



Legendary Adventure™

Fantasy Role Playing Game

ESSENTIAL BESTIARY



by
Gary Gygax



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A Fantasy Role Playing Game

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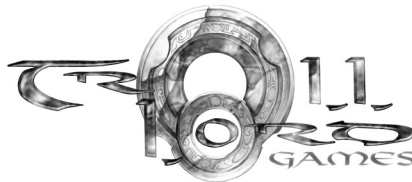
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FOREWORD

Here, Intrepid Adventurer, you have in hand the abridged compilation of statistics and descriptions of the human and human-like races of a fantastic world. Herein are also the details of commonly encountered animals that pose a threat to its human-like inhabitants. Of course, many fantastic creatures and monsters are described as well. However, what is offered here is far from the complete bestiary offered in the full game. It is instead intended to detail a list sufficient to allow the Lejend Master enough material to fuel starting campaigns and adventures, while retaining a simplicity that allows both quick reference and rapid information retrieval. Those looking for a wider variety of both flora and fauna with which to flesh out their scenarios should acquire that listing studied in depth by zoological scholars of the Lejendary Earth™ World Setting, Beasts of Lejend.

The book is arranged in alphabetical order, the better to help the Lejend Master find a creature of the appropriate type in short order. At the end of the book is a useful set of random encounter generation tables similar to those appearing in the full listing, Beasts of Lejend. Enjoy!

There is nothing more to say that is of import. With this book in hand you can indeed find out more by scanning the pages than you can from perusing this sort of material. Have at it! We are hopeful—nay, confident—that you will love what you see and want more.

Gary Gygax
Lake Geneva, Wisconsin 2003

LORE FOR THE LEJEND MASTER

The Lejend Master (LM) should feel free to adjust the Health and Precision (and even Speed) listed for each creature, according to the circumstances of play. This adjustment is especially warranted in cases where only a single score is provided for a creature, and not a range of scores. In such cases, a die can be rolled, with an odd number indicating a lesser rating, and an even number a greater rating.

For creatures with ratings less than 20, an adjustment of 1-3 points is significant. For those with ratings of 20 to 40, an adjustment of 1-6 points is reasonable. Otherwise, an adjustment of 1-4 per 20 points of rating is a fair rule of thumb by which to adjust fixed stats except for Speed Rating adjustments, in this case, divide the rolled amount in half.

CREATURE LISTINGS

OUTLINE

The creature listings include the following:

Creature: This is the creature's name.

Appearing: This is the number of creatures typically encountered, with a second range of numbers indicating the numbers encountered in specific circumstances.

H: / P: / S: These fields show Base Ratings for Health, Precision, and Speed, respectively, whether the Rating of a typical specimen or a range of typical Ratings.

Attack: This entry provides an indication of the creature's attack capabilities, with the numbers showing how much Harm the creature's attacks inflict. Special attack forms are also explained in the description. The chance for a successful attack is usually the Precision Base Rating given for the creature.

Defense: This indicates the creature's defense capabilities. The number listed is the amount of protection from Harm provided by armor or other considerations and is subtracted from the Harm generated by attacks against the creature.

The Precision Rating equates to Weapons Ability for those creatures not possessing Abilities. It is the Precision Rating or Weapons Ability Score that determines success when attacking—the Rating or Score providing the base percentage chance of a successful strike.

Many damage ranges are listed for the many attack forms appearing in the game. The following chart provides a basic idea as to how the ranges are rolled and figured. A few other result ranges are explained in the descriptions.

Harm Range	Die
1-2d2	(one-half d4)
3-5	d3 (one-half d6) +2
6-8	d3 (one-half d6) +5
8-12	d4 +8
13-16	d4 +12
17-20	d4 +16
21-25	d5 (one-half d10) +20
26-35	d10 +25
36-50	d15 (one-half d30) +35

The other unusual ranges listed for Harm generally involve a d20 roll with a minimum amount of Harm delivered by the weapon. A range of 2-20 means a result of 1 on the d20 roll provides the minimum of 2 Harm; a range of 3-20 means a roll of 1 or 2 counts as a minimum 3 Harm; and so on.

Many creatures receive bonuses to Harm inflicted due to Precision, Physique, or other attributes, and these bonuses are listed as an addition to the Base Harm of the attack (eg., 1-20 +1-10 Harm with the +1-10 being the additional damage). The LM should decide a constant variable based on the creature's Abilities (i.e., 1-20 +1-10 Harm would become 1-20 +5 Harm for a specific individual). Alternatively, the LM could roll a die of the appropriate size to determine such bonuses.

A successful attack may also inflict extra damage. Where Harm is determined by a die with a range of 1 to 'x,' and the maximum result is rolled, whether singly or in multiples, the rule for combat Harm addition is used. That is, a maximum result on a die causes the generation of additional Harm equal in range to one-half the range of the original die:

Where a maximum score is attained with additional Harm, the rule again applies, adding more Harm with a die of approximately half the value range of the previous. Thus, a roll of 30 on a d30 could generate the following additional amount of Harm: Add d16 = 16, then d8 = 8, then d4 = 4, then d2 = 2, plus 1, with a total of 61 points of Harm from the single attack (30+16+8+4+2+1=61).

For reference, the chart below lists the extra Harm caused by die rolls. The number after the '/' indicates the maximum roll for that Harm range and then the extra damage inflicted.

Die Roll	Extra Damage
1-2/2 or 1-3/3	automatic added Harm of 1 point.
1-4/4 or 1-5/5	roll of d2 for an added 1-2 points of Harm.
1-6/6	roll of d3 for an added 1-3 points of Harm.
1-8/8	roll of d4 for an added 1-4 points of Harm.
1-10/10	roll of d5 for an added 1-5 points of Harm.
1-12/12	roll of d6 for an added 1-6 points of Harm.
1-16/16	roll of d8 for an added 1-8 points of Harm.
1-20/20	roll of d10 for an added 1-10 points of Harm.
1-30/30	roll of d16 for an added 1-16 points of Harm.

Some few creatures are protected from mundane Harm of every sort. These creatures can only be harmed by bonus damage accruing with mundane weapon attacks. In these instances, it is not necessary to roll the die to generate the base Harm for the weapon, but simply note how much bonus damage is inflicted on the creature. For example, a successful attack against such a creature, when using an envenomed blade, results in the base Harm of 1-20 being ignored, and only the VT (Venom-Toxin) Harm being inflicted.

LEJENDARY BEASTS REFERENCE CHART

The following list provides information for the LM's. A key is located below and describes the meaning behind the special designators found in the listing. The complete description of the Beasts is located in the Bestiary.

Designator	Explanation
a	Attacking (Used to designate Ratings in special circumstances)
b	Blunt Harm armor absorption
c	Continuing Harm due to burning, corrosion, grabbing, etc.
e	Earth, moving in Extraordinary Supernatural/Extraordinary Power, see text
f	Flying
g	Grab and hold
HV	Hand weapon, Various
i	Immature creature statistic
j	Jumping
l	Land or ground attack or movement
m	Moving
s	Stabbing Harm armor absorption
sp	Special characteristic—see text
(I)	Buckler/target shield typical
I	Shield (includes medium and large types)
MT	Missile throwing
P	Penetration Harm
S	Shock Harm
VT	Venom or Toxin
w	Water
wp	Weapon
x	Multiply number encountered or attacks; 2x 1-12 means 2 attacks doing 1-12 points of Harm
/	Indicates a second attack form is possible and the Harm inflicted
\	Charging or trampling Harm inflicted
?	Potential is determined by Lejend Master
+#	Encounter number assuming all others of its type also there; otherwise 3x the number

Creature and	Number	Health	Precision	Speed	Attack	Defense
Adder	1 +	10	35	12	VT 17-20/sp.	4
Asp	1 or +	5	35	10	VT 21-25	6
Basilisk	1	46-55	50-55	10a/20f/m	specials	4
Bear, brown	1-2	76-95	41-50	14	9-20 +10/13-16	10
Black	1-2	56-65	36-45	16	3-20 +6/6-8	6
Grizzly	1	72-90	46-55	15	7-20 +12/9-12	10
Polar	1-2	66-75	41-50	16	7-20 + 10/9-12	5
Boar, wild	1 +	31-50	56-55	16	1-12\1-24 +8	5
peccary	2-40	16-25	31-40	15	1-6\1-12 +3	3
robust	1 +	46-65	56-65	15	1-12\1-24 +10	4
warthog	1 + 3	6-45	36-45	15	1-12\1-24 +6	3
Boggart	1-10+					
Boggle		31-40	36-45	17	2 x HV + 4	10
Ordinary		25-30	26-35	16	2 x HV +1 to 4	8
Bonestalker	1 or more	41-60	50	20	2 x 9-12 +sp.	18 sp.
Bull	1 +	46-65	26-35	14	13-16\+1-30	2
bull aurochs	1 +	51-70	30-35	14	17-20\+4-30 sp.	2
bull bison	1 +	56-65	25-50	14	9-12\+11-30 sp.	2
bull buffalo	1 +	66-75	35-40	14	13-16\+11-30 sp.	4
(cow) buffalo	1 +	46-55	30-35	15	9-12\+9-20 sp.	3
bull gaur	1 +	71-80	25-30	14	9-12\+11-30 sp.	2
bull gnu (wildebeest)	1 +	31-40	20-25	15	9-12\+1-20 sp.	2
bull hartebeest	1 +	26-35	20-25	16	9-12\+1-20 sp.	2
musk ox bull	3-12	31-40	25-30	13	9-12\+1-12 sp.	4
yak bull	1 +	36-45	25-30	14	9-12\+1-20 sp.	3
Chimera	1	41-60	66-75	10a/20m	special	10
Cobra	1-2	6	30	15	1 VT 21- 25	8
Cockatrice	1	25-30	25-30	15	specials	8
Crocodile	1-20	36-55	21-30	20w/5L	1-20 +10 c 50%	8
Alligator	1-10	36-45	21-30	20w/5L	1-12 +10 c 50%	8
Sayman	1-20	21-30	20-25	20w/5L	1-12 +10 c 50%	8
Salt water crocodile	1-6	46-65	26-35	20w/5L	1-20 +12 c 50%	8
Dog (average) or Coyote	1+	11-20	21-30	18	1-8	4
Dog, guard	1+	26-35	31-40	16	1-12 +3	2
Dog, lg., hunting	1+	21-30	26-35	17	1-10 +1	3
Dog, war	1+	31-38	41-50	15	1-12 +6	4
Dog, wild	2-12	20-25	30-35	19	1-10	3
Dog, wild, hunting	2-40	25-30	35-40	20	1-10 +3	4

Essential Bestiary

Creature and	Number	Health	Precision	Speed	Attack	Defense
Drake	1 or rarely 2					
Firedrake, immature		40-45	55-60	18a/28f	special	14
Firedrake, small		50-55	65-70	17a/26f	special	16
Firedrake, average		70-75	75-80	16a/24f	special	18
Firedrake, large		80-85	85-90	15a/22f	special	20
Firedrake, huge		100-105	95-100	14a/20f	special	22
Icedrake, immature		40-45	55-60	18a/28f	special	14
Icedrake, small		50-55	65-70	17a/26f	special	16
Icedrake, average		70-75	75-80	16a/24f	special	18
Icedrake, large		80-85	85-90	15a/22f	special	20
Icedrake, huge		100-105	95-100	14a/20f	special	22
Noosedrake, immature		40-45	55-60	18a/28f	special	14
Noosedrake, small		50-55	65-70	17a/26f	special	16
Noosedrake, average		70-75	75-80	16a/24f	special	18
Noosedrake, large		80-85	85-90	15a/22f	special	20
Noosedrake, huge		100-105	95-100	14a/20f	special	22
Slimedrake, immature		40-45	55-60	18a/28f	special	14
Slimedrake, small		50-55	65-70	17a/26f	special	16
Slimedrake, average		70-75	75-80	16a/24f	special	18
Slimedrake, large		80-85	85-90	15a/22f	special	20
Slimedrake, huge		100-105	95-100	14a/20f	special	22
Dunnie, Boss	1-10+	36-45	41-60	17-20	2xHV +1-10 sp.?	10
Ordinary		21-30	30-35	16-18	2xHV +1-10 sp.?	8
Dwarf	25-170+					
Captain		41-60	41-60	11-13	HV + 2-10 I &	12
Lord		61-90	51-80	11-16	HV-sp. (I) &	14
Mechanic		41-70	21-50	14-16	HV + 2-10 & sp.	6 & sp.?
Miner/Worker		26-45	21-30	8-13	HV + 2-10	I & 2-6
Priest		46-65	21-40	13-16	HV + 2-10 & sp.	8 & sp.?
Smith		56-65	31-60	10-14	HV + 2-10	6
Warrior		31-50	31-50	9-12	HV + 2-10	varied
Dzunkhwa	1 or 2	131-160	30-35	12m/4a	2 and special	10/20 sp.
Immature (male ogre)		82-140	56-75	12m/4a	2 HV	10/20 sp.
Elephant, bull	1	141-170	50-55	14	21-25\+1-24\36-50	5
elephant, cow	1-3	121-140	45-50	15	13-16 \+1-20\36-50	5
loxodont bull	1	151-180	55-60	14	21-25\+1-30\36-50	5
loxodont cow	1-3	131-150	50-55	15	17-20\+1-20\36-50	5
mammoth bull	1	161-190	50-55	13	26-35\+1-30\36-50	5
mammoth cow	1-3	141-160	45-50	14	21-25\+1-24\36-50	5
mastodon bull	1	151-180	50-55	13	21-25\+1-30\36-50	5
mastodon cow	1-3	131-150	45-50	14	17-20\+1-24\36-50	5
pygmy elephant	1-6	71-90	60-65	16	13-16 \+1-16\26-35	4
Giant, various species	1 or 1-2 (+)	101-130	61-80	6a/18m	HV +18 sp.	9
Cephalocorn	1 (+)	111-140	56-75	7a/17m	HV +20	9
Cyclopean	1 (+)	121-150	51-70	8a/19m	HV +16 sp.	8
Ettin	1 (+)	131-160	76-95 or 31-40	9a or 3a/15m	HV +22 (or 11)	12
Gnome	20-200+					
Captain		41-50	41-60	8-11 sp.	HV	I & 12
Diviner		30-35	11-30	11-13 sp.	HV-sp.	4
Lord		51-80	41-70	9-11 sp.	HV	I & 12
Mechanic		50-55	27-45	10-12 sp.	HV +1-6	12
Priestess		21-40	16-45	10-13 sp.	HV-sp.	6
Sergeant		36-40	36-40	7-10 sp.	HV	I & 10
Smith		45-50	22-40	9-11 sp.	HV +2-8	4
Soldier		30-35	26-35	6-8 sp.	HV	8 or 9
Worker		23-32	16-25	7-9 sp.	HV	(I) & 1-6
Goblin	1-6+					
Common		46-65	36-55	12-14	HV +1-8	8 sp.
Great		76-105	76-95	13-16	2xHV +9-12	18 sp.
Harasser		56-75	51-70	12-15	HV +5-8 sp.	12 sp.
Shaman		41-70	31-60	15-18	HV + 1-4 sp.	14 sp.
Rope, Golem	1+	31-40	31-40	15	special	6 sp.
Gorgobos	1 or 1-4	43-70	31-40	15	1-20 +1-10 & sp.	15
Grotto/Thicket Wylf	11-110+					
Archer		31-40	36-55	13-16	HV	(I) & 8
Chieftain Consort		41-50	26-45	15-18	HV-VT	I & 7
Chieftain		56-75	42-80	14-19	HV-sp.	(I?) & 10
Irregular		26-45	26-45	13-16	HV	(I?) & 4
Leading Warrior		46-55	46-65	13-18	HV	(I?) & 8
Netter		36-45	36-55	13-16	HV	6
Wyrd		26-35	11-41	15-20	HV-sp.	4 & sp.?

Essentials

Creature and	Number	Health	Precision	Speed	Attack	Defense
Gryf	1 or 1-4	46-55	60-65	16a/20f	13-16+1-20/1-20+10	12
Gryffon	1 or 1-4	41-50	70-75	12a/25f	1-12 +1-20/1-20 +12	10
Hippogryf	1 or 1-2	36-45	41-50	18a/30f	1-20 +1-10/1-12 +13-16	8
Hobgoblin	1-12+					
Chief		51-60	46-65	15-18	2xHV+6	12 sp.
Common		30-35	30-35	12-15	HV+1-6	8 sp.
Shaman		31-50	26-45	14-17	HV +1-6 sp.	10 sp.
Troubler		35-40	35-40	13-16	2xHV +4-6	9 sp.
Horse, common		36-45	10-15	20	1-12 S	2
Horse, charger/medium war		66-75	25-30	28	1-20 +1 P&S	2
Horse, courser/small war		56-65	25-30	30	1-20 P&S	2
Horse, destrier/large war		76-85	25-30	22	1-20 +3 P&S	2
Horse, draft		60-65	10-15	18	1-12 +1 S	2
Horse, pony horse/zebra		50-55	10-15	20	1-12 S	2
Horse, race		31-36	10-15	32	1-12 S	2
Horse, riding mare		40-45	10-15	24	1-12 S	2
Horse, riding stallion/or quagga		45-50	10-15	24	1-12 +2 S	2
horse, burro/ass		25-30	10-15	15	1-8 S	2
horse, mule		50-55	10-15	18	1-12 +3 S	2
horse, pony		30-35	10-15	16	1-8 S	2
Human, demented	1	41-90	21-70	15-20	HV special	special
Human, Fantic leader	20-120+	34-80	51-80	13-16	HV-sp.?	(I)/I & 12-14
Fanatic scout		31-40	26-45	10-13	HV	(I &) 6-8
Fanatic warrior		36-45	36-55	8-11	HV	(I)/I & 7-9
Female devotee		21-50	31-50	10-15	HV-sp.?	(I &) 8-10 sp.
Typical follower		16-25	16-35	7-12	HV	(I &) 1-3
Warrior follower		21-40	31-40	9-12	HV	(I)/I & 4-6
Human, Arminger/Bravo	1+	22-40	28-55	9-12	HV	I & 7-8
Cook/Laborer/Lascar		17-28	11-30	7-12	HV	(I &) 1-3
Enspeller/Priest		41-70	21-50	14-19	HV sp.	4-8 sp.?
Esquire/Captain		33-60	33-60	9-13	HV	I & 9-11
Guardsmen/Serjeant		26-35	21-40	8-11	HV	(I)/I & 8-10
Knight/Commander		53-110	35-80	10-13	HV-sp.?	(I)/I & 10-14
Maelurge		41-90	21-50	15-18	HV-sp.	4-8 sp.?
Noble/Lord		6-120	24-100	7-18	HV-sp.?	(I)/I & 12-14
Outlaw/Bandit Chief		42-80	44-80	10-15	HV	(I &) 7-10
Out/Ban Chieftainess		41-80	35-80	10-17	HV	35-7-10-30
Out/Ban soldier common		16-35	16-35	8-11	HV	I & 3-6
Out/Ban lieutenant		36-45	22-40	9-12	HV	(I)/I & 6-8
Out/Ban lt., magical		31-60	15-60	12-15	HV-sp.	4-8 sp.?
Out/Ban lt., swindler		52-70	24-60	9-14	HV-sp.?	3-8-sp.?
Out/Ban lt., warrior		42-80	42-60	8-13	HV-sp.?	(I)/I & 7-9
Page/Street Youth		13-24	11-21	9-16	HV	0-4
Rogue		55-100	37-95	11-16	HV-sp.?	(I &) 7-10 sp.?
Servant/Clerk		15-26	11-20	7-12	HV	0-2
Human, Wild, Chief	1+	32-90	51-90	13-18	HV & sp.?	(I)/I & 4-14
Enspeller/shaman		31-60	21-50	13-20	HV & sp.	2-8 & sp.?
Ordinary member		22-40	22-40	11-16	HV	0-5
Other member		16-35	21-30	9-16	HV	0-3
Sub-chief/leading warrior		42-80	42-80	11-18	HV	(I)/I & 2-12
Warrior		33-60	41-60	10-17	HV	(I)/I & 2-8
Warrior & Scout		41-60	41-70	11-18	HV	(I? &) 2-5
Hydra	1	51-60 sp.	25-30	7a/15w	5 x 1-20 +VT	4
Geadra	1	71-80 sp.	20-25	5a/10m	7 x 1-20 +VT	5
Ilf	5-30 or 70-120+					
Archer		32-50	31-50	12-15	HV	5-7
Chieftain		61-80	51-70	13-16	HV	(I) & 9-11
Combatant		42-60	41-60	11-14	HV	I & 6-8
Guide		31-50	21-30	14-17	HV-sp.	4-8 & sp.?
Javelineer		32-50	26-45	11-14	HV	(I) & 6-8
Odylan		31-60	21-40	15-18	HV-sp.	3-5 & sp.?
Woodranger		43-70	32-50	12-15	HV	2-4
Kobold 3-30 or 33-300+						
Ordinary		21-30	36-45	15-17	HV x 2	8-10
Trickster		22-40	31-60	16-18	HV x 2 & sp.	9
Chief/Chieftainess (etc.)		32-50	46-65	17-19	HV x 2	10
Leopard	1	40-45	45-50	19	1-10 +1-12/1-20 +1-6	7
Leprechaun	1-20	41-70	51-80	21-26 +sp.	HV-sp.	16 sp.
Lion	1-3	65-70	40-45	16	1-12 +2-16/3-20 +2-12	4
lioness	2-12	55-60	41-50	17	1-10 +2-12/1-20 +1-10	3
juvenile	1-8	45-50	30-35	17	1-8 +1-10/1-20 +1-6	3

Essential Bestiary

Creature and	Number	Health	Precision	Speed	Attack	Defense
Living Dead, Cunning Peccant	1	185-230	61-80	18-21 sp.	HV & sp.	? +9 sp.
Living Dead, Free-willed						
Balewretch	1-3	36-45	36-45	9-12	1-10 +8/1-10+12 sp.	12 sp.
Ghoul	1-10	23-32	36-45	12-15	1-12+10/1-12+VT sp.	10 sp.
Morian	1 or 1-2	46-55	46-55	10-13	3-5/1-12 +1-20 sp.	14 sp.
Living Dead, Semi-Cunning						
Revenant Bonewalker		46-85	31-60	9-14	2x7-20 sp./1wpn.+15	16/8 sp.
Living Dead, Unwilled						
Animort	1 or more	11-40	11-30	5-8	1-2 VT 9-12	12 sp.
Bonestalker	1 or more	41-60	50	20	2 x 9-12 +sp.	18 sp.
Bonewalker	1 or more	16-25	26-36	11-14	4x 1-20+3-6 sp.	16/8 sp.
Bonewarrior	1 or more	26-35	36-55	12-15	weapon +3-5 sp.	5 + sp.
Living Dead-Spirit and Material						
Bruholak (spirit)	1 or +	22-36	46-55	10-13	1-12 & sp.	10 sp.
Bruholak, volitant	1 +	35-60	61-90	15-18	HV +13-16 & sp.	14 sp.
Nosferatu	1	56-75	51-70	14-16	HV +10 & sp.	8 sp.
Manimalia						
Drugulo	1-6+	21-30	16-25	11-13	1-12/1-20	6
Gibber	1-6+	26-35	21-30	14-16	1-8 +1-2/1-12 +1-4	8
Helovan	3-12+	11-20	16-25	15L/20f	1 VT 6-8	8
Ladybug, adult	1-2	26-35	46-55	18-21	1-12 sp.	8
Ladybug, larva		46-55	46-55	8-11	26-35	10
Leatherman		16-25	21-30	6l/18w 1-2 + sp.	1-12 +1-4	8
Malmael		21-30	21-30	12-14	1-8/2-16	5
Musteel		15-20	11-20	18-20	2 x 1-10	12
Travail		16-25	21-30	6l/18w	1-20 +3-5	6
Widowblack		21-30	20wp/40	20 sp.	HV/1-2 VT sp.	6 sp.
Manticore	1	50	60	15	special	8
Nis	1-20 +					
Chief/chieftainess		61-70	61-70	14-17 l/w	2 x HV +8	12
Common:		36-45	36-45	11-14 l/w	HV + 1-8	9
Killer:		46-55	46-55	12-15 l/w	HV +5-8	10
Shaman:		31-50	31-50	13-16 l/w	HV + 1-8 & sp.	11
Oaf	3-60 +					
major oaf	20%	46-65	36-45	5-8MT	HV +3-18I? &	5
oaf	80%	36-55	31-40	6-9MT	HV +2-12I? &	4
Ogre	1 or 2-6	226-280	86-125	4a/16m	HV MT + sp.	16/24 sp.
Orc	2-40 +					
Great orc		41-50	36-55	6-8	HV +3-15	I? & 8
Great orc chieftain		56-75	56-75	7-9	HV +4-16	I & 10
Lesser orc		30-35	26-35	11-14	HV +1-4	(I?) & 6
Orc		35-40	31-40	8-10	HV +2-8	I & 6
Orc shaman		31-50	21-40	12-15	HV +1-6 & sp.	10 sp.?
Pegasus	1 or rarely 1-12	51-70	51-60	20a/30m/40f	1-12+6-8	10
Rhinoceros, black	1-2	91-110	21-30	15	13-20\40+10/26-35sp.	7
Eastern white	1-6	111-130	21-30	14	7-20\40+12\26-35sp.	6
Island	1-2	71-80	20-25	16	3-20\30+8\21-25sp.	5
Western white	1-4	111-130	21-30	14	9-20\40 +12\26-35 sp.	6
Rukh	1 or 2	201-230	41-60	10a/20f	2 x 36-50 sp.	6 sp
Scorpion, black	1 +	2	20	15a/2m	1 VT 21-25	2
Setcha	1	61-80	36-45	15	1-12+5-50/3x3-5VTsp4	
Slime Chameleon	1	40	25	5a/1m	9-12c	0/10/20 sp.
Flowing	1	35	30	10a/1m	9-12c	0/10/20 sp.
Lashing	1	30	20	15a/1m	sp.	0/10/20 sp.
Spider, jumping						
10" d.	2-8	1	15	25	3-5 VT 6-8 sp.	16
20" d.	1-4	12	55	20	6-8 VT 9-12 sp.	12
40" d.	1	30	70	15	9-12 VT 13-16 sp.	8
80" d.	1	60	80	10	17-20 VT 21-25 sp.	4
Spider, web						
10" d.	11-110	1	10	15	1 VT 6-8	2
20" d.	1-4	12	25	12	3-5 VT 9-12	4
40" d.	1	30	55	10	6-12 VT 17-20	6
80" d.	1	60	70	89-20	VT 21-25	8
Human Restless Dead, Spirits of Evil of the Human Dimensions						
Apparition	1 or more	30+sp.	30-35	7	special	4 sp.
Ghost	1 or more	10+sp.	20-25	9	special	8 sp.
Shadowling	1-12	20+sp.	25-30	11	HV sp.	0 & special
Tiger, northern	1	61-70	61-70	18	1-12+2/9-20+2-14	4
tigress	1	51-60	55-60	19	1-12+8/7-20+1-12	5

Essentials

Creature and	Number	Health	Precision	Speed	Attack	Defense
Tiger, southern	1	56-65	60-65	19	1-10 +10/8-20 +2-12	5
tigress	1	46-55	55-60	20	1-10 +8/6-20 +1-10	6
Trog	3-18 or 55-200 +					
Average		35-40	25-30	7-10	HV +2-5	6
Bully		40-45	35-40	8-11	HV +6	7
Chief		51-70	51-80	12-15	HV +8	(I) & 8
Hag		35-40	31-50	13-16	HV sp.	6 sp.?
Troll	1-2 or 2-24 +	71-90	36-55	5-7	MT 1-20 +12 or HV+12	3-6
Trollkin, Barrens	110-1,100 +					
Average		25-30	21-30	8-10	MT HV	(I) & 6
Chief		35-40	31-36	10-13	HV	I & 8 sp.
Jarl		45-50	41-50	11-14	HV sp.	(I)orI&10 sp.
King		61-90	51-80	11-16	HV sp.	I & 10 sp.
Spaewife		26-35	21-40	12-14	HV sp.	4
Weirdwife/queen		36-45	31-50	13-15	HV sp.	8
Trollkin, Cave	52-250 +					
Average		21-26	20-25	8-10	MT HV	(I) & 6
Chief		31-40	26-35	11-13	HV	(I)orI & 8 sp.
Jarl		41-50	40-46	12-14	HV sp.	(I)orI&10 sp.
King		61-80	51-70	11-16	HV sp.	(I) & 12 sp.
Spaewife		21-30	26-35	12-15	HV sp.	4
Weirdwife/queen		31-40	26-45	13-16	HV sp.	8
Trow, hill	22-220+	36-45	31-50	12a/8m	HV +sp.	(I) & 8
King		61-80	61-80	15a/10m	HV +sp.	I & 10
Ulf	1-2 +					
Ulf		71-90	71-90	16-18	2 x HV +3-12 sp.	13
Ulf Executioner		81-100	81-100	15-17	2 x HV + 32 sp.	14
Ulf Savant		66-95	66-95	19-22	2 x HV +3-30 sp.	16
Url	1-2 or 2-10 +	91-110	61-90	10-13	HV +5-30	5-7 sp.
Url King		121-140	91-110	11-14	HV+15 sp.	8 sp.
Werebeast	1-2+					
Ape		86-95	60-65	15	2 x 12 +12 ea.	4 & sp.
Amphibian		76-85	50-55	10a/20w	1-10 +VT 9-12	4 & sp.
Arachnidian		46-65	60-65	20	3-5 +VT 13-16	5 & sp.
Avian		56-65	75-80	12a/24f	1-20 +2-16	3 & sp.
Bovine		111-131	31-40	6a/12m	7-20 + 1-10 sp.	2 & sp.
Canine		71-90	70-75	12a/20m	1-10 +1-20	5 & sp.
Crocodylian		91-110	70-5	7l/20w	9-20 + 10	3 & sp.
Equine		91-110	40-5	9a/27m	1-20 +3-12	4 & sp.
Feline		81-100	75-80	15a/20m	2-12/1-12 +1-10 ea.	6 & sp.
Glutton		76-85	65-70	12	4-16/1-12+1-10ea. sp.	2 & sp.
Hyenanid		71-80	51-60	10a/18m	1-12 + 3-18	3 & sp.
Loup Garou		96-115	71-80	15a/25m	13-16 +1-20	8 sp.
Ophidian		51-60	55-60	15	6-8c/1-2 VT 9-12 sp.	2 & sp.
Picean		41-50	35-40	10a/30w	1-30 +1-6	8 & sp.
Porcine		61-70	26-35	14	2 x 1-12 +1-20 ea.	5 & sp.
Ursine		131-150	31-40	10a/20m	17-20/1-20 +1-10 ea. sp.	2 & sp.
Wolf	1 or 2-16	36-45	41-50	20	1-12 +2-12	6
Wolf, Arctic	1 or 2-12	41-50	56-65	19	1-12 +2-16	7
Wolverine (Glutton)	1-2	30-35	46-55	15a/10m	2 x 1-10g sp.	8
Wurm	1 (usually)					
flame wurm		61-72	46-65	13-15	special	17
fume wurm		56-67	41-60	14-16	special	18
shock wurm		66-77	51-70	15-17	special	16
stone wurm		71-82	36-55	16-18	special	15
Wyvern	1 or rarely 2					
small		41-60	41-50	16-18a/25f	special	12
average		66-75	51-60	15-17a/24f	special	13
great		81-110	61-70	14-16a/23f	special	15
serpent		116-145	71-80	13-15a/23f	special	17
Yeti 1 or 2-8		66-95	61-80	9a/18m	2-12 +21-25 sp.	10 sp.
Yeti female/immature		56-75	51-70	9a/18m	1-10 +17-20 sp.	10 sp.
Susquash	1 or 2-10	61-90	66-75	10a/20m	1-12 +21-25 sp.	11 sp.
Susquash female/immature		51-70	56-65	10a/20m	2-8 +17-20 sp.	11 sp.



BEASTIARY

Creatures of every type can be found in the lands of the Lejendary Earth world setting. This tome lists and describes many of the more dangerous beasts, whether dangerous by ferocity, venom, extraordinary capacity or mere size. While not exhaustive in enumerating and describing the Denizens of the Lejendary Earth world setting, the listing and descriptions that follow should place a great variety of encounters at the disposal of the Lejend Master.

Adder

Appearing: 1 or more

H: 10

P: 35

S: 12

Attack: An adder can bite for 1 point of Harm plus VT for 17-20 Harm. There is also a species of adder with variable toxin: (roll of 1d6). A roll of 1-3 = +1 to +6 Harm A roll of 4-6 = +1 to +10 Harm. Any attack not encountering actual armor inflicts the VT noted. Assume that full armor is bypassed 10% of the time, and half armor is bypassed 50% of the time.

Defense: 4 points of protection due to its speed.

Asp

Appearing: 1+

H: 5

P: 35

S: 10

Attack: An asp can bite for 1 Harm plus VT for 21-25 additional Harm. Any attack not encountering actual armor inflicts the VT noted. Assume that full armor is bypassed 10% of the time, and half armor is bypassed 50% of the time.

Defense: 6 points of protection due to its speed.

Basilisk

Appearing: 1

H: 46-55

P: 50-55

S: 10 attacking/20 moving

Attack: The glance of a basilisk can kill at a range of 50 feet (Avoidance Roll vs. Speed BR x4 applicable for a target subject). It can also breathe a 10-foot long cone, three feet in diameter at its widest, that delivers VT of 13-16 Harm. The mere touch of a

basilisk can split rock of up to one foot thick, or can deliver VT of 26-36 Harm (even along a weapon of up to 15 feet long).

Defense: 4 points of armor protection.

The purple-hued basilisk is the king of all malign reptiles, and atop its head is a spotted crest proclaiming this station. The unholy visage below the spiny crest is a horrific combination of the features of an evil human and those of a poisonous toad. From the creature's back sprouts a pair of drake-like wings. Its skin is warty, like that of a toad, but on a form as sinuous as that of a snake, albeit a thick snake such as an anaconda. The monster has clawed forepaws that it can use as hands, and it uses its long, whip-like tail for balance when it walks or runs and as a rudder when it flies. The basilisk moves bipedally, upright on reptilian legs, when it moves along the ground.

The bite of any of the small mammals of the weasel family, especially that of the mongoose, is poisonous to the basilisk. A bite from one of these animals that pierces the basilisk's hide causes the monster to suffer VT Harm of 17-20 points.

The basilisk is not affected by having its own gaze reflected back at it. Bright light, however, such as that of the sun, mirrored and directed into the monster's eyes, blinds it so that it is unable to employ its deadly gaze for 3-12 ABCs.

Bear, Brown

Appearing: 1-2

H: 76-95

P: 41-50

S: 14

Attack: A bear strikes for 9-20 +10 shock Harm (Strength bonus), and bite for 13-16 points of penetration Harm.

Defense: 10 points of armor due to its movement and heavy coat.

Bears are omnivorous creatures that readily attack when startled. They weigh several hundred pounds at least, but are surprisingly fast for short runs. They are too heavy to be expert climbers but will clamber part way up trees or move easily over rocks in pursuit of foes.

Boar, Wild

Appearing: 1+

H: 31-50

P: 56-65

S: 16

Attack: A boar will slash with its tusks for 1-12 +8 Harm. If the boar is charging, the base damage is 1-24 +8 Harm.

Defense: 5 points armor protection.

Boars are aggressive beasts and will attack with little provocation. The boar rushes an opponent, if possible, and a herd of wild swine can trample foes underfoot.

Boggarts (General)

Appearing: 1-4+

H: 25-30

P: 26-35

S: 16

Attack: A Boggart can use any weapon such as a chain, club, hammer, hatchet, mallet, sickle, etc.

Defense: 8 points of armor due to garments, speed, and a Minimal Preternatural energy that conveys protection against even Supernatural Harm.

Essentials

Wealth: in contemporary terms, is in the range of \$100-\$1,000 in coins, and a like amount in crystals, gems, and/or jewelry. There is a 10% chance for one Very Minimal and/or Minimal Extraordinary object.

Boggart communities number 41 to 80 individuals. For every 4 normal boggarts there will be, in addition, one boggler.

They are primarily nocturnal and most often of subterranean habitat. They are more malicious than their cousins, the Kobolds, although their appearance is very similar. They stand a bit under three feet tall and are slender of build, but with a bright pink cast of skin. They are quite devilish looking, with slanted eyes, long and sharp noses, and wide mouths with sharp teeth. They dress mostly in dark gray clothing with some touches of yellow or blue.

Boggarts are of average human intellect, but with terrible cunning; they love coarse humor and cruel jokes. Because they are sly and love hurtful mischief, their favorite targets are persons who fail to provide food and drink. As with many of the Alfar, boggarts do not like surprises, intrusions, or to be watched, especially by humans. Invisible, boggarts love to make noise, play all manner of nasty pranks, perform hurtful deeds, and break or steal valuables belonging to folks they have determined to bedevil.

Boggarts get on well only with Dummies, Kobolds, Trollkin, and Trow. They love to bedevil Oafs and Orcs, but they stay clear of the really dangerous Alfar races as they are not overly brave.

