retains control over his actions *this time*.

Any were-tiger that is unable to retain awareness in tiger form will suffer an *Uncontrollable Lust for the Taste of Human Flesh*.

If he desires, any were-tiger may attempt to take on tiger form once per day. To determine success, make a *Luck Roll* using the same adjustments as above. Remember that a second roll is still necessary for the individual to retain awareness. The transformation lasts 1d6 hours.

Damage Tolerance, Physical Strength, Agility, etc. of a were-tiger remain unchanged regardless of the form

taken. The tiger's *Combat Level* equals its *Character Level*. Its *Attack Bonus* equals its *Combat Level* plus *Vigor* adjustments. Its *Defense* equals five plus its *Raw Defense* plus its *Combat Level*.

Recovery Time: 5

Absorption: 0

Surprise Adj.: -0

Attack Modes: bite/ claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
2	2	3	--	2	0	1

Were-Tiger Examples (Tiger Form)

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+9	+12
Defense	27	29
Damage Tolerance	=human DT	=human DT
E.P. Value	84	138
Damage per Attack	1d12/ 1d8/ 1d8	2d6/ 1d8/ 1d8
	Above Avg.	Exceptional
Combat Level	10	13
Attack Bonus	+16	+20
Defense	33	37
Damage Tolerance	=human DT	=human DT
E.P. Value	450	1630
Damage per Attack	2d8/ 1d8/ 1d8	3d6/ 1d10/ 1d10

A were-tiger is a human or half-human infected with the particular strain of lycanthropy that periodically transforms its host into a tiger. When a were-tiger assumes its feline shape, it has a voracious appetite. Those infected for a year or two usually have control over their blood-thirst but those newly cursed have no such luxury. These wild-eyed cats will prowl the city streets for prey and all too often find it in a helpless youth. While the amnesia brought on by the metamorphosis of a newly infected were-tiger may seem a blessing, the eventual shock at discovering its horrific nocturnal habits often drives these disease-ridden souls to suicide. Those that do not kill themselves undergo a dramatic personality change. Their actions slowly become more and more violent, forcing their alignments to shift toward Evil.

Y

Yeti

(Abominable Snowman, Alma)

Habitat: The yeti lives high up on mountain slopes on the border region of the snowline. During the hot summer months, these cold dwelling creatures nestle themselves in cool caves and hibernate until autumn.

Life Style: arctic predator

Wealth Type: incidental

Alignment: neutral

Cunning: below average

Speed: 80

Strength: high

Size: large

Origin: The ancient legend of the yeti originates in the Himalaya Mountains in Tibet and Nepal and has survived to modern day as the abominable snowman. Also known as the wildman in China and the Alma in Russia, the yeti is rarely seen itself, but indications of its presence are periodically reported. The most common of these are large four-toed humanoid footprints found in the mountain snow. Some Tibetan monasteries supposedly owned the preserved scalps of these beasts, but modern scientists have determined that these relics are nothing more than ancient hats fashioned from the skins of rare mountain goats.

Special Characteristics: A yeti always attacks a single individual with two powerful claws. If both hit in the same sequence of attacks, the yeti *crushes* its foe in its massive arms (See **Constriction/Crushing** in the **Trauma** section of *The Grimoire of Game Rules™* for details). The beast will maintain its iron grip until its foe is either killed or rendered unconscious.

Yeti are Immune to Cold.

Recovery Time: 5

Absorption: 3

Surprise Adj.: -2

Attack Modes: claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
7	6	0	-1	2	-2	-2

Yeti Examples

	Below Avg.	Average
Combat Level	6	8
Attack Bonus	+9	+12
Defense	26	28
Damage Tolerance	90 + 6d10	100 +8d10
E.P. Value	144	350
Damage per Attack	2d6/ 2d6	2d8/ 2d8
	Above Avg.	Exceptional
Combat Level	10	12
Attack Bonus	+15	+18
Defense	30	33
Damage Tolerance	110 + 10d10	120 + 12d10
E.P. Value	900	2125
Damage per Attack	3d6/ 3d6	2d10/ 2d10

The yeti is a large, shaggy humanoid covered with brown or reddish-grey hair having hands and feet resembling those of an oversized human. It has stooped shoulders, a narrow chest, and arms that extend down to its calloused knees. These gangly arms swing wide as the creature runs sure-footedly across the alpine snow with its long loping gait, an amazing feat considering the fact that the yeti's legs are bowed and bent. Its footprint is about twice the size of a normal man's.