Their communities are always very well hidden underground or in rocky caves in cliffs or the like. Therein, the residents will have laid up their store of pilfered wealth, a hoard of coins and Extraordinary items with a value whose sum is equal to the individual wealth of all inhabitants combined, plus an equal value in precious objects ranging from gems to objects d'art.

Boggarts can literally vanish in one ABC. In so doing, they do not become immaterial, but simply transport themselves to their abode, wherever that may be, up to one mile distant. They can also turn invisible in one ABC, but are not immaterial when thus unseen. Boggarts have poor visual and auditory senses (about 75% of human capacity), but their olfactory and tactile senses are at least twice as sensitive as those of humans.

Boggarts appear nearly identical, male and female. Individuals possess Physique Ability in the range of +1 to +4 despite their small size. In addition, each attacks twice per ABC because of their muscular quickness! One individual in four also possesses a random Extraordinary Enchantment-like Power, but this does not convey the general Enchantment Ability. The Power usually can be activated in one second, once per day only, and it does not require either a memory tablet or AEPs, but is innate to the Boggart.

Typical Boggart Powers are:

- 1: Extinguish small fires within a radius of 30 feet.
- 2: Start a fire in combustible material within a radius of 30 feet.
- 3: Produce a vile-smelling cloud of vapors of 30-foot in height, breadth, and depth, at up to 30 feet distant from themselves. Exposure ruins all sense of smell for one minute.
- 4: Convey belching and flatulence to all within a radius of 15 feet, thus reducing their capacities and Abilities by 10 points for one AB.
- 5: Convey coughing and choking to all in a radius of 15 feet, thus making it impossible for them to act or react for one ABC.
- 6: Cause an oncoming individual within 30 feet to stumble and sprawl prone. This, as well as powers #4 and #5, will also make stealth difficult, and may cause invisible opponents to reveal themselves.
- 7: Replicate an ordinary object in sight and up to 60 feet distant, so as to make from 10-100 of it in relatively like places within sight (e.g., chalk marks, small plants, narrow paths [but of only a dozen or so paces long], burning torches, caltrops, small stones, bats, and so forth).
- 8: Cause plants that are long and tough, such as creepers, lianas, and vines, that are within sight and within a 60 foot radius,

to animate and entwine any individual as if that one were caught and held by as many lassos as there are such plants, or thus "lasso" as many individuals as there are such plants.

Boggart Boggler

H: 31-40

P: 36-45

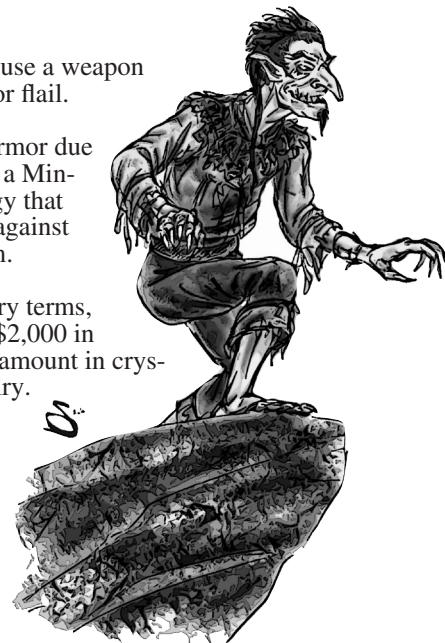
S: 17

Attack: A boggler will use a weapon such as a great cleaver or flail.

Defense: 10 points of armor due to garments, speed, and a Minimal Preternatural energy that conveys the protection against even Supernatural Harm.

Wealth: In contemporary terms, is in the range of \$500-\$2,000 in coins and a double that amount in crystals, gems, and/or jewelry. There is a 20% chance for one Very Minimal, one Minimal, one Low Moderate, and/or one Moderate Extraordinary object.

A Boggart boggler will always have maximum Physique and two Enchantment Powers of most hurtful sort.



Bull, Cattle

Appearing: 1

H: 46-65

P: 26-35

S: 14

Attack: A bull will gore with its horns for 13-16 Harm, plus an added 1-30 points shock Harm if charging. A bull can also knock down and trample an opponent, inflicting 1-30 Harm.

Defense: 2 points protection.

Chimera

Appearing: 1

H: 41-60

P: 66-75

S: 10 attacking / 20 moving

Attack: A chimera can breathe a cone of petrification gas that extends to 10 feet and is 6 feet in diameter at its terminus. A chimera can generate this gas once per day. The monster can also bite for 1-20 +3-5 Harm, or strike with its tail barb for 6-8 Harm plus VT 21-25 Harm, if armor is bypassed. The barb will bypass full armor 10% of the time and will bypass half armor 50% of the time.

As foes approach, a chimera will face them and exhale its deadly breath. It will then advance and ply its sting as might a scorpion—over its back and striking ahead of it, especially if a victim has been seized in its jaws.

Defense: 10 points of protection due to malign Preternatural energy.

A chimera is a monster from a very bizarre and malign other-dimensional matrix. It is still encountered on Earth despite the

centuries that have passed since it was brought to this place as an instrument of warfare. A typical creature of this sort appears to be a lion-headed monstrosity with the body of a giant goat, and a tail like that of a small wyvern.

Cobra

Appearing: 1-2

H: 6

P: 30

S: 15

Attack: A cobra can bite for 1 Harm plus VT for 21-25 points. A bite attack that doesn't encounter actual armor inflicts the VT noted. Assume that full armor is bypassed 10% of the time, and half armor is bypassed 50% of the time. If the cobra spits to a range of six feet, reduce the VT Harm by 50%, but every such hit inflicts VT Harm that disre- gards armor.

Defense: 6 points of protection due to its speed.

Cockatrice

Appearing: 1

H: 25-30

P: 25-30

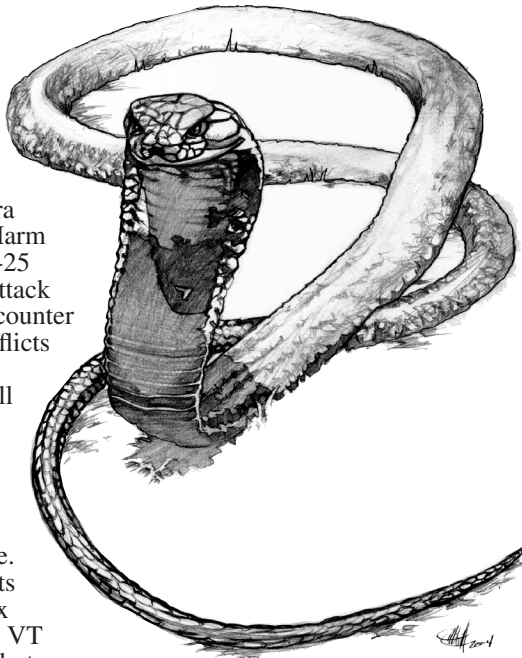
S: 15

Attack: A cockatrice strikes with its beak to paralyze its victim and has a barbed tail sting that delivers VT of 9-12 Harm that disregards armor protection. It can also crow, a call that causes all hearing it within a 60-foot radius to suffer a 10 point Ability reduction—including Precision in non-Ability-possessing creatures—and a penalty of 10 on dice rolls for the following 4 ABCs.

Defense: 8 points of armor due to its size and agility.

A cockatrice is a truly monstrous, though relatively small, creature that resembles a long-beaked rooster with a snake-like tail tipped with a barb like an arrowhead. The largest of these creatures is no more than two feet tall from the chicken-like feet to its comb-crested head, and six feet in length from its evil-eyed head to the venomous tail sting—the tail making up something over half its entire length. A cockatrice resembles a wild jungle fowl in coloration, but with larger wings of dark metallic blue-green. Recognizing a cockatrice anywhere is easy...if it is out of concealing foliage.

A cockatrice emits a hiss that drives snakes and lizards away, while its raucous crowing makes all creatures within close range less able to assail it for a full Activity Block (12 seconds). However, the crowing of a rooster is likewise deleterious to the cockatrice; the cockatrice will lose its capacity to crow or to properly fly for five to eight ABCs after hearing the rooster. (If airborne when such occurs, it will glide clumsily to the ground, and then move as would a chicken.)



Crocodile

Appearing: 1-20

H: 36-55

P: 21-30

S: 20 in water / 5 on land

Attack: A crocodile can bite for 1-20 +10 Harm, with a 50% chance of the Harm continuing each ABC (the victim is held fast in its jaws).

Defense: Scaled hide providing 8 points of armor protection.

See the chart at the beginning of this section for the salt water crocodile.

Dogs (General)

The types of dogs are shown on the shown on the Lejend Master Beast reference Chart.

These well-known animals of domestic and feral sort are classed in six general groups: average and moderate-sized dogs or coyotes, large guard dogs, large hunting dogs, war dogs, wild dogs, and wild hunting dogs.

A **guard dog** is a medium to large specimen trained to both bark and attack on command.

A **large hunting dog** is a typical setter, retriever, or hound.

A **war dog** is a large or very large animal specially bred, individually selected, and then specially trained to attack and kill humans as quickly and efficiently as possible. Note that a war dog can be attired in leather armor so as to increase its protection from four points to six points.

A **wild dog** is an average domestic dog of just about any medium to large breed, or crossbreed, that has gone wild and is not dangerous to livestock and humans.

A **wild hunting dog** is a breed of dog that has never been domesticated, a species such as the African wild dog, the Indian dhole, or the Australian dingo, and can be a threat to livestock.

Drakes (General)

Appearing: 1 (rarely 2)

This section contains information common to all Drakes and each species of Drake is detailed individually following this section. Because of the considerable variation between the capacities of drakes as they grow from immature to elder, the information by species is presented as an explanation of statistical data by maturity stage.

The race of drakes, the dragon-kind of the west, are all very cunning and their intelligence grows as they age and mature. Some possess Abilities not known to humans, or even the Alfar. Drakes have a language of their own, spoken by all species of drake, and elder ones can read and speak human languages as well.

Intelligent, clever, and wily, drakes can plan and execute complex activities and stratagems. They will enslave weaker creatures to perform services (usually for a short duration, after which the unfortunates are devoured), and know when to attack and when to retreat. In leaving, though, no drake is giving up, but rather he or she is withdrawing to recoup resources so as to return to defeat an enemy, wreaking terrible vengeance in victory.

Although drakes are generally nocturnal or subterranean and possess relatively poor (human-like) eyesight, all have a very keen sense of smell (hound-like capacity). Drakes are also quite deaf to what we consider normal sounds, save for very low frequencies to which they are sensitive. They are also sensitive to vibrations.

All species of drakes have the same general body conformation. The long and massive jaws resemble those of a monstrous crocodile, but the skull is far larger and more bulbous than any crocodile, and it is crested with a sharply ridged shield (firedrake), lateral ridge (icedrake), horns (noosedrake), or spikes

(slimedrake). The neck is long and sinuous, joining the barrel of the crocodilian body smoothly where the sprawling forelegs jut out and down to terminate in three massive claws. The aforesaid body, about one-third of the creature's length, then tapers from the hugely clawed and longer hind legs to a mighty tail that terminates, at its relatively slender tip, in a bony projection resembling a double-headed bardiche. The head and neck, body, and tail comprise equal portions of the creature's length, the central portion, however, comprises half of the mass. Drakes often stand upright, always do so to take flight where no drop is available, and frequently stand to attack when utilizing their exhalation power to assail a foe.

The great, bat-like wings of a drake sprout from its upper shoulder and fold back along the body. Although not otherwise sufficiently powerful to lift and support so massive a creature, some Extraordinary capacity imbued in these pinions enable a rapid lift and steady, if not very speedy, flight. Not coincidentally, the otherwise vulnerable wings have a near-miraculous power of repair, so that Harm inflicted upon them is mended at the rate of three points per ABC. A drake forced to the ground because of Harm inflicted on its wings will soon be airborne again and seeking terrible vengeance on the party responsible for its now-healed wing injuries.

The young drake is smaller and has a different coloration than older members of its species. Only the mature, large, drake is capable of reproduction, and the coloration change undoubtedly marks this fact to others of its kind. Breeding pairs are always large, mature drakes, and this is the only time, other than in early immaturity, that more than one drake will be encountered. Growth continues past breeding age, and the largest and most horrid of drakes are those few attaining such longevity. Naturally, these greatest of their kind are generally solitary and terrible, and avariciously guard their vast hoard of wealth.

The aura and presence of a drake of any size is such that it impairs the capacities of its opponents. Thus, an Ability use penalty of five points per age category is applicable, so a huge drake automatically confers on foes a +25 penalty to die rolls on Ability use checks. Furthermore, Extraordinary Ability activations are made with double the penalty (+10 to +50) because of the potent negative energy of drakes.

With regard to attacks on foes, the drake is inventive. For instance, the long and deadly tail is usually used only in defense while the beast concentrates on opponents to the front. Alternatively, a drake might use this appendage as a primary weapon of offense when assailing a number of small opponents by sweeping with its tail. When a drake attacks in this fashion, its normal Precision is reduced to one-half the indicated score, but all targets in an area with a frontage and depth equal to one-quarter of the drake's body length can be attacked.

All drakes are able to shape-shift in one ABC to or from giant-form. The resulting form is that of a giant with the drake's Health and Precision and (land) attack Speed. When transformed thus, it has only the attack modes of a giant, as well as an Extraordinary Power as do some few of actual giant kind. (See the listing for Giant.) The drake-in-giant-form has a distinct cast of skin, hair color, visage shape, or some similar feature hinting that it is not actually a true giant, but a drake that has shape-shifted.

Furthermore, when in giant form, a drake can then shape-shift into the form of some very large animal—massive brown bear, huge snake, etc. This transformation takes one ABC realtime. In animal form, the drake again has its own statistics, not those of the animal form assumed, save for attacks. Again, there will be some special feature of the assumed animal form that will reveal to anyone scrutinizing it that it is not a normal specimen but a shape-shifted drake. Typical animal forms are those of large predators or aggressive herbivores. It is also rumored that drakes might be able to assume the shape of a large bird such as a condor, or even a moderate-sized creature such as a carp or a turtle. Drakes have from as few as one to as many as three different animal forms, the average being two.

Wealth: All drakes can be figured from the base ranges below. A like amount of treasure is added for each increase in the size of the drake. All Extraordinary items checks are made separately, one at a time, for each prOgressive grade category from Very Minimal to Extreme (but excluding Extreme + and ++—save for one check at 10% if the drake is a huge specimen).

Metals/Coin	500,000-5,000,000
Crystals/Gems/Jewelry	1,000,000-10,000,000
Extraordinary Items	10% for one + of each

Note: Various other rare, attractive, and valuable items might be found in a hoard—ivory, sculptures, tillferium nodes, etc.

Firedrakes

A firedrake is a flame-spouting drake. The range of the fiery gout is always equal to the body length of the drake. The flames gush forth in a triangular plane of four-foot depth that is only two feet wide when it originates at the creature's mouth but fans out to a width equal to one-half the length of the drake. The ignition of inflammable substances, including dry wood, is a side effect of exposure to the flames of a firedrake. Harm from such burning is in the range of 6-8 points per ABC and will continue until the material is consumed or the fire is extinguished.

The capacity to exhale flames is limited, in that a firedrake can create the internal fluids to do so no more often than once every two minutes. Thus, it is likely that one attacking or being attacked will take to the air, or withdraw, if possible, and spend time rekindling its fire before diving to fight again. All firedrakes are immune to fire, flame, and heat from any source.

Immature Firedrake

Length: 20 feet

H: 40-45

P: 55-60

S: 18 on land / 28 flying

Attack: There are three methods of attack.

- 1: These firedrakes can attack with a 20-foot flame exhalation for 13-16 Harm ignoring armor not specifically proof against Supernatural flame.
- 2: An immature firedrake can strike with its claws for 2-16+1-4 Harm, and bite for 1-20 +6 Harm (Physique bonus ignores armor).
- 3: If attacked from behind, an immature firedrake can lash its tail for 1-12 +1-8 Harm.

Defense: An immature firedrake's scales and Extraordinary energy convey a constant 14 points of protection against all Harm.

These have dark yellow scales with various turquoise markings, such as scale edges, crest, tail, legs or claws, that vary between individuals. The wings are generally dark blue-green with possible yellow ochre markings.

Small Firedrake

Length: 40 feet

H: 50-55

P: 65-70

S: 17 on land / 26 flying

Attack: There are three methods of attack.

- 1: A small firedrake can attack with a 40-foot flame exhalation for 17-20 Harm that ignores armor not specifically proof against Supernatural flame.
- 2: A small firedrake can strike with its claws for 2-16 +1-6 Harm, and bite for 3-20 +8 Harm (Physique bonus ignores armor).

3: If attacked from behind, a fire Drake can lash with its tail for 1-20 +1-8 Harm.

Defense: A small fire Drake's scales and Extraordinary energy convey a constant 16 points of protection against all Harm.

These have orange scales with various dark green markings, scale edges, crest, tail, legs and claws, that vary between individuals. The wings are generally dark green with possible rust-red markings.

Average Fire Drake

Length: 60 feet

H: 70-75

P: 75-80

S: 16 on land / 24 flying

Attack: There are three methods of attack.

- 1: These fire Drakes can attack with a 60-foot flame exhalation for 21-25 Harm that ignores armor not specifically proof against Supernatural flame.
- 2: An average fire Drake can strike with its claws for 2-16 +1-8 Harm, and bite for 5-20 +10 Harm (Physique bonus ignores armor).
- 3: If attacked from behind, a fire Drake can lash with its tail for 1-20 +1-10 Harm.

Defense: An average fire Drake's scales and Extraordinary energy convey a constant 18 points of protection against all Harm.

These have scarlet scales with various yellow markings, scale edges, crest, tail, legs and claws, that vary between individuals. The wings are generally mustard brown, with possible bright red markings.

Large Fire Drake

Length: 80 feet

H: 80-85

P: 85-90

S: 15 on land / 22 flying

Attack: There are three methods of attack.

- 1: A large fire Drake can attack with an 80-foot flame exhalation for 26-35 Harm that ignores all armor not specifically proof against Supernatural flame.
- 2: A large fire Drake can strike with its claws for 2-24 +1-10 Harm, and bite for 7-20 +12 Harm (Physique bonus ignores armor).
- 3: If attacked from behind, a large fire Drake can lash with its tail for 1-20 +1-12 Harm.

Defense: A large fire Drake's scales and Extraordinary energy convey a constant 20 points of protection against all Harm.

Large fire Drakes have crimson red scales with various magenta or purple markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally brown-purple with possible bright violet markings.

Huge Fire Drake

Length: 100 feet minimum

H: 100 +2/foot over 100'

P: 95-100

S: 14 on land / 20 flying

Attack: There are three methods of attack.

- 1: A huge fire Drake can attack with a 100-foot flame exhalation for 36-55 Harm that ignores all armor not specifically proof against Supernatural flame.

2: A huge fire Drake can strike with its claws for 2-24 +1-12 Harm, and bite for 9-20 Harm +14 points (Physique bonus ignores armor).

3: If attacked from behind, a huge fire Drake can lash with its tail for 1-30 +1-8 Harm.

Defense: A huge fire Drake's scales and Extraordinary energy convey a constant 22 points of protection against all Harm.

Huge fire Drakes have dark red—verging on black—scales, with various glossy ebony markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally purple-black with possible glossy black markings.

Icedrakes

This is the cold-spewing species of Drake. The range of its icy blast is always equal to the body length of the Drake. The freezing chill spreads out in a cloud of ten-foot depth that is ten feet wide when it originates at the creature's mouth. It then expands to a width equal to one-half the length of the Drake. Any substances within the area indicated that are subject to freezing will be affected by the chill gust.

The capacity to exhale freezing cold is limited, in that an icedrake can create the internal fluids to do so no more often than once every two minutes. Thus, it is likely that one attacking, or being attacked, will take to the air and spend time to secrete refrigerants before diving to fight again.

All icedrakes are immune to cold and ice from any source.

Immature Icedrake

Length: 20 feet

H: 40-45

P: 55-60

S: 18 on land / 28 flying

Attack: There are three methods of attack.

- 1: An immature icedrake can attack with a 20-foot cold exhalation for 13-16 Harm that ignores all armor not specifically proof against Supernatural cold.
- 2: An immature icedrake can strike with its claws for 2-16 +1-4 Harm, and bite for 1-20 +6 Harm (Physique bonus ignores armor).
- 3: If attacked from behind, an immature icedrake can lash with its tail for 1-12 +1-8 Harm.

Defense: An icedrake's scales and Extraordinary energy convey a constant 14 points of protection against all Harm.

These have gray scales with various pale blue markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally ivory, with possible gray-blue markings.

Small Icedrake

Length: 40 feet

H: 50-55

P: 65-70

S: 17 on land / 26 flying

Attack: There are three methods of attack.

- 1: A small icedrake can attack with a 40-foot cold exhalation for 17-20 Harm that ignores all armor not specifically proof against Supernatural cold.
- 2: A small icedrake can strike with its claws for 2-16 +1-6 Harm, and bite for 3-20 +8 Harm (Physique bonus ignores armor).
- 3: If attacked from behind, a small icedrake can lash with its tail for 1-20 +1-8 Harm.

Essentials

Defense: This icedrake's scales and Extraordinary energy convey a constant 16 points of protection against all but Extraordinary Harm.

Small icedrakes have pale blue-white scales with various dark blue markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally gray, with possible blue-violet markings.

Average Icedrake

Length: 60 feet

H: 70-75

P: 75-80

S: 16 on land / 24 flying

Attack: There are three methods of attack.

- 1: An average icedrake can attack with a 60-foot cold exhalation for 21-25 Harm that ignores armor not specifically proof against Supernatural cold.
- 2: An average icedrake can strike with its claws for 2-24 +1-8 Harm, and bite for 5-20+10 Harm (Physique bonus ignores armor).
- 3: If attacked from behind, an average icedrake can lash with its tail for 1-20 +1-10 Harm.

Defense: This icedrake's scales and Extraordinary energy convey a constant 18 points of protection against all Harm.

Average icedrakes have white scales with various pale blue markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally white, with possible violet markings.

Large Icedrake

Length: 80 feet

H: 80-85

P: 85-90

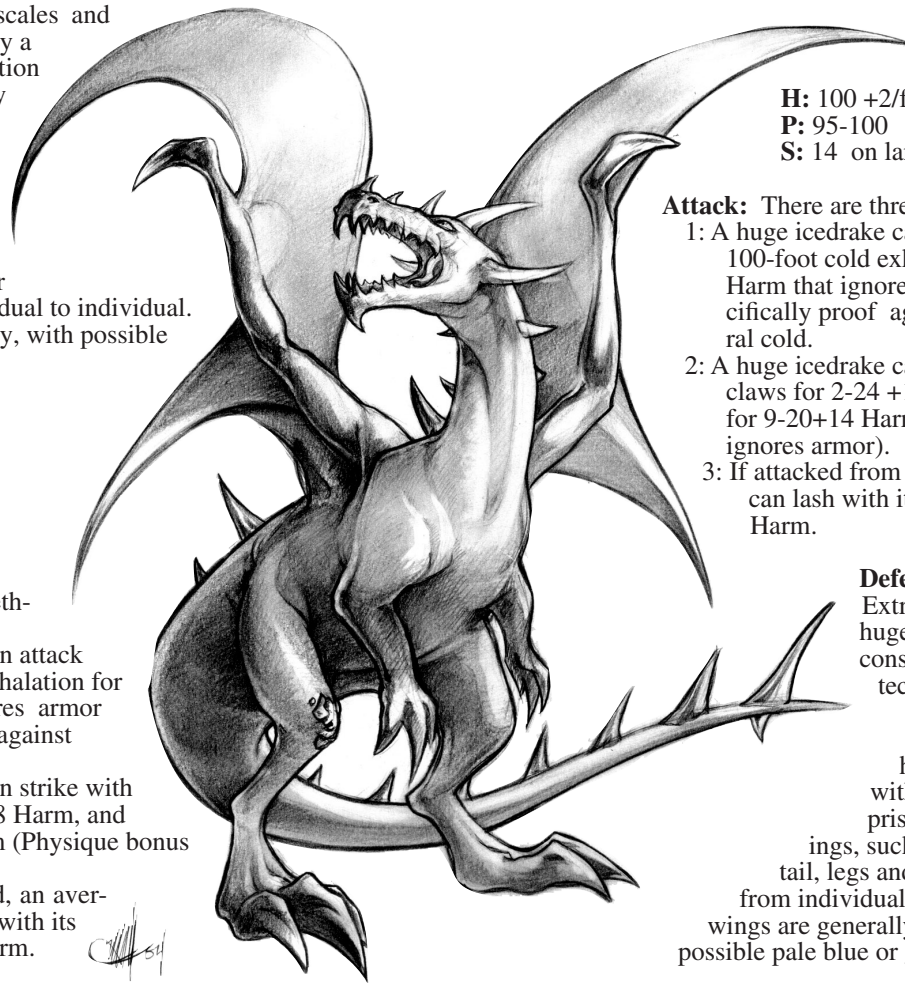
S: 15 on land / 22 flying

Attack: There are three methods of attack.

- 1: A large icedrake can attack with an 80-foot cold exhalation for 26-35 Harm that ignores all armor not specifically proof against Supernatural cold.
- 2: A large icedrake can strike with its claws for 2-24 +1-10 Harm, and bite for 7-20 +12 Harm (Physique bonus ignores armor).
- 3: If attacked from behind, an icedrake can lash with its tail for 1-20 +1-12 Harm.

Defense: A large icedrake's scales and Extraordinary energy convey a constant 20 points of protection against all Harm.

These icedrakes have silver-white scales with various blue and violet markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally silvery, with possible bright blue markings.



Huge Icedrake

Length: 100 feet minimum

H: 100 +2/foot over 100'

P: 95-100

S: 14 on land / 20 flying

Attack: There are three methods of attack.

- 1: A huge icedrake can attack with a 100-foot cold exhalation for 36-55 Harm that ignores all armor not specifically proof against Supernatural cold.
- 2: A huge icedrake can strike with its claws for 2-24 +1-12 Harm, and bite for 9-20+14 Harm (Physique bonus ignores armor).
- 3: If attacked from behind, an icedrake can lash with its tail for 1-30 +1-8 Harm.

Defense: The scales and Extraordinary energy of a huge icedrake convey a constant 22 points of protection against all Harm.

Huge icedrakes have opalescent scales with various glittering, prismatic-color markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally crystalline, with possible pale blue or gray markings.

Noosedrakes

This is the saliva-spitting species of drake. The range of the entangling spray is always equal to the body length of the drake. The saliva strands spew forth in a triangular plane of two-foot depth and width when it originates at the creature's mouth, and fans out to a width equal to one-half the length of the drake. The strands exhaled are affixed to the mouth and throat of the drake, and the creature then immediately draws them back. This is accomplished by both inhalation and movement of the body and neck.

The noosedrake creates and exhales three strands per size category (3, 6, 9, 12, 15, and 18 respectively). At one-quarter or less of the maximum range, one or two strands can hit the same target, otherwise only one strand can hit a target. Each strand attack is rolled for separately. A noosedrake can draw an average of 300 pounds per strand that it can exhale.

The venomous adhesive of a strand holds fast to any victim caught, and its great elastic strength enables the drake to effectively deliver Harm while yanking victims from their feet to fall, caught fast and prone, or else be drawn towards the drake. The former is the most usual attack form, and in this case the saliva is then spat free by the noosedrake.

Breaking a strand requires great physical strength, and a humanoid subject must possess Physique Ability to have a good chance of so doing (an Ability check is necessary). Otherwise, 10% of the victim's Health Base Rating plus 10% of Luck Ability, if applicable, applies in an attempt to break a strand. (In either case, there is no Ability use penalty in regards the presence of the drake.) Severing a strand with a sharp edge requires Harm inflicted in excess of 10 points, and Weapons Ability use is at the indicated penalty for the presence of the drake.

The capacity to shoot forth the many saliva strands is limited, in that a noosedrake can create the internal fluids to do so no more often than once every two minutes. Thus, it is likely that one attacking, or being attacked, will take to the air or withdraw, if possible, and spend time reforming the sticky strands to be secreted before diving to fight again.

All noosedrakes are immune to poisons, toxins, and venoms from any sources.

Immature Nooserake

Length: 20 feet

H: 40-45

P: 55-60

S: 18 on land / 28 flying

Attack: There are three methods of attack.

- 1: An immature noosedrake can attack with a 20-foot strand exhalation for 13-16 Harm that ignores armor not specifically proof against Supernatural venom.
- 2: An immature noosedrake can strike with its claws for 2-16 +1-4 Harm, and bite for 1-20 +6 Harm (Physique bonus ignores armor).
- 3: If attacked from behind, these noosedrakes can lash with its tail for 1-12 +1-8 Harm.

Defense: An immature noosedrake's scales and Extraordinary energy convey a constant 14 points of protection against all Harm.

Immature noosedrakes have deep violet scales with various fuchsia markings, such as scale edges, crest, tail, legs and/or claws, that varies between individuals. The wings are generally dark blue-violet, with possible peach-hued markings.

Small Nooserake

Length: 40 feet

H: 50-55

P: 65-70

S: 17 on land / 26 flying

Attack: There are three methods of attack.

- 1: A small noosedrake can attack with a 40-foot strand exhalation for 17-20 Harm that ignores armor not specifically proof against Supernatural venom.
- 2: They can strike with its claws for 2-16 +1-6 Harm, and bite for 3-20 +6 Harm (Physique bonus ignores armor).
- 3: If attacked from behind, a small noosedrake can lash with its tail for 1-20 +1-8 Harm.

Defense: A small noosedrake's scales and Extraordinary energy convey a constant 16 points of protection against all Harm.

Small noosedrakes have indigo scales with various light blue markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally Prussian blue-green, with possible emerald green markings.

Average Noosedrake

Length: 60 feet

H: 70-75

P: 75-80

S: 16 on land / 24 flying

Attack: There are three methods of attack.

- 1: An average noosedrake can attack with a 60-foot strand exhalation for 21-25 Harm that ignores armor not specifically proof against Supernatural venom.
- 2: It can strike with its claws for 2-24 +1-8 Harm, and bite for 5-20 +8 Harm (Physique bonus ignores armor).

- 3: If attacked from behind, an average noosedrake can lash with its tail for 1-20 +1-10 Harm.

Defense: This noosedrake's scales and Extraordinary energy convey a constant 18 points of protection against all Harm.

These noosedrakes have purple scales with various deep blue markings, such as scale edges, crest, tail, legs and/or claws, that vary between individuals. The wings are generally red-purple, with possible pale gray markings.

Large Noosedrake

Length: 80 feet

H: 80-85

P: 85-90

S: 15 on land / 22 flying

Attack: There are three methods of attack.

- 1: A large noosedrake can attack with an 80-foot strand exhalation for 26-35 Harm that ignores armor not specifically proof against Supernatural venom.
- 2: It can strike with its claws for 2-24 +1-10 Harm, and bite for 7-20 +10 Harm (Physique bonus ignores armor).
- 3: If attacked from behind, a large noosedrake can lash with its tail for 1-20 +1-12 Harm.

Defense: Large noosedrake scales and Extraordinary energy convey a constant 20 points of protection against all Harm.

These have gray-green scales with various blue-white markings, scale edges, crest, tail, legs and claws, that vary from individual to individual. The wings are usually deep gray, with white markings.

Huge Nooserake

Length: 100 feet minimum.

H: 100 +2/foot over 100'

P: 95-100

S: 14 attacking on land / 20 flying

Attack: There are three methods of attack.

- 1: A huge noosedrake can attack with a 100-foot strand exhalation for 36-55 Harm that ignores armor not specifically proof against Supernatural venom.
- 2: It can strike with its claws for 2-24 +1-12 Harm, and bite for 9-20 +12 Harm (Physique bonus ignores armor).
- 3: If attacked from behind, a huge noosedrake can lash with its tail for 1-30 +1-8 Harm.

Defense: A noosedrake's scales and Extraordinary energy convey a constant 22 points of protection against all Harm.

Huge noosedrakes have pale dove gray scales with various metallic turquoise or aquamarine markings, such as scale edges, crest, tail, legs and claws, varying from individual to individual. The wings are generally ivory, with possible pale, glossy verdigris-hued markings.

Slimedrakes

This is the phlegm-spitting species of drake. The range of the acidic gout is always equal to the body length of the drake. The acidic mucus vomits forth in a cone of one-foot diameter at origination and spreads to a diameter equal to one-quarter the length of the drake. The dissolution of substances not impervious to supernaturally strong acid is a side effect of exposure to the expectorated phlegm. Harm to any, and all, such objects is equal to that suffered by flesh.

The capacity to spew forth acidic mucus is limited, in that a slimedrake can create the internal fluids to do so no more often

Essentials

than once every two minutes. Thus, it is likely that one attacking, or being attacked, will take to the air or withdraw, if possible, and spend time internally generating the sputum before diving to fight again.

All slimedrakes are immune to acids and corrosives from any sources.

Immature Slimedrake

Length: 20 feet

H: 40-45

P: 55-60

S: 18 on land / 28 flying

Attack: There are three methods of attack.

- 1: An immature slimedrake can attack with a 20-foot phlegm exhalation for 13-16 Harm that ignores, and also Harms, all armor not specifically proof against Supernatural acid.
- 2: It can strike with its claws for 2-16 +1-4 Harm, and bite for 1-20 +6 Harm (Physique bonus ignores armor).
- 3: If attacked from behind, an immature slimedrake can lash with its tail for 1-12 +1-8 Harm.

Defense: A slimedrake's scales and Extraordinary energy convey a constant 14 points of protection against all Harm.

Immature slimedrakes have pale citrine scales with various maroon markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally pale green-white, with possible purple markings.

Small Slimedrake

Length: 40 feet

H: 50-55

P: 65-70

S: 17 on land / 26 flying

Attack: There are three methods of attack.

- 1: A small slimedrake can attack with a 40-foot phlegm exhalation for 17-20 Harm that ignores, and also Harms, all armor not specifically proof against Supernatural acid.
- 2: It can strike with its claws for 2-16 +1-6 Harm, and bite for 3-20 +8 Harm (Physique bonus ignores armor).
- 3: If attacked from behind, they can lash with its tail for 1-20 +1-8 Harm.

Defense: A small slimedrake's scales and Extraordinary energy convey a constant 16 points of protection against all Harm.

Small slimedrakes have light blue-green scales with various dark brown markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally green-gray, with possible brown-black markings.

Average Slimedrake

Length: 60 feet

H: 70-75

P: 75-80

S: 16 on land / 24 flying

Attack: There are three methods of attack.

- 1: An average slimedrake can attack with a 60-foot phlegm exhalation for 21-25 Harm that ignores, and also Harms, all armor not specifically proof against Supernatural acid.
- 2: They can strike with its claws for 2-24 +1-8 Harm, and bite for 5-20 +10 Harm (Physique bonus ignores armor).
- 3: If attacked from behind, an average slimedrake can lash with its tail for 1-20 +1-10 Harm.

Defense: Average slimedrake scales and Extraordinary energy convey a constant 18 points of protection against all Harm.

These slimedrakes have emerald-green scales with various metallic indigo markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally gray-forest green, with possible deep metallic green markings.

Large Slimedrake

Length: 80 feet

H: 80-85

P: 85-90

S: 15 on land / 22 flying

Attack: There are three methods of attack.

- 1: A large slimedrake can attack with an 80-foot phlegm exhalation for 26-35 Harm that ignores, and also Harms, all armor not specifically proof against Supernatural acid.
- 2: It can strike with its claws for 2-24 +1-10 Harm, and bite for 7-20 +12 Harm (Physique bonus ignores armor).
- 3: If attacked from behind, a large slimedrake can lash with its tail for 1-20 +1-12 Harm.

Defense: Scales and Extraordinary energy of the large slimedrake convey a constant 20 points of protection against all Harm.

Large slimedrakes have deep verdigris-hued scales with various, bright violet markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally brown-green, with possible black markings.

Huge Slimedrake

Length: 100 feet minimum

H: 100 +2/ft over 100'

P: 95-100

S: 14 on land / 20 flying

Attack: There are three methods of attack.

- 1: A huge slimedrake can attack with a 100-foot phlegm exhalation for 36-55 Harm that ignores, and also Harms, all armor not specifically proof against Supernatural acid.
- 2: These slimedrakes can strike with its claws for 2-24 +1-12 Harm, and bite for 9-20 +14 Harm (Physique bonus ignores armor).
- 3: If attacked from behind, a huge slimedrake can lash with its tail for 1-30 +1-8 Harm.

Defense: Huge slimedrake scales and Extraordinary energy convey a constant 22 points of protection against all Harm.

Huge slimedrakes have dark moss green, verging on black, scales with various glossy aquamarine markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally green-black, with possible iridescent green markings.

Dunnies (General)

Appearing: 1-10+

The Dunny race is primarily nocturnal, and sometimes of subterranean habitat. They average just about three feet tall, are sturdy of build, and have dark tan skin. They are plain and homely-looking folk by human standards, and dress mostly in muddy brown and dun-colored apparel, with some touches of dark reds or blues.

Dunnies are no smarter than dull-witted humans, but they have a innate cunning when it comes to playing malicious pranks. They are tricky, hard-working only in mischief, and sly so as to do quite well when the need arises to pretend (Pretense Ability of 21-50).

They do not like to be surprised or to be discovered, and unless actually expecting what is coming, tend to flee in cases where they are taken unawares—if seemingly surprised and not fleeing, the Dunnies are either very brave or else laying a trap.

Dunny communities are always very well hidden. Therein, the residents will have laid up their store of pilfered wealth, a hoard of coins and Extraordinary items with a value whose sum is equal to the individual wealth of all inhabitants combined, plus an equal value in precious objects ranging from gems to objects d'art.

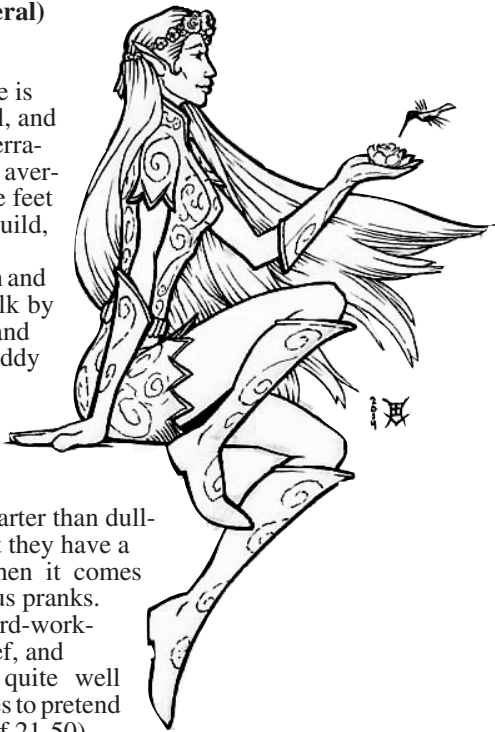
As with their Brownie kin, the small and quick Dunnies can literally vanish in an ABC. In so doing, they do not become immaterial, but simply transport themselves to their abode, wherever that may be. Dunnies, too, have very keen visual and tactile senses, but their olfactory and auditory senses are a bit weaker than the human norm.

Dunnies do not get on well with any of the fair Alfar sort, tolerate brownies and Kobolds, and rather like boggarts and Trollkin. All the rest of the Alfar Races are (generally) avoided assiduously by Dunnies.

All of this race is much alike, male and female. Individuals possess Physique Ability in the range of +1 to +10 despite their small size. Each attacks twice per ABC because of its muscular quickness! About one individual in five possesses a random Extraordinary Enchantment-like Power, but this does not convey the general Enchantment Ability. The Power can be activated usually once per day only, and it does not require either a memory tablet or AEPs, but is innate to the individual Dunny.

Typical Powers are:

- 1: A Dunny can extinguish, in one second, small fires within a radius of 30 feet.
- 2: A Dunny can bring, in one second, a wall of vapors, of 60-foot length and 20-foot height and depth, and up to 30 feet distant, between itself and others.
- 3: A Dunny can convey hiccoughing, in one second, to all within 10 feet, thus reducing their capacities by 10 points for one AB.
- 4: A Dunny can convey sneezing, in one second, to all within a 10-foot radius, thus making it impossible for them to act or react for one ABC.



- 5: A Dunny can cause an oncoming individual within a 20-foot radius to stumble and sprawl prone for one ABC.
- 6: A Dunny can replicate an ordinary thing in one second, so as to make from 10-100 of it in relatively like places within sight up to 300 feet (e.g., chalk marks, small plants, narrow paths [but of only a dozen or so paces long], burning torches, caltrops, small stones, bats, and so forth).

A Dunny boss will always have maximum Physique and an Enchantment Power or two of potent sort.

Dunny Boss

H: 36-45

P: 41-60

S: 17-20

Attack: A boss will use a weapon such as an axe, battle hammer, etc., with a Physique Ability bonus of +1-10 Harm.

Defense: A boss has 10 points of armor due to garments and speed, and a Minimal Preternatural energy that conveys the protection against even Supernatural Harm.

Wealth: In contemporary terms, is in the range of \$5,000-\$50,000. There is a 30% chance for one Very Minimal, one Minimal, one Low Moderate, and/or one Moderate Extraordinary object.

Dunny, Ordinary

H: 21-30

P: 30-35

S: 16-18

Attack: A Dunny will use any weapon such as a cleaver, club, hammer, hatchet, or mallet with a Physique Ability bonus of +1-10 Harm.

Defense: A Dunny has 8 points of armor due to garments and speed, and a Minimal Preternatural energy that conveys the protection against even Supernatural Harm.

Wealth: In contemporary terms, is in the range of \$1,000-\$10,000. There is a 20% chance for one Very Minimal, one Minimal, and/or one Low Moderate Extraordinary object.

Dwarves (General)

Appearing: 25-170+

The race of Dwarves is equally at home outdoors or below ground. Their appearance is very much the same as depicted in myth and folklore—short, with no member of the race much above four feet in height, broad-shouldered and muscular, and fair to tan of complexion, but always with ruddy portions—ears, cheeks, and nose. They are craggy-featured folk, strong of brow, high of forehead, hirsute of face, often bald in part or whole, with hair of dark, earthy hue or the color of ashes or stone. They have large extremities—head, hands, and feet alike.

Dwarves are very intelligent, but tend to be stolid, phlegmatic, and avaricious. They are generally hardworking at whatever enterprise they undertake, be it construction, mining, masonry, mechanics, smithy or commercial enterprise.

Indeed, most of Dwarves are avaricious, covetous of precious metals and gemstones, and to acquire such they will sometimes craft magical items. In general, they have capacities similar to those of humans and are prone to employ Extraordinary Abilities of various sorts in quest of riches.

Essentials

The race is physically strong naturally (Physique bonus of 2-10), and with recuperative powers twice as rapid as those of humans. Dwarves are not stealthy but they have superb capacity (Waylaying 75) in regards to concealment and ambush therefrom, if desired. Their racial visual and olfactory powers are marvelous, but their auditory range extends from well below human norm to about the beginning of the upper register, and thus high-pitched sounds such as soprano human female voices and those of young children, are inaudible to them. They are also ill equipped to resist poisons other than those inhaled, so that if ingested or insinuated, the toxin will inflict maximum Harm, but those only contacted or inhaled cause only one-half normal Harm.

Dwarves dwell in family groups called septs, which, depending on the family size, can be quite small or relatively large. Each sept is a member of one or another Dwarf clan, with a clan having from six to a score of septs within it. A few of the notable clans are the Aurum Accumulator, Cavern Comber, Diamond Delver, Emerald Enterprise, Force Forger, Iron Invoker, and the Mountain Master. Some clans are allied, some neutral to another, and some at considerable odds with others.

As this race is rather dour and tends to follow strict routines, dwarves do not enjoy the company of Grotto Wylfs or Ilfs, and they sneer at Gnomes, more because they are rivals for accumulation of wealth than any real dislike. Other, less orderly Alfar are treated with near-complete disdain, if not outright hostility.

It is important to note that Dwarves are both very hearty eaters and confirmed tipplers, favoring stews and roasts along with plenty of mead or hearty stouts, porters, and ales.

If a community is encountered, there will be ordinary, non-combatant Dwarves therein whose number is at least equal to the number of combatant dwarves. There is a very good chance that there are valuables in a Dwarven dwelling place, the treasure having a range of \$1,000 to \$10,000 value per combatant dwarf. Of course, any such dwelling place is sure to be well fortified, have many traps, and be guarded and stoutly defended by dwarfish warriors and the like.

Typical gear for an individual is a bed and bedding, foodstuffs hamper, personal effects container, backpack, harness belt with hammer and pick, spikes, climbing rope, belt with canteens, and a pair of pouches.

Dwarf Captain

Appearing: 1 per 20 warriors

H: 41-60

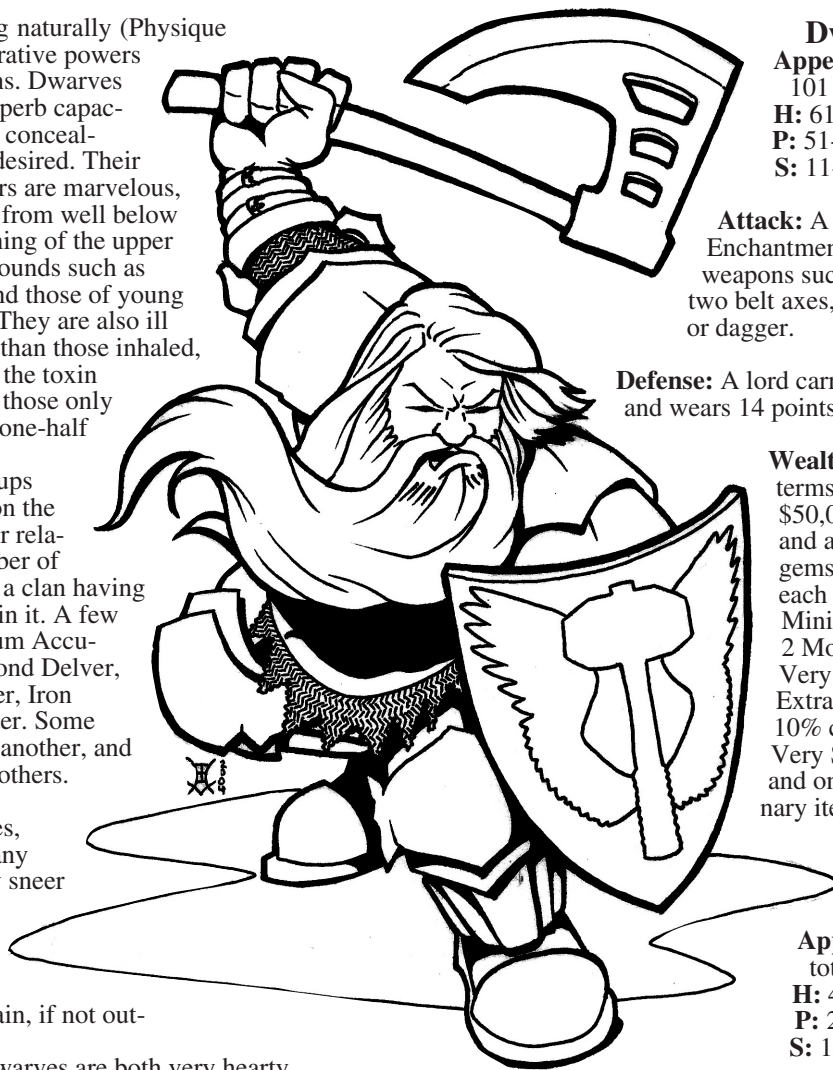
P: 41-60

S: 11-13

Attack: A captain will carry weapons such as a cleaving sword, two hammers, and a dagger.

Defense: A captain will carry a shield and wear 12 points of armor.

Wealth: In contemporary terms, is in the range of \$7,000-\$12,000 in coins, and a like sum in crystals and gems. There is a 20% chance each for one Very Minimal, one Minimal, and/or one Low Moderate Extraordinary object.



Dwarf Lord

Appearing: 1 in any group of 101 or larger

H: 61-90

P: 51-80

S: 11-16

Attack: A lord has possible Enchantment Powers, and uses weapons such as a battle hammer, two belt axes, or any kind of sword or dagger.

Defense: A lord carries a buckler (6 points) and wears 14 points of armor.

Wealth: In contemporary terms, is in the range of \$50,000-\$100,000 in coins, and a like sum in crystals and gems. There is a 50% chance each for 2 Very Minimal, 2 Minimal, 2 Low Moderate, 2 Moderate, one Good, one Very Good, and one Strong Extraordinary item, and a 10% chance each for one Very Strong, one Major item, and one Extreme Extraordinary item.

Dwarf Mechanic

Appearing: 1 per 50 in the total group

H: 41-70

P: 21-50

S: 14-16

Attack: A mechanic has Enchantment Powers, and weapons such as several hammers, long dagger, etc.

Defense: 6 points of armor is normally worn, and other protection is possible.

Abilities: Mechanics, Metallurgy, and Pantology at 51-80 score.

Wealth: In contemporary terms, is in the range of \$5,000-\$50,000 in coins, and a like sum in crystals and gems. There is a 40% chance each for one Very Minimal, one Low Moderate, one Moderate, and/or one Good Extraordinary object, a 20% chance each for one Very Good, one Strong, one Very Strong, one Major, and/or one Extreme Extraordinary object.

Dwarf Miner/Worker

Appearing: 50% of total number encountered

H: 26-45

P: 21-30

S: 8-13

Attack: A worker will carry a weapon such as belt axe or hammer.

Defense: A worker will wear armor that provides 2 to 6 points of protection and may be augmented by a buckler.

Wealth: In contemporary terms, is in the range of \$1,000-\$4,000 in coins, and a like sum in crystals and gems.

Dwarf Priest

Appearing: 1 per 50 total in the group

H: 46-65

P: 21-40

S: 13-16

Attack: A priest will use Theurgy Powers at 51-80 score and weapons such as a fighting staff, long dagger, etc.

Defense: A priest will wear 8 points of armor.

Wealth: In contemporary terms, is in the range of \$11,000-\$30,000 in coins, and a like sum in crystals and gems. There is 45% chance each for 2 Very Minimal, 2 Minimal, one Low Moderate, one Moderate, one Good, and/or one Very Good Extraordinary item, and a 10% chance each for a Strong and/or Very Strong item.

Dwarf Smith

Appearing: 1 per 20 workers

H: 56-65

P: 31-60

S: 10-14

Attack: A smith will use weapons such as two hammers and maul.

Defense: A smith will have 6 points of armor.

Wealth: In contemporary terms, is in the range of \$3,000-\$12,000. There is a 30% chance each for one Very Minimal, one Minimal, one Low Moderate, one Moderate, and/or one Good Extraordinary object.

Dwarf Warrior

H: 31-50

P: 31-50

S: 9-12

Attack: One-third of the warriors encountered will carry a repeating (heavy dwarfish) crossbow and 12 quarrels, military hammer, and long dagger. The rest will carry a short pole-arm and axe or battle axe and dagger.

Defense: The crossbowmen wear 8 points of armor. The others wear 4 points of armor and carry a shield.

Wealth: In contemporary terms, is in the range of \$2,000-\$5,000 in coins, and a like sum in crystals and gems. There is a 10% chance for one Very Minimal and/or one Minimal Extraordinary object.

Dzunkhwa (dzunk-hwa, a special Ogress)

Appearing: 1 (75%) or 2 (25%)

H: 131-160

P: 30-35

S: 12 moving/4 attacking

Attack: Two club-like blows with a fist for 1-20 + 13-16 Harm, and a shriek with a 30-foot radius that paralyzes any opponents on the following ABC of time who fail to avoid the effect by succeeding in a check against 3 x Speed BR. Note that paralyzed opponents are attacked at a 20 bonus to the creature's Precision.

Defense: Hide garments and naturally tough hide combine for 10 armor, 20 against shock Harm, with a constant 10 armor against even bypassing Harm, but not Extraordinary sort. Immune to poison, and all cold-based, fire/heat, and electrical attacks at 50% normal Harm.

This creature is a child-devouring Ogress. They are rather far-sighted, so their Precision is low. All adults are female, but if more than one is encountered the second will be an immature male, a young Ogre. Even though his mother, the dzunkhwa, cherishes and defends her offspring fearlessly, as soon as he is near maturity, the young Ogre leaves without a goodbye.

Immature Dzunkhwa (male Ogre)

Appearing: 1

H: 82-140

P: 56-75

S: 12 moving/4 attacking

Attack: Two club-like blows of the fist for 1-12 plus 13-16 Physique Harm (based on 10% of Health BR), or else a bite for 1-20 plus a variable 1-6 piercing Harm.

Defense: 10 against all Harm, but 20 against all shock Harm, and immune to poison. All cold-based, electrical, and fire/heat attacks score only 50% Harm.

Wealth: If a particular favor is done for a dzunkhwa, such as saving/sparing her offspring's life, the Ogress will give the one so doing a Potion of Life Restoration. This Extraordinary liquid will return life to any human-type creature that has been dead less than one week. Otherwise, the chance for gaining such an elixir in the hut of a dzunkhwa is but 10%, for such a treasure is either hidden beyond means of discovery or not yet brewed. In addition there are many fur pelts and hides (11-20 random), foodstuffs (21-50 man-days), and normal sorts of armor (1-6 random but of the locale) and weapons (3-12 random but of the locale) inside the dwelling of the Ogress. There will also be a heap of coins as follows: 3-30 gold, 20-200 silver, 50-500 copper.



Essentials

Elephant, bull

Appearing: 1

H: 141-170

P: 50-55

S: 14

See the Listing above for statistics on the loxodont species.

Attack: An elephant will strike with its tusks (head thrusts) for 21-25 Harm. If the animal is charging, a bonus of +1-20 Harm accrues, and Harm from the charge ignores all armor protection. The elephant can also trample foes underfoot for 36-50 Harm, this also unmodified by armor. The trampling attack is simultaneous with the tusk attack if the animal charges and strikes a target. The charging attack covers a swath 12 feet wide for purposes of determining what Avatars or creatures are exposed.

An elephant can also pick up a creature weighing no more than 500 pounds with its trunk and hurl it. A subject hurled aside or into surrounding terrain features takes 1-30 Harm that ignores normal armor protection. The subject can, instead, be slammed to the ground in front of the elephant for 1-10 Harm, this providing the elephant a bonus of 20 on its attack odds for a subsequent trample. An elephant has a 25% chance of attempting to grab a smaller foe with its trunk each ABC.

Defense: An elephant has 5 points of natural armor.

Giants (General)

The Alfar race of Giant contains several identified species, not all of which are listed here. All are large, none too bright, are very strong, and have varying degrees of vileness. In this regard, the following details of the separate species begin with the least offensive and works downwards, literally, to the most vile at the bottom.

All species of giants prefer gloom to bright light, although they can function reasonably well in full sunlight, their eyes seeing thus as if it were dim twilight. Because of this, the usual habitat for such creatures is one of gloom, or where skies are normally cloudy or obscured by mighty trees, canyon walls, etc. They are seldom encountered underground, save for places of unusual proportion such as very large caves, caverns, or great subterranean halls hewn for colossal-sized beings.

As a rule, giants are not compatible with any other creatures, and although the various species will sometimes intermingle, disagreements, brawls, and bloody fights are quite common in such gatherings. This race has no discipline, common sense, or courtesy. Giants are arrogant, and fear only those proven to be lethal to beings greater than they.

It is important that the reader keep in mind that these creatures are not mighty beings with some strong Preternatural power or even Supernatural qualities. Giants, as dealt with here, are merely hulking humanoids of the Alfar sort as indicated.

Giant

Appearing: 1 or 1-2 (2-24 in a community)

H: 101-130

P: 61-80

S: 6 attacking / 18 moving

Attack: Giants hurl boulders or similar missiles up to a 60-foot range for 1-20 +14 Harm. They are usually armed with giant-sized club, spiked club, or great mallet, and gain the Physique Ability bonus of +14 Harm when using them.

Defense: Giants have 9 points of armor due to size and hide garments.

One giant in 10 or so possesses a random Extraordinary Enchantment-like Power, but this does not convey the general Enchantment Ability. The Power can be activated usually once per day only, and it does not require either a memory tablet or AEPs, but is innate in the giant.

Typical Powers are:

- 1: A giant can paralyze one character or creature, within sight and 40 feet distance, by bellowing loudly, for 1-3 ABCs.
- 2: A giant can blind one character or creature, within sight and 10 feet distance for 1-3 ABCs, by belching forth a noxious cloud of gas.
- 3: A giant can sneeze upon one character or creature, within sight and 10 feet distance, so as to cause that individual to be 50% likely to both drop anything held and/or slip and fall down during each of the following 2 ABCs because of "slippery stuff."
- 4: A giant can spit and cause one character or creature, within sight and 20 feet distance, to suffer VT of 17-20 Harm, disregarding armor, from the spittle's poison.
- 5: A giant can clap its hands deafeningly and cause one character or creature, within sight and 20 feet distance, to be thrown down by the force of the sound, and deafened and stunned for one ABC.
- 6: A giant can stamp and cause a portion of normal ground, within sight and 30 feet distance, to fall downwards and form a 10-foot diameter, 10-foot deep, pit, into which all who stand where it appears will fall and suffer 1-10 Harm.

A "normal" giant is about 9.5' to 11' tall, heavy of bone and muscle, with long arms, a very short neck, and a squarish head. The blocky head is big, but the eyes are small and close set. The nose is typically broad but pug, the large, blubbery-lipped

mouth is full of big and sharp, but snagged, teeth. The forehead looks high, indeed, because all facial features, save the ears, are set in the lower half of the skull. A giant's ears, something akin to small versions of those of an elephant, are set high on the head. To top off this picture, the hair looks like a tangled and filthy string mop, its color generally indeterminate due to filth.



Giants are keen thieves and pillagers, given opportunity. Each will have some wealth, but the amount is highly variable due to lack of wit as well as recent events—such as being caught by a band of Oafs and losing all of it. To find the amount, roll 1d10 and multiply the base by the number generated (10 (0) meaning no wealth at all). The base amount is \$1,000 to \$10,000, and there is a 5% chance to find one Extraordinary item from Very Minimal to Extreme rating (begin checking for the low end and work upwards, so any such object discovered is likely of low to middling worth).

Cephalocorn Giant

Appearing: 1 (2-16 in a community)

H: 111-140

P: 56-75

S: 7 attacking / 17 moving

Attack: The giant can butt with its horn for 7-20 +15 Harm. It can strike two blows with its hands for 5-10 +20 Harm.

Defense: The giant has 9 points of armor due to size and hide garments worn.

A cephalocorn giant is about 8.5' to 10' tall, very heavy of bone and muscle, with long arms, a very short neck, and a bullet-shaped head. Generally speaking, the features of the face, all set in the lower half of the head, are much like an ordinary giant's, save the ears being very low-set, folded over, and hanging downwards. The head is bald and sports a rhinoceros-like horn of a cubit or so length, this excrescence sprouting from the forehead and curving out, up and back, the back portion generally covering the skull dome.

Cephalocorn giants are likewise keen thieves and pillagers, given opportunity. The amount is found in the normal manner in regards all giants: Roll a d10 and multiply the base by the number generated (10 (0) meaning no wealth at all). Base amount is \$1,000 to \$10,000 with a 5% chance to find one Extraordinary item from Very Minimal to Extreme rating (begin checking for the low end and working upwards, so any such object discovered is likely of low to middling worth).

Ettin Giant

Appearing: 1 (2-8 in a community)

H: 131-160

P: 76-95 or 31-40 special

S: 9 special/15 moving

Attack: An ettin will use a huge spiked club and/or extra long flail, gaining a Physique bonus of +22 Harm.

Defense: An ettin has 12 points of armor due to size and hide garments.

Wealth: The wealth of ettin giants is found in the normal manner in regards all giants: Roll d10 and multiply the base by the number generated (10 (0) meaning no wealth at all). The base amount is \$1,000 to \$10,000, with a 5% chance to find one Extraordinary item from Very Minimal to Extreme rating (begin checking for the low end and working upwards, so any such object discovered is likely of low to middling worth).

To determine the attack form of an ettin giant, roll a d10. A 1 or 0 means there is no attack that ABC as the two heads glare at each other or argue. A roll of 5 or 6 indicates the deadly single attack (5 the spiked club, 6 the extra long flail, at Speed 9, Precision 76-95). Other results (2, 3, 4, 7, 8, 9) indicate the hulking creature is making two uncoordinated attacks (at Speed 3, Precision 31-40 each).

An ettin giant is 11' to 13' tall, very heavy and broad for the overall race, with overly long arms and bandy legs, and has a pair

of long-necked heads set about a span apart atop the shoulders. Each head is relatively small and very ugly, with facial features of disproportionate sizes and uneven setting. That is, one eye might be larger and lower than the other, the nose be too high, too low, or bent or crooked, the mouth slanted, twisted, etc. Hair atop each head is variable, ranging to a thick mat greater than any sheep's wool to stone bald.

These huge Alfar have two brains, albeit marginally functional ones in regards human norm, and if both work together the result is moronic. Worse still for the ettin giant, but better for any opponent, is that if the two heads decide to direct an arm each, the result is quite inefficient. The low rate of movement is due to the inevitable squabbling between the two heads as the creature lumbers along, often in drunken fashion as each head directs a step in non-uniform direction.

Gnomes (General)

Appearing: 26-225+

The Gnome race is primarily subterranean and is small (about three and a half feet or a bit more in height), gnarled, and ruddy or leathery skinned. They are plain to ugly-looking folk by human standards, wrinkle-skinned from birth, and to humans looking aged even when mere babes. However, they are smart, calculating, and able. They are hard working miners and builders, and crafty commercialists as well.

This race hasn't the capacity to freely "swim through stone as fish move through water," but they can move so for limited distances in normal soils. Gnomes are also able to regularly move with stealthy step (Stealth Ability at 75) and give a sudden burst of great rapidity (double movement rate for one ABC), all the while so positioned by posture and natural concealment (such as objects and shadow) as to be almost undetectable (90%) at any distance above 30 or so feet. Their visual and olfactory senses are marvelous, but their hearing does not extend into the upper ranges, so humans consider them a bit deaf.

They dwell in groups they refer to as 'orders', each a sort of small tribe. Gnomes make fun of Dwarves for their greed and stupidity, but in truth the two races are much alike. Also, being orderly, Gnomes do not get on well with free-spirited and uncertain-tempered Grotto or Thicket Wylfs, although they get on well enough with Ilfs. They like malicious humanoids not at all and tend to attack first and see what was wanted later.

A Gnome dwelling place is sure to be well-guarded and likewise defended by machines and traps devised by these clever folk. There is a very good chance of valuables in a Gnome dwelling place with a range of \$5,000 to \$50,000 value. One is likely to find ordinary Gnomes and even some juveniles, the number of these sort being at least equal to the active types.

Typical gear for an individual is a small cot and bedding, personal effects container, backpack, harness belts with hammer, spikes, and climbing rope, belt with canteens and pair of pouches.

Gnome Captain

H: 41-50

P: 41-60

S: 8-11

Attack: A captain typically has a spear with spring-triggered, butt-end awl point (30 feet before starting to lose its penetrating power, nil at 61 feet), short thrusting sword, and dagger.

Defense: A captain wears 12 points of armor and carries a shield (8 points).

Wealth: In contemporary terms, is in the range of \$1,500-\$5,000. There is a 20% chance each for one Very Minimal, one Minimal, one Low Moderate and/or one Moderate Extraordinary object.

Essentials

Gnome Lord

H: 51-80

P: 41-70

S: 9-11

Attack: A lord typically uses a double-headed spear with spring-triggered awl points (30 feet before starting to lose its penetrating power, nil at 61 feet), small sword, and dagger.

Defense: A lord wears 12 points of armor and carries a shield (8 points).

Wealth: In contemporary terms, is in the range of \$50,000 - \$100,000 in coins and small valuables. There is a 60% chance each for 1-2 Very Minimal and/or Minimal and 1-2 Low Moderate and/or Moderate Extraordinary items, plus a 30% chance each for one Good, one Very Good, one Strong, one Very Strong, one Major, and one Extreme Extraordinary object.

Gnome Mechanic

H: 50-55

P: 27-45

S: 10-12

Attack: A mechanic typically has a hammer and dagger, and gains a Physique Ability bonus of +1-6 Harm.

Defense: A mechanic wears 12 points of armor.

Abilities: Mechanics, Metallurgy, and Pantology at 51-80 score.

Wealth: In contemporary terms, is in the range of \$3,000-\$12,000. There is a 30% chance each for one Very Minimal, one Minimal, one Low Moderate, one Moderate, and/or one Good Extraordinary object.



Gnome Priestess

H: 21-40

P: 16-45

S: 10-13

Attack: A priestess possesses from 5-8 Theurgy Ability Powers at 51-80 score and typically uses 2 daggers.

Defense: A priestess wears 6 points of armor.

Wealth: In contemporary terms, is in the range of \$2,000-\$12,000 in coins, and double that amount in crystals and gems. There is a 50% chance each for 1-4 Very Minimal and Minimal, 1-3 Low Moderate and Moderate Extraordinary items, plus a 25% chance each for one Good, one Very Good, one Strong, one Very Strong, and one Major Extraordinary object.

Gnome Sergeant

H: 36-40

P: 36-40

S: 7-10

Attack: A sergeant typically has a mace with spring dart (20 feet before starting to lose its penetrating power, nil at 41 feet), military hammer, and dagger.

Defense: A sergeant wears 10 points of armor and carries a shield (8 points).

Wealth: In contemporary terms, is in the range of \$300-\$800. There is a 15% chance each for one Very Minimal, one Minimal, and or one Low Moderate Extraordinary object.

Gnome Smith

H: 45-50

P: 22-40

S: 9-11

Attack: A smith typically has two hammers or a maul, and gains a Physique Ability bonus of +2-8 Harm.

Defense: A smith wears 4 points of armor.

Abilities: Evaluation, Mechanics, Metallurgy, and Pantology at 51-80 score.

Wealth: In contemporary terms, is in the range of \$2,000-\$8,000. There is a 20% chance each for one Very Minimal, one Minimal, one Low Moderate and/or one Moderate Extraordinary object.

Gnome Soldier

H: 30-35

P: 26-35

S: 6-8

Attack: Soldiers typically carry either hand catapults (6-shot magazine, 60 feet before starting to lose its penetrating power, nil at 181 feet) and 24 darts, military hammer, and dagger, or a seven-foot-long snapping demi-lune (Sickle-like blades snap shut) and dagger.

Defense: They wear 10 points of armor.

Wealth: In contemporary terms, is in the range of \$100-\$600. There is a 5% chance each for one Very Minimal and/or one Minimal Extraordinary object.

Gnome Worker

H: 23-32

P: 16-25

S: 7-9

Attack: A Gnome worker can use any of such weapons as throwing knives, cleaver, club, hammer, hatchet, or mallet.

Defense: A worker Gnome wears 1-6 points of armor and carries a buckler (6 points).

Wealth: In contemporary terms, is in the range of \$100-\$800. There is a 5% chance each for one Very Minimal and/or one Minimal Extraordinary object.

Gnome Hand Catapult: This is a rifle-like weapon, in that it has a stock and barrel tube. A pair of strong coil springs on either side of the middle portion of the weapon are stretched by operation of a lower, right-angle, forward-and-pull-back pump lever operating a forked rocker arm. Their ends are caught in a lower groove, and a steel-tipped, leather-veined dart can then drop into an opening in the tube's base where the driving plate accepts it. Return of the lever closes the loading slot. A magazine holds six quarrels and it takes two ABCs to reload. It is the same as a hand catapult except it fires twice in an ABC.

Gnome Demi-lune: The twin, sickle-like blades of this pole arm are forced back into their cocked position so as to be in the form of a crescent moon, points away from the wielder, flanking the middle, awl point, of the weapon. When a grip at right angles to the weapon shaft (similar to that of a tonfa) is yanked strongly back—and this will occur automatically on impact against the blades—the springs are released to close the blades (like a beetle’s mandibles snapping shut). At worst, the weapon is then a man-catcher with opponent entrapped.

	Harm	Range	Precision	Speed
Demi-Lune	8 – 20*	5	6	10

*A hit indicates the target subject is caught and held in the demi-lune’s blades until the arms are pried open or the weapon is destroyed (sustains 40 points of Harm). The Gnomish demi-lune causes penetration and shock harm.

Gnome Pneumatic Catapult: A wheeled frame with a missile tube pointing towards the front. The metal tube has an interior piston driven in by a wood mallet to compress the air behind it. It takes about four minutes realtime to seat the piston, then one minute to load the missile(s), but discharge is a matter of knocking free the catch of the ratchet. The piston sends the missile(s) flying. Range below is for level discharge, and it quadruples with a mortar-like flight path.

	Harm*	Range*	Speed*	Bonus*
Large Pneumatic Catapult	4-40 +26-35	60’-120’-180’	5 min.	5/0/0
Small Pneumatic Catapult	2-20 +21-25	50’-100’-150’	5 min.	10/5/0

* see below

Harm assumes a maximum result on any die adds 1-10, but only if or short range, reduced to 1-5 for medium range, with no addition beyond medium range.

Range is multiplied by four if high-angle fire, but all fire is considered as maximum range when so doing.

Speed is for reloading, as discharge requires only one second real time to accomplish.

Bonus is applicable only to direct fire, not arching fire.

Goblins (General)

Appearing: 1-6+ (Communities number from 100 to 400 individuals, all combatants)

The Goblin race is the fiercest of the primarily nocturnal and commonly subterranean Malicious Alf. Goblins look very much like big Hobgoblins, with an average height of five and a half feet, a thick and rotund body, thin but muscular arms and legs, and a skin color ranging from dark pink to maroon. The Goblin race has a most devilish look, with a big head with bony forehead protrusions above the eyes, close-set and slanted pea-green or dull maroon eyes, long and hooked nose, huge and toothy mouth, and large pointed ears. Goblins tend to dress in purples and blacks.

The Goblin race possesses intelligence equal to human average, and finds pleasure in raiding, killing, looting, and pillaging. Much like their weaker kin, the hobgoblins, Goblins are concerned mostly with ease, revelry, and sloth, almost always having slaves do their work, so they are sometimes caught unprepared by wily foes seeking revenge. However, woe to the human intruder who stumbles unknowingly upon a band of Goblins, let alone into one of their communities.

Goblin communities are concealed in wilderness places, or underground in caves or old mines. The great Goblin has a hoard of coins and Extraordinary Items a value whose sum is equal to the wealth of all his subjects combined, plus an equal value in precious objects ranging from gems to objects d’art.

Goblins have senses superior to the human norm, and can see very well in pitch darkness, but light conditions are near the

reverse of human, so full sunlight is like a dim twilight to their eyes.

All of this race is much alike, males and females are combatants. Immature Goblins (called Goblin imps) do not fight and will cower or flee if threatened. Adult individuals of all sorts possess Physique Ability in the range of +1 to +8.

Goblins are not prone to associate with any other sorts of creatures, but they are known to band with Trogs, Trolls, and Orcs when there is need.

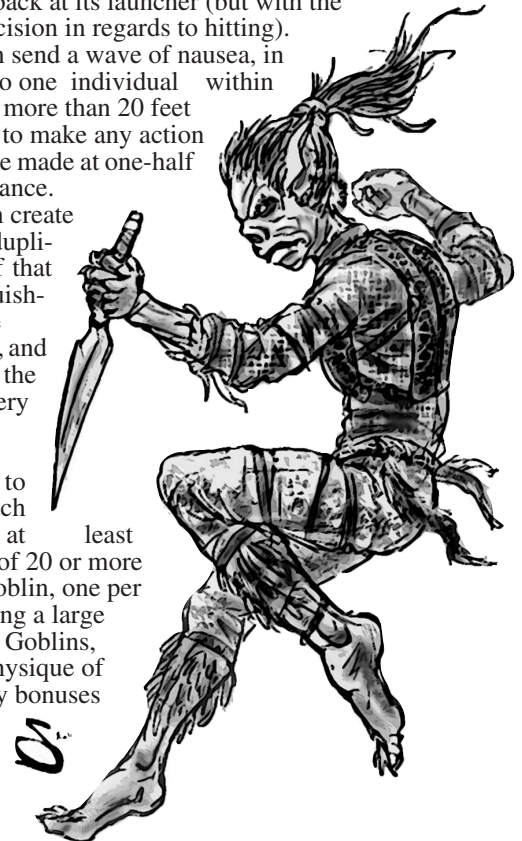
Although they can neither transport themselves nor become invisible, Goblins are naturally very strong, can move quietly, and can conceal themselves in ambush (80% Stealth and Waylaying Ability). They also have a natural resistance to both heat (including fire) and cold such as to serve as a constant 5 points of protection against Harm from either Extreme.

The Goblin “harasser” is a sort of group leader, and one will always be present in any group of 4 or more common Goblins. In large arrays of them, one in 10 will be of this sort. Each harasser possesses a random Extraordinary Enchantment-like Power, which does not convey the general Enchantment Ability). The Power can be activated usually once per day only, and it does not require either a memory tablet or AEPs, but is innate to the individual Goblin. The great Goblins also possess the ability to use these Powers, each having two.

Typical Powers are:

- 1: The Goblin can extinguish a small sort of fire (as large as a normal campfire, for instance), within sight and 80 foot distance, in one second.
- 2: The Goblin can start a small fire in combustible material, within sight and 40 feet, in one second.
- 3: The Goblin can cause an oncoming individual within 20 feet to stumble and fall in one second.
- 4: The Goblin can reverse, in one-tenth second, the flight of one normal missile in sight and within 100 feet distance so as to send it back at its launcher (but with the Goblin’s Precision in regards to hitting).
- 5: The Goblin can send a wave of nausea, in one second, to one individual within sight and not more than 20 feet distant, so as to make any action attempted to be made at one-half the normal chance.
- 6: The Goblin can create 2-5 illusory duplicates of itself that are indistinguishable from the actual Goblin, and which mimic the real one’s every action.

There will be one to three shamans in each community, and at least one with any force of 20 or more Goblins. A great Goblin, one per community or leading a large force of 40 or more Goblins, will always have Physique of +8 and other Ability bonuses giving +9-12 Harm bonus.