The yeti has a low forehead and a heavy brow that gives the creature an almost ape-like appearance. Its massive jaw and almost total lack of any discernible chin add to this impression. However, its skull also has a pronounced ridge running front to back down its middle enabling the beast to be easily distinguished from the common gorilla.

Despite its impressive stature and harsh living conditions, the yeti is a shy creature. One will not generally attack humans unless it is starving or its territory is threatened. Even so, its preferred method of ejecting trespassers is to simply frighten them off. The scream of an angered yeti can be heard for miles.

Z

Zephyr

(Zephyrus)

Habitat: A zephyr is an elemental wind spirit that is almost constantly in motion. It has no permanent home and never lingers anywhere for long.

Life Style: elemental spirit

Wealth Type: nil

Alignment: neutral

Cunning: average

Speed: 300

Strength: high

Size: large

Origin: The zephyr was a minor elemental wind deity of ancient Greek lore. Zephyrus was the god of the west wind and was brother to the other three winds: Boreas, Eurus, and Notus.

Special Characteristics: A zephyr cannot be harmed by aerial attacks (arrows, tornadoes, poison gas, etc.), is *Immune to Frost and Cold*, and is unaffected by *Severity Damage*.

A zephyr sees any object in contact with air regardless of lighting conditions. Of course, its line of sight must remain unobstructed by any physical object. Even a glass wall counts as an obstruction since aerial elementals don't use light to see.

A zephyr can use the following mage spells at will: **Cyclonic Passage**, **Gale**, and **Witch Wind**. All spells are cast at spell levels equal to the elemental's *Combat Level*. See *The Lexicon of Lore™* for details.

Recovery Time: 4

Absorption: 0

Surprise Adj.: -1

Attack Modes: wind blast. (Zephyrs are unable to deliver *Severity Damage*.)

Attributes

PS	ST	AG	MD	PC	WP	FA
4	10	7	--	2	0	1

Zephyr Examples

	Below Avg.	Average
Combat Level	6	9
Attack Bonus	+13	+18
Defense	33	36
Damage Tolerance	100 + 6d10	125 + 9d10
E.P. Value	132	560
Damage per Attack	3d6	4d6
	Above Avg.	Exceptional
Combat Level	12	15
Attack Bonus	+21	+24
Defense	39	42
Damage Tolerance	150 + 12d10	175 + 15d10
E.P. Value	2125	7125
Damage per Attack	5d6	6d6

Zephyrs are powerful air elementals responsible for the production and tending of the west winds. They are ordinarily invisible to human eyes but, unlike common air elementals, are believed to have a definite physical shape. On those rare occasions when a zephyr is sighted, it appears as a vibrant strong-willed stallion with a long flowing mane that continually dances as if blown by strong gales. Always active, the chests of these magnificent equestrians continually heave with great breaths, producing powerful blasts of mist from their flaring nostrils. Despite their equestrian shapes, zephyrs are as impossible to tame as the wind itself. Even so, some of the most powerful mages of history have employed these impressive creatures as mounts.

The Bestiary Tables

This section gives a variety of lists that group monsters in some interesting ways to aid you in setting up your adventures. We hope they provide you with some interesting ideas.