Essentials

Common Goblin

H: 46-65

P: 36-56

S: 12-14

Attack: A Goblin will typically use any weapon such as a light crossbow with 20 quarrels, a club and heavy knife, or short pole-arm and long dagger, spear and curved cutting sword, or cleaver and knife with a Harm bonus of 1-8 points.

Defense: A Goblin has 8 points of armor due to leather garb and a Minimal Preternatural energy that conveys 4 points of protection against even Supernatural Harm. (5 points of protection against fire and cold, as noted above.)

Wealth: In contemporary terms, is in the range of \$500-\$5,000 in coins. There is no chance for an Extraordinary object.

Great Goblin

H: 76-105

P: 76-95

S: 13-16

Attack: A great Goblin will use weapons such as a spiked club and great cleaver, each attacking with a Physique Ability bonus of +9-12.

Defense: A great Goblin has 16 points of armor due to leather garb reinforced with horn plates and a Preternatural energy that alone conveys 10 points of protection against even Supernatural Harm. (5 points against fire and cold, as noted).

Wealth: in contemporary terms, is in the range of \$5,000-\$30,000 in coin, and like amounts in crystals/gems and in jewelry. There is a 60% chance each for 1-4 Very Minimal, 1-3 Minimal, and 1-2 Low Moderate Extraordinary object, a 40% chance each for one Moderate, one Good, and one Very Good Extraordinary object, and a 20% chance each for one Very Good, one Strong, one Very Strong, and one Major Extraordinary object.

Harasser Goblin

H: 56-75

P: 51-70

S: 12-15

Attack: A harasser has one Extraordinary-like Power, and will use such weapons as bolos and hatchet, or lasso and cleaver, with +5-8 Harm Ability bonus due to Physique Ability.

Defense: A harasser carries a buckler, and has 12 points of armor due to leather garb and a Preternatural energy that conveys 6 points of protection against even Supernatural Harm. (5 points of protection against fire and cold, as noted above.)

Wealth: A Harasser has \$2,000-\$8,000 in coins, a like amount in crystals and gems. There is a 15% chance each for one Very Minimal, one Minimal, one Low Moderate, and one Moderate Extraordinary object.

Shaman Goblin

H: 41-70

P: 31-60

S: 15-18

Attack: A shaman will have from five to eight Powers of Extraordinary Ability of Enchantment, Geourgy, Necrourgy, Sorcery, and Theurgy, in any mix, at a score of 61-80, plus a weapon such as flail or thrusting sword (+1-4 Physique Ability bonus).

Defense: A shaman has 14 points of armor due to leather garb and a Preternatural energy that conveys 8 points of protection against even Supernatural Harm. (5 points of protection against fire and cold, as noted above.)

Wealth: In contemporary terms, is in the range of \$5,000-\$12,000 in coins, and a like amount in crystals and gems. There is a 40% chance each for 1-4 Very Minimal, 1-3 Minimal, and 1-2 Low Moderate Extraordinary objects, and a 20% chance each for one Moderate, one Good, one Very Good, one Strong, one Very Strong, and one Major Extraordinary object.

Golems (General)

Appearing: 1

All golems are magically created automatons. It rumored that many magics exist creating golems of many types, although only the most common type is listed here. Although all golems have no brain or intelligence per se, the automaton-like things have a directing energy that will enable them to obey a series of up to three successive commands. (For example, one might be required to move in some direction, stop, and then attack anything that comes within 30 feet of it.) Once charged with one or more commands, a golem will remain active until destroyed.

There are numerous types of golems, but only one is detailed here because of space considerations. Using this as an idea, you can create many different types of Golems to your liking and to fit particular circumstances.

Rope Golem

An Enchanter or Enchantress is generally the creator of such a thing, through the employment of Jinker's Rope Golem Power. The Power causes rope equal to at least 100 feet in length to form into a humanoid shape and become volitant.

Attack: A rope golem attacks with a lasso that inflicts 1 point of Harm, plus a whip that inflicts 0-2 points of Harm. These attacks can be used against one or two targets, and both attacks



disregard all armor. A target struck by the lasso attack is, on the ABC thereafter, caught, and subject to 6-9 points of Harm from a garrote attack per ABC, regardless of armor, until the golem is destroyed. For each additional 10 AEPs invested at time of activation, the golem gains another set of such attacks, up to a total of eight attacks, four lasso and four whip.

Defense: Shock and stabbing penetration attacks do not Harm the golem. The golem has elasticity and “give” that allow it 6 points of armor protection against penetration Harm from cutting edges. It is affected normally by acid and fire, and unaffected by cold and venom.

Gorgobos

Appearing: 1 or 1-4
H: 43-70
P: 31-40
S: 15

Attack: A gorgobos can attack with a toxic breath that extends in a cloud—three feet in width and depth, and some six feet in length—before it. This breath hardens flesh to the consistency of ironwood, thus turning a living creature into a statue. The gorgobos may also attack with its horns for 1-20 +1-10 Harm (1-20 +2-20 if charging).

The attack of one of these monsters is usually a charge, with a breath exhalation at the moment it strikes with its horns. A victim that has previously wounded by a gorgobos will be further horned and trampled, and the gorgobos will even splinter and break the wood-like body of a petrified victim.

Defense: A gorgobos has 15 points of protection due to horn plates that cover the creature.

A gorgobos is a weird and deadly creature that originated in another dimension and was brought to the Earth to serve as a tool of warfare. A small number of gorgobosi have established breeding communities, and are thus a rare, if most awful danger. A gorgobos resembles a wild bull, but closer inspection will discover horn plates that protect it in scale-like fashion.

Grotto/Thicket Wylfs (General)

Appearing: 11-110+

Note that the above-ground members of this Alfar race are sometimes distinguished from those preferring subterranean habitat, the former being referred to as Thicket Wylfs or Thicket Elves. Both types are properly Wylfs. This race of Fair Alfar has the capacity to move virtually noiselessly (90 Stealth), considerable acuity of hearing and eyesight—grotto elves being not so keen of eyesight in daylight, Thicket Wylfs being less keen of vision in darkness—and limited mental Powers that allow them offensive and defensive advantages. A place in which a group dwells will certainly have both sentries and traps to protect against attackers.

These Alfar are about as tall as tall humans, are generally of small bone structure and quite willowy build, and have sinewy strength and great agility. They are reclusive and suspicious, but deal well enough with Alfar Races of their own sort, even tolerating Gnomes and some free-spirited humans, and will deal with Trollkin guardedly.

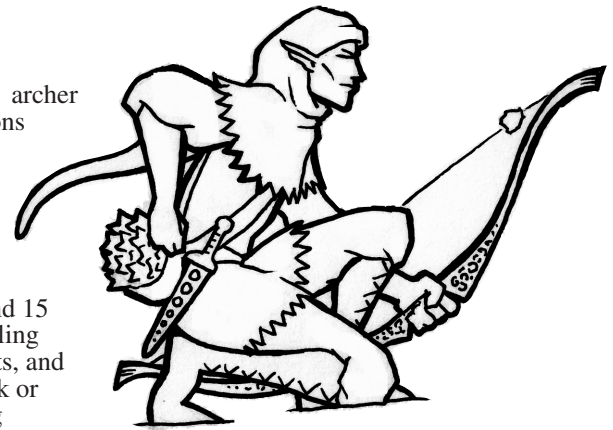
Grotto Wylfs dwell in subterranean places and remain therein the majority of the time. They are near albinos, with pale to fair hair and large, light-colored eyes and largish and pointed ears, but relatively small noses and mouths.

Thicket Wylfs are much the same in appearance, but have fair, tanned, or even wood-hued of skin with hair colors that range from fair to the spectrum of leaves in autumn. Either sort has a whimsical and exotic beauty that is usually highly attractive to humans.

Wylf Archer

H: 31-40
P: 36-55
S: 13-16

Attack: An archer carries weapons such as a light (Grotto Wylf) or medium (Thicket Wylf) bow and 15 arrows, or a sling with 30 bullets, and a military pick or long thrusting sword, and dagger.



Defense: 8 points of armor due to leather garments and speed and slingers generally carry a buckler adding 6 against one opponent.

Wealth: Wealth is in the range of \$100-\$1,200 per individual. There is a 20% chance each for one Very Minimal and/or one Minimal Extraordinary object in each individual's possession.

Wylf Chieftain Consort

H: 41-50
P: 26-45
S: 15-18

Attack: A consort typically has a light, repeating crossbow with 10 poisoned quarrels (VT 13-16), military pick, and dagger.

Defense: A consort wears 7 points of armor and carries a buckler.

Wealth: In contemporary terms, wealth is in the range of \$3,000-\$12,000 in coins, triple that in crystals and gems, quintuple that in jewelry. There is a 50% chance each for 1-4 Very Minimal, 1-3 Minimal, and/or 1-2 Low Moderate Extraordinary objects, a 30% chance each for one Moderate, Good, Very Good, and/or Strong Extraordinary object, and a 10% chance each for one Very Strong, Major, and/or an Extreme Extraordinary object to be in the possession of the individual.

Wylf Chieftain

H: 56-75
P: 42-80
S: 14-19

Attack: A chieftain has limited Enchantment Powers (2-5 Powers of Very Minimal to Good grade and useful sort) found at random (activated at a score of 51-80) and weapons such as a bident, harpoon, or strong bow and 12 arrows, thrusting sword, military pick, and long dagger.

Defense: A chieftain wears 10 points of armor and carries a buckler if not carrying a bow.

Wealth: In contemporary terms, wealth is in the range of \$5,000-\$12,000 in coins and double that in crystals and gems. There is a 50% chance each for 1-4 Very Minimal, 1-3 Minimal and/or 1-2 Low Moderate Extraordinary objects, and a 25% chance each for one Moderate, Good, Very Good, Strong, and Very Strong Extraordinary object in the possession of the individual.

Essentials

Wylf Irregular

H: 26-45

P: 26-45

S: 13-16

Attack: An irregular uses weapons such as a light throwing cleaver or three javelins (with or without launcher) or two throwing spears, and a heavy club, cleaver, hatchet, and dagger.

Defense: A buckler may be carried while leather armor and speed provide 4 points of protection.

Wealth: Wealth is found in the range of \$100-\$1,200 per individual. There is a 20% chance each for one Very Minimal and/or one Minimal Extraordinary object in each individual's possession.

Wylf Leading Warrior

H: 46-55

P: 46-65

S: 13-18

Attack: A warrior typically has 2 javelin-like harpoons or a strong bow and 12 arrows, a short or long thrusting sword, military pick, and long or regular dagger.

Defense: A warrior wears 8 points of armor and carries a buckler if not carrying a bow.

Wealth: Wealth is in the range of \$600-\$1,500 per individual. There is a 40% chance each for 1-3 Very Minimal and/or 1-3 Minimal Extraordinary objects and a 20% chance each for one Low Moderate and/or one Moderate Extraordinary object in an individual's possession.

Wylf Netter

H: 36-45

P: 36-55

S: 13-16

Attack: A netter has a weighted throwing net or lasso and weapons such as a 6-foot-long bident or a short spear, military pick, and dagger.

Defense: Leather armor and speed provide 6 points of protection.

Wealth: Wealth is in the range of \$500-\$1,000 per individual. There is a 25% chance each for one Very Minimal, Minimal, and/or Low Moderate Extraordinary object in an individual's possession.

Wylf Wyrd (Grotto/thicket Wylf seer/shaman/healer)

H: 26-35

P: 11-41

S: 15-20

Attack: A wyrd has Theurgy at a 51-80 Ability Score (one Order with all Rites and 5-8 Powers, including General sort). They have weapons such as a fighting staff, hook and sickle, long dagger, etc.

Defense: A wyrd has 4 points of armor.

Wealth: Wealth is in the range of \$100-\$3,000 in coins, 10 times that in each crystals/gems and jewelry, per individual. There is a 60% chance each for 1-6 Very Minimal, 1-4 Minimal, and 1-3 Moderate Extraordinary objects, a 30% chance each for one Moderate, Good, Very Good, and Strong Extraordinary object, and a 15% chance each for one Very Strong, Major, and Extreme Extraordinary object per individual.

Gryf

Appearing: 1 or 1-2

H: 46-55

P: 60-65

S: 16 attacking / 20 flying

Attack: A gryf can strike for 13-16 Harm, plus 1-20 Harm when it swoops to strike. The gryf can also bite for 1-20 +10 Harm. The attack of a gryf is usually a swoop and strike (with the fore-talons), followed by a pounce with a talon strike and a snap of the great beak.

Defense: A gryf has 12 points of protection due to its semi-metallic feathers and hair.

A gryf has the body of a huge lion and the head, neck, chest, legs, and wings of a rukh. It is one of many strange, deadly creatures that originated in another dimension and was brought to the Legendary Earth world long ago to serve as a tool of warfare. A gryf is rarely captured, and even more rarely trained sufficiently to use as a mount. It is now certain that some number of gryfs have established breeding communities on Earth, and are thus now native.

A gryf preys on bovine-type animals by preference—bison, cattle, etc.—but will attack almost any prey, whether large or as small as man-sized.

Gryffon

Appearing: 1 or 1-2

H: 41-50

P: 70-75

S: 12 attacking / 25 flying

Attack: A gryffon can attack with claws for 1-12 Harm, +1-20 points when swooping to strike. It can also bite for 3-20 +12 points of Harm. The attack of a gryffon is usually by a swoop and strike with the claws as it lands, and then a strike to hold, and a bite with its massive, fanged jaws.

Defense: A gryffon has 10 points of protection due to its semi-metallic mane hair and feathers.

A gryffon appears to be a giant eagle or small roc, with the forepart of a huge, black lion replacing the head and chest of the bird, and the added legs making it a winged quadruped. It is another of the many strange, deadly creatures that originated in another dimension and were brought to the Legendary Earth world as a tool of warfare. A gryffon may be raised and trained as a mount. There is a sufficient population on Earth to have established breeding communities.

The gryffon preys upon equine-type animals by preference—asses, horses, etc.

Hippogryf

Appearing: 1 or 1-2

H: 36-45

P: 41-50

S: 18 attacking / 30 flying

Attack: A hippogryf strikes with its fore-talons for 1-20 Harm, +1-10 Harm when swooping to strike. It also can attack with its beak for 1-12 +13-16 Harm. The attack of a hippogryf is usually a swoop and strike with the fore-talons, then a landing, charge, and a rear talon strike and beak slash.

Defense: A hippogryf has 8 points of protection due to its semi-metallic feathers and hair.



A hippogryf, a creature appearing as if it were a massive horse with the head, neck, chest, legs, and wings of a giant eagle in place of its own like parts. It is one of many creatures that originated in another dimension and was brought to the Legendary Earth world centuries ago to serve as a steed of war. The hippogryf population is such that there are some fair number of established breeding communities.

A hippogryf is an omnivore that preys on mountain goats and sheep, as well as other sorts of like game animals...and humans when available. Grasses, leaves, fruit, and berries and other things, too, are consumed by this creature.

Hobgoblins (General)

Appearing: 1-12+ (Communities number from 100 to 400 individuals, 30% combatants)

The Hobgoblin race is another of the primarily nocturnal and commonly subterranean Malicious Alfar. Hobgoblins look like a larger and rounder version of Boggarts, with an average height of three and a half feet, a rotund body, and a strong red cast to their skin. The devilish look is strong, for the big and slanted eyes, long and sharp nose, and wide toothy mouth are framed by large pointed ears. Hobgoblins dress in no set fashion, although motley garments might be the common denominator.

Hobgoblins possess intelligence equal to human average, and, like their kin the Boggarts, enjoy nothing more than harmful pranks, coarse humor, and cruel jokes. The Hobgoblins are concerned mostly with ease, revelry, and devilment of hapless victims; they shun labor assiduously—much to their detriment at times, for they are often caught unprepared by wily foes. However, woe to the human intruder who stumbles unknowingly upon a band of Hobgoblins.

Although they cannot transport themselves as do some of their smaller kin, this race can become invisible, and in such state they are able to harass and confuse foes, but not employ their weapons to do deadly Harm.

Hobgoblin communities are concealed in underground places such as caves and old mines. The Hobgoblin chief there will have a hoard of coins and Extraordinary Items with a value whose sum is equal to the individual wealth of all his subjects combined, plus an equal value in precious objects ranging from gems to objects d'art.

As noted, Hobgoblins can become invisible in an ABC, but not immaterial, although they can not be seen or otherwise sensed by normal means other than touch when invisible. Any

attack by an invisible Hobgoblin with a weapon automatically destroys the non-visible state.

Hobgoblins have senses generally equal to the human norm, but light conditions are the reverse of human, so full light is like pitch darkness to their eyes.

All of this race is much alike, male and female, but only about one-quarter of Hobgoblins have the capacity to use weapons effectively, and in a community the non-combatants will flee if they are threatened. Individuals possess Physique Ability in the range of +1 to +6 despite their small size. Hobgoblins make up in numbers what they lack in special capacities. A smaller Boggart is more than equal to a single Hobgoblin, lacking as the latter does double attacks and Power-like ability, save invisibility. However, when two dozen angry and determined Hobgoblins set upon a foe their ferocity usually suffices to carry the day.

The Hobgoblin “troubler” is a sort of group leader, and one will always be present in any group of 6 or more common Hobgoblins, and in large arrays of them, one in 10 will be of this sort. There will be two to four shamans in each community, and at least one with any force of 30 or more Hobgoblins. A Hobgoblin chief, one to two per community or one leading a large force of 50 or more Hobgoblins, will always have maximum Physique of +6.

Hobgoblins are not prone to associate with any other sorts of creatures, but they are known to band with Nis, Troggs, and even Orcs when at war.

Chief Hobgoblin

Appearing: 1 per group of 50, otherwise 1-2 in a community

H: 51-60

P: 46-65

S: 15-18

Attack: A chief has two attacks per ABC, typically with a curved cutting sword and long dagger, both with a Physique Ability Harm bonus of +6.

Defense: 12 points of armor due to garments, speed, and a Minimal Preternatural energy that conveys 6 points of protection against even Supernatural Harm.

Wealth: In contemporary terms, is in the range of \$10,000-\$40,000 in coins, double that in crystals and gems, triple that in jewelry. There is a 40% chance each for 1-3 Very Minimal to Low Moderate Extraordinary objects, a 25% chance each for 1-2 Moderate and Good Extraordinary objects, and a 10% chance each for one Very Good to Major Extraordinary object.

Common Hobgoblin

H: 30-35

P: 30-35

S: 12-15

Attack: Hobgoblins will typically have weapons such as a light bow and 12 arrows and heavy knife, or short spear and hatchet, or hafted hook and cleaver, or sickle and dagger—any and all gaining +1-6 Physique Ability Harm bonus.

Essentials

Defense: A Hobgoblin has 8 points of armor due to garments, speed, and a Minimal Preternatural energy that conveys 4 points of protection against even Supernatural Harm.

Wealth: In contemporary terms, is in the range of \$100-\$1,000. There is no chance for an Extraordinary object.

Shaman Hobgoblin

Appearing: 1 per 30 or more common Hobgoblins, 2-4 per community

H: 31-50

P: 26-45

S: 14-17

Attack: A shaman has from three to six Powers of Extraordinary Ability of Enchantment, Geourgy, and Theurgy, in any mix at 41-70 score. It also has weapons, typically a cleaver, hatchet, or long dagger, all gaining a Physique Ability Harm bonus of +1-6.

Defense: A shaman has 10 points of armor due to garments, speed, and a Minimal Preternatural energy that conveys 6 points of protection against even Supernatural Harm.

Wealth: In the range of \$2,000-\$8,000 in coins, double that amount in crystals and gems. There is a 25% chance each for 1-4 Very Minimal, 1-3 Minimal, 1-2 Low Moderate, one Moderate, one Good, one Very Good, one Strong, and/or one Very Strong Extraordinary object.

Troubler Hobgoblin

Appearing: 1 with every 6 ordinary Hobgoblins, 10% of community

H: 35-40

P: 35-40

S: 13-16

Attack: A troubler has two attacks per ABC, typically a whip and curved cutting sword or long dagger—any and all gain +4-6 Physique Ability Harm bonus.

Defense: A troubler has 9 points of armor due to garments, speed, and a Minimal Preternatural energy that conveys 5 points of protection against Supernatural Harm.

Wealth: In contemporary terms, is in the range of \$900-\$2,000. There is a 15% chance each for one Very Minimal, one Minimal, one Low Moderate, and one Moderate Extraordinary object.

Horses (General)

This domestic and wild animal is treated in detail in the Legendary Beasts Reference Chart provided at the beginning of this book. Refer to it for statistics of the common horse, charger, courser, draft horse, destrier, pony-horse, riding mare, riding stallion, pony, mule, and burro.

Humans

Human, Demented

Appearing: 1

H: 41-90

P: 31-80

S: 15-20

Attacks: Attacks are varied as desired, with Harm being lesser or greater than usual because of the mental state of individual, Abilities assigned, etc.

Defense: Protection according to armor actually worn plus

Extraordinary Power use and/or movement considerations. Example: Barber with H 45, P 68, and S 12 (but S 20 when in a killing frenzy).

Attack: A straight razor (Precision +60 if victim has throat exposed) or any weapon at hand, all with an insane Physique Ability bonus of +13.

Defense: No armor, but demented speed provides protection of 4 points.

A demented human can be filthy, clad in rags, and horrid in appearance, or absolutely normal-looking, but insanely dangerous. Wealth varies from \$10 to \$1,000 (add multiplies of d10 or more if desired) with a chance for one or more Extraordinary Items of the sort commensurate with the encounter.

Human, Fanatical

Appearing: 20-120+

Fanatic Leader

Appearing: 1 always with a group of 40 or more

H: 44-80

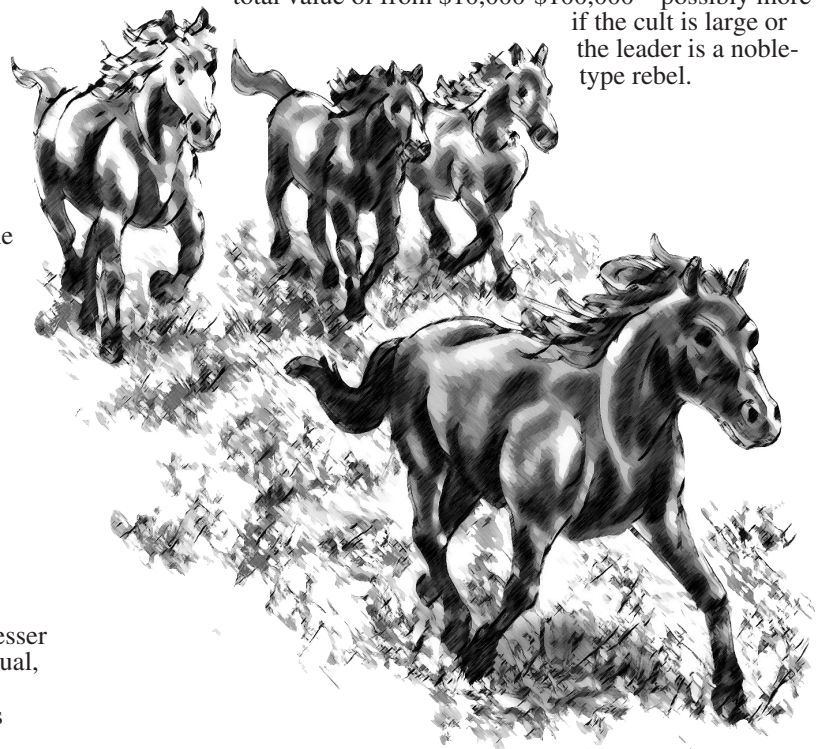
P: 51-80

S: 13-16

Attack: A leader will have any combination of missile and striking weapons that seems appropriate and colorful, including a sickle-ended triple flail, wavy-bladed long dagger, etc.

Defense: A leader may possibly have a buckler or shield, and will wear 12 to 14 points of armor.

Wealth: The leader's wealth is amassed in coins, precious metals, ivory, perfumes, unguents, incenses, valuable minerals, and so on, in the range of \$100,000 to \$1,000,000. There is a 50% chance each for 1-4 Very Minimal, 1-3 Minimal, 1-2 Low Moderate, 1-2 Moderate, one Good, one Very Good, one Strong, one Very Strong, and/or one Major Extraordinary object. There will also be various objects in the general area of a fanatic group, such as offertory vessels, symbols of office/state, idols, etc. with a total value of from \$10,000-\$100,000—possibly more if the cult is large or the leader is a noble-type rebel.



Fanatic Scout

Appearing: about 30% of a group of 20-30 or 10% of any larger group

H: 31-40

P: 26-45

S: 10-13

Attack: A scout will use some combination of a missile weapon and striking weapon.

Defense: A scout will carry a buckler and wear 6 to 8 points of armor.

Wealth: In the range of \$2,000-\$5,000 per individual. There is a 20% chance each for 1-3 Very Minimal, 1-2 Minimal, and/or one Low Moderate Extraordinary Item.

Fanatic Warrior

Appearing: about 50% of a group of 20-30 or 10% of any larger group

H: 36-45

P: 36-55

S: 8-11

Attack: A warrior will use any combination of missile and striking weapons that seems appropriate and colorful, including a repeating crossbow, great cleaver, heavy knife, etc., with variable Precision and/or Harm bonus of +0-5 (based on assumed Abilities).

Defense: A warrior will use a buckler or shield, and wear 7 to 9 points of armor.

Wealth: Wealth is in the range of \$1,000-\$4,000 per individual. There is a 25% chance each for 1-2 Very Minimal, 1-2 Minimal, one Low Moderate, or one Moderate Extraordinary Item.

Female Devotee Fanatic

Appearing: Distinct from female typical followers, a handful of dedicated servants of the leader

H: 21-50

P: 31-50

S: 10-15

Attack: In addition to a 10% chance for a tertiary score Extraordinary Ability, any combination of missile and striking weapons that seems appropriate and colorful, including throwing knives, six-foot light chain with small ball and sickle-like hook at opposite end, dagger, etc.

Defense: A devotee will possibly have a buckler, and will wear 8 to 10 points of armor when clad for battle.

Wealth: In the neighborhood of \$1,000-\$4,000 in coins, triple that in crystals and gems, double that in jewelry. There is a 40% chance each for 1-3 Very Minimal, 1-2 Minimal, one Low Moderate, one Moderate, one Good, and/or one Very Good Extraordinary object.

Typical Follower

Appearing: 50% of a group of 40 or more

H: 16-25

P: 16-35

S: 7-12

Attack: A follower will use any sort of normal or unusual weapons, such as a sickle and short whip.

Defense: A follower will have a makeshift buckler (4 points) and 1 to 3 points of armor.

Wealth: In contemporary terms, is at least in the range of \$10-\$100 per individual, and \$1,000 to \$10,000 is possible. There is no chance for an Extraordinary Item.

These are activists, cultists, rebels, etc. Extraordinary Ability score for a primary one should be in the 41-70 range, 31-50 in a secondary Ability, 21-30 for a tertiary one.

Warrior Follower Fanatic

Appearing: about 20% of a group of 20-30 or 30% of any larger group

H: 21-40

P: 31-40

S: 9-12

Attack: A warrior will use any sort of normal or unusual weapon, such as a cleaver and lasso.

Defense: A warrior will possibly have a buckler or shield, and wears 4 to 6 points of armor.

Wealth: Wealth is at least in the range of \$200-\$800 per individual. There is a 5% chance each for 1-2 Very Minimal and/or one Minimal Extraordinary object.

Human, General

Appearing: 1+

If a human encountered is a mounted warrior, a weapon commensurate to station and steed should be added. Ordinary or Extraordinary Ability Score for a primary Ability should be in the 51-80, 61 to 90, or even 71-100 range; 31-50 in a secondary Ability, 21-30 for a tertiary one.

Armiger, Bravo (local hero, etc.)

H: 22-40

P: 28-55

S: 9-12

Attack: A bravo will use any typical main weapon and secondary one such as a dagger.

Defense: A bravo will have a shield and 7 or 8 points of armor.

Wealth: In the range of \$200-\$1,200 in coins and valuables. There is a 10% chance each for one Very Minimal and/or one Minimal Extraordinary object.

Cook, Laborer, Lascar (ordinary freeman, etc.)

H: 17-28

P: 11-30

S: 7-12

Attack: These will wield weapons such as a cleaver, club, knife, etc.

Defense: They may have a makeshift buckler and 1 to 3 points of armor.

Wealth: In the range of \$50-\$500 in coins and valuables.

Enspeller or Priest (an enchanter, geourge, etc.)

H: 41-70

P: 21-50

S: 14-19

Essentials

Attack: A priest will typically use a long striking weapon and a secondary one such as a dagger, and one or more Extraordinary Abilities at a score of 51-80 with commensurate activation types and Powers (assume a base of 4, plus 2 per 10 points of Ability Score).

Defense: A priest will wear 4 to 8 points of armor, plus any enabled through Extraordinary equipment and/or Power application. The Ability Score total of the individual greatly affects both personal statistics, equipment and Powers wielded.

Wealth: At least in the range of \$1,000-\$20,000 in coins, and double or triple that in other valuables, excluding weapons and armor, of course. There is a chance, equal to the highest Extraordinary Ability Score, each for 1-3 Very Minimal, 1-3 Minimal, 1-2 Low Moderate, 1-2 Moderate, one Good, one Very Good, one Strong, and/or one Very Strong Extraordinary object.

Esquire or Captain

H: 33-60
P: 33-60
S: 9-13

Attack: A captain will typically have two or more main weapons and one or more secondary ones such as belt axe and dagger.

Defense: A captain will use a shield and wear 9 to 11 points of armor.

Wealth: In the range of at \$500-\$1,200 in coins, and double that amount in other valuables, excluding arms and armor. There is a 30% chance each for one Very Minimal and/or Minimal Extraordinary Item.

Guardsmen or Sergeant

H: 26-35
P: 21-40
S: 8-11

Attack: A guard will use any sort of appropriate combination of weapons, such as a bow or large crossbow and 12 arrows/quarrels, a typical sword and dagger, etc., or a glaive-fork or poleaxe/pole-arm of short length, axe or sword, and dagger.

Defense: The guard will possibly have a buckler or shield, and will wear 8 to 10 points of armor.

Wealth: In the range of at least \$200-\$500 in coins, and a like amount in valuables other than arms and armor. There is a 20% chance each for 1-2 Very Minimal, one Minimal, one Low Moderate, and/or one Moderate Extraordinary object.

Knight or Commander

H: 53-110
P: 35-80
S: 10-13

Attack: A knight will use any sort of appropriate combination such as sword, belt axe or mace, and dagger, etc.

Defense: A knight will usually have a buckler or shield and wear 10 to 14 points of armor.

Wealth: In the range of at least \$3,000-\$12,000 each in coins, double that in crystals/gems/jewelry, plus a 25% chance each for 1-3 Very Minimal, 1-2 Minimal, one Low Moderate, one Moderate, one Good, one Very Good, and/or one Strong Extraordinary object.

Maelurge (Necrourege or Sorcerer)

H: 41-90
P: 21-50
S: 15-18

Attack: A maelurge will possess an Extraordinary Ability at 51-80 score and one or more weapons.

Defense: A maelurge wears 4 to 8 points of armor plus some available Extraordinary protection.

Wealth: At least in the range of \$5,000-\$10,000 in coins, and triple to quintuple that in other valuables. There is a 50% chance each for 1-4 Very Minimal, 1-3 Minimal, 1-2 Low Moderate, one Moderate, one Good, one Very Good, one Strong, one Very Strong, and/or one Major Extraordinary object.

A maelurge deals with dark spirits and/or the dead, and is typically a wanton killer with many Extraordinary activations, including Powers.

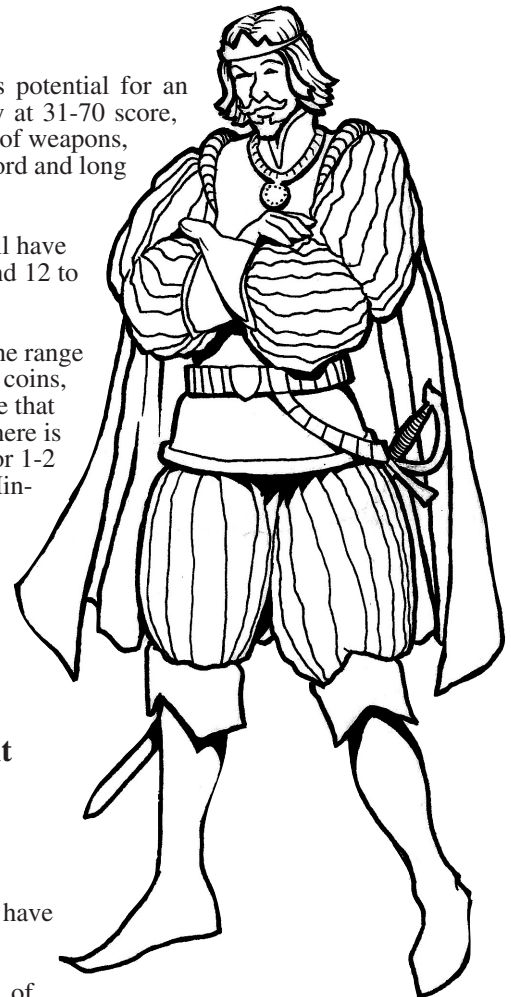
Noble or Lord (major leader, great officer, etc.)

H: 6-120
P: 24-100
S: 7-18

Attack: A noble has potential for an Extraordinary Ability at 31-70 score, and will use any sort of weapons, usually including sword and long dagger.

Defense: A noble will have a buckler or shield and 12 to 14 points of armor.

Wealth: At least in the range of \$5,000-\$10,000 in coins, and triple to quintuple that in other valuables. There is a 40% chance each for 1-2 Very Minimal, 1-2 Minimal, one Low Moderate, one Moderate, one Good, one Very Good, one Strong, one Very Strong, and/or one Major Extraordinary object.



Outlaw or Bandit Chief

H: 42-80
P: 44-80
S: 10-15

Attack: A chief may have minor Extraordinary Ability use, and will use any combination of weapons such as a strong bow and 12 arrows, sword, and long dagger, etc.

Defense: A chief will carry a buckler and wear 7 to 10 points of armor.

Wealth: In contemporary terms, is at least in the range of \$1,000-\$12,000 in coins, and triple that in other valuables. There is a 30% each for 1-3 Very Minimal, 1-2 Minimal, one Low Moderate, one Moderate, one Good, one Very Good, and/or one Strong Extraordinary object.

Outlaw or Bandit Chieftainess

H: 41-80
P: 35-80
S: 10-17

Attack: A chieftainess has a possible minor Extraordinary Ability, and any combination of weapons such as 4 throwing knives, 6 throwing stars, 2 short thrusting swords, long thrusting sword and long dagger, etc..

Defense: A chieftainess has 7 to 10 points of armor.

Wealth: In contemporary terms, is at least in the range of \$3,000-\$12,000 in coins, and triple that in other valuables. There is a 30% chance each for 1-3 Very Minimal, 1-2 Minimal, one Low Moderate, one Moderate, one Good, one Very Good, and/or one Strong Extraordinary object.

Outlaw or Bandit, Common (ordinary soldier, sailor or watchman, etc.)

H: 16-35
P: 16-35
S: 8-11

Attack: A bandit will use any combination of sophisticated and rude weapons as suits the individual and the circumstances, such as a bow and 12 arrows and mace, or spear and two daggers, club and heavy knife, small crossbow and 20 quarrels, belt axe and dagger, etc.

Defense: A bandit will possibly have shield and 3 to 6 points of armor.

Wealth: In contemporary terms, is in the range of \$200-\$500 in coins.

Outlaw or Bandit Lieutenant

H: 36-45
P: 22-40
S: 9-12

Attack: A lieutenant will use any reasonable combination of weapons of any sort as suits the individual and circumstances.

Defense: A lieutenant will have a buckler or shield and 7 or 8 points of armor.

Wealth: In contemporary terms, is at least in the range of \$500-\$2,000 in coins and triple that amount in crystals and jewelry. There is a 25% chance each for 1-2 Very Minimal, one Minimal, and/or one Moderate Extraordinary Item.

Outlaw or Bandit Lieutenant, Magical

H: 31-60
P: 15-60
S: 12-15

Attack: Extraordinary Ability use (Enchantment, Geourgy, Psychogenic, or Theurgy Abilities), plus any reasonable combination of weapons of any sort.

Defense: A magical lieutenant wears 4-8 points of armor plus possible Extraordinary protection.

Wealth: In contemporary terms, is at least \$1,000-\$6,000 in coins, and double and triple that in each of gem crystals and jewelry. There is a 50% chance each for 1-4 Very Minimal, 1-3 Very Minimal, 1-2 Moderate, one Moderate, and/or one Good Extraordinary object.

Outlaw or Bandit Lieutenant, Windler

H: 52-70
P: 24-60
S: 9-14

Attack: This bandit will use any combination of weapons of hidden, unusual, and nasty sort, such as bolos and 2 daggers, or a garrote, sword, and club, etc.

Defense: A swindler has 4 to 8 points of armor plus possible Extraordinary protection.

Wealth: In contemporary terms, is at least in the range of \$2,000-\$8,000 in coins, and double and triple that in each of gem crystals and jewelry. There is a 25% chance each for 1-4 Very Minimal, 1-3 Minimal, 1-2 Low Moderate, one Moderate, one Good, one Very Good, and/or one Strong Extraordinary object.