Complete Bestiary List

1. Afrit
2. Agathodaemon (Daemon)
3. Ahl-al-trab
4. Akh
5. Ammut
6. Ant, Indian
7. Apedemak
8. Arachnidae
9. Automaton (Bronze Bull)
10. Automaton (Bronze Eagle)
11. Automaton (Bronze Giant)
12. Automaton (Bronze Horse)
13. Automaton (Golden Maiden)
14. Ba
15. Baboon
16. Baboon, Giant
17. Blemmyes
18. Boar, Calydonian
19. Bucentaur
20. Cacodaemon (Daemon)
21. Camel
22. Catoblepas
23. Centaur
24. Cerberus
25. Chimera, Grecian
26. Cobra, Giant
27. Cyclops
28. Djinni
29. Dracaena
30. Dragon, Babylonian
31. Dragon, Ethiopian
32. Drako
33. Duamutef
34. Efriti
35. Ekimmu
36. Elephant
37. Empusa
38. Erinys
39. Frog, Hyperborean
40. Genomus
41. Ghoul (Initiate)
42. Ghoul (Common)
43. Ghoul (Elder)
44. Ghoul (Ancient)
45. Giant, Argus
46. Giant, Cacus
47. Giant, Gegenees
48. Giant, Geryon
49. Golem, Flesh
50. Golem, Clay
51. Golem, Stone
52. Golem, Metal
53. Gorgon, Grecian
54. Gryphon
55. Harpy
56. Harpyiai
57. Hippocampus
58. Hippogriff
59. Hippopotamus
60. Horse of Diomedes
61. Hydra, Grecian
62. Hyena
63. Imdugad
64. Jinni
65. Ka
66. Kampe
67. Ker
68. Khnum
69. Khons
70. Khu
71. Lamassu
72. Lar
73. Larvae
74. Leucrocota
75. Limos
76. Lion
77. Lion, Nemean
78. Lotus Tree
79. Manes
80. Manticore
81. Minotaur
82. Mongoose, Giant
83. Monoceros
84. Mummy (Common)
85. Mummy (Desert)
86. Mummy (Royal)
87. Mummy (Venerated)
88. Naga, Divine
89. Naga, Earthly
90. Naga, Guardian
91. Naga, Heavenly
92. Nymph (Dryad)
93. Nymph (Nereid)
94. Nymph (Oread)
95. Nymph (Sylph)
96. Nymph (Vila)
97. Orthrus
98. Pan (Faun)
99. Pan (Leshe)
100. Pan (Satyr)
101. Pan (Urisk)
102. Penates
103. Phoenix
104. Rakshasa
105. Rhinoceros
106. Roc
107. Scarab, Giant
108. Scylla
109. Sefert
110. Sheep, Poisonous
111. Siren
112. Sobek
113. Sokar
114. Sphinx, Andro
115. Sphinx, Crio
116. Sphinx, Grecian
117. Sphinx, Hierako
118. Sphinx, Persian
119. Stymphalian Bird
120. Ta-Bitjet
121. Tawaret
122. Tiger, Bengal
123. Triton
124. Uraeus
125. Vulture, Giant
126. Vulture Mother
127. Wadjyt
128. Were-Tiger
129. Yeti
130. Zephyr

Aerial Creatures

1. Agathodaemon
2. Automaton (Bronze Eagle)
3. Djinni
4. Erinys
5. Gorgon, Grecian
6. Gryphon
7. Harpy
8. Harpyiai
9. Hippogriff
10. Imdugad
11. Jinni
12. Kampe
13. Ker
14. Lamassu
15. Naga, Divine
16. Nymph (Sylph)
17. Phoenix
18. Roc
19. Sefert
20. Siren
21. Sphinx, Grecian
22. Sphinx, Hierako
23. Sphinx, Persian
24. Stymphalian Bird
25. Uraeus
26. Vulture, Giant
27. Vulture Mother
28. Zephyr

Angels, Demons, and Devils

1. Agathodaemon
2. Cacodaemon
3. Erinys
4. Ker
5. Lamassu
6. Larvae
7. Limos
8. Naga, Divine
9. Penates
10. Rakshasa

Animals

1. Baboon
2. Camel
3. Elephant
4. Hippopotamus
5. Hyena
6. Jackal
7. Lion
8. Rhinoceros
9. Tiger, Bengal

Arabian / Babylonian / Sumerian / Persian Creatures

* Distinctive to area

1. *Afrit
2. *Ahl-al-trab
3. Ant, Indian
4. Camel
5. Centaur
6. Cobra, Giant
7. *Djinni
8. Dragon, Babylonian
9. *Efriti
10. *Ekimmu
11. Elephant
12. Ghoul (Initiate)
13. Ghoul (Common)
14. Ghoul (Elder)
15. Ghoul (Ancient)
16. Golem, Flesh
17. *Golem, Clay
18. Gryphon
19. Hippopotamus
20. Hyena
21. *Imdugad
22. Jackal
23. *Jinni
24. *Lamassu
25. Lion
26. Manticore
27. Mongoose, Giant
28. Monoceros
29. Mummy (Desert)
30. *Naga, Divine
31. *Naga, Earthly
32. *Naga, Guardian
33. *Naga, Heavenly

34. Phoenix
35. *Rakshasa
36. Rhinoceros
37. Roc
38. *Sphinx, Persian
39. *Ta-Bitjet
40. *Tiger, Bengal
41. Uraeus
42. Vulture, Giant
43. Were-Tiger