Outlaw or Bandit Lieutenant, Warrior

H: 42-80
P: 42-60
S: 8-13

Attack: The warrior lieutenant will use any combination of weapons that suits the circumstances, such as heavy bow and 12 arrows, and sword or axe, mace, and long dagger, etc.

Defense: The warrior lieutenant will have a buckler or shield and 7 to 9 points of armor.

Wealth: In contemporary terms, is at least in the range of \$1,000-\$4,000 in coins, and double and triple that in each of gem crystals and jewelry. There is a 25% chance each for 1-2 Very Minimal, one Minimal, one Moderate, one Moderate, and/or one Good Extraordinary object.

Page or Street Youth

H: 13-24
P: 11-21
S: 9-16

Attack: A youth will use one or more appropriate weapons, such as dagger, knife, rocks, etc.

Defense: A youth has no armor; a page may have 4 points of armor if well-born.

Wealth: This is in the range of \$20-\$200 in coins and valuables, and considerably more if a gang member, for example. There will be no Extraordinary Items.

Rogue

H: 55-100
P: 37-95
S: 11-16

Attack: A rogue has possible Extraordinary Ability use of secondary or tertiary sort at 21-50 score, and may use any combination of other weapons.

Essentials

Defense: A rogue may possibly have a buckler and 7 to 10 points of range.

Wealth: In contemporary terms, is at least in the range of \$1,000-\$8,000 in coins, and 10 times that sum in precious stones and jewelry, combined. There is a 25% chance each for 1-2 Very Minimal, one Minimal, one Moderate, one Moderate, one Good, one Very Good, one Strong, and/or one Very Strong Extraordinary object. Note: Any applicable Extraordinary Item will be used by a rogue in attack and/or defense!

Rogues have Ability in Pretense, Weapons, Stealth, Tricks, etc. Some will have an Extraordinary Ability, possibly two. Being quite intelligent, they act as would Avatars and utilize whatever advantages they have or perceive. Use Avatar Rogue Order Ranks to set the scores.

Servant or Clerk (ordinary commoner)

H: 15-26
P: 11-20
S: 7-12

Attack: A clerk will use any small, personal weapon at hand, such as a knife and/or club, or staff, etc.

Defense: May be unarmored or wear up to 2 points of armor.

Wealth: This is in the range of \$20-\$600 in coins and valuables, multiplied by d10 (or more) if a shopkeeper or the proprietor of some small enterprise. There is no chance for an Extraordinary Item.

Human, Wild, Savage (barbaric, tribal, etc. general) Appearing: 1+

If a mounted warrior is encountered, a weapon commensurate to his station and steed should be added. Ordinary or Extraordinary Ability Score for a primary Ability should be in the 41-70 range, 31-50 in a secondary Ability, 21-30 for a tertiary one.

Scouting parties from as small as 3-12, to as large as 10-40, might be encountered. Generally, a group of this nature can number from as few as 30 warriors to as many as 300—or far greater a force in the case of some tribal association akin to the Huns or the Mongols.

For game purposes, assume that about 50% of the total number of members in the group fall into these categories, and the balance of the group is made of young and old non-combatants. The percentages below refer to the whole (100%) of the combatants in, not the whole of, the entire group.

Chief

Appearing: 1
H: 32-90
P: 52-90
S: 13-18

Attack: A chief has possible Extraordinary Ability use a 31-50 score, plus any typical main weapon or pair of them, such as lance and bow, as well as one or more secondary weapons as suits the group.

Defense: A chief will use a buckler or shield, and wear 4 to 14 points of armor, according to the circumstances of the group.

Wealth: This is generally some modest amount, such as \$1,000-\$10,000, with a possibility of many times that in such valuables as crystals, rarities, etc. There is a 30% chance each for 1-3 Very Minimal, 1-3 Minimal, one Low Moderate, one Moderate, one Good, one Very Good, one Strong, and one Very Strong Extraordinary object of the sort commensurate with the

society. (If the group is such that magical arms and armor are possible, a chief has a 50% chance for such.)

Enspeller/Shaman (medicine man, witch doctor, etc.)

Appearing: 1 for each 100 members of the entire group
H: 31-60
P: 21-50
S: 13-20

Attack: A shaman will use one or two Extraordinary Abilities (Enchantment, Geourgy, and/or Psychogenics, mainly) at 51-80 score, and a typical main and a secondary weapon as suits the group.

Defense: A shaman will wear 2 to 8 points of armor, plus possible Extraordinary protection, according to the circumstances of the group.

Wealth: This is generally non-existent, or some relatively small amount such as \$200-\$1,200 (often livestock is the measure of a person's wealth). There is a 50% chance each for 1-4 Very Minimal, 1-3 Minimal, and/or 1-2 Low Moderate Extraordinary objects, and a 20% chance each for one Moderate, one Good, one Very Good, and/or one Strong Extraordinary object of the sort commensurate with the society.

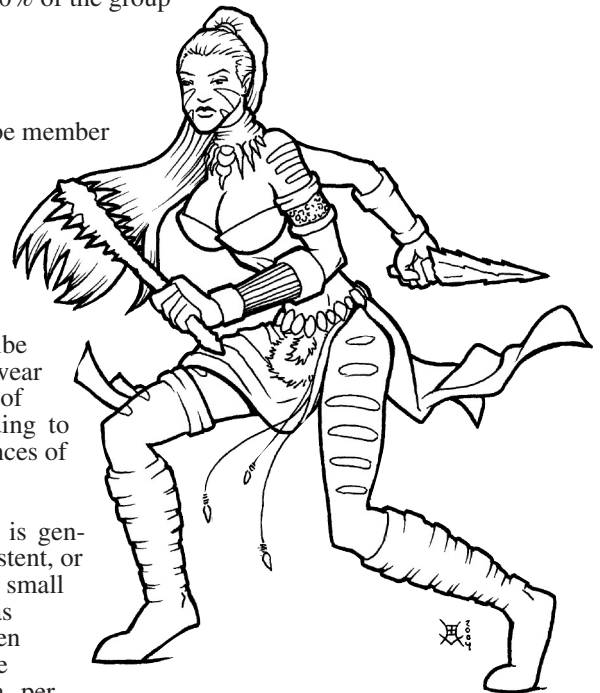
Ordinary Tribal Warrior

Appearing: 20% of the group
H: 22-40
P: 22-40
S: 11-16

Attack: A tribe member will use any typical main weapon and secondary one as suits the group.

Defense: A tribe member will wear up to 5 points of armor, according to the circumstances of the group.

Wealth: This is generally non-existent, or possibly some small amount such as \$10-\$100 (often livestock is the measure of a person's wealth). There is a 5% chance each for one Very Minimal and/or one Minimal Extraordinary object of the sort commensurate with the society.



Other Tribal Member

Appearing: about 50% of the group
H: 16-35
P: 21-30
S: 9-16

Attack: This tribe member will use any typical main weapon and secondary one as suits the group.

Defense: A tribe member may wear up to 3 points of armor, according to the circumstances of the group.

Wealth: This is generally non-existent, or possibly some small amount such as \$10-\$100 (often livestock is the measure of a person's wealth). There is a 5% chance each for one Very Minimal and/or one Minimal Extraordinary object of the sort commensurate with the society.

Sub-chief/leading warrior

Appearing: 1 per 20 warriors in the combatant group
H: 42-80
P: 42-80
S: 11-18

Attack: A sub-chief uses any typical main weapon or pair of them, such as lance and bow, as well as one or more secondary weapons as suits the group.

Defense: A sub-chief uses a buckler or shield with 2 to 12 points of armor, according to the circumstances of the group.

Wealth: This is generally non-existent, or possibly some relatively small amount such as \$100-\$1,000 (often livestock is the measure of a person's wealth). There is a 20% chance each for one Very Minimal, one Minimal, and/or one Low Moderate Extraordinary object of the sort commensurate with the society. (If the group is such that magical arms and/or armor are possible, a sub-chief has a 25% chance for such, a leading warrior 15%.)

Warrior

Appearing: 50% of any scouting party, about 20% of the entire group
H: 33-60
P: 41-60
S: 10-17

Attack: A warrior will use any typical main weapon or pair of them, such as lance and bow, as well as one or more secondary weapons as suits the group.

Defense: A warrior will have a buckler or shield and 2 to 8 points of armor, according to the circumstances of the group.

Wealth: This is generally non-existent, or possibly some small amount such as \$20-\$200 (often livestock is the measure of a person's wealth). There is a 10% chance each for one Very Minimal and/or one Minimal Extraordinary object of the sort commensurate with the society.

Warrior & Scout

Appearing: 50% of any scouting party, about 10% of the entire group
H: 41-60
P: 41-70
S: 11-18

Attack: A warrior will use any typical main weapon or pair of them, such as lance and bow, as well as one or more secondary weapons as suits the group.

Defense: A warrior will possibly have a buckler and 2 to 5 points of armor, according to the circumstances of the group.

Wealth: This is generally non-existent, or possibly some small amount such as \$50-\$500 (often livestock is the measure of a person's wealth). There is a 10% chance each for one Very Minimal and/or one Minimal Extraordinary object of the sort commensurate with the society.

Hydra

Appearing: 1
H: 51-60
P: 25-30
S: 7 attacking / 15 swimming

Attack: A hydra can bite with each of its five cayman-like heads for 1-20 Harm and VT of 21-25 Harm if armor protection is exceeded.

Defense: A hydra has 4 points of protection due to its hide and movement.

Each head has a separate 20 Health, and if an attack is aimed at a neck, 20 Harm delivered indicates the head is severed. Unlike the Laernean Hydra, an ordinary hydra does not re-grow two heads when one is severed.

A hydra, a snake-like creature about the length of an anaconda and with a barrel-like body of the mass of a great saltwater crocodile, is generally a fresh water aquatic creature. Its terrestrial cousin, the seven-headed geadra, is so similar that only its statistics are given—see the Alphabetic Listing. Neither are wealth collectors, and have only animal intelligence, but this does not preclude some other from secreting wealth near such a creature's habitation so that the hydra or geadra effectively guards it.

Ilfs in General

Appearing: 5-30 or 70-120+ (Armed types only, with an equal number of non-combatants in a settlement, e.g. a community totals 140 to 240 or more individuals)

Ilfs are a variety of Elf, distant kin to the wild Grotto and Thicket Wylfs. This race is not as stealthy as Wylfs (75 Stealth), but has extreme acuity of hearing. The Ilf species tends to prefer sylvan habitat and does not readily mix with others, although the Ilfs are friendly with wild elves and tolerate free-roving humans.

A randomly encountered party of Ilfs will be composed of woodrangers and combatants, with some sort of leader if there are more than 15 Ilfs in the party—a Guide (ecclesiastic) or Odylan (enspeller).

Ilfs tend to be as tall as short humans, males averaging about 5'5" or so in height, are generally of small bone structure and slender build, but have sinewy strength and considerable agility. Complexion ranges from quite fair to a near leather-brown. They possess very fine looks, and often an exotic beauty that is highly attractive to humans.

As they are rustic, Ilfs know nature and wild creatures, and are frequently superb animal handlers and equestrians. Ordinary individuals will be archers or javelineers, save that the best amongst them are combatants—those who advance and fight hand-to-hand in battle. Normal patrol are usually woodrangers.

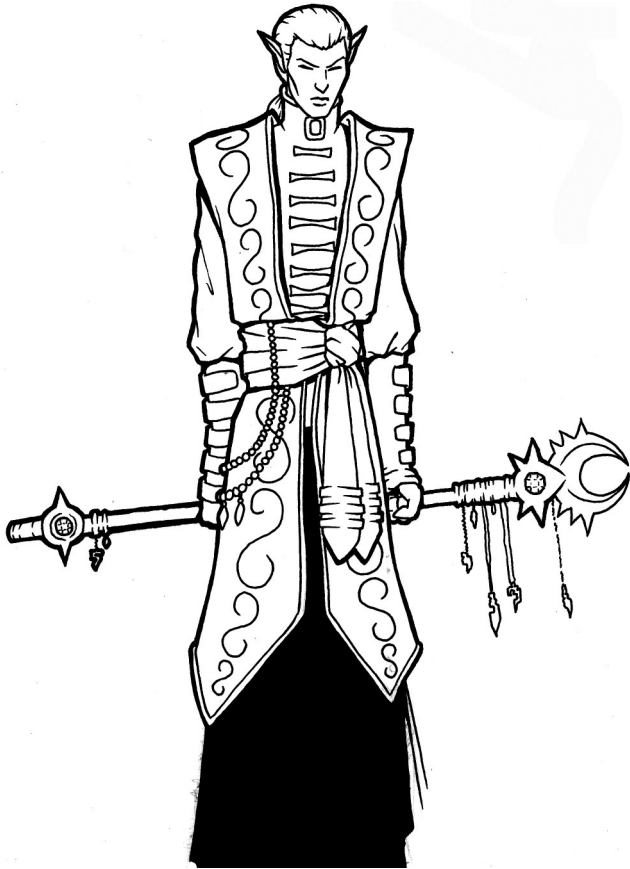
Ilf Archer

Appearing: half an encountered group; 10% of the armed community
H: 32-50
P: 31-50
S: 12-15

Attack: The archer will typically use a medium bow and 12 arrows, belt axe, and long dagger.

Defense: The archer will wear 5-7 points of armor.

Wealth: is in the range of \$200-\$500 per individual. There is a 5% chance for one Very Minimal and/or one Minimal Extraordinary object in an individual's possession.



If Chieftain

H: 61-80

P: 51-70

S: 13-16

Attack: A chieftain will typically use a short spear, cut and thrust sword, mace, and long dagger.

Defense: A chieftain will use a buckler or shield and wear 9 to 11 points of armor.

Wealth: In contemporary terms, is in the range of \$3,000-\$12,000 in coins, double that in crystals and gems, quintuple that in jewelry. There is a 50% each chance for 1-3 Very Minimal, Minimal and/or and Low Moderate, a 20% chance each for one Good, one Very Good, and/or one Strong Extraordinary object in the possession of the individual.

If Combatant

Appearing: 60% of the whole armed community

H: 42-60

P: 41-60

S: 11-14

Attack: A combatant will typically wield a short spear, cut and thrust sword, mace, and long dagger.

Defense: usually a shield and 6 to 8 points of armor.

Wealth: This is in the range of \$500-\$800 per individual. There is a 15% chance for one Very Minimal, one Minimal and/or one Low Moderate Extraordinary object in an individual's possession.

If Guide (If holy person attending the group)

Appearing: 50% chance for 1 with a group over 16 individuals, 1 per 100 total persons in the community

H: 31-50

P: 21-30

S: 14-17

Attack: A guide has Theurgy Ability at 51-80 (chief ecclesiastic), and weapons such as fighting staff, short pole-arm, etc.

Defense: A guide will wear 4 to 8 points of armor.

Wealth: This is in the range of \$100-\$600 per individual. There is a 45% chance each for 1-3 Very Minimal, Minimal, and/or Low Moderate, and a 20% chance for one Moderate, one Good, one Very Good, one Strong, and/or one Very Strong Extraordinary object per individual.

If Javelineer

Appearing: 20% of the whole armed community

H: 32-50

P: 26-45

S: 11-14

Attack: A javelineer will typically have 3 javelins and launcher, a short thrusting sword, and a long dagger.

Defense: A javelineer will have a buckler and 6 to 8 points of armor.

Wealth: For archers and javelineers, in contemporary terms, is in the range of \$200-\$500 per individual. There is a 5% chance for one Very Minimal and/or one Minimal Extraordinary object in an individual's possession.

If Odylan

Appearing: 50% chance for 1 with a group over 16 individuals, 50% chance for 1 in the community, otherwise within one day's travel, with one apprentice Odylan with half the Ability Scores of the master

H: 31-60

P: 21-40

S: 15-18

Attack: An odylan has Enchantment Ability at 51-80 score, plus light bow and 12 arrows, short thrusting sword, belt axe, and heavy knife.

Defense: An odylan will wear 3 to 5 points of armor, plus possible Extraordinary protection.

Wealth: This is in the range of \$100-\$1,000 per individual, quadruple that in crystals and gems, quadruple that in jewelry. There is a 50% chance each for 1-3 Extraordinary objects ranging from Very Minimal to Moderate (four checks in all), a 25% chance each for one Moderate to Strong Extraordinary object (four checks in all), and 10% chance each for one Very Strong to Extreme+ Extraordinary object (four final checks in all) per individual.

An odylan is the If worker of Extraordinary things of non-theological sort, and generally a lone individual apart from the usual group.

If Woodranger

Appearing: half of an encountered group, 10% of the armed community

H: 43-70

P: 32-50

S: 12-15

Attack: A woodranger will typically use a heavy bow and 12 arrows, lasso, short thrusting sword, belt axe, and heavy knife.

Defense: A woodranger will wear 2 to 4 points of armor.

Wealth: This is found in the range of \$200-\$800 per individual. There is a 25% chance for one Very Minimal, Minimal, and/or one Low Moderate Extraordinary object in an individual's possession.

Kobolds in General

Appearing: 3-30+ (Communities number from 33 to 300+ combatants, with another 50% of such number being non-combatants)

The race of Kobolds is primarily, but by no means exclusively, nocturnal. Kobolds are typically found in deep forests, wild and dark valleys, and sometimes in subterranean habitat such as mines or caves. They are around three feet tall, slender of build, and have a greenish cast of skin. They are slightly devilish-looking folk, with slanted eyes, sharp noses, and wide mouths—a bit frightening by human standards. They dress mostly in clothing of green, ocher, and russet. Kobolds are of human-average and above intellect but love coarse humor.

They are a bit arrogant, but otherwise hard-working, and friendly to those to whom they take a liking. Because they love pranks and good beer, their favorite persons are those who provide merriment and lager. As with many species of the Alfar Race, Kobolds do not like surprises, intrusions, or to be watched, especially by humans. Invisible, Kobolds love to shove bent-over humans, trip them, steal and hide their possessions, or even pUrloin and carry off valuables belonging to hostile folk.

Kobold communities are always very well hidden. Therein, the Kobold inhabitants will have laid up their store of wealth gained through both work and a bit of pilfering. It is a hoard of coins and Extraordinary items with a value whose sum is equal to the individual wealth of all inhabitants combined, plus an equal value in precious objects ranging from gems to objects d'art.

This race has the capacity to become invisible in an ABC. In so doing, they do not become immaterial, but they can not be seen or otherwise sensed by normal means other than touch. Kobolds, as with many of the small Alfar races, have very keen visual and tactile senses, but their olfactory and auditory ones are a bit less than the human norm.

All of this race is much alike, male and female. Individuals possess Physique Ability in the range of +2 to +5 despite their small size. Each attacks twice in an ABC because of its muscular quickness!

About one individual in four possesses a random Extraordinary Ability Enchantment Power of no better than Good sort, but this does not convey the general Ability from which it is drawn. The Power can be activated usually once per day only, and it does not require either a memory tablet or AEPs, but is innate to the individual Kobold. Such Powers activate unfailingly except on a d% result of 00. These are generally "trickster" Kobolds, although the chief or chieftainess of a community of these creatures will also have this capacity.

Kobolds get on passably well, at times, with the fair Alfar sort, but are not compatible with the larger, and generally more stolid, members of their own, neutral kinds—Gnomes and Dwarves. They think Dummies, Boggarts, Trollkin, and Trow quite amusing, if untrustworthy chaps. Kobolds love to bedevil Oafs and even Orcs, but all of the big and really dangerous races of malign, mixed, and vile Alfar are wisely avoided.

A Kobold community will have a treasury of from \$100-\$1,000 per inhabitant in coins and other valuables (crystals, ivory, objects d'art, etc.), and there is a 50% chance each for 1-4 Very Minimal, Minimal, Low Moderate, and/or Moderate and a 10% chance each for 1-3 Good, 1-2 Very Good, one Strong, Very Strong, and/or Major Extraordinary object.

Ordinary Kobold

Appearing: About 75% of the combatant total

H: 21-30

P: 36-45

S: 15-17

Attack: An ordinary Kobold will use any one of such type weapons as a club, hammer, hand catapult, hatchet, mallet, sickle sling, etc., plus a secondary weapon such as a dagger, knife, etc.

Defense: An ordinary Kobold has 8 to 10 points of armor due to garb, size, and speed, and a Minimal Preternatural energy (4 points) that conveys protection against even Supernatural Harm.

Wealth: In contemporary terms, is in the range of \$300-\$1,200. There is a 10% chance each for 1-2 Very Minimal, one Minimal, and/or one Low Moderate Extraordinary object.

Kobold Trickster

Appearing: 25% of the total combatant population

H: 22-40

P: 31-60

S: 16-18

Attack: A trickster has an Enchantment Ability Power, plus any one of such type weapons as a club, hammer, hand catapult, hatchet, mallet, sickle sling, etc., plus a secondary weapon such as a dagger, knife, etc.

Defense: A trickster has 9 to 11 points of armor due to garb, size, and speed, and a Minimal Preternatural energy (4 points) that conveys the protection against even Supernatural Harm.

Wealth: In contemporary terms, is in the range of \$505-\$1,000. There is a small (20%) chance each for one Very Minimal, Minimal, and/or Low Moderate, and a very small (10%) chance each for one Moderate, Good, and/or Very Good Extraordinary object.

Kobold Chief/Chieftainess (also prince and princess)

Appearing: 1 of each (4 total) in a community

H: 32-50

P: 46-65

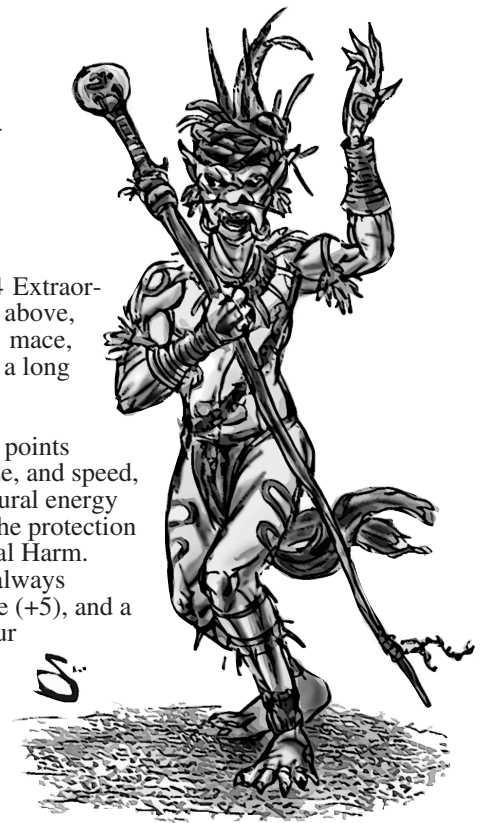
S: 17-19

Attack: A chief has 2-4 Extraordinary Powers as noted above, plus weapons such as a mace, cleaving sword, etc. and a long dagger.

Defense: A chief has 12 points of armor due to garb, size, and speed, and a Minimal Preternatural energy (4 points) that conveys the protection against even Supernatural Harm.

A Kobold chief will always have maximum Physique (+5), and a chieftainess will have four Extraordinary Powers.

Wealth: In contemporary terms, is in the range of \$7,000-\$10,000, triple that in crystals and gems, quintuple that in jewelry. There is a 50% chance each for 1-4 Very Minimal, 1-4 Minimal, 1-3 Low Moderate, and/or 1-2 Moderate and a 10% chance each for one Good, one Very Good, one Strong, and/or one Very Strong Extraordinary object.



Essentials

Leopard

Appearing: 1

H: 40-45

P: 45-50

S: 19

Attack: A leopard can strike with its paws for 1-10 +1-12 (variable) Harm, and bite for 1-20 +1-6 (variable) Harm.

Defense: 7 points of armor due to speed and dodging ability.

Leprechaun

Appearing: 1-20

H: 41-70

P: 51-80

S: 21-26

Attack: Leprechaun weapons typically include a sling (30'/60'/120'), small spear, and/or small dagger that inflict 1-12 Harm +13-16 Extraordinary Harm bonus bypassing all armor.

Defense: Garments, natural size and speed, and magical armor combine for an average 16 points of protection, with a magical protection of 8 points against all Harm, including that which normally bypasses armor of the Supernatural Extraordinary sort.

In addition, these creatures have Extraordinary Powers that enable them to do such things as block harmful Powers aimed at them, disappear physically, duplicate the form of small, nearby (harmless) objects, float, fly, create a light flash, become immaterial, teleport themselves, and cause objects to appear and vanish. These are detailed hereafter:

Block Harmful Powers: Powers aimed at a Leprechaun are 70% likely to be blocked. A successful check by the Leprechaun means that the Power fizzles, with a 7% (01-07) chance that the Power backfires on the activator. This Power is always active as long as the Leprechaun is conscious.

Disappear Physically: The Leprechaun becomes invisible in one second, and it can remain so until it physically attacks or activates another Power directed at some target—in which case, it instantly becomes visible. This Power can be used three times per day.

Duplicate Form: The Leprechaun can at will, in 1 ABC, duplicate an object. It may create 2-5 images of its own person, or else of some inanimate object that is in sight and no larger than itself. Duplicate objects behave as if they were the original. Duplicate images do not actually have attacks, however, although they can seem to be attacking, for they can do whatever the actual Leprechaun does, even though it might be invisible. Otherwise, the duplicates stand and taunt, appear menacing, scatter in all directions, etc. This Power can be used once per day.

Float: The Leprechaun can, in one second, rise up to three feet above the surface of the ground and float. It can rise or descend at a rate of three feet per second. Note that this can be done while invisible. This Power can be used as frequently as desired.

Fly: The Leprechaun can, in one second, rise up to three feet above the ground and fly. It can continue to fly at a rate of 15 feet per second or descend at such rate. Note that this can not be done while physically invisible, but it can fly when in non-material form. This Power can be used once per day for as long as flight is desired.

Light Flash: The Leprechaun can, in one second, cause a blinding flash of light to surround its person. All creatures with visual organs open, functioning, and directed towards the Leprechaun's locale are instantly blinded. Normal sight returns in 1 ABC. Creatures with particularly keen vision are blinded for 2 ABCs. This Power can be used once per day.

Become Non-material: The Leprechaun can, at will, become non-material (a spirit creature) in 1 ABC, or become material again in a like period. When non-material, it can not use physical items, nor can it use Powers other than flying when so changed. This Power can be used twice per day (becoming material not counting as a use).

Transport: At will, instantly, a Leprechaun can self-teleport to any known location, or in which is a well-known object or individual. This Power can be used twice per day.

Make Objects Appear: The Leprechaun can, at will, instantly apport any object of up to about one cubic foot in volume, or 10 pounds weight, whichever is the greater measure. This Power can be used twice per day.

Make Objects Vanish: The Leprechaun can, at will, instantly teleport any object of up to about one cubic foot in volume, or 10 pounds weight. A fixed or firmly held object will be difficult to teleport. This Power can be used once per day.

When threatened with defeat or death, a Leprechaun can, in one second, disappear in a cloud of smoke, returning to its own "house" in another dimensional plane. From there, however, it cannot return for a full day after fleeing.

The Leprechauns are denizens of a parallel world with different physical laws. These "wee folk" are pretty much the same as depicted in fable and myth. They are smart—sometimes too clever for themselves—and love practical jokes. They are avaricious, with a touch of maliciousness, when dealing with anyone seeking to cross them.

A Leprechaun can spot any kind of Extraordinary thing in a flash, and it can't be fooled by anything short of a really potent enspellment of a grade of Strong or better.

It can spot a fake, or create one that is nearly undetectable.

It knows goods and prices to a farthing.

It loves to fool humans and pull pranks.

If somehow bested, a Leprechaun will give over a treasure valued between \$1,100,000 and \$4,000,000 in gold and jewels, plus an assortment of 1-10 Extraordinary items of random grade (1-12)...or at least promise such. If the Leprechaun has no choice but to yield the treasure, it will seek to regain this lost wealth, with interest, from the offending party, and its friends will likely assist.

Lion

Appearing: (various #)

H: 65-70

P: 40-45

S: 16

Attack: A lion will strike with its paws for 1-12 +2-16 (variable) Harm, and bite for 3-20 +2-12 (variable) Harm.

Defense: 4 points of armor protection.

The lioness of this species is somewhat different, and the statistics are shown on the general listing. As lions are both solitary and pack (pride) animals, with group sizes varying greatly, no range for the number encountered can be given. An encounter might be with one, two, or as many as three males, and a up to a dozen mature females, along with several near-mature juveniles.

Living Dead (General)

Those unfortunate souls that have been denied their final repose, most often via unknown arts arcane, and Extraordinary, are known as the Living Dead. It is most difficult to destroy any kind of living dead entity because of the unholy energy that motivates it, and the stronger the kind, the more that must be done to rid the world of its presence.

Note that no living dead can ever enter a place that is Theurgically sanctified to benign ends, or one that has been actually consecrated and hallowed, and remains so, not having been defiled or profaned. To do so inflicts one point of Harm per second while on, or in, such a place. If reduced to zero Health, the living dead being is absolutely destroyed.

Cunning Living Dead

Greatest in energy are the cunning living dead. They not only have wills of their own, but they have a cleverness, sinister mental powers, and unholy cunning that enables them to plague mankind. Not all living dead of this type chose their state, but no matter the circumstances, each is bent on making humanity into cattle to be used most foully. The cunning living dead move amongst men, and against them, desiring to keep the species alive only as servants and prey. No matter the kind, all cunning dead are able to mask their true appearance through the unholy power that fills them. To the observer, any of these might seem a normal, or even highly attractive, person. One is listed here, although many more types exist.

Peccant

Appearing: 1+

H: 185-230

P: 61-80

S: 18-21

Attack: Any weapon to which the creature lends its unholy Extraordinary power inflicts an additional 17-20 points of Harm when it scores a blow.

Powers

- 1: A peccant can immobilize, by force of will, any individual human or humanoid concentrated on for a three second period. The subject will be held rigid until the peccant frees it, or the victim is touched by someone with Theurgy Ability and given release.
- 2: A peccant can leech Health permanently from a human or humanoid by touch, disregarding any and all forms of armor. This touch draws off 6-8 points and adds them to the creature's Health.
- 3: A peccant can shape-shift, in one second, into any desired form of human, humanoid, or roughly man-sized animal of any sort—including even a giant condor. This change of form does not affect its Health, and any new form taken has the same attack capacities of the peccant, regardless of shape.
- 4: A peccant can become immaterial in one second, and remain so for as many minutes as it has Speed Base Rating. It is able to move at a normal rate while thus altered, but is unable to carry anything not worn as clothing.
- 5: A peccant can, instantaneously, do a Speed burst enabling movement or attack at twice the normal rate for one ABC. This allows the peccant to escape extreme danger, attack one opponent twice, or attack two foes once each.
- 6: A peccant can command, and call to assist, from up to one mile distant, 1-3 moriants and 5-8 animorts, which will answer the call at double their normal movement rate.
- 7: A peccant can command up to four persons by speaking, when within its own sanctum, and those failing an avoidance check against four times their Speed BR are then without volition—they do not attack or flee, and are compelled to obey simple commands such as "Come," "Leave," "Stand," etc.

All of these creatures have normal Abilities, and some few likewise manage to retain Extraordinary Abilities and the Powers and other capacities attendant thereto.

Anti-Powers Checks

- 1: A devotional object, when held by an individual, adds a bonus of 20 to his or her target number to enable resistance to a command. If such an object is touched to a peccant, it inflicts 17-20 points of Harm, but this Harm is only a temporary loss (being regained in one AB). The touching of the object also prevents shape-shifting for a full AB.
- 2: A mirror placed to reflect the gaze of the peccant removes its power to immobilize its foes for 2 full ABs.
- 3: Grain (representing life and fertility) such as wheat or rice sprinkled in the path of an immaterial peccant prevents passage across the area, as does running water not spanned by a bridge of some sort.
- 4: Contact with a large amount—at least six ounces—of mint prevents a peccant from doubling its movement or attack rate, making this impossible for a full one minute thereafter.
- 5: Consecrated water in a three-ounce volume, or consecrated oil in a one-ounce volume, causes 6-8 Harm to a peccant, disregarding the creature's Extraordinary protection. This loss is recovered at 1 point per day.
- 6: Direct exposure to the rays of the sun causes 13-16 points of Harm to a peccant for each ABC it is exposed, but only if the creature is absolutely naked.

Defense: Only non-metallic normal armor can be worn by a peccant, but the unnatural evil energy of this thing provides a continuous 9 points of armor protection against all attacks of any sort, including those aimed at the living dead, including when it is in any other material form, but not when immaterial and normally invisible.

The malign energy of the peccant restores the thing to an unharmed state in a very short time unless it is completely destroyed. After seemingly being "killed," the unholy energy of the thing begins to mend Harm, and restores 10 points of Health each second after its Health has reached zero or less. No amount of dismembering or the like will prevent its restoration, except as detailed below. When it has regained full Health, it will arise and be fully able once again.

To destroy a peccant, its head must be severed, the head and body sprinkled with consecrated oil or consecrated water, and thereafter both must be burned by acid, immersed in pure running water, be placed in the cleansing rays of the sun (or its equivalent) for a full 10 minutes, or the remains enclosed in a hallowed and sanctified container then burned to ashes.

A peccant is the most potent and vile of all once-human monsters. This thing has used the most disgusting of Supernatural means to create itself before natural death occurred, and thus attained its living dead state. It is shielded as to be free to move about in sun or dark, impersonate a living human, and dwell amongst its prey without fear of discovery. It can alter its appearance and size as it chooses, appearing male or female, plain or pretty, child or adult—as well as shape-shift. It feeds upon the life force of humans, drawing off Health slowly; the victim weakens and dies over the course of days or even weeks. Seen as it truly is, the peccant is a horridly diseased and bloated creature with a long proboscis terminating in a lamprey-like end, and eyes that flame red-purple.

Free-willed Living Dead

These types of living dead are intermediate in power. They have wills of their own, although some were certainly brought to their unspeakable state through no fault of their own. Whether by their own evil, or brought to such state by some malign force, all are now inimical foes of what is good, clean, and truly alive. The bestial thoughts and vile minds of these things seem fixed on wreaking havoc on all that flourishes under sun and sky.

Essentials

Balewretch

Appearing: 1-3

H: 36-45

P: 36-45

S: 9-12

Attack: A balewretch attacks with its fist for 1-10 +8 Harm (bonus bypasses armor) and a kick for 1-10 +12 Harm (bonus bypasses armor). A result of 10 on a Harm roll indicates the opponent is stunned for 1 ABC, and 2 ABCs if both attacks succeed.

Defense: An unnatural energy provides 12 points of armor protection against all attacks, except those of blessed oil/water or Extraordinary power.

Consecrated water in a three-ounce volume, or consecrated oil in a one-ounce volume, causes 1-2 Harm to a balewretch, disregarding the creature's Extraordinary protection. This loss is recovered at the rate of 1 point per day.

Unless the head of the balewretch is severed, it will, by virtue of its malign energy, restore itself to an unharmed state. After seemingly being killed, the unholy energy of the thing begins to mend Harm, restoring 1 point of Health each second after Health has reached zero or less. If the head is within a ten foot radius of the body, and is not impeded, it will roll to the body and rejoin, thus enabling the restoration to commence. The newly-severed head must be physically kept away from the body for one minute for the creature to be destroyed.

A balewretch is a gaunt and cadaverous thing with dark, leathery skin, long, lank hair, and a hideous visage that leers in delight as the creature feeds on the fleeting life energy of the victim it is killing.

Ghoul

Appearing: 1-3

H: 22-32

P: 36-45

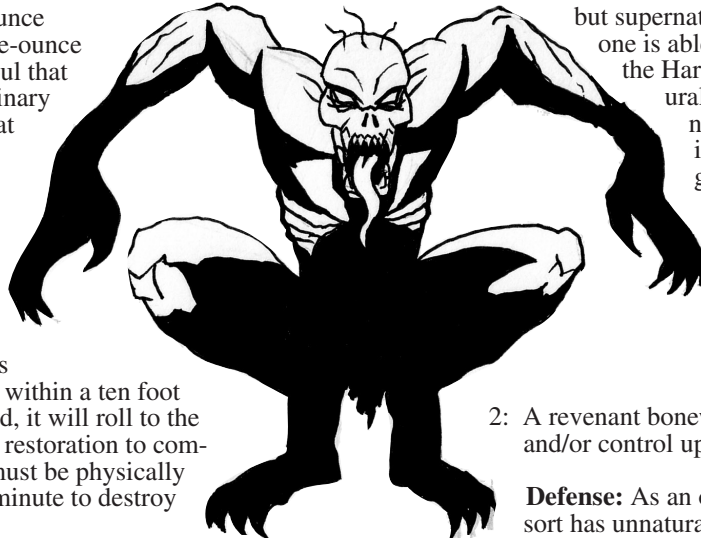
S: 12-15

Attack: A ghoull will use its nails to inflict 1-12 +10 Harm. It will also bite for 1-12 Harm plus VT (10% chance of VT bypassing armor if the opponent has a buckler or shield and has half armor, or has full armor; 50% chance if only half armor and no buckler or shield is used against the attack). The VT slows the victim by 3-5 points of Speed Base Rating for one minute (20 ABCs).