Beautiful Humanoids

1. Automaton (Golden Maiden)
2. Ghoul (Initiate)
3. Nymph (Dryad)
4. Nymph (Nereid)
5. Nymph (Oread)
6. Nymph (Sylph)
7. Nymph (Vila)
8. Penates

Bugs (Arachnids/ Insects/ Worms)

1. Ant, Indian
2. Arachnidae
3. Larvae
4. Scarab, Giant
5. Ta-Bitjet

Canines

1. Cerberus
2. Duamutef
3. Erinys
4. Hyena
5. Jackal
6. Orthrus

City Dwellers

1. Ghoul (Initiate)
2. Ghoul (Common)
3. Golem, Flesh
4. Golem, Clay
5. Golem, Stone
6. Golem, Metal
7. Lar
8. Lemures
9. Manes
10. Pan (Satyr)
11. Penates
12. Were-Tiger

Cloud Dwellers

* Distinctive to area

1. Automaton (Bronze Eagle)
2. *Djinni
3. Gorgon, Grecian
4. *Gryphon
5. *Harpyiai
6. Hippogriff
7. Imdugad
8. Jinni
9. Kampe
10. Lamassu
11. *Naga, Divine
12. *Naga, Heavenly
13. Nymph (Sylph)
14. Sphinx, Hierako
15. Sphinx, Persian
16. Stymphalian Bird
17. Vulture, Giant
18. Vulture Mother
19. *Zephyr

**Combinatorial
Creatures**

1. Agathodaemon
2. Ammut
3. Apedemak
4. Arachnidae
5. Ba
6. Bucentaur
7. Catoblepas
8. Centaur
9. Centauro-Triton
10. Chimera, Grecian
11. Dragon, Babylonian
12. Dracaena
13. Duamutef
14. Erinys
15. Gorgon, Grecian
16. Gryphon
17. Harpy
18. Harpyiai
19. Hippocampus
20. Hippogriff
21. Imdugad
22. Kampe
23. Khnum
24. Khons
25. Lamassu

26. Larvae
27. Leucrocota
28. Manticore
29. Minotaur
30. Monoceros
31. Naga, Divine
32. Naga, Earthly
33. Naga, Guardian
34. Naga, Heavenly
35. Pan (Faun)
36. Pan (Leshe)
37. Pan (Satyr)
38. Pan (Urisk)
39. Scylla
40. Sefert
41. Siren
42. Sobek
43. Sokar
44. Sphinx, Andro
45. Sphinx, Crio
46. Sphinx, Grecian
47. Sphinx, Hierako
48. Sphinx, Persian
49. Ta-Bitjet
50. Tawaret
51. Uraeus
52. Wadjyt

Desert Dwellers

1. Afrit
2. Ahl-al-trab
3. Akh
4. Ant, Indian
5. Apedemak
6. Arachnidae
7. Ba
8. Blemmyes
9. Camel
10. Cobra, Giant
11. Djinni
12. Duamutef
13. Efriti
14. Ekimmu
15. Ghoul (Initiate)
16. Ghoul (Common)
17. Ghoul (Elder)
18. Ghoul (Ancient)
19. Golem, Clay
20. Golem, Stone
21. Golem, Metal

22. Gryphon
23. Imdugad
24. Jinni
25. Ka
26. Khnum
27. Khons
28. Khu
29. Lamassu
30. Manticore
31. Mongoose, Giant
32. Mummy (Common)
33. Mummy (Desert)
34. Mummy (Royal)
35. Mummy (Venerated)
36. Naga, Divine
37. Naga, Earthly
38. Naga, Guardian
39. Naga, Heavenly
40. Phoenix
41. Rakshasa
42. Scarab, Giant
43. Sefert
44. Sobek
45. Sokar
46. Sphinx, Andro
47. Sphinx, Crio
48. Sphinx, Hierako
49. Sphinx, Persian
50. Ta-Bitjet
51. Uraeus
52. Vulture, Giant
53. Vulture Mother
54. Wadjyt
55. Were-Tiger
56. Zephyr

Dragons

1. Dracaena
2. Dragon, Babylonian
3. Dragon, Ethiopian
4. Drako
5. Hydra, Grecian

Earth Dwellers

1. Ahl-al-trab
2. Ant, Indian
3. Arachnidae
4. Cerberus
5. Dracaena
6. Frog, Hyperborean
7. Genomus
8. Giant, Cacus
9. Gorgon, Grecian
10. Lar
11. Larvae
12. Lemures
13. Manes
14. Minotaur
15. Mummy (Common)
16. Mummy (Royal)
17. Mummy (Venerated)
18. Naga, Earthly
19. Naga, Guardian
20. Nymph (Oread)
21. Scarab, Giant
22. Sobek
23. Ta-Bitjet
24. Wadjyt

Egyptian Creatures

* Distinctive to area

1. Ahl-al-trab
2. *Akh
3. *Ammut
4. *Apedemak
5. *Ba
6. Baboon
7. Baboon, Giant
8. Blemmyes
9. Camel
10. Catoblepas
11. *Cobra, Giant
12. Dracaena
13. Dragon, Ethiopian
14. *Duamutef
15. Elephant
16. *Hippopotamus
17. Hyena
18. Jackal
19. *Ka
20. *Khnum
21. *Khons

22. *Khu
23. Leucrocota
24. Lion
25. Mongoose, Giant
26. *Mummy (Common)
27. *Mummy (Desert)
28. *Mummy (Royal)
29. *Mummy (Venerated)
30. Naga, Earthly
31. Naga, Guardian
32. Rhinoceros
33. *Scarab, Giant
34. *Sefert
35. *Sobek
36. *Sokar
37. *Sphinx, Andro
38. *Sphinx, Crio
39. *Sphinx, Hierako
40. *Ta-Bitjet
41. *Tawaret
42. *Uraeus
43. Vulture, Giant
44. *Vulture Mother
45. *Wadjyt

Elementals

1. Afrit
2. Ahl-al-trab
3. Djinni
4. Efriti
5. Genomus
6. Harpyiai
7. Jinni
8. Nymph (Dryad)
9. Nymph (Nereid)
10. Nymph (Oread)
11. Nymph (Sylph)
12. Phoenix
13. Zephyr

Enchanted Forest

* Distinctive to area

1. Frog, Hyperborean
2. Gryphon
3. Lar
4. Lion
5. Monoceros
6. *Nymph (Dryad)
7. *Nymph (Nereid)
8. Nymph (Oread)

9. Nymph (Sylph)
10. *Pan (Faun)
11. *Pan (Urisk)
12. Penates
13. Were-Tiger

Equestrian Creatures

1. Automaton (Bronze Horse)
2. Centaur
3. Centauro-Triton
4. Hippocampus
5. Hippogriff
6. Horse of Diomedes
7. Zephyr

Felines

1. Ammut
2. Apedemak
3. Chimera, Grecian
4. Gryphon
5. Imdugad
6. Lion
7. Lion, Nemean
8. Manticore
9. Sefert
10. Sphinx, Andro
11. Sphinx, Crio
12. Sphinx, Grecian
13. Sphinx, Hierako
14. Sphinx, Persian
15. Tawaret
16. Tiger, Bengal
17. Wadjyt
18. Were-Tiger

Forest Dwellers

1. Apedemak
2. Arachnidae
3. Baboon
4. Baboon, Giant
5. Blemmyes
6. Boar, Calydonian
7. Bucentaur
8. Centaur
9. Cerberus
10. Chimera, Grecian
11. Cobra, Giant
12. Cyclops
13. Dracaena
14. Drako

15. Frog, Hyperborean
16. Gorgon, Grecian
17. Gryphon
18. Harpy
19. Hippogriff
20. Hydra, Grecian
21. Jackal
22. Kampe
23. Leucrocota
24. Lion
25. Lotus Tree
26. Manticore
27. Minotaur
28. Mongoose, Giant
29. Monoceros
30. Naga, Earthly
31. Naga, Guardian
32. Nymph (Dryad)
33. Nymph (Sylph)
34. Nymph (Vila)
35. Pan (Faun)
36. Pan (Leshe)
37. Pan (Satyr)
38. Pan (Urisk)
39. Sefert
40. Sheep, Poisonous
41. Siren
42. Sphinx, Grecian
43. Ta-Bitjet
44. Tiger, Bengal
45. Vulture, Giant
46. Vulture Mother
47. Were-Tiger