Defense: An unnatural energy provides 10 points of armor protection against all attacks, except those of blessed oil/water or Extraordinary power.

Consecrated water in a three-ounce volume, or consecrated oil in a one-ounce volume, causes 1-2 Harm to a ghoull that disregards the creature's Extraordinary protection. This loss is recovered at the rate of 1 point per day.

Unless the head of the ghoull is severed, it will, by virtue of its malign energy, restore itself to its unharmed state. After seemingly being killed the unholy energy of the thing begins to mend Harm, restoring 1 point of Health each second after Health has reached zero or less. If the head is within a ten foot radius of the body and not impeded, it will roll to the body and rejoin, thus enabling the restoration to commence. The newly-severed head must be physically kept away from the body for one minute to destroy the creature.



A ghoull is a twisted, once-human monster with skin of yellow ochre hue, a hyena-like muzzle and jaws, and thick, spaded nails for digging and clawing. It subsists on the flesh of human and humanoid corpses.

Moriant

Appearing: 1 or 1-2 (25% chance)

H: 46-55

P: 46-55

S: 10-13

Attack: A moriant has a stare of Extraordinary force that automatically inflicts 3-5 Harm that ignores any protection. It also may use a two-armed grasp, immobilizing an opponent and inflicting 1-12 +1-20 additional Harm.

Defense: An unnatural energy provides 14 points of armor protection against all attacks, except those of consecrated oil/water or Extraordinary power.

Consecrated water in a three-ounce volume, or consecrated oil in a one-ounce volume, causes 1-2 Harm to a moriant that disregards the creature's Extraordinary protection. This loss is recovered at the rate of 1 point per day.

Unless the head of the moriant is severed and burned, it will, by virtue of its malign energy, restore itself to its unharmed state. After seemingly being killed the unholy energy of the thing begins to mend Harm, and restores one point of Health each second after Health has reached zero or less. If the head of a moriant is not destroyed, the body is still able to restore itself—the severed head will re-materialize atop the body. A newly-severed head must be burned by flame or acid to destroy the creature.

A moriant is a death-pale and horribly ugly thing that most resembles the corpse of a being steeped in the vilest of evil, now alive again with an insane desire to slay, as it cruelly brings slow and painful death to a victim so that it might batten on the terror of the doomed.

Semi-Cunning

Revenant Bonewalker (Semi-cunning Living Dead)

Appearing: 1+

H: 46-85

P: 31-60

S: 9-14

Attack: A revenant bonewalker can launch two preternatural bone darts that inflict a minimum of 7 and a maximum of 20 (plus usual bonuses for a 20) Harm disregarding all but supernatural armor/protection. In addition one is able to employ any striking weapon, the Harm delivered thus +5 due to unnatural negative energy from the revenant bonewalker. A giant-sized one is able to employ weapons of great size with commensurate harm range.

Powers

- 1: A revenant bonewalker can create up to four animated skeletons of animals and command them to stand, move, or move and attack.
- 2: A revenant bonewalker can create and/or control up to 6 bonewarriors (q.v.).

Defense: As an ordinary bonewalker, a revenant sort has unnatural energy that provides 14 protection against most attacks, 7 against blunt (shock

Harm) weapons and acid. Consecrated oil/water (3-5 permanent Harm when hitting in 1/3-ounce volume) and Theurgy Ability Powers specific to the living dead have full effect and disregard the unnatural energy protection. However, a revenant bonewalker is able to wear half armor of any sort, from cloth through full plate so as to gain 3, 5, 7, or 9 added points of protection.

Unless the revenant bonewalker is so harmed as to be at a negative 10 (-20) or lower Health, the unnatural energy that fills it will cause the creature to regain power. After seemingly collapsing and being destroyed, having been reduced to a zero to negative nine (-9) Health, the evil force begins restoring 1 point of Health each one second realtime thereafter, until the Health Base Rating has reached its full state, at which point the creature arises and functions again.

Certain of the living dead skeletal remains, typical and unusual bonewalkers as it were, are allowed to retain the spirit of their former living person if they were sufficiently wicked so as to please the malign nether being that is lord of the evil deceased. That deity will imbue the select deceased skeleton with energy and return the spirit in altered form, to the remains as a kind of punishment and reward. Thus the revenant bonewalker comes into being. The spirits of all such things are quite insane, of course, but now operating with evil cunning, and some hate-filled thought processes. Their existence is torture, as the spirit knows what normal life was like, must now exist as a skeleton quite unable to enjoy any of the pleasures of human life.

Unwilled Living Dead

The least powerful type of living dead are the unwilled sort, things with no thoughts and only an unholy desire to slaughter and destroy beings that are truly alive. The unwilled are created by arcane evil Extraordinary powers.

Animort (animate remains)

Appearing: 1+
H: 11-40
P: 11-30
S: 5-8

Attack: An animort can use the bony fingers of its hands to inflict 1-2 Harm plus VT 9-12 Harm that bypasses armor or other protection.

Defense: An unnatural energy provides 12 points of armor protection against all attacks, except those of consecrated oil or water, those with continuing Harm such as acid and fire, and Theurgy Ability Powers specifically attuned to affect the living dead.

Consecrated water in a three-ounce volume, or consecrated oil in a one-ounce volume, causes 3-5 Harm to an animort that disregards the creature's Extraordinary protection and restoration permanently.

Unless the animort is so harmed as to be at -30 or lower Health, the unnatural energy that fills it will cause the creature to regain power. After seeming to collapse, destroyed, the animating force begins restoring one point of Health each second thereafter, until the Health Base Rating has reached its full state, at which point the creature arises and functions again.

An animort is a decayed or mummified and foul-smelling corpse that has been given an unnatural vitality that manifests itself as a feral glow of sickly yellow in the eye sockets of the rotting head of the creature.

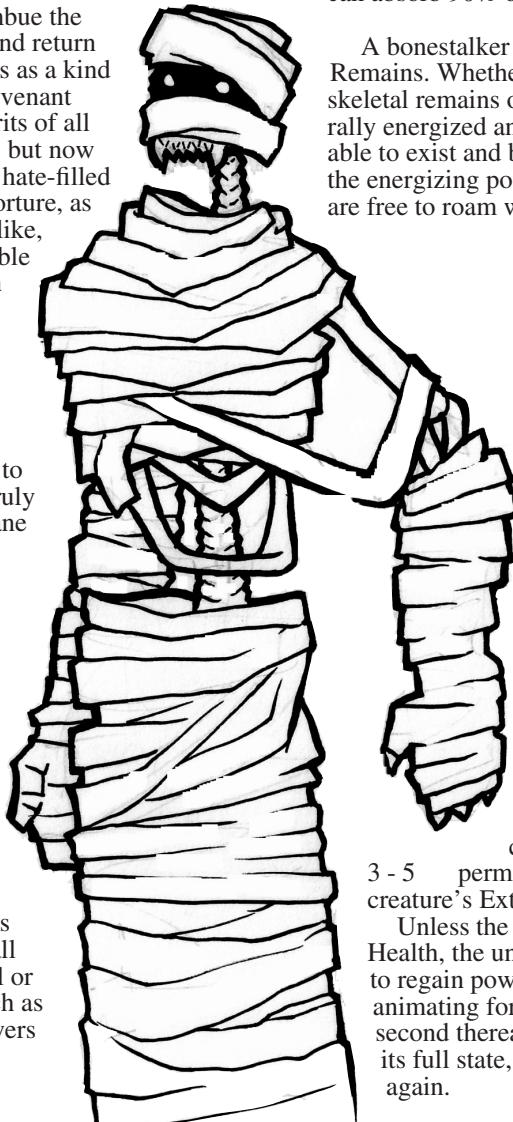
Bonestalker

Appearing: 1
H: 41-60
P: 50
S: 20

Attack: A bonestalker can strike twice with its finger bones for 9-12 Harm. A successful strike, regardless of actual Harm inflicted, chills and slows the victim by 25 percent. Four such hits paralyze the target for one AB.

Defense: A bonestalker's bones provide 4 points of armor, and it can absorb 90% of piercing Harm without damage.

A bonestalker is an aggressive form of Living Dead Animate Remains. Whether by curse or other Extraordinary means, these skeletal remains of a human or humanoid creature are Preternaturally energized and difficult to destroy. Some are self-willed, but able to exist and be active only in a relatively small area in which the energizing power for their existence has effect, and some few are free to roam widely.



Bonewalker

Appearing: 1+
H: 16-25
P: 26-35
S: 11-14

Attack: A bonewalker attacks with up to four Preternaturally created and projected bone darts that shoot to a six foot distance. Each dart inflicts 1-20 +3-5 Harm (bonus Harm disregards all except Supernatural armor).

Defense: An unnatural energy provides 16 points of armor protection against most attacks, but only 8 points of protection against blunt (shock-Harm only weapons) attacks and acid. Consecrated oil/water and Theurgy Ability Powers specifically attuned to affect the living dead have full effect, and disregard the protection.

Consecrated water in a three-ounce volume, or consecrated oil in a one-ounce volume, causes 3 - 5 permanent Harm to a bonewalker that disregards the creature's Extraordinary protection and restoration.

Unless the bonewalker is so harmed as to be at -20 or lower Health, the unnatural energy that fills it will cause the creature to regain power. After seeming to collapse, destroyed, the evil animating force begins restoring one point of Health each second thereafter, until the Health Base Rating has reached its full state, at which point the creature arises and functions again.

A bonewalker is a human or humanoid skeleton that is invigorated by a force drawn from an unspeakable sphere, and this manifests itself in both a glow of disgusting green emanating from the eye sockets, and by a Preternaturally-detectable shimmer of energy that surrounds the bare bones.

Bonewarriors (General)

The bonewarrior is a human or humanoid skeleton that is invigorated by force drawn from an unspeakable sphere, and this

Essentials

manifests itself in both a glow of a lambent, rotten yellow-gray emanating from the eye sockets of the skull and by a preternaturally detectable shimmer of energy surrounding the bare bones. It differs from the bonewalker as detailed hereafter.

One such living dead creature is created by an Augur Order individual possessing both the Ritual of the Living Death and the special Animate Bonewarrior Spell given following the description of the creature itself. Otherwise they can be created by a revenant bonewalker, such a living dead monster being capable of creating and controlling up to six bonewarriors from skeletal remains that are within 10 feet of the revenant bonewalker at the time, this capacity enabled by the malign negative energy imbued into the living dead thing by the deity creating it. If a revenant bonewalker's bonewarriors are destroyed, these can be replaced at the rate of one per 24 hours, assuming the skeletal remains are available to do so.

Bonewarrior

Appearing: 1 or more

H: 26-35

P: 36-55

S: 12-15.

Attack: By weapon type plus preternatural Harm of 3-5 points disregarding all except Supernatural protection.

Defense: Unnatural energy provides 5 armor protection against all attacks save as noted hereafter, plus armor worn will provide additional normal protection according to the type of armor the bonewarrior wears, shield included.

Weapons inflicting penetration Harm will only affect the bonewarrior to a maximum of one (1) point when armor is exceeded or bypassed; but those doing shock Harm, as well as acid, inflict whatever Harm is indicated after protection and armor and shield protection are exceeded or bypassed; consecrated oil/water and Theurgy Ability Powers specifically attuned to affect the living dead have full effect disregarding the protection.

Consecrated water in three-ounce volume, or consecrated oil in one-ounce volume causes 3-5 permanent harm to a bonewarrior, disregarding the creature's Extraordinary protection and restoration.

Unless the bonewarrior is so harmed as to be at a negative 10 (-10) or lower Health, the unnatural energy that fills it will cause the creature to regain power. After seemingly collapsing and being destroyed, having been reduced to a zero to negative nine (-9) Health, the evil force begins restoring 1 point of Health each one second realtime thereafter, until the Health Base Rating has reached its full state, at which point the creature arises and functions again.

Living Dead, Monstrous (Spirit & Material)

Monstrous Living Dead are akin to Cunning Living Dead but are less like the humanoids from which they were once created. They are far more 'monster-like' and are also more difficult, as a result, to lay to their final rest. Their unnatural existence has lent them power outside of the evil energy that animates the Cunning Living Dead.

Bruholaki (General)

This is a vampire-like monster which is able to send forth its spirit from the grave. The spirit can then materialize and assume human form and attack as would a weak vampire. Each feeding succeeds in adding to the buried monster's unnatural energy, making it stronger, so that when one has devoured 13 victims it can arise physically from its grave and become a powerful, fully able monster. Such arisen bruholaki are unable to go out in the day, but are able to roam freely on very dark nights where there are heavy clouds or no moon.

In spirit form, the creature can materialize to appear as a gaunt and cadaverous human. However, in arisen form, the bruholak is even more horrid in true appearance, looking like a decayed and mummy-like corpse upon whose flesh small parasites feed as the outer layer of flesh rots and is replaced by unnatural growth from within.

Bruholak (materialized spirit)

Appearing: 1 (more may appear)

H: 22-36

P: 46-55

S: 10-13

Attack: 2 per ABC (see Powers below).

Powers

- 1: A bruholak can immobilize a subject for 1 ABC by successful touch.
- 2: A bruholak can attack by biting for 1-12 Harm. A damage roll of 11 or 12 indicates an automatic 1-12 Harm per ABC—the bruholak remains latched onto the victim—until the victim is dead or the bruholak is destroyed.
- 3: A bruholak can instantaneously dematerialize to sink into the ground and escape.

Defense: Preternatural malign energy provides 10 points of protection against attacks of any sort.

Anti-PowersChecks

- 1: A devotional object or knife of pure silver, when touched to a bruholak, inflicts 9-12 points of Harm, but only temporarily, as this loss is regained in one hour. A silver knife blade thrust into the ground forces any bruholak within seven feet of it to dematerialize and return in spirit form to its buried body, and it must remain there for one hour before rising again.
- 2: Consecrated water in a three-ounce volume, or consecrated oil in a one-ounce volume, causes 3-5 Harm to a bruholak, such Harm being a permanent loss of Health/Freewill.
- 3: Direct exposure to sunlight causes 21-25 Harm to a bruholak for each ABC it is exposed.

The malign energy of the bruholak is such that it will regenerate to full Health/Freewill if its material form is not completely destroyed. After seemingly being killed, the unholy energy of the thing begins to mend Harm, and restores five points of Health/Freewill each minute realtime after the materialized form is destroyed. No amount of dismembering of the materialized body will affect the lichlight-like material form hidden underground.

To destroy a bruholak, the living dead corpse must be dug up, its head severed, and then the head and body both burned by acid or fire. It may instead be placed under the cleansing rays of the sun or its equivalent, for three full minutes.

Bruholak, volitant (arisen)

Appearing: 1+

H: 35-60

P: 61-90

S: 15-18

Attack: The volitant bruholak has two attacks per ABC. One can be with a weapon, to which the creature lends its unholy energy and inflicts an additional 13-16 Harm when it succeeds in an attack. It can also use its Powers to attack.

Powers

- 1: A bruholak can immobilize a subject with a successful touch. The victim is then held rigid until the bruholak frees it by a second touch, or the victim is touched by a someone

with Enchantment or Theurgy Ability and given release via a Power activation.

- 2: A bruholak can drain temporarily 1-10 points of Precision (and thus Weapons Ability in the same number) from up to four human or humanoid individuals who are in the creature's sanctum area and do not succeed in an avoidance check against twice Speed Base Rating. The Precision lost is recovered after one hour has elapsed, unless zero Precision is reached.
- 3: A bruholak can leech Health by successful touch, disregarding any and all forms of armor/protection. This touch draws off 3-5 Health points, and adds those points to its own Health immediately.
- 4: A bruholak can shape-shift, in one second, into the form of a huge worm, and regains all lost Health, but has only one-half Precision and Speed capacities. While in worm-form, it attacks with a bite for 9-12 Harm plus VT of 17-20 Harm (VT bypasses buckler or shield and half armor, or full armor, 10% of the time, and bypasses half armor 50% of the time). As a worm, movement is slow but does permit travel through spaces as small as one foot in diameter, up and along walls, and even across ceilings.
- 5: A bruholak can shape-shift in one-second into the form of a giant Guard Dog. This change does not affect its Health, and the new form taken has the same Speed and Precision as the bruholak. The creature can only attack as a guard dog of four times normal size, double attack and Harm.
- 6: A bruholak can become semi-material in one ABC and remain so for as many minutes thereafter as it has Speed Base Rating. It is able to move at normal rate while altered, but is unable to carry anything not worn as clothing.
- 7: A bruholak can, by fatal leeching of Health or Precision (zero Precision meaning the individual is mindless), create a bruholak (spirit) from a victim which must materialize and obey the original if it is within one mile.
- 8: A bruholak can command, and call to assist, from up to one mile distant, 3-12 bonewalkers that will answer, if able, and move at double normal rate to reach the bruholak.
- 9: A bruholak can command up to four persons by speaking, when within its own sanctum. Those failing an avoidance check against Speed BR are then without volition—they do not attack or flee, and are compelled to obey simple commands such as "Come," "Leave," "Stand," etc.

Exceptional bruholaki can have one or more normal Abilities, and some rare few of those likewise manage to retain Extraordinary Abilities and the Powers and other attendant capacities.

Anti-PowersChecks

- 1: A devotional object, when held by an individual, adds a bonus of 30 to the target number to enable resistance to a command. If the object is touched to a bruholak, it inflicts 13-16 Harm, but only temporarily. The loss is regained in 12 seconds. The touch prevents shape-shifting for a full 12 seconds.
- 2: A mirror placed to reflect the gaze of the bruholak removes its power to immobilize foes for a full 24 seconds.
- 3: Exposure to bright light equal to full sunlight forces a semi-material bruholak to flee to its barrow, as does contact with iron filings, the ringing of a silver bell, or the crowing of a rooster.
- 4: Contact with a large amount—at least six cloves—of garlic destroys its VT capacity for one full day.
- 5: Consecrated water in a three-ounce volume, or consecrated oil in a one-ounce volume, causes 3-5 permanent Harm to a volitant bruholak that disregards the creature's Extraordinary protection and restoration.
- 6: Direct exposure to the rays of the sun causes 17-20 Harm to a bruholak each ABC. This assumes that some portion of its skin is exposed to the sun's rays. Light nearly equal to sunlight inflicts 9-12 Harm, likewise.

Defense: No armor other than cloth sort can be worn by a bruholak, but the unnatural evil energy of this thing provides a continuous 14 points of armor protection against attacks of any sort, including those of Extraordinary nature.

The malign energy of the bruholak restores the thing to an unharmed state in a very short time, unless it is completely destroyed. After seemingly being 'killed', the unholy energy of the thing begins to mend Harm, and restores six points of Health each second after Health has reached zero or less. No amount of dismembering or the like will prevent its restoration, except as detailed below. When it has regained full Health, it will arise and be fully able once again.

To destroy a bruholak, a wooden stake of at least one inch diameter must be driven through its heart. The head of the bruholak must be severed, a consecrated object placed within its mouth, and then the head and body sprinkled with consecrated oil or water. Thereafter, both the head and body must be burned by fire, or be placed into the cleansing rays of the sun (or equivalent) for a full six minutes.

Nosferatu (General)

This is a vampiric monster capable of withstanding full sunlight as long as its body is covered in heavy clothing and its head covered with some sort of like protection, with the face so shaded as to prevent the sun from striking its flesh. In sunlight or in any very bright illumination, however, the creature lacks its full Extraordinary capacities, being able only to use weapons, and then without its Physique Ability addition.

The nosferatu is a tall, slightly hunch-backed figure of a man or woman. It is always bald of head, beady of eye, and horribly ugly to behold, with huge, protruding rat-like incisor fangs—which it inflicts its death-dealing bites—evident the moment the mouth is opened.

Nosferatu

Appearing: 1

H: 56-75

P: 51-70

S: 14-16

Attack: A nosferatu has two attacks per ABC, one of which can be with a weapon (+10 Harm for Physique), and a bite for 1-8 +6-8 Harm (bonus bypasses armor). A nosferatu might also use Powers as described below.

Powers:

- 1: A nosferatu can immobilize a victim with a bite. A Harm roll of 8 indicates the VT paralyzes the victim instantly, and the paralysis lasts for 2-5 hours.
- 2: A nosferatu can leech Health at a rate of 9-12 points each ABC after biting a victim. All such points of Health accrue to the nosferatu, even if these points are such as to exceed its normal Health Base Rating. All excess points drain away at the rate of 1-3 points per hour.
- 3: A nosferatu can shape-shift once per day, in one second, into the form of any human or humanoid of the same size (+/-10). This change of form does not affect its Health, Precision, Speed, or any Abilities or capacities. It is able to retain this form for one to three hours realtime.
- 4: A nosferatu can convey, by physical touch, a disease that links the victim to the nosferatu. The disease then drains 1 point of Health each day from the victim and conveys to the nosferatu a like gain in Health (just as does physical draining of blood detailed in #2 above).
- 5: A nosferatu can, by fatal bite, create a nosferatu of 10 percent of the original's statistical strength and without any Powers. It will grow stronger at the rate of 5 percent per victim it kills, and Powers will accrue one at a time (at 50% to 100% of full nosferatu stats).

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- 6: A nosferatu can command, and call to assist, from up to one mile distant, 1-3 werebeasts (most likely lupine), and/or 1-8 ghouls, and/or 2-12 wild dogs or wolves—all of which will come at double movement rate.
- 7: A nosferatu can command a person by speaking, when within its own sanctum, and if that individual fails an avoidance check against four times Speed BR, he is then without volition—he does not attack or flee, and is compelled to obey simple commands such as “Come,” “Leave,” “Stand,” etc.

Nosferatu have one or more normal Abilities, and some rare few of those likewise manage to retain Extraordinary Abilities and the Powers and other capacities attendant thereto.

Anti-PowersChecks

- 1: A devotional object, when held by an individual, adds a bonus of 10 to his or her avoidance check to enable resistance to a command. If the object is touched to a nosferatu, it inflicts 6-8 points of Harm.
- 2: Exposure of bare flesh to bright light equal to full sunlight inflicts 3-5 points of Harm and automatically reverses any shape-shift to the true form of the creature.
- 3: Contact with silver, or the ringing of church bells within 100 yards distance of a nosferatu, negates its capacity to retain disease links or to create new nosferatu for one hour.
- 4: Contact with a large amount—at least six cloves—of garlic destroys its VT paralysis capacity for one full day.
- 5: Consecrated water in a three-ounce volume, or consecrated oil in a one-ounce volume, causes 6-8 points of Harm to a nosferatu that disregards the creature’s Extraordinary protection. This loss is recovered at the rate of 1 point per day.
- 6: A consecrated wafer thrust into the mouth of the creature inflicts 17-20 points of Harm that disregards the creature’s Extraordinary protection, and destroys its VT paralysis capacity for one full day. The loss is recovered at the rate of 1 point per day.

Defense: No armor other than cloth or leather sort can be worn by a nosferatu, but it’s unnatural evil energy provides a continuous 8 points of armor protection against attacks of any sort, including those of Extraordinary nature.

The malign energy of a nosferatu restores the thing to an unharmed state in less than a day’s time, unless it is completely destroyed. After it’s Health has reached zero or less, the unholy energy of the thing begins to mend Harm, and restores five points of Health each hour thereafter. No amount of dismembering or the like will prevent this restoration, except as detailed below. When it has regained full Health, it will arise, fully restored.

To destroy a nosferatu, a wooden stake of at least one-inch diameter must be driven through its heart. The head of the nosferatu must be severed, consecrated wafers placed within its mouth, and then its head and body sprinkled with consecrated oil. Thereafter, both the head and body must be burned by fire.

Manimalia in General

Just as unnatural humans that resemble animals—the besti-
alia—were created by a madman wielding some ancient malign Supernatural power, so, too, were certain beasts made to resemble humans. These monstrous things, the manimalia, are of varying sort, so each kind is discussed separately below.

Wealth is not commonly accumulated on purpose, so anything discovered, whether money, valuables, or Extraordinary items, is there by chance accumulation.

Any group of more than the indicated number will have a pack leader with slightly higher Health and Precision statistics than the best indicated for a mature specimen of the type and a small added plus on attack Harm.

Manimalia, Immature

Drugulo

Appearing: 1-6 (mature)

H: 36-45

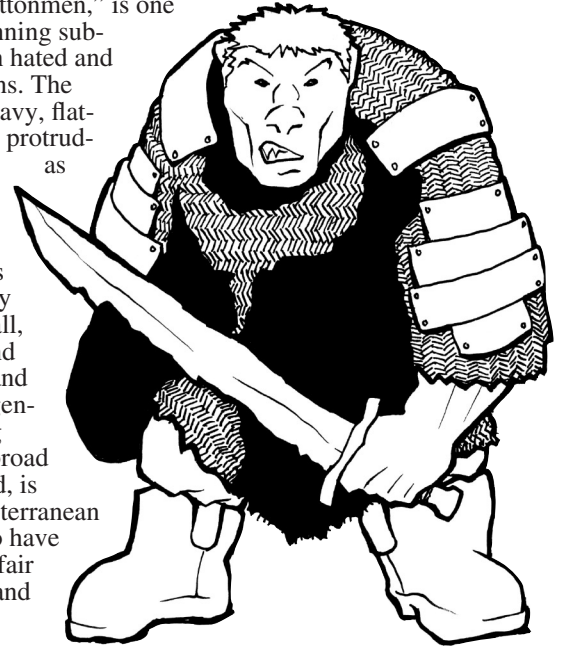
P: 31-40

S: 9-11

Attack: A drugulo may claw for 1-20 Harm or bite for 1-20 +4 Harm.

Defense: The furred hide provides 4 points of armor.

The humanoid race called drugulo, or “gluttonmen,” is one of the light-shunning subterraneans much hated and feared by humans. The drugulo have heavy, flattened skulls and protruding muzzles so as to appear vaguely glut-ton- or wol-verine-like. This is accentuated by beady eyes, small, high-set ears, and shaggy cranial and back hair. The general build, being round-backed, broad and short-legged, is adapted to a subterranean habitat. Drugulo have keen hearing, a fair sense of smell, and poor eyesight.



Drugulo, immature

H: 21-30

P: 16-25

S: 11-13

Attack: Immature drugulo can strike for 1-12 Harm, and bite for 1-20 Harm.

Defense: Its furred hide and speed account for 6 points of armor.

Gibbers

Appearing: 1-6 (mature)

H: 51-60

P: 36-45

S: 11-13

Attack: A gibber will bite, inflicting 1-12 +1-4 Harm, followed by a smashing arm blow for 1-20 +1-6 Harm.

Defense: Its hairy hide and speed make for 6 points of armor protection.

This species of manimal seems to be based on a previous crossing of the chimpanzee and the orangutan. It lives in both forest and subterranean habitats. Gibbers have distinctly human faces, opposable thumbs and great toes, and grow additional facial hair as might a human, save the color is a patchy brown and orange. Gibbers have human intelligence, but they are undoubtedly insane in human terms, and their general behavior often reflects irrationality in human or simian terms. They can walk and run upright, or use arms and legs to climb and travel as would a chimpanzee or orangutan. They have generally keen senses and are carnivores by preference, though able to exist omnivorously.

Gibber, immature

H: 26-35
P: 21-30
S: 14-16

Attack: A fanged bite inflicts 1-8 +1-2 Harm, and can be followed by a smashing arm blow for 1-12 +1-4 Harm.

Defense: A gibber's hairy hide and speed account for 8 points of armor protection.

Helovan

Appearing: 3-12 (Mature)
H: 21-30
P: 26-35
S: 13 on land/18 gliding

Attack: A helovan can bite for 1-2 Harm, plus VT Harm of 9-12 points (10% chance to affect target subject with full armor, 50% if subject wears only half armor).

Defense: A helovan's scaled skin and speed equate to 6 points of armor.

Helovan originated as a species of gliding lizard that was mutated to become larger and humanoid. As with many of the manimal species, the helovan resides in both forest and subterranean habitats. A typical specimen is between three and four feet tall, and has an enlarged skull, small mammalian ears, and feet that are ape-like, save for the reptilian claws for climbing.

The skin flaps between the limbs are retained, so a helovan can glide for 20 to 30 feet, and glide-dive further. It can travel bipedally when desired.

A helovan has strong cunning, and is a communal dweller that hunts in packs. The bite of the creature is venomous. A helovan has generally keen senses.

Helovan, immature

H: 11-20
P: 16-25
S: 15 on land/20 gliding

Attack: A fanged bite inflicts 1 Harm plus VT of 6-8 Harm (10% chance to affect target subject with full armor, 50% if subject has only half armor).

Defense: The scaled skin and speed account for 8 points of armor.

Ladybugs

The humanoid race called by the name "ladybugs" is perhaps the most cruel of all manimal jokes played on humans. How some insect was enlarged and intermixed with a warm-blooded mammal is beyond the ken of the most able wizard alive today.

There are three stages of life in this species. The egg, laid in a large amount of carrion (such as a human corpse) quickly hatches to a larva. This robust, many-legged creature quickly eats its way out, consumes what remains, and then, growing to some 10 foot length and able to climb walls and walk on ceilings, hunts for more prey. After a few months spent hunting and feeding, it spins a cocoon, pupates, and comes forth as an adult.

The major ladybug sensory capacity is that of feeling vibrations. The senses of adult ladybugs are otherwise all keen.

All adult ladybugs appear to be lovely, well-built human females—and all are of that sex, reproducing parthenogenetically. They are intelligent and disguise themselves to appear fully human if there is opportunity to prey on that species. Once circumstances are amenable, they attack the prey, slay it by draining blood and fluids, and then deposit an egg in the remains.

Ladybug, adult

Appearing: 1-2
H: 26-35
P: 46-55
S: 18-21

Attack: A ladybug will attack with a thoracic feeding tube that inflicts 1-12 Harm that always bypasses armor.

Defense: Speed and agility provide 8 points of armor for a ladybug.

Ladybug, larva

H: 46-55
P: 46-55
S: 8-11

Attack: A bite with huge, metallic mandibles inflicts 26-35 points of Harm.

Defense: A ladybug larva has bristled, leathery skin that provides 10 points of armor.

Musteel (General)

The humanoid race called musteel, the weaselmens, is another of the light-shunning subterranean races that are hated and feared by humans. They have flattened skulls and protruding muzzles, and appear strongly weasel-like.

The general build is thin, narrow, and slope-shouldered, adapted for a subterranean habitat. Coupled with rapid, sinuous motion, and large, protruding eyes, small, high-set ears, and short cranial hair, this species appears almost as if it were part weasel. Musteel have fair hearing and sense of smell, and excellent eyesight.

Musteel

Appearing: 1-6 (mature)
H: 21-30
P: 21-30
S: 17

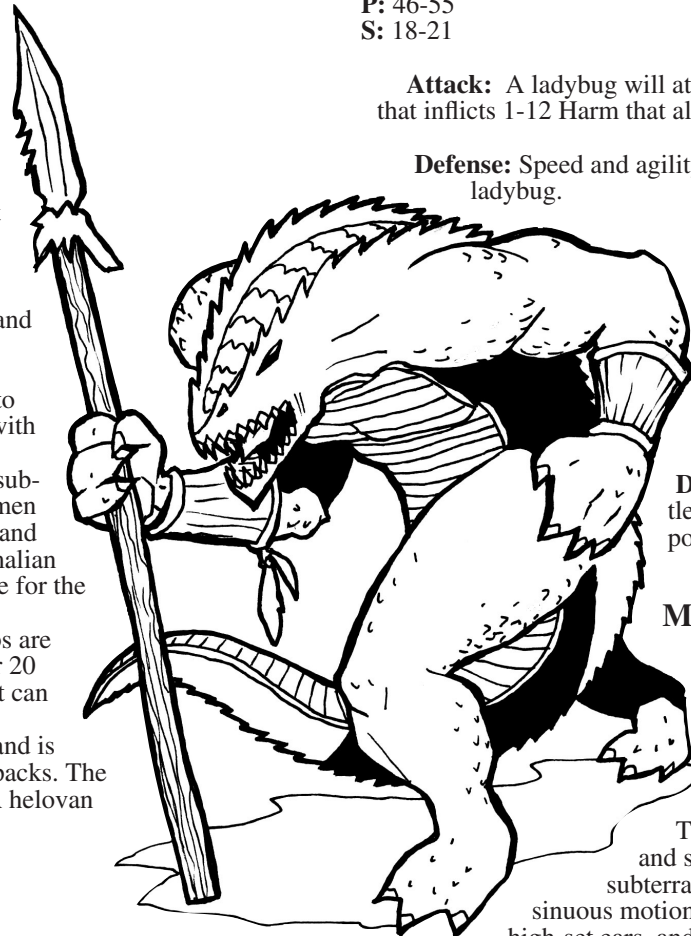
Attack: A musteel can bite twice each ABC for 1-12 Harm each bite.

Defense: A musteel's speed accounts for 10 points of armor.

Musteel, Immature

H: 15-20
P: 11-20
S: 19

Attack: An immature musteel can bite twice for 1-10 Harm each bite.



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Defense: An ummature musteel's speed provides 12 points of protection.

Travail (General)

This humanoid race, seemingly springing from the gharial, is equally at home above ground or in a subterranean habitat. In either case, though, it requires water. The skull of the species is higher and more rounded than that of crocodilians, but the long, many-toothed muzzle marks them distinctly for what they are. The hind legs are elongated and the tail shortened, so they can move upright bipedally using the tail as a brace, and are very able swimmers. Travail have poor hearing, an excellent sense of smell, and fair eyesight.

Travail (mature)

Appearing: 2-8

H: 26-35

P: 31-40

S: 5 on land/15 in water

Attack: The bite of the travail inflict 3-20 +6-8 Harm.

Defense: The travail's crocodilian, scaled skin provides 7 points of armor.

Travail, immature

H: 16-25

P: 21-30

S: 6 on land/18 in water

Attack: An immature travail can bite for 1-20 +3-5 Harm.

Defense: An immature travail's crocodilian, scaled skin provides 6 points of armor.

Widowblack (General)

A widowblack is the most vile of the manimal jokes played on humans, worse even than that of the ladybug. As it is absolutely solitary, the widowblack is not associated in any way with other manimalia.

How an arachnid was enlarged and intermixed with humankind is impossible to comprehend, let alone duplicate with any Supernatural powers known today. When hatched, a widowblack looks like a miniature, but immature, human with snowy complexion and raven-black hair, a lovely oval face, and full lips of crimson hue. A widowblack is always female and reproduces with a human partner, whom she then consumes.

As with the ladybug, a widowblack is highly intelligent and can disguise itself to appear fully human if there is opportunity to prey on that species. It can attack with weapons, but prefers to bite. It will then vampirically drain the victim at leisure. A widowblack is an exceptional climber—strong and able to go wherever its fingertips can find the slightest space to hold. Widowblack senses are all very keen.

Widowblack (all)

Appearing: 1

H: 41-60

P: 31-40 weapons/60 mandibles

S: 18

Attack: A widowblack can attack with any human weapon for base Harm. It can also bite for 1-2 Harm plus VT. The VT causes paralysis for one full day if it bypasses armor—assume full armor is bypassed 10% of the time, and half armor is

bypassed 50% of the time.

Defense: A widowblack's speed and leaping ability provide 6 points of protection.

Manticore

Appearing: 1

H: 50

P: 60

S: 15

Attack: A flick of the scorpion-like tail hurls 1-4 missiles to a 60-foot range for 1-20 Harm plus VT of 17-20 Harm. A close-range attack with the tail inflicts damage as noted above, and can be used with one of the following: two claw attacks for 1-12 Harm each, or a leaping, rear talon attack for 21-25 Harm.

There are 12 awl-pointed, detachable sections on the end of the manticore's tail. These venomous portions can be discharged by the switching of its tail, or else flicked at an opponent in close-range combat. Once used, the sections regenerate, one every six hours until all 12 are restored.

Defense: 8 points of protection due to malign Preternatural energy.

The manticore is a monster from a very bizarre and malign other-dimensional matrix. It is still encountered on Earth, despite the centuries having passed since it was brought to the Earth as an instrument of warfare. A typical creature of this sort appears to be a human-faced lion with the hind legs of a giant eagle, and the tail that of a monstrous scorpion, albeit with a different sort of stinging tip.

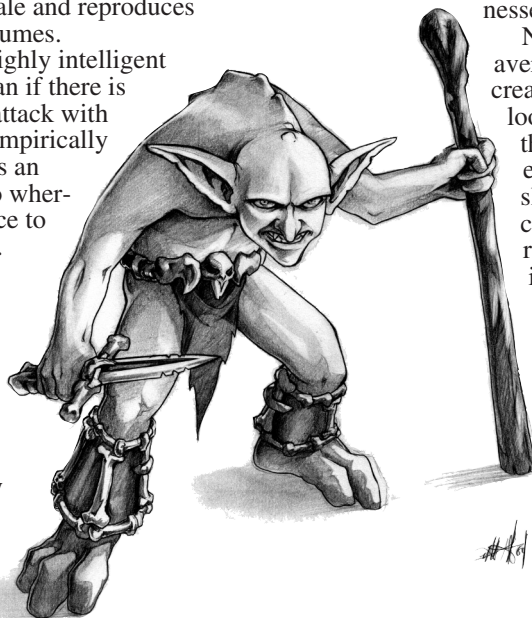
Nis (General)

Appearing: 1-8+ (Communities number from 50 to 200 individuals, 50% of whom will be combatants)

The race of Nis is a variety of somewhat larger, swamp-dwelling hobgoblins. They are of the primarily nocturnal, but almost never subterranean, malicious alfar. Nis look like large hobgoblins, with spindly arms and legs and even rounder bodies. Their average height is four feet, and all have a strong green cast of skin. The devilish look is accentuated, as the head is round, with big and slanted red eyes, long and sharp nose, wide toothy mouth, and large pointed ears. Nis wear little in the way of clothing, save for some meager bits of reptile skin and leather harnesses.