Fresh Water Creatures

1. Ammut
2. Dragon, Babylonian
3. Frog, Hyperborean
4. Hippopotamus
5. Hydra, Grecian
6. Kampe
7. Nymph (Nereid)
8. Nymph (Vila)
9. Pan (Urisk)
10. Siren
11. Tawaret

Good Creatures

* Only some individuals are good aligned

1. Agathodaemon
2. Gryphon
3. Lamassu
4. Lar
5. *Pan (Faun)
6. Penates
7. Phoenix
8. Sphinx, Andro

Greek/Roman Beasts

* Distinctive to area

1. Agathodaemon
2. Ant, Indian
3. *Arachnidae
4. *Automaton (Bronze Bull)
5. *Automaton (Bronze Eagle)
6. *Automaton (Bronze Giant)
7. *Automaton (Bronze Horse)
8. *Automaton (Golden Maiden)
9. Blemmyes
10. *Boar, Calydonian
11. *Bucentaur
12. Cacodaemon
13. *Catoblepas
14. *Centaur
15. *Centauro-Triton
16. *Cerberus
17. *Chimera, Grecian
18. *Cyclops
19. *Dracaena
20. Dragon, Ethiopian
21. *Drako
22. Elephant
23. *Erinys
24. *Frog, Hyperborean
25. Genomus
26. *Giant, Argus
27. *Giant, Cacus
28. *Giant, Gegenees
29. *Giant, Geryon
30. *Golem, Metal
31. *Gorgon, Grecian
32. Gryphon
33. *Harpy
34. *Harpyiai

35. *Hippocampus
36. *Hippogriff
37. *Horse of Diomedes
38. *Hydra, Grecian
39. *Kampe
40. *Ker
41. *Lar
42. *Larvae
43. *Lemures
44. *Leucrocota
45. *Limos
46. Lion
47. *Lion, Nemean
48. Lotus Tree
49. *Manes
50. *Minotaur
51. *Monoceros
52. Naga, Heavenly
53. *Nymph (Dryad)
54. *Nymph (Nereid)
55. *Nymph (Oread)
56. *Nymph (Sylph)
57. *Orthrus
58. *Pan (Faun)
59. *Pan (Satyr)
60. *Penates
61. Phoenix
62. *Scylla
63. *Sheep, Poisonous
64. *Siren
65. *Sphinx, Grecian
66. *Stymphalian Birds
67. *Triton
68. Vulture, Giant
69. *Zephyr

Monstrous Beasts

1. Ant, Indian
2. Baboon, Giant
3. Boar, Calydonian
4. Cobra, Giant
5. Lion, Nemean
6. Mongoose, Giant
7. Scarab, Giant
8. Vulture, Giant

Mountain Dwellers

1. Automaton (Bronze Eagle)
2. Boar, Calydonian
3. Chimera, Grecian
4. Frog, Hyperborean
5. Genomus
6. Giant, Cacus
7. Giant, Gegenees
8. Gryphon
9. Harpy
10. Hippogriff
11. Hydra, Grecian
12. Imdugad
13. Kampe
14. Lion
15. Lion, Nemean
16. Manticore
17. Minotaur
18. Mongoose, Giant
19. Monoceros
20. Naga, Earthly
21. Naga, Guardian
22. Naga, Heavenly
23. Nymph (Oread)
24. Nymph (Sylph)
25. Pan (Satyr)
26. Roc
27. Siren
28. Sphinx, Grecian
29. Ta-Bitjet
30. Tiger, Bengal
31. Vulture, Giant
32. Vulture Mother
33. Were-Tiger
34. Yeti
35. Zephyr

Nocturnal Creatures

1. Boar, Calydonian
2. Ekimmu
3. Frog, Hyperborean
4. Ghoul (Initiate)
5. Ghoul (Common)
6. Ghoul (Elder)
7. Ghoul (Ancient)
8. Ka
9. Khu
10. Lemures
11. Lion

12. Lion, Nemean
13. Manes
14. Sobek
15. Tiger, Bengal
16. Were-Tiger
17. Zombie

Plains Dwellers

1. Ahl-al-trab
2. Ammut
3. Apedemak
4. Baboon
5. Baboon, Giant
6. Blemmyes
7. Bucentaur
8. Catoblepas
9. Centaur
10. Cerberus
11. Chimera, Grecian
12. Cobra, Giant
13. Cyclops
14. Dragon, Ethiopian
15. Duamutef
16. Elephant
17. Frog, Hyperborean
18. Giant, Argus
19. Giant, Geryon
20. Harpy
21. Hippogriff
22. Hyena
23. Jackal
24. Kampe
25. Khnum
26. Khons
27. Leucrocota
28. Lion
29. Lion, Nemean
30. Manticore
31. Monoceros
32. Nymph (Dryad)
33. Nymph (Sylph)
34. Nymph (Vila)
35. Orthrus
36. Pan (Faun)
37. Pan (Leshe)
38. Pan (Satyr)
39. Pan (Urisk)
40. Rhinoceros
41. Scarab, Giant
42. Sefert

43. Sokar
44. Tiger, Bengal
45. Vulture, Giant
46. Vulture Mother
47. Wadjyt
48. Were-Tiger
49. Zephyr

Poisonous Creatures

1. Catoblepas
2. Chimera, Grecian
3. Cobra, Giant
4. Dragon, Babylonian
5. Erinys
6. Kampe (potentially)
7. Gorgon, Grecian
8. Hydra, Grecian
9. Manticore
10. Naga, Divine
11. Naga, Earthly
12. Naga, Guardian
13. Sheep, Poisonous
14. Ta-Bitjet
15. Uraeus
16. Wadjyt

Powerful Spellcasters

* Selected individuals

1. Djinni
2. Dragon, Babylonian
3. *Duamutef
4. Efriti
5. Genomus
6. Kampe (exceptional)
7. Lamassu
8. Naga, Divine
9. Naga, Earthly
10. Naga, Heavenly
11. Nymph (Vila)
12. *Pan
13. Penates
14. *Sobek
15. *Sokar
16. Sphinx, Andro
17. Sphinx, Persian
18. *Ta-Bitjet
19. *Tawaret
20. *Were-Tiger

**Reptilian / Amphibian
Creatures**

* Has only minor reptilian features

1. Agathodaemon
2. Ammut
3. *Chimera, Grecian
4. Cobra, Giant
5. Dracaena
6. Dragon, Babylonian
7. Dragon, Ethiopian
8. Drako
9. Frog, Hyperborean
10. Hydra, Grecian
11. Naga, Divine
12. Naga, Earthly
13. Naga, Guardian
14. Naga, Heavenly
15. Sobek
16. Uraeus
17. Wadjyt

Repulsive Creatures

1. Catoblepas
2. Ghoul (Common)
3. Ghoul (Elder)
4. Ghoul (Ancient)
5. Giant, Argus
6. Gorgon, Grecian
7. Harpy
8. Kampe
9. Ker
10. Larvae
11. Limos
12. Rakshasa
13. Scylla
14. Vulture Mother

Sea Dwellers

1. Centauro-Triton
2. Dragon, Babylonian
3. Erinys
4. Hippocampus
5. Kampe
6. Nymph (Nereid)
7. Scylla
8. Siren
9. Triton

Sewer Dwellers

1. Frog, Hyperborean
2. Ghoul (Initiate)
3. Ghoul (Common)
4. Ghoul (Elder)
5. Ghoul (Ancient)
6. Larvae
7. Manes
8. Sobek

Shape Changers

* Shape change is illusionary

1. Ba
2. Cacodaemon
3. *Empusa
4. Erinys
5. Kampe
6. Naga, Divine
7. Nymph (Dryad)
8. Siren
9. Triton
10. Vulture Mother
11. Were-Tiger
12. Zephyr

Swamp Dwellers

1. Ammut
2. Empusa
3. Frog, Hyperborean
4. Gorgon, Grecian
5. Kampe
6. Harpy
7. Hippopotamus
8. Hydra, Grecian
9. Naga, Earthly
10. Naga, Guardian
11. Naga, Heavenly
12. Nymph (Dryad)
13. Nymph (Nereid)
14. Nymph (Sylph)
15. Nymph (Vila)
16. Pan (Urisk)
17. Siren
18. Sobek
19. Tawaret

Undead Creatures

1. Akh
2. Ba
3. Ekimmu
4. Ghoul (Initiate)
5. Ghoul (Common)
6. Ghoul (Elder)
7. Ghoul (Ancient)
8. Ka
9. Khu
10. Lar
11. Lemures
12. Manes
13. Mummy (Common)
14. Mummy (Desert)
15. Mummy (Royal)
16. Mummy (Venerated)