Nis possess intelligence equal to human average, and, rather than mere pranks, these creatures usually find their pleasure in raids, looting, and pillage. Much like hobgoblins, though, Nis are concerned mostly with ease, revelry, and sloth, usually having slaves do their work, so they are often caught unprepared by wily foes seeking revenge. However, woe to the human intruder who stumbles unknowingly upon a band of Nis or one of their hidden villages.

Nis communities are concealed in burrows dug into higher ground in their swamp habitat, or in underwater-accessed dugouts or caves, most typically. The Nis chief will have a hoard of coins and Extraordinary items with a value whose sum is equal to the individual wealth of all his subjects combined, plus an equal value in precious objects such as gems and such that are not affected by damp and wet.



Nis have senses generally superior to the human norm, but light conditions are nearly the reverse of human, so full light is like dim twilight to their eyes.

Although they can neither transport themselves nor become invisible, Nis are naturally stealthy (70 Stealth Ability), can likewise conceal themselves in ambush (70 Waylaying Ability), and are able to remain underwater for 10 minutes, moving therein at their normal walking pace.

All of this race is much alike, male and female, but only about one-half of Nis have the capacity to use weapons effectively, and in a community the non-combatants will flee if they are threatened. Individuals possess Physique Ability in the range of +1 to +8, despite their relatively small size.

The Nis "killer" is a sort of group leader, and one will always be present in any group of 6 or more. In large arrays of them, 1 in 10 will be a "killer". There will be one shaman with any force of 10 or more Nis, and 1 to 3 shamans in each community (one per 100 members). A Nis chief will always be found leading a randomly encountered force, and there are always 2 per 100 individuals in a community. Each will always have maximum Physique of +8.

Nis are not prone to associate with any other sorts of creatures, but they are known to band with Hobgoblins, Troggs, and even Orcs when at war or otherwise direly threatened.

Chief/Chieftainess

Appearing: 1 with random party of 20, 1 chief and chieftainess per 100
H: 61-70
P: 61-70
S: 14-17

Attack: A chief will use two attacks with such weapons as a hafted hook and short thrusting sword at +8 Harm.

Defense: A chief has 12 points of armor due to reinforced leather garb and 12 points of Preternatural energy that conveys the protection against even Supernatural Harm.

Wealth: In contemporary terms, is in the range of \$4,000-\$16,000 in coins, double that in crystals and gems, and quadruple that in jewelry. There is a 25% chance each for one Very Minimal to one Very Strong (eight separate checks) Extraordinary object.

Common Nis

Appearing: All of a randomly encountered group, 90% of a community
H: 36-45
P: 36-45
S: 11-14

Attack: A Nis will typically use any one of the following: three javelins and heavy knife, net and short spear, or hafted hook and club, at +1-8 Harm.

Defense: A Nis has 9 points of armor due to leather garb and a Minimal Preternatural energy that conveys 2 points of protection against even Supernatural Harm.

Wealth: In contemporary terms, is in the range of \$200-\$800 in coins. There is no chance for an Extraordinary object.

Killer

Appearing: 1 per 5 in a random group, 10% of a community
H: 46-55
P: 46-55
S: 12-15

Attack: A killer will likely use a garrote, plus weapons such as harpoon, spiked club, and long dagger at +5-8 Harm.

Defense: A killer has 10 points of armor due to leather garb and 2 points of Preternatural energy that conveys the protection against even Supernatural Harm.

Wealth: In contemporary terms, is in the range of \$700-\$1,200. There is a 15% chance for one Very Minimal, one Minimal, one Low Moderate, and/or one Moderate Extraordinary object.

Shaman

Appearing: 1 with random group of 10, 1 per 100 in the community
H: 31-50
P: 31-50
S: 13-16

Attack: A shaman has from three to six Powers of Extraordinary Ability of Enchantment, Geourgy, and/or Theurgy (need for Rites not required) in any mix, but not above Low Moderate grade, at score 31-60, plus such weapons as short thrusting sword and dagger at +1-8 Harm.

Defense: A shaman has 11 points of armor due to leather garb and 2 points of Preternatural energy that conveys the protection against even Supernatural Harm.

Wealth: In contemporary terms, is in the range of \$2,000-\$5,000 in coins and double that amount in crystals and gems. There is a 20% chance each for one Very Minimal to one Very Strong (eight separate checks) Extraordinary object.

Oafs (General)

Appearing: 3-60+

Oafs are tall, heavy, strong, but usually dull-witted humanoids native to an adjacent alternate Earth. Oafs are in the Alfar family, falling under the general classification of "strong and vile" in regards race (species).

A typical specimen is about six and a quarter feet tall from the top of his flat, oval-shaped head to the callused soles of his big, flat feet. Facial features are apish, with prognathous jaw, protruding ears, beetling brow, etc. Shoulders slope to long arms terminating in large hands with short, thick, and powerful fingers. The leaders of this race are major Oafs, these being larger and stronger, but no smarter, than the rest. Being somewhat dull of wit does not preclude either cunning or guile, however!

Oafs of savage (uncivilized) sort can be counted upon to attack strangers who seem weak or unsuspecting, for besides being dull witted, most tend to be aggressive killers, and greedy ones at that. Because they have no real idea of value, items of all kinds are lusted after without regard to their worth; more and bigger is always better. 'Stuff' taken by force is also always better than that pilfered, let alone that worked for.

If an Oaf realizes he is likely to lose a fight, he will freely plead for mercy. They have no pride in this regard. They will promise anything, then try to renege, or strike a foul blow to beat the adversary by that means. They do understand strength and fear. They watch and wait for weakness. If an Oaf's possession(s) is taken from him, it is never forgiven or forgotten.

Oafs manage to get along fairly well with the smaller sorts of humanoids of their basic sort, such as Trollkin and Trow, so

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long as these smaller kin are in sufficient numbers to represent a threat. They will simply smash the smaller, if few in number. Their smaller cousins understand this and make certain, whenever possible, to have the upper hand.

Oafs will form large, tribal bands of a thousand or more if conditions favor this (generally in wild and desolate places). Such groups are led by a Major Oaf chieftain. These bands will similarly cooperate with similar groups of Orcs, Barrens Trollkin, or even humanoids or humans of barbaric sort.

Major Oaf

H: 46-65

P: 36-45

S: 5-8

Attack: An Oaf typically hUrl a large rock (4-10 plus bonus Harm), then uses weapons such as a spiked club or flail, with a variable +3-18 bonus for Physique and other Harm-inducing Abilities.

Defense: An Oaf may possibly have a shield and will wear 5 points of armor.

Wealth: The wealth of a Major Oaf is in the neighborhood of \$100-\$1,000 in each of the following areas: coins, crystals and gems, jewelry items, liquor. There is a 10% chance for a Major Oaf to have blundered upon an object of Very Minimal Extraordinary sort.

Typical Oaf

H: 36-55

P: 31-40

S: 6-9

Attack: An Oaf will typically hUrl a large rock (4-10 plus bonus Harm), then use weapons such as a spiked club or flail, with a variable + 2-12 bonus for Physique and other Harm-inducing Abilities.

Defense: An Oaf will possibly use a shield and will wear 4 points of armor.

Wealth: The wealth of an Oaf is in the neighborhood of \$100-\$600 in each of the following areas: coins, crystals and gems, jewelry items, liquor. There is at best a 5% chance for an Oaf to have blundered upon an object of Very Minimal Extraordinary sort.

Ogre

Appearing: 1 or 2-6

H: 228-280

P: 96-125

S: 4 attacking 16 moving

Attack: An Ogre will hurl boulders or similar missiles up to 120-foot range for 1-30 +20 Harm. It is also armed with such weapons as a huge long-spear and a like-proportioned spiked club—all such attacks with a Physique Ability bonus of +20 Harm. An Ogre can grapple or rend or squeeze for 13-16 Harm, plus Physique bonus of +20 Harm, or bite for 1-20 +1-10 Harm. Ogres will attack every other ABC.

Defense: An Ogre has 13 points of armor, 20 points versus shock Harm, due to size and hide garments worn.

Ogres have a constitutional immunity to virtually all poisons. Their body oil and skin secretion, in addition to being horribly noisome, act as a flame retardant so that fire Harm accrues to

them at only half the normal amount, and they do not themselves catch fire. Similarly, all cold and electrical attacks inflict only one-half normal Harm because of their constitution. Furthermore, the constitution of all Ogres is such that Harm inflicted upon one is healed at the rate of one point per Activity Block Count after being incurred.

The race is both diurnal and nocturnal, being able to see equally well in full sunlight or total darkness—about the same visual capacity in either setting—as a human sees on a bright moonlit night. Thus, it is as likely that an Ogre will be roving around in full sunlight as it is in the gloom of night. Because of their size, however, the usual habitat for such creatures is in the wilderness, rarely underground, for only great caverns are suitable for their bulk. However, if a drake has a subterranean lair, the Ogre will hunt for it, assail the drake, and, if victorious, set up housekeeping there.

An Ogre can be described as a very wide, giant-like creature of simian appearance. A typical specimen is a bit over eight feet tall, about four feet wide, with massive muscles, and an ape-like form. Indeed, the heavy and slightly bowed legs and very long arms are proportioned as are those of a gorilla. The Ogre's head is shaped very much like that of a bull gorilla, although the Ogre has even larger jaws and mightier teeth. The eyes are larger and slightly protruding, however, and the ears are likewise outsized and pendant. Skin and hair color varies widely, skin being gray, blue, yellow, or red most frequently; hair being black, buff, green, or purple. Unlike giants, Ogres are quite hairy, with an upstanding, back-swept cranial shock, goat-like beard, matted shoulder and chest hair, and general body-hair growth.

The intellect of Ogres is almost akin to that of the apes, but they have a great amount of natural cunning. Although they have language, make and use tools, and can reason slowly, they seem to rely upon instinct and cunning more than wit in their actions. The foregoing notwithstanding, they seem able enough to plan and to react to situations, for they manage surprise raids and will accept ransom in lieu of combat when an opponent is known to be dangerous and can offer tribute. Thus giants, for example, are often bereft of their ill-gained wealth. A drake and an Ogre will not long exist in the same territory, for one or the other will prevail and pillage the treasure trove of the other.

Adult Ogres dwelling in a community will always be in mated pairs, and others there (one to four) will be immature, armed with large clubs and with the statistics shown under the entry Dzunkhwa (q.v.).

As previously noted, Ogres are avid in rapine and pillage. The adult Ogre, or pair, Ogre and Ogress (Dzunkhwa) is almost sure to possess a hoard of wealth in the den inhabited. To find the amount, roll d20 and only a 1 result indicates a treasureless Ogre! Otherwise, multiply the number thus generated by the following base amounts: coins and bullion, \$10,000 to \$100,000; crystals, gems, and jewelry, \$10,000 to \$100,000; objects d'art, \$10,000 to \$100,000; weapons and armor, 20,000 to 200,000.

Extraordinary Items: An Ogre has a 5% base chance (5 x 2-20 to find the starting percentage chance), with a check for the occurrence of each grade of item, beginning at Very Minimal and working from there to Extreme++, but each step higher in rating reduces the chance for an item being in the hoard by 5%. Any score of 05 or less indicates that number of that rating of items in the hoard. (Example: Checking for Moderate Extraordinary items with a 30% chance, the dice roll is 04; so not only is it successful, but there are four random items of Moderate Extraordinary sort therein.)

It is not to be wondered at that Ogres are not usually found in company with any other sort of race, Alfar or otherwise. On occasion, an Ogre will capture and enslave a band of Oafs, or so humble a giant or two that the latter will serve the monstrous brute.

Orcs (General)

Appearing: 2-40+

Orcs, close kin to Oafs, are likewise native to an adjacent alternate Earth. Orcs are, of course, in the Alfar family and of Strong & Vile nature classification, even though this is not entirely deserved. In general, they are not quite so tall as Oafs, but are broader and almost as strong, and not quite so dull-witted (they can be cunning and tricky.) A typical specimen is just under six feet tall from the top of his sloping cranium to the soles of his big, flat, long-toed feet. Facial features are coarse, the jaw lantern-like, ears long. Shoulders are square, arms quite long, hands ham-like with long but thick fingers. The leaders of this race are Great Orcs, these being larger and stronger than the usual and lesser sorts.

Orcs are tough, but somewhat cowardly, humanoids typically formed into tribal bands. As the stronger tend to dominate the weaker, it is usual for Orcs in a band to be of mixed sort. Only in small bands, or unusual circumstances, are single-type groups encountered—Lesser, Common, or Greater Orcs. In any case, they will nearly always attack strangers that appear weak or unready. Those not slain will be enslaved or, in the case of primitive bands, even eaten, and, much like the Oafs, Orcs in general have no real idea of the value of treasures.

Orcs have little pride or honor. Typically, they will bully when in power, beg when powerless, break their oaths, and betray others for no reason other than the enjoyment it might bring. They respect strength and assail weakness. There are, of course, many exceptions to this broad characterization, especially where Orcs have been in contact with, and socialized by, more culturally developed persons.

Orcs gladly associate with their smaller and/or weaker kin, considering them as useful servants and helpful warriors in time of battle. Similarly, when faced with stronger sorts, they become subservient and do whatever is required to remain alive. Naturally, they are not particularly reliable in such situations and must be watched carefully by their masters.

In wilderness places, Orcs will form large, tribal bands of a thousand or more, many thousands in some cases. Such groups are led by a very powerful Greater Orc chieftain and a cadre of lesser chiefs. These bands will frequently cooperate with similar groups of Oafs or even humans.

Greater Orc

Appearing: 50% of a random group, 20% of any mixed group of Orcs

H: 41-50

P: 36-55

S: 6-8

Attack: Typical weapons are sword and cleaver, with a variable Physique and other Harm-inducing Abilities bonus of +3-15.

Defense: A Greater Orc will possibly use a shield and wear 8 points of armor.

Wealth: Wealth is in the neighborhood of \$500-\$800 in each of the following areas: coins, crystals and gems, jewelry items, and liquor. There is a 15% chance each for one object of from Very Minimal to Low Moderate Extraordinary sort (three checks in all).

Greater Orc Chieftain

Appearing: 1 in a group of 30, 1 per 100 Orcs in mixed group

H: 56-75

P: 56-75

S: 7-9

Attack: A chieftain typically uses a great axe or spiked club, with a variable Physique and other Harm-inducing Abilities bonus of +4-16.

Defense: A chieftain has a shield and 10 points of armor.

Wealth is in the neighborhood of \$5,000-\$8,000 in each of the following areas: coins, crystals and gems, jewelry items, and liquor. There is a 30% chance each for 1-3 objects of from Very Minimal to Moderate Extraordinary sort (four checks in all).

Lesser Orc

Appearing: 20% of random group, 30% of any mixed group of Orcs

H: 30-35

P: 26-35

S: 11-14

Attack: A Lesser Orc will typically use a sling or a throwing spear, and hand weapons such as a cleaver, hatchet, etc., with a Physique and other Harm-inducing Abilities bonus of +1-4.

Defense: A Lesser Orc will possibly use a buckler and wear 6 points of armor.

Wealth: This is in the neighborhood of \$100-\$400 in each of the following areas: coins, crystals and gems, jewelry items, and liquor.

Common Orc

Appearing: 50% of a random group, 50% of any mixed group of Orcs

H: 35-40

P: 31-40

S: 8-10

Attack: An Orc will usually wield a short pole-arm and knife, with a variable Physique and other Harm-inducing Abilities bonus of +2-8.

Defense: An Orc will use a shield and wear 6 points of armor.

Wealth: This is in the neighborhood of \$100-\$600 in each of the following areas: coins, crystals and gems, jewelry items, and liquor.

Orc Shaman

Appearing: 1 in a group of 20, 1 per 300 Orcs in a mixed group

H: 31-50

P: 21-40

S: 12-15

Attack: A shaman will usually use a sword and heavy knife, with a variable Precision bonus of +1-6, and the Extraordinary Ability of Theurgy (score 41-50, no rites needed, and 4-5 Powers of up to Very Strong grade).

Defense: A shaman has 10 points of armor, plus possible Extraordinary protection.

Wealth: Wealth is in the neighborhood of \$3,000-\$12,000 in each of the following areas: coins, crystals and gems, jewelry items, liquor, and metal/valuable objects. There is a 40% chance each for 1-4 objects each of Very Minimal to Moderate grade (four checks), and a 20% chance each for one object each of from Good to Very Strong (four checks) Extraordinary sort.

Pegasus, or hippoauquila

Appearing: 1 (rarely 1-12)

H: 51-70

P: 51-60

S: 20 attacking/30 running/40 flying

Essentials

Attack: A hippoquila can bite for 1-12 +6-8 Harm (bonus bypasses all except Supernatural protection), or kick for 9-20 +13-16 Harm (bonus bypasses all except Supernatural protection).

Defense: A hippoquila has 10 points of protection against all but Supernatural Harm due to its Preternatural energy.

“Pegasus” is the common and most-recognized name for the hippoquila. Of the many strange creatures brought to this world by its pre-human rulers, and later by the ancient human Adepts, to employ in various warfare roles, the hippoquila is the possibly the best. The beast is not only generally harmless to those not attacking it, but also serves as an incredible mount for the one fortunate enough to capture and actually tame it.

A hippoquila is able to bear up to 500 pounds additional weight and still attack, run, and fly. Its mighty, eagle-like wings are imbued with Preternatural energy that enables flight for periods equal to those a horse can travel on the ground.

Rhinoceros, Black

Appearing: 1-2

H: 91-110

P: 21-30

S: 15

Attack: A rhino can strike with its horn for 13-20 +1-10 points of Harm. If the rhino charges to attack, the damage inflicted is 13-40 +1-10 Harm. A rhino may also trample after a charge for 26-35 Harm. All attacks are unmodified by any armor/protection. A rhino charge covers a swath eight feet wide for purposes of determining what Avatars and creatures are exposed.

Defense: A rhino has 7 points of natural armor.

See the Listing above for the statistics of other rhinoceros species—eastern White, Island, and western White rhinos.

Rukhs (General)

This is the largest of birds, surely from some other set of dimensions, and both able to fly despite its huge size, and protected by Preternatural energies. The rukh has a wingspan of 100 or more feet. Its habitat is warm climates, where it preys on large animals, including rhinoceroses and elephants. It is able to lift about four tons. It will often seize several smaller creatures, such as camels or horses, by swooping and plummeting down upon a herd, and using its massive talons to snare multiple victims. Prey of largest size and a weight exceeding its ability to carry off is battled on the ground, slain, and devoured there. Occasionally, a rukh will be driven off, or even slain, by a great rhino or bull elephant, but this is rare.

If two rukhs are encountered, they will be a mated pair with a nest somewhere relatively nearby. There is a 25% probability for an egg or young rukh being therein.

In general, these massive avians have no treasure, but there might be ivory and rhino horn below the eyrie or within a nest.

Rukh

Appearing: 1 (75%) or 2 (25%)

H: 201-230

P: 41-60

S: 10 attacking/20 flying

Attack: A rukh has two talon attacks that inflict 36-50 Harm each. It also has special attacks detailed hereafter. Small prey, such as a human, make it difficult for the rukh to use its talons effectively. Harm taken if so seized is half the indicated amount (18-25 [17 +d8]), and armor will indeed deduct from such injury.

If the rukh is unable to carry off its prey, it sinks in its talons and then delivers a beak strike for 21-25 Harm with a Physique and Precision bonus of +5-30!

Defense: The great bird has 6 points of armor, and general immunity to natural Harm from acid, electricity, and flame.

Scorpion, Black

Appearing: 1+

H: 2

P: 20

S: 15 attacking/2 moving

Attack: A black scorpion can sting for 1 Harm plus VT of 21-25 Harm. Any attack by a black scorpion that does not encounter actual armor inflicts the VT noted.

Assume that full armor is bypassed

10% of the time, and half armor is bypassed 50% of the time.

Defense: A black scorpion has 1 point of natural armor.

Setcha

Appearing: 1

H: 61-80

P: 36-45

S: 15

Attack: Paw for 1-12 harm plus Physique/precision variable of 5-30 Harm, and three fang-strikes each for 3-5 plus VT of 6-8 Harm, the poison splattering and ignoring armor protection even if the fangs do not penetrate the flesh of the target subject.

Defense: 4 armor protection from hide/scales necks and rapid movement.

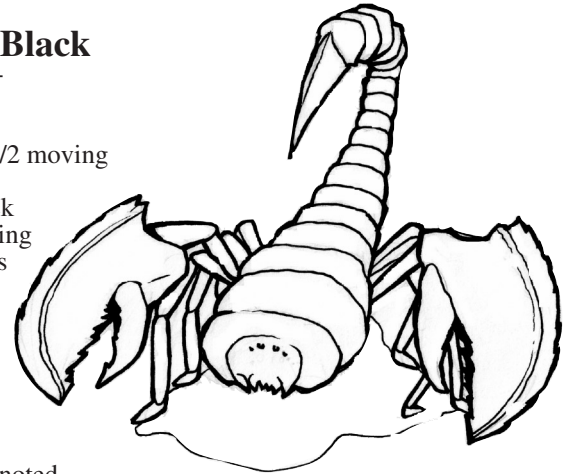
This other-dimensional monster appears something akin to a huge lion with three thick snake-like necks and heads. Although it is not native to earth, one occasionally slips through or is brought to the world of men. The six-to-eight-foot-long necks enable the monster to attack up to three separate targets at one time.

Slimes (General)

These mobile and carnivorous plants, being subterranean in habitat and having no photosynthetic capacity, are more of the very deadly underground predators that lurk in caves, dungeons, and mines to attack and devour prey. Slimes are not rapid in movement, but have developed relatively fast attack methods to make up for this limitation. They are silent killers waiting for prey to wander close as they slowly move from place to place. However, slimes are never found far from some source of water, be it no more than a trickle, for if they dry out they quickly die. Slimes are able to move along or cling to perpendicular surfaces or ceilings.

Slimes have sensory organs for the detection of vibration, pressure, and heat. If prey approaches within about 30 or so feet, they are aware of this and can track its movement while within such range.

Note that prey contacting one of these things obviates the need for a Precision check to discover if the attack of the slime succeeds.



Chameleon Slime

Appearing: 1

H: 40

P: 25

S: 5 attacking/1 moving

Attack: This slime secretes a strong acid for 9-12 points of continuing Harm that ignores armor protection (and delivers full and equal Harm to objects such as armor and flesh).

Defense: The chameleon slime has no protection against alkaline bases, electrical, and flame Harm. It has 10 points of protection against cold and shock Harm, and 20 points of protection against all other (usual/normal) attack forms.

This slime lurks virtually anywhere proximity or contact is likely, for it can assume the coloration and texture of many surfaces—sand, gravel, dirt, mud, rock, hewn stone, or even wood or brick. As it uses its many little cilia to creep rapidly onto its prey and ooze parts of itself through openings in armor and clothing, attacks upon the slime will surely affect its victim as well.

Flowing Slime

Appearing: 1

H: 35

P: 30

S: 10 attacking/1 moving

Attack: An adhesive attaches this slime fast to the victim, followed on the next ABC by a strong acid secretion for 9-12 points of continuing Harm that ignores armor protection (and delivers full and equal Harm to objects such as armor and flesh).

Defense: A flowing slime has no protection against alkaline bases, cold, and electrical Harm. It has 10 points of protection against fire and shock Harm, and 20 points of protection against all other attack forms.

This slime lurks in water or in someplace where it can flow out and affix itself to its prey. Once it contacts a victim, it sends out branches of slime that release digestive acid of great strength. As it is glued to its prey, attacks upon the slime will surely affect its victim as well.

Lashing Slime

Appearing: 1

H: 30

P: 20

S: 15 attacking / 1 moving

Attack: This slime can make up to three separate attacks per ABC. First a detached glob of slime strikes and holds fast to the victim, followed on the next ABC by an attack for 9-12 Harm that ignores armor protection (and delivers full and equal Harm to objects such as armor and flesh). Two ABCs thereafter, rhizome-like filaments of the slime complete the piercing of the victim's flesh, enter the blood stream. The Health of the slime glob then begins growing immediately (one point each ABC until victim's Health is destroyed). The brain of the victim is then lashing slime, and soon the rest of the corpse is consumed and a new lashing slime emerges!

Defense: A lashing slime has no protection against alkaline bases or flame Harm. It has 10 points of protection against cold, electrical, and shock Harm, and 20 points of protection against all other attack forms.

This slime lurks on floors, walls, or even ceilings where it is no more than 12 or so feet above the floor. Once a victim moves within its 15-foot missile range, it lashes out with its three active portions to let fly the deadly globs of its breeding body. When a blob of slime strikes, it gushes forth an acid that generally destroys the glob proper, and this enables both the freedom of the attacking rhizome-like tendrils and access to exposed flesh for their piercing entrance.

Spider, jumping

Each species of jumping spider resembles the common wolf spider in some degree. These spiders are all aggressive hunters and prefer to ambush prey. They do not build webs to trap prey, but instead leap from hiding to assail a victim that wanders close. The bite of a jumping spider injects VT into the subject, and all Harm that accrues from the VT ignores the armor of the subject. The VT is a simple venom that only inflicts Harm.

All these spiders can be found both above and below ground, but the larger varieties are most often found in ground-level lairs or camouflaged caves near where large prey routinely travels. Refer to the Alphabetic listing for statistics based on the size of the jumping spider encountered.

Spider, web

These spiders can be found in many different climes, but almost always favor locales that provide plenty of structures from which to hang their webs. Deep forests, craggy ravines, and the like all provide many points on which to attach web strands.

The webs spun by these spiders grow in relation to the size of the spider creating them. Those of the smaller varieties are easily broken by humans, but the webs of the huge (40") spiders require more effort, with a 90 percent chance for breakage per attempt. The webs of the giant spiders are so tough as to require possession of Physique Ability to break, and each 10 points of Ability garners a one percent chance to break the strand.

The webs are also inflammable. The webbing of the giant (80") spiders will melt, actually, instead of burning, but all of the lesser webs will burn away when lit with a torch. Burning the webs, of course, will incite the spiders to attack. Any surviving spiders will quickly re-spin the webs.

It is difficult to exterminate all of the spiders infesting an area. Many immature spiders will sequester themselves in the slightest of crevices to survive assaults on the mature spiders, and egg sacs are easily hidden. It is believed the aid of some supernatural agency is necessary to ensure eradication of an entire spider colony.

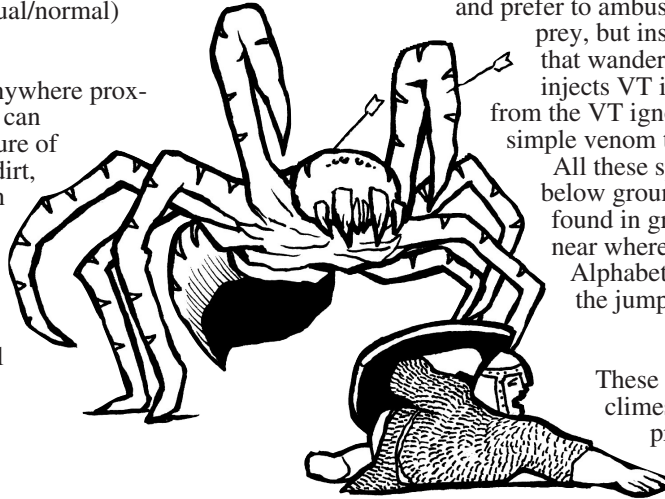
The bite of a web spider, like that of a jumping spider, is not terrible in itself, but it does inject a toxin into the victim. The VT is a simple venom that only inflicts Harm to the victim.

Refer to the Alphabetic listing for statistics based on the size of the web spider encountered.

Spirits of Evil of the Human Dimensions, (General)

These creatures are the non-material forms of the restless dead, rather than the more material living dead to which they are only remotely akin. It is most difficult to destroy any such evil spirit because of its basic non-material state and the unholy energy that motivates it. In regards to the most powerful kind, the only relatively sure way to be rid of one permanently is through the use of Extraordinary power.

No evil spirit can ever enter a place that is Theurgically sanctified to benign ends, or one that has been actually consecrated and hallowed, and remains so, not having been defiled or profaned. To do so inflicts one point of Harm to Health/Free Will per second



Essentials

on, or in, such a place. If reduced to zero Health/Free Will, the malign thing is absolutely destroyed.

They have wills of their own, can assume at least semi-material form and attack the living. Whether by their own malign refusal to accept a material end or brought to or kept in our dimensions through Extraordinary agency, any spirit of this kind is hateful and bent on causing misery and death to all humans. Note that the Health/Free Will of these spirit creatures can exceed the normal shown, for each victim that one of these slays brings it an additional point.

Apparition

Appearing: 1 or more

H/FW: 30 special

P: 30-35

S: 7

Attack: An apparition attacks by contact that disregards all but Theurgy Ability Extraordinary protection, or Supernatural protection, and inflicts one of the following:

- 1: 1 point of Harm to Speed BR
- 2: 3-5 points of Harm to Precision BR
- 3: 6-8 points of Harm to Health BR

When a successful attack occurs, the Harm inflicted is temporarily added to the apparition's own corresponding ratings, and lasts for one day only, then fades, save 1 point of H/FW that will remain as the creature's own if the assailed victim is slain.

Defense: An apparition is unharmed by normal attacks, and malign energy gives 4 points of armor against all Extraordinary forms of attack.

In full daylight, an apparition is powerless. In bright light, such as that of a well-illuminated room no touch can succeed in the draining of a victim's Base Ratings.

Knowing this, a free-willed spirit being is most malicious and hateful. It is active only after sundown or when light conditions are such that there are dark places and shadows where it can manifest itself. The seeming destruction of an apparition—lacking Theurgy Power use—merely sends the spirit into immaterial form for as many hours as it has points of material Health. It then reforms and is able to appear once again. It must be laid to rest through a Theurgy Ability Power to be eliminated from the world.

An apparition is a spirit able to assume the likeness of any human, but if it is seen in bright light its semi-substantial state can be detected, as can its true, frightfully malign visage.

Ghost

Appearing: 1 or more

H/FW: 10 special

P: 20-25

S: 9

Attack: A successful attack indicates the ghost has entered and taken over the subject for 1-4 ABCs. During this time it has full control of the subject individual's physical body, and if the possessed form is slain thus, the ghost gains 1 point of Free Will.

Defense: A ghost is unharmed by normal attacks, and malign energy gives 8 points of armor against all forms of Extraordinary attacks. In full daylight, a ghost is powerless. In bright light, such as that of a well-illuminated room no touch can succeed in taking possession of a victim. A ghost can be killed only in the same manner as an Apparition (q.v.).

A ghost is a spirit that can assume only its own past likeness, and that in but a semi-transparent state until it is fed.

Shadowling

Appearing: 1-12

H/FW: 20 special

P: 25-30

S: 11

Attack: A shadowling uses a shadow-sword or like weapon that has a negative energy, inflicting 1-12 Harm that ignores all but negatively-energized Extraordinary protection. Half (rounded down) of the Harm accrues to the shadowling's Health/Free Will total for one hour. For each victim slain, 1 point of H/FW accrues permanently to the shadowling.

In strong twilight or full darkness, no shadow-weapon touch can do other than 1-4 Harm, for unless there are deep shadows present, no shadow-weapon touch can be greater than that. In conditions with many deep shadows, a successful touch scores 5-8 Harm. In a place partially illuminated by flickering light sources, with a great variety of light and dark and shadow, a touch scores 9-12 Harm.

Defense: A shadowling is unharmed by normal attacks. Shadowlings are harmed only by weapons or attacks of an Extraordinary nature, such affecting its particular dimension or drawing upon dark energies, thus extending to the dimension of the creature.

A shadowling is a weak, semi-material, shadow-like manifestation of a dead human that seems no more than another shadow unless seen clearly, in which case the evil face and faintly glittering eyes can be discerned. It is then evident that it is a shadow form not belonging to any material body.

Free-willed shadowlings are both malicious and hateful. They are active only when light conditions are equal to twilight or darker, or when brighter light produces very strong, deep shade, such as in a forest.

The seeming destruction of a shadowling—lacking the use of a Theurgy Ability Power—merely sends the spirit into immaterial form for as many hours as it has points of Health. Then it reforms and is able to appear once again. It must be laid to rest through a Power to be eliminated from the world.

Tiger, northern

Appearing: 1 (10% chance for a mating pair)

H: 61-70

P: 61-70

S: 18

Attack: A tiger can strike for 1-12 +12 points of Harm, and bite for 9-20 +2-14 points of Harm.

Defense: A tiger has 4 points of armor due to its speed.

These great cats prefer cold climates. The tigress of this species is somewhat different, and the statistics are shown on the Listing provided at the beginning of this section.

Tiger, southern

Appearing: 1 (10% chance for a mating pair)

H: 56-65

P: 60-65

S: 19

Attack: A tiger can strike for 1-10 +10 points of Harm, and bite for 8-20 +2-12 points of Harm.

Defense: A tiger has 5 points of armor due to its speed.

The southern tiger of the eastern hemisphere ranges in habitat from warm temperate climes to tropical forests. The tigress of this species is somewhat different, and the statistics are shown on the Listing provided at the beginning of this section.

Trogs (General)

Appearing: 3-18 or 55-200+ in a community

The Alfar race of trogs most closely resembles the extinct primitive human species known as *Homo neanderthalus*. The species is about five feet tall, heavy boned, muscular and broad of shoulder, with very large hands and feet. The skull is low and long, with a beetling brow ridge. Features are thick and flat, eyes small, and ears rather large. All are hirsute, so the sallow complexion of the leathery skin is sometimes most difficult to see.

Trogs are basically underground dwellers, though some bands will dwell in dark forests and like gloomy places. Although they are rather dull-witted, trogs have excellent senses, save in bright light where their vision is reduced, as such illumination is akin to twilight to their eyes, and touch that is not nearly as sensitive as is human tactile sense. Their communities are always in caves or otherwise located in subterranean or semi-subterranean places.

All of this race are much alike, and whether male or female all are combatants. Immature trogs do not fight, and will cower or flee if threatened. Individuals possess Physique Ability in the range of +2 to +8.

In a community, the chief trog will have a hoard of coins and even some Extraordinary items with a value whose sum is equal to the individual adult wealth of all his subjects combined.

Trogs are mainly carnivores, and enjoy mostly any sort of tender flesh, that of humans being highly prized.

There will always be one (additional) bully for every three average trogs randomly encountered, and they constitute one-quarter the number of combatants in a community. Bullies have a Physique bonus of +6.

There will be a trog hag in any group of 12 or more trogs, and in a community there is one for every 20 other trogs therein.

There is always a trog chief in any group of 12 or more trogs, and in a community there will be one chief for every 50 total trogs. Each trog chief has maximum Physique of +8.

Trogs are on relatively good terms with Trows, Oafs, Orcs, and even Trolls—as long as they are many and the Trolls few. Not wishing to be killed or enslaved, they keep well clear of the more powerful sorts such as giants, Urls, and so forth.

Average Trog

Appearing: 75% of the total in any group

H: 35-40

P: 25-30

S: 7-10

Attack: A trog uses weapons such as the following: throwing stick and spear, or throwing spear and club, or large stone and axe, any such weapons striking with a Physique Ability bonus of from 2-5 points Harm.

Defense: 6 points of protection for matted hair and skin, plus hides worn.

Wealth: In contemporary terms, is in the range of \$50-\$500 in odd coins, crystals, etc. per individual.

Trog Bully

Appearing: 25% of the group

H: 40-45

P: 35-40

S: 8-11

Attack: A bully will use weapons such as sling, throwing spear, spiked club, etc., all such weapons striking with a Physique Ability bonus of +6 Harm.

Defense: 7 points of protection for matted hair and skin, plus hides worn.

Wealth: In contemporary terms, is in the range of \$100-\$600 in odd coins, crystals, etc. per individual. There is a 10% chance for one Very Minimal Extraordinary object.

Trog Chief

Appearing: 1 in a group of 12, 1 per 50 trogs in a community

H: 51-70

P: 51-80

S: 12-15

Attack: A chief can use weapons such as an axe, a spiked club, sword, etc., all gaining a Physique Ability bonus of +8.

Defense: A chief will use a buckler and gets 8 points of protection for matted hair and skin, salvaged armor worn, and speed of reaction.

Wealth: In contemporary terms, is in the range of \$1,000-\$4,000. There is a 20% chance each for 1-2 Very Minimal, one Minimal, one Low Moderate, and/or one Moderate Extraordinary object.

Trog Hag

Appearing: 1 in a group of 12, 1 per 20 trogs in a community

H: 35-40

P: 31-50

S: 13-16

Attack: A hag has from two to four Powers of Extraordinary Ability—Enchantment and Theurgy at 31-50 score, in any mix, from Very Minimal to Good grades. Hags uses a knife or club.

Defense: A hag has 8 points of protection for matted hair and skin, plus salvaged armor worn and speed of reflexes.

Wealth: In contemporary terms, is in the range of \$500-\$3,000 in coins, crystals, etc. per hag. There is a 20% chance each for one Very Minimal, one Minimal, and/or one Low Moderate Extraordinary object.

Troll

Appearing: 1-2 or 2-24+ in a subterranean community

H: 71-90

P: 36-55

S: 5-7

Attack: A Troll will hurl small boulders to 120-foot range for 1-20 +12 points of Harm, and usually use weapons such as a club or spiked club, gaining also a Physique Ability bonus of +12 Harm.

Defense: A Troll will wear 3 to 6 points of hide armor.

Wealth: Trolls have wealth in the range of \$2,000 to \$40,000 each, with no set chance to find any Extraordinary item—any such objects being of special sort as determined and awarded by the LM.

A Troll is a big Alfar humanoid of strong, but deformed, sort, whose home is on the same plane as, (and who is often allied to) Urls, and even Ulfs. A typical Troll is about seven and a half feet tall, heavy of bone and muscle, with short legs and long arms. The head is large with a prominent brow, high, back-sloping cranium, and very large ears. They often kill and eat smaller sorts of Alfar, cooperate marginally with those powerful enough to demand it, and serve greater creatures when forced to.

Some very few Trolls are excellent craftsmen, but none are very intelligent. They are subterranean/nocturnal creatures that turn to stone in direct sunlight, and suffer 3-5 points of Harm each AB (12 seconds) they are in strong, indirect sunlight.

Essentials

Trollkin (General)

Appearing: 22-220+

Any organized group of these humanoids is called a brangle. Brangles are generally communal in nature, although the more powerful individuals accumulate some personal wealth.

Cave Trollkin differ from their close cousins, the Barrens Trollkin, in that they are slightly smaller and have skin of a pale slate color or blue, rather than deep gray or gray-brown. (See the general Listing above for the statistics pertaining to Barrens Trollkin.) A typical specimen of Cave Trollkin is only about three and a quarter feet tall, but weighs at least 60 pounds, because of dense bones and muscle. A Barrens Trollkin might be a couple of inches taller and a few pounds heavier. While Trows have round heads and Oafs flat oval ones, Trollkin are bullet-headed, with features seemingly scrunched down onto the lower third of their faces, with large ears that protrude laterally accentuating this condition. Cranial hair is in a straight-standing shock atop the point of the head.

Trollkin of all sorts are basically underground dwellers, though unlike the Trolls, they do not explode or turn to stone in sunlight. They just don't function well in bright light. Their eyes see best in dim light, and they can even see somewhat when there is no light of the sort perceptible to human eyes. Likewise, their hearing is keen, especially in regards to echoes. Their sense of smell is abominable, as is their personal odor.

All of the Troll kind enjoy human flesh, but Trollkin do not crave it. All are excellent spelunkers, being able to negotiate the underground ways with alacrity and climbing and squeezing quickly through tight spots. All can also hold their breath for more than two minutes, a survival feature required in places where poisonous gases are encountered, and all can swim rapidly (swimming at a speed equal to a human's average walking pace) and well.

Chief, jarl, and king Trollkin have the non-standard abilities of belly wiggling at half normal walking speed, and somersaulting ahead 10 feet, or backwards 5 feet, in one second, so as to land upright at the end. They add 2 points to armor thus, and do not receive an attack penalty for the added action. Barrens Trollkin have Ranging and Waylaying Abilities at 50 Score, and Cave Trollkin have Ranging and Stealth Abilities at 50 Score.

Trollkin often employ volatile mixtures of inflammables, such as naphtha or turpentine, mixed with light oils and kept in skins so as to be able to be squirted at foes. The stream projected will be ignited by flame, usually from a torch, even as it is being directed upon its target. There are typically 10 good squirts in such a skin, and each dousing will burn for about 10 seconds. The range of a stream is about 15 feet, and Harm is 1-2 points for each one second realtime the target is on fire.

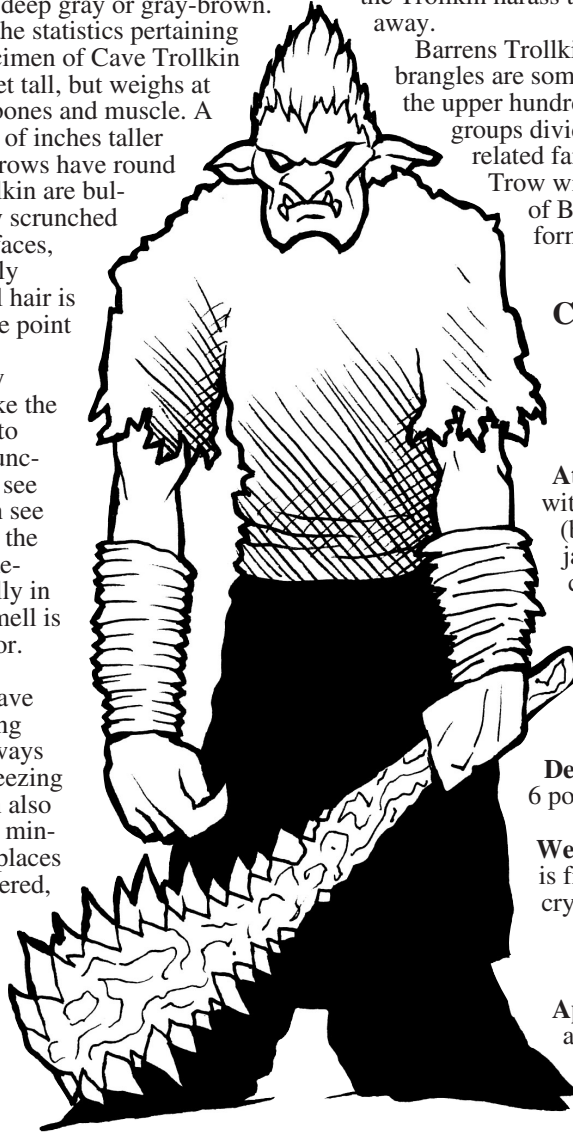
A brangle of Cave Trollkin collect a great deal of stuff over time. Much is useless to anyone save other Trollkin, but some small amount of clothing, equipment and useful gear, weapons, and armor suitable for humans, will also be found.

High-ranking Trollkin, jarls, and weirdwives will also have small hoards of valuables such as small art objects, furs, ivory, and precious metals, in a range of from \$1,000-\$20,000 per category.

Royal Trollkin will have personal stashes of valuables such as small art objects, furs, ivory, precious metals, in a range of from \$12,000-\$50,000.

Cave Trollkin are on relatively good terms with other Alfar Races of their general ilk, including Oafs (whom they will exploit for their strength) and Trow. They are not particularly hostile to capricious Grotto Wylfs. They find Gnomes, Dwarves, and all the like too smart and too regimented, so whenever they are near, the Trollkin harass them, steal, spoil, attack, etc., to drive them away.

Barrens Trollkin tend to inhabit the outdoors and their brangles are sometimes of considerable size, numbering in the upper hundreds or even a thousand or more. Such large groups divide into gangs, each a clan-like association of related families. It is most probable that a band of Hill Trow will be found associated with any large brangle of Barrens Trollkin at a ratio of about one of the former to each nine of the latter.



Cave/Barrens Trollkin, Average

Appearing: about 90% of the population

H: 21-26

P: 20-25

S: 8-10

Attack: One third of a group will be armed with slings (barrens Trollkin) or rock-throwers (below) and a hand weapon, one third with 3 javelins and a hand weapon, and one third with club and knife.

Rock throwers are a billet with a cup, something like a short lacrosse stick, by means of which a goose-egg-sized stone can be thrown up to 150 feet distance generating 1-20 Harm.

Defense: A Trollkin will carry a targe and have 6 points of armor.

Wealth: Wealth for average Trollkin of all sorts is from \$10 to \$100 in coins, and a like sum in crystals, per individual.

Cave/Barrens Trollkin Chief

Appearing: 10% of the population, 1 per 10 average Trollkin

H: 31-40

P: 26-35

S: 11-13

Attack: A chief will typically use two throwing axes or hammers, a battle axe, and knife.

Defense: A chief will carry a buckler or shield, and wears 8 points of armor.

Wealth: Wealth for chief Trollkin of all sorts is from \$50 to \$500 in coins, and a like sum in crystals, per individual. There is a 10% chance for one Very Minimal Extraordinary object.

Cave/Barrens Trollkin Jarl

Appearing: 1 per 50 average Trollkin

H: 41-50

P: 40-46

S: 12-14

Attack: A jarl typically has 2 throwing axes or cleavers, sword and knife or dagger.

Defense: A jarl will use a buckler or shield and wear 10 points of armor.

Wealth: For Trollkin jarls of all sorts this ranges from \$1,000 to \$6,000 in coins, a like sum in crystals and gems, and double that in jewelry per individual. There is a 25% chance each for 1-2 Very Minimal, one Minimal, one Low Moderate, and/or one Moderate Extraordinary object.

Cave/Barrens Trollkin King

Appearing: 1 per community

H: 61-80

P: 51-70

S: 11-16

Attack: A king typically uses a small crossbow (discharges two quarrels at once, thus a double attack on one target) and 20 quarrels, a short thrusting sword, and belt mace.

Defense: A king will use a buckler and has 12 points of armor that is partially Extraordinary-engendered.

Wealth: For a Trollkin king this ranges from \$5,000 to \$30,000 in coins, twice that sum in crystals and gems, and twice that in jewelry. There is a 60% chance each for 1-4 Very Minimal, 1-3 Minimal, and/or 1-2 Low Moderate Extraordinary objects, 30% chance each for one Moderate, one Good, and/or one Very Good Extraordinary object, and a 10% chance each for one Strong, one Very Strong, and/or one Major Extraordinary object.

Cave/Barrens Trollkin Spaewife

Appearing: 1 per 25 average Trollkin

H: 21-30

P: 26-35

S: 12-15

Attack: A spaewife uses special Powers, one per ABC, at will: a glare to cause a single subject to act at half normal speed when watched, or a stare that can deliver 3-5 points of Harm, regardless of armor, to a single subject. The spaewife can also use a weapon such as a dagger or knife.

Defense: A spaewife has 4 points of armor.

Wealth: Wealth for Trollkin spaewives of all sorts ranges from \$1,000 to \$3,000 in coins, double that sum in crystals and gems, and triple that in jewelry per individual. There is a 25% chance each for 1-2 Very Minimal, one Minimal, one Low Moderate, one Moderate, and/or one Good Extraordinary object.

It is rumored that some spaewife Trollkin possess other, mysterious Powers.

Cave/Barrens Trollkin Weirdwife/Queen

Appearing: 1 per 100 average for a weirdwife, plus 1 queen total

H: 31-40

P: 26-45

S: 13-16

Attack: A weirdwife/queen can use special Powers, one per ABC, at will: a glare to cause the movement and actions of a single subject to be half normal speed when so watched, a stare to deliver 6-8 points of Harm regardless of armor to a single subject, or acid spittle inflicting 13-16 Harm at up to six-foot distance regardless of armor. Weirdwives/queens also use a weapon such as a dagger or knife.

Defense: A weirdwife/queen has 8 points of armor due to innate Extraordinary energy.

Wealth: For Trollkin weirdwives of all sorts this ranges from \$5,000 to \$8,000 in coins, a like sum in crystals and gems, and double that in jewelry per individual. There is a 30% chance each for 1-3 Very Minimal, 1-2 Minimal, one Low Moderate, one Moderate, one Good, and/or one Very Good Extraordinary object.

The Trollkin queen has twice weirdwife wealth, and a 40% chance for Extraordinary objects as noted above, plus a 25% chance each for one Very Good, one Strong, and/or one Very Strong Extraordinary object.

Trow (General)

Appearing: 5-50+

Short and stocky, avaricious, scheming, and rather sinister, Trow look like beardless, bushy-headed dwarfs having a bad hair day. Their ears are too large, their mouths too wide, and teeth are of the snagged and spiky sort. They wear leather garments, and various belts and harnesses from which weapons such as knives and hammers depend.

Trow

Appearing: 22 to 220+

H: 36-45

P: 31-50

S: 12 attacking / 8 moving

Attack: A Trow will typically have a small crossbow (with spring arms that make it equal to largest of human ones), or several spears, and an assortment of cleavers, hammers, and knives.

Powers

Each individual Trow also has one minor Extraordinary Power of some sort, typically employable once a day only, such as:

- 1: In 1 second, become invisible and remain so for up to 12 seconds (or until striking with a weapon).
- 2: In 1 second, blend with the surroundings so as to be unnoticed until active.
- 3: In 1 ABC, bring a rain of stinging pebbles for 4 ABCs (12 seconds) into an area of 10-foot radius around the Trow (not touching that individual). The stones cause all therein to operate at an Ability penalty of +10 per ABC of exposure, viz. +10 to +40 penalty to dice rolls.
- 4: In 1 second, cause a foot to slip so a subject in sight and within 30 feet distance falls down.
- 5: Instantly dash off at three times normal running speed for 4 ABCs.
- 6: Instantly dodge a deadly blow.
- 7: Instantly double its normal precision for one attack.
- 8: Instantly elevate a long garment upwards for as long as 4 ABCs so as to obscure the wearer's vision and hinder movement of arms and hands by at least 50%.
- 9: In 1 ABC, generate for 4 ABCs' duration a blinding, smoke cloud that measures 10 feet in radius, measured at one-foot distance from the Trow's head
- 10: In one second, ignite a fire in any easily inflammable object in sight and not more distant than 60 feet, such as old cloth, dry paper, dead leaves, etc.
- 11: Instantly leap upwards, arcing or straight up, as high as 20 feet.
- 12: Instantly cause an opponent's weapon grip to become greasy so that it can't be held properly for the next 4 ABCs, and will be dropped each time a blow/use is attempted during this period.
- 13: Instantly precipitate a heavy rain for 4 ABCs into an area of 10-foot radius, within sight of, and no more distant than 40 feet from, the Trow.
- 14: Instantly somersault-roll for 20-120 feet distance at twice normal running speed.

Essentials

- 15: Instantly spin an adversary around 180 degrees.
16: Instantly cause one blow aimed at the Trow individual to rebound and strike the attacker.

Defense: A Trow will have a buckler and 8 points of armor.

Because they enjoy causing discomfort, and love bad jokes, Trow can get along as second fiddles to Leprechauns. Although quite friendly with cave Trollkin, if Trow have anywhere near an equal number, they tend to treat the weaker Trollkin as servants.

Trow King

H: 61-80

P: 61-80

S: 15 attacking/10 moving

Attack: A king will typically use a heavy cutting sword plus the usual assortment of cleavers, hammers, and knives.

Defense: A king will use a shield and wears 12 points of armor.

A Trow king will usually have 3 or 4 Powers of varied sort, employable once a day only, as given above, or else one Power usable 3 or 4 times daily.

Wealth: Individual wealth is in the range of \$300 to \$1,800 in coin, and a like amount in other valuables. There is a 20% chance for one each of the following power Extraordinary objects: Very Minimal, Minimal, Low Moderate, and/or Moderate. Kings generally accumulate twice this amount.

Ulfs (General)

Appearing: 1-2+, communities number 4 to 16, all combatants

The Ulf race is the most vile of all of their form of Alfar, collectively more dangerous than the larger and individually more terrible Ogre race. Ulfs are the antitheses of Fair Alfar. They are too tall, at least seven feet in height, thin to the point of cadaverousness, frighteningly—hideously—ugly, and of a dead gray or putrescent ivory complexion. The leering visage, with evil apparent in its every aspect, the fanged mouth and glittering red eyes, the snake-like fingers with razor-like nails, all bespeak volumes of woe to the one who has fallen into the hands of the Ulfs.

The race of Ulfs possesses intelligence above the human average, and they find their pleasure in putting their intellects to finding innovative ways of causing misery, suffering, disaster, and lingering death.

If encountered randomly it is usual that the Ulf or Ulfs will each have a Troll servant-guard.

Ulfs are nearly solitary, and their communities, referred to as “families” by the Ulfs, are small, palatial fortresses concealed in the greatest of wilderness places or deep underground. In such place there will be a number of troll servant-guards equal to the total number of Ulfs. Each member of the “family” will have a great hoard of coins and Extraordinary items with a value whose sum is equal to the individual wealth of each of the community members combined, including Extraordinary items, plus an equal value in precious objects ranging from gems to objects d’art.

All Ulf senses are superior to human senses, and they can see very well in pitch darkness, but light conditions that are equal to full sunlight are like a dark night to their eyes.

Each Ulf possesses at least one Extraordinary Ability, other than Theurgy, at a Score from 55 to 100 points.

All of this race are much alike, and whether male or female are combatants. General individuals possess both Chivalry and Physique Ability so as to convey Harm bonus from 3 to 12 points.

An Ulf “executioner” is a sort of family champion. Such individuals have only one to three Psychogenic Ability Powers, but always have maximum Physique Ability of +12. Each has Chivalry Ability conveying added Harm of +10, and Savagery

Ability conveying added Harm of +10. There will be one executioner per 5 Ulfs in the group.

An Ulf “savant” is a sort of family master or mistress. They have randomly determined Chivalry, Physique, and other Ability bonuses of from 3 to 30. There will be one in the group if the family numbers 9 or fewer, two otherwise. Each savant has two or three Extraordinary Abilities, each with a Score range of from 75 to 125 points.

Ulfs do not generally associate with any sort of other races of Alfar, save Trolls, as noted. In fact, they do their utmost to slay them, especially those of their own ilk and the potent malign ones, just as they are inimical to Alfs. There are, of course, exceptions...



Ulf

H: 71-90

P: 71-90

S: 16-18

Attack: An Ulf can use Ability Powers, or two attacks per ABC with weapons such as long thrusting sword and a long dagger, with Chivalry and Physique Ability bonus variable of 3-12 points of Harm.

Defense: An Ulf has 13 points of armor due to protection worn and a Moderate Preternatural energy that conveys the stated protection against even Supernatural Harm.

Wealth: Wealth, in contemporary terms, is in the range of \$20,000-\$200,000 in coins, crystals and gems, and jewelry per individual. There is a 25% chance each for 1-3 Very Minimal, 1-2 Minimal, one Low Moderate, one Moderate, one Good, one Very Good, one Strong, one Very Strong, and/or one Major Extraordinary object.

Ulf Executioner

Appearing: 1 per 5 Ulfs
H: 81-100
P: 81-100
S: 15-17

Attack: An executioner can use Psychogenic Powers, or two weapon attacks per ABC, typically heavy bow and 20 arrows and heavy cutting and thrusting sword, all at +32 points of Harm.

Defense: An executioner has 14 points of armor due to protection worn and a Moderate Preternatural energy that conveys the stated protection against even Supernatural Harm.

Wealth: In contemporary terms, is in the range of \$20,000-\$240,000 in coins, crystals and gems, and jewelry per individual. There is a 30% chance each for 1-3 Very Minimal, 1-2 Minimal, one Low Moderate, one Moderate, one Good, one Very Good, one Strong, one Very Strong, and/or one Major Extraordinary object.

Savant

Appearing: 1 per community, 2 if more than 9 Ulfs
H: 66-95
P: 66-95
S: 19-22

Attack: A savant can use Extraordinary Abilities, or two attacks per ABC with weapons, such as a thrusting sword and long dagger, with Ability bonuses totaling from 3-30 points.

Defense: A savant has 16 points of armor due to protection worn and a Moderate Preternatural energy that conveys the stated protection against even Supernatural Harm.

Wealth: In contemporary terms, is in the range of \$50,000-\$500,000 in coins, crystals and gems, and jewelry per individual. There is a 50% chance each for 1-4 Very Minimal, 1-3 Minimal, 1-2 Low Moderate, one Moderate, one Good, one Very Good, and/or one Strong Extraordinary object, and a 25% chance each for one Very Strong, one Major, one Extreme, and/or one Extreme+ Extraordinary object.

Urals (General)

An Ural appears very much like a wide and ugly Troll. A typical Ural is a bit over seven and a half feet tall, heavy of bone and muscle, with short legs and long arms. The head is large with a prominent brow, high, back-sloping cranium, and very large ears. Unlike Trolls, however, the skin of the Ural is smooth, hairless, and usually of mahogany brown or dark gray. Ural kings are slightly larger, less deformed (sometimes not at all), and typically of jet-black complexion.

The Alfar race of Urals has good intelligence and some, particularly their kings, have, in addition to Extraordinary Powers or like Abilities, one or more full-scale normal human Abilities. Urals are wholly subterranean creatures that are harmed moderately when in direct sunlight, suffering 6-8 points of Harm thus for each AB (12 seconds) so spent. Note that the Extraordinary Power capacity of Ural kings does not enable these individuals to possess full human-normal capacities.

Wealth is variable in regards these creatures. Some seem to shun it, while others are as avaricious as are the greediest of dwarves. In the latter case, an individual will be as rich as a dwarf lord, and a community will possess a hoard equal to that of a dwarfish community of 300 to 500 member size.

Ural

Appearing: 1-2, 2-10+ in subterranean community
H: 91-110
P: 61-90
S: 10-13

Attack: An Ural can use weapons such as heavy spears hurled to 120-foot range, and battle axe or long flail with combined Physique, Savagery, and Tricks Ability bonus of from +5-30 Harm.

Defense: An Ural has 5 to 7 points of armor, with Extraordinary energy conveying this protection against even Supernatural Harm.

Ural King

Appearing: 1 in a subterranean community of 8 or more
H: 121-140
P: 91-110
S: 11-14

Attack: A king can use from two to four Powers of Extraordinary Ability of Enchantment and Theurgy at 51-50 score, in any mix and of any grade, and weapons such as a heavy spear hurled to 180-foot range, a heavy cutting sword, etc., with combined Physique, Savagery, and Tricks Ability bonus of +23-32 Harm.

Defense: A king has 8 points of armor with Extraordinary energy conveying this protection against even Supernatural Harm.

Werebeasts (General)

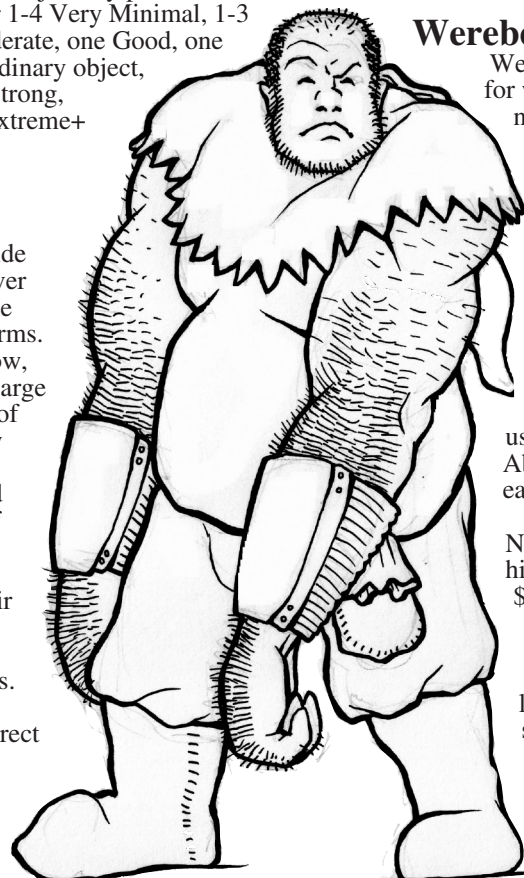
Werebeasts are a class of once-humans who, for whatever reason, have acquired the Extraordinary Power of changing from human to animal form. In addition to this shape-shifting ability, all werebeasts also have Preternaturally-protected physical bodies that resist Harm.

Only acid, fire, and weapons of silver can inflict normal Harm on a werebeast. Other attacks cause only one-tenth normal Harm, and health lost thus is regained in one day after being suffered.

When in human form, any sort of werebeast has the range of human Abilities typical of their origination, and they can likewise use weapons as do normal humans. All such Abilities are left to the discretion of the LM, as each werebeast is special.

Wealth is as individual as any human's. Nomadic werebeasts will have some small, highly valuable items in the range of \$10,000 to \$100,000 and a good chance for 1-3 Extraordinary objects of Moderate, Good, or Very Good sort. Sedentary beasts will have half that in small objects of value, plus perhaps as much in larger, less portable items. Extraordinary possessions will be the same.

There are many sorts of werebeasts, and the more common kinds are listed hereafter. This list should, by no means, be considered complete.



Essentials

Werebeast, ape

Appearing: 1 (or more)

H: 86-95

P: 60-65

S: 15

Attack: This werebeast can strike for 1-12 Harm, and bite for 1-2 Harm. These attacks gain a Physique Ability bonus of +12 Harm.

Defense: The ape werebeast has 4 points of armor from Preternatural energy plus special defenses and healing as noted above.

In animal form, the individual walks upright or on all fours as does a true ape. The werebeast has all the prowess of a great ape in regards to strength and climbing. It can freely associate with and dominate normal apes, chimpanzees, gorillas, etc..

A typical simian werebeast will have a slightly protruding brow, long arms and barrel chest, and is likely noticeably hirsute.

Werebeast, avian

Appearing: 1 (or more)

H: 56-65

P: 75-80

S: 12 attacking / 24 flying

Attack: In bestial form, the avian werebeast will use its beak to slash for 1-20 + 2-16 Harm.

Defense: This werebeast has 5 points of armor from Preternatural energy, plus special defenses and healing as noted above.

In animal form, the individual hops and flaps as might a giant hawk, vulture, or stork. The werebeast has all the prowess of a bird in regards to flying and perching.

A typical avian werebeast will have wide-set and round eyes, sloping forehead and receding chin, and a prominent nose, with a tall, thin build, and often a somewhat stooped posture. The gait of this individual will likely be stiff as well.

Werebeast, canine

Appearing: 1 (or more)

H: 71-90

P: 70-75

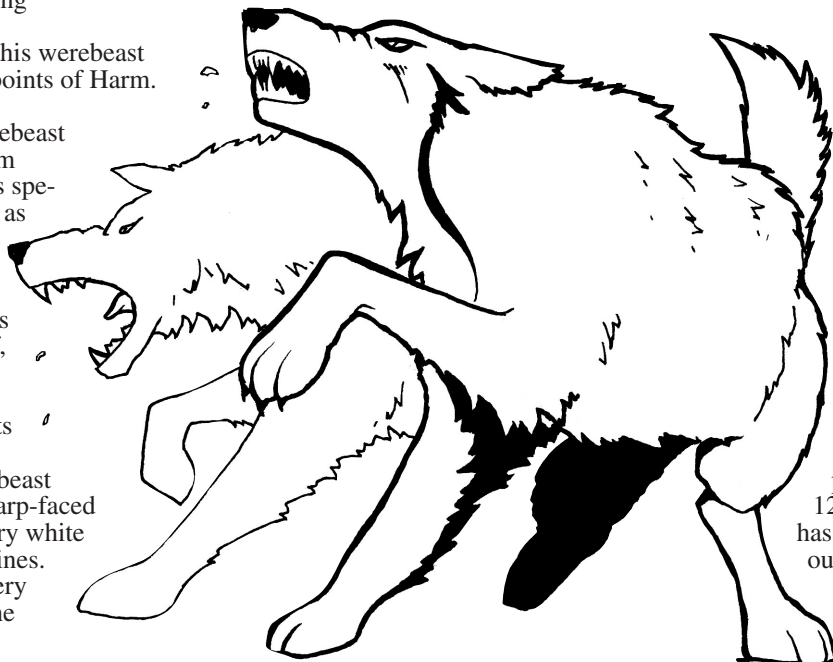
S: 12 attacking / 20 moving

Attack: In bestial form, this werebeast will bite for 1-10 +1-20 points of Harm.

Defense: The canine werebeast has 5 points of armor from Preternatural energy, plus special defenses and healing as noted above.

In animal form, the individual performs as might any hound, mastiff, or wolf. The werebeast has all the prowess of such a canine/lupine of its animal form.

A typical canine werebeast will have a noticeably sharp-faced visage, thick hair, and very white teeth with prominent canines. The body build will be very muscular and lean, and the walk loping.



Werebeast, crocodilian

Appearing: 1 (or more)

H: 91-110

P: 70-75

S: 7 on land / 20 in water

Attack: In bestial form, the crocodilian werebeast will bite for 9-20 +10 Harm.

Defense: This werebeast has 3 points of armor from Preternatural energy, plus special defenses and healing as noted above.

In animal form, the individual walks upright on land, but is somewhat slow. When in water, of course, this werebeast has all the prowess of a crocodile. It can freely associate with, and dominate, normal creatures of its kind, alligators or crocodiles.

A typical crocodilian werebeast will have a slightly reptilian look to his face and skin that, under close scrutiny, will show a faint tracery of scale markings similar to crocodile hide.

Werebeast, feline

Appearing: 1 (or more)

H: 81-100

P: 75-85

S: 15 attacking/20 moving

Attack: In bestial form, the feline werebeast will strike for 2-12 Harm, and bite for 1-12 Harm. Each attack receives Precision and Physique Ability bonus Harm of +1-10 points.

Defense: The beast has 6 points of armor from Preternatural energy, plus special defenses and healing as noted above.

In animal form, the individual performs as might any great cat. The werebeast has all the prowess of its feline animal form and might associate with jaguars, leopards, lions, or tigers, with such result as would be expected from animals of this sort regarding recognition and acceptance.

A typical feline werebeast exhibits a litheness of form and grace of movement reminiscent of the great cat family. The eyes will be commanding, the smile wide and showing sharp canines.

Werebeast, ophidian

Appearing: 1 (or more)

H: 51-60

P: 55-60

S: 15

Attack: In bestial form, this werebeast will coil around a foe for 6-8 points of continuing Harm (also prevents subject from attacking). It can also bite for 1-2 Harm plus VT of 9-12 Harm delivered if bite scores 2 points.

Defense: Preternatural energy provides 2 points of armor protection, plus special defenses and healing. In animal form, the individual performs as might any large (c. 12-foot-long) snake, although it has both constricting and poisonous bite capacities. The werebeast has all the prowess of a large snake (swimming, slithering, climbing) and might associate with ordinary ones.

A typical ophidian werebeast exhibits a decidedly smooth and expressionless countenance. Features in the narrow head will be small, save for the large, nearly lipless mouth in which a long and slender tongue is lodged. The individual will be tall, thin, and quick of movement.

Werebeast, ursine

Appearing: 1 (or more)

H: 131-150

P: 31-40

S: 10 attacking/20 moving

Attack: In bestial form, this werebeast will strike with a paw slap for 17-20 +1-10 Harm. A result of 20 Harm indicates both paws hold the victim fast for an automatic maximum Harm bite the following ABC. The werebeast can bite for 1-20 +1-10 Harm.

Defense: The ursine werebeast has 2 points of armor from Preternatural energy, plus special defenses and healing as noted above.

In animal form, the individual performs as might any big bear. The werebeast has all the prowess of a creature of its animal form, and might associate with ordinary animals with such result as would be expected from animals of this sort regarding recognition and acceptance.

A typical ursine werebeast exhibits a bearded and rather rough visage, but with a certain bluff attractiveness. The build of the individual will be tall, powerful, and slope-shouldered, and the gait rolling.

Werebeast, Loup Garou

Appearing: 1+

H: 96-115

P: 71-80

S: 15 attacking / 25 moving

Attack: A loup garou can bite for 13-16 +1-20 Harm.

Defense: See below.

Wealth: Wealth possessed is as individual as any human's, but in the range of \$50,000 to \$500,000 (or even more). There is a 50% chance each for a total of 0-9 Extraordinary objects of Very Minimal to Extreme sort, with checks being made progressively, from lowest to highest grade. (Note that if insufficient objects have been discovered by percentile check to match the number [0-9] of items indicated, work through the process again, from lowest to highest.)

In human form, the loup garou is as any person of commensurate sort and can use various Abilities, except Extraordinary ones.

This is a particularly terrible sort of werebeast; one that is treated after the rest because of its greater threat. It is thought that the original loup garou were creatures from another set of dimensions that, upon coming to this world, preyed upon and sometimes made humans into their own kind through infection from their saliva. Currently, the vast majority, save the most powerful of this species, are once-humans who have become infected, and thus have acquired the Extraordinary power of changing from human to wolf form at will.

During the time of the full moon, from moonrise until dawn, a loup garou will automatically change into lupine-like bestial form. During this time it must kill and devour at least one human, humanoid, or Alfar each night, or else the individual will lose one quarter of its stat strength until the next full moon.

In addition to this shape-shifting ability, loup garou have Preternaturally-protected physical bodies that resist Harm, save from silver or Extraordinary attacks of Supernatural force. A Preternatural Extraordinary protection (8 points) surrounds the loup

garou at all times, in both human and lupine form. Health lost to such attacks as can cause them damage—silver and Supernatural magic—is regained at the rate of one point of Health per ABC.

Anti-Power Checks

- 1: The smell of a bunch of fresh or dried wolfsbane will keep a bestial-form loup garou at bay, or weaken it when it attacks. It will gain only half its normal bonus (+1-10 Harm) for its Precision and Physique.
- 2: If in bestial form, a loup garou cannot stand on hallowed ground. To do so causes it to suffer one point of Harm for each AB it does, and this Harm takes a full day to heal for each point.
- 3: A draught of alcohol in which wolfsbane has been steeped will inflict from 31-60 points of VT Harm to a loup garou in human form who happens to swallow such infusion. Weapons coated with the sap of the wolfsbane plant will inflict wounds that heal only at the same rate as that of a human recovering from like Harm (basically one point restored to Health each day of rest). However, a coated weapon is effective for one hit only, and then the wolfsbane toxin is too diluted to have potency.

In loup garou form, this terrible creature appears to be a monstrous wolf of about twice normal size, a creature the size of a Great Dane and weighing at least 250 pounds. The head is larger and longer-snouted than a wolf's, but the eyes, brow, and ears suggest the human element. It can stand and move bipedally, as well as on all fours.

The forepaws of the loup garou are as dexterous in manipulation as are a human's hands, although they are leather-hard and not sensitive in regards to touch. The senses of sight, hearing, taste, and smell are nearly as keen as those of a normal wolf. The loup garou's vision is, in fact, such that it can see in total darkness as if it were dim twilight.

In human form, a typical loup garou will be likely to have a noticeably sharp-faced visage, thick hair, the eyebrows will likely meet in the middle, and the teeth will be very white, with prominent canines. The body will be tall, very muscular, and quite lean, and movement will be quick and the gait long and rapid.

Any human, humanoid, or Alfar bitten, but not killed, by a loup garou is 90% likely to be infected and become a loup garou. The process takes 13 days to complete.

Wolf

Appearing: 1 (10%) or 2-16 (90%)

H: 36-45

P: 41-50

S: 20

Attack: A wolf can bite for 1-12 +2-12 Harm.

Defense: A wolf has 6 points of armor protection due to its speed and dodging ability.

Wolverine (Glutton)

Appearing: 1-2

H: 30-35

P: 46-55

S: 15 attacking/10 moving

Attack: A wolverine can strike with its claws for 1-10 Harm, and bite for 1-10 Harm. Both attacks provide continuing Harm once both have been successful. After a victim has been both successfully grabbed and bitten, each attack gains variable +2-12 bonus Harm.

Defense: A wolverine has 8 points of armor because of its shape and movement.

Essentials

Wyrms in General

Appearing: 1 (usually)

The race of wyrms is thought to be the ancient progenitor from which drakes arose, wyrm-kind itself being the old, degenerate link between the dragon and the drake. All wyrms are snake-like in form with two pairs of widely separated legs and vestigial wings sprouting slightly behind the forelegs. The head of a wyrm is lizard-like, with a domed brain region, and a very long and sharply narrowing snout with crocodilian-type teeth.

These are intelligent subterranean creatures that are as at home in water as they are in dry places. There are three species of wyrm—flame, fume, and stone—each of which is treated separately hereafter. Wyrms are all completely solitary creatures, and a pair with young has never been found, so it is thought they are either near-eternal or else they come to the dimensions of earth only when grown, and breed in their own set of dimensions removed from earth's.

It is worth noting in passing that there might be some connection between nether serpents and wyrms, although this is not firmly established. In any event, the fore-toes of all wyrms are manipulative and the two front ones oppose the two rear ones. These creatures being able to speak and even to read, it is thought that some might possess human-like Abilities and employ tools.

As with the wyvern species, the length of the wyrm specimen dictates its attack range. The exhalation is always three feet in diameter. The deadly breath exhalation and tail-sting range extend to exactly one-half of the creature's total length. The tail can be used to attack an opponent before the creature, if such individual is within a few feet of the wyvern's forepart. Otherwise, the tail is employed to counter rear-attacking foes.

Their breath exhalation is employable no more than once every two minutes time, so it is typically of limited use, and the wyrm withhold release awaiting a highly opportune moment to employ it.



Flame Wyrm: A slimy orange-maroon colored creature.

Length: 24 to 36 feet in increments of 2 feet (d6 x 2).

H: 61-72

P: 46-65

S: 13-15

Attack: 12- to 18-foot flame exhalation for 13-16 Harm (ignoring armor not specific to fire/flame/heat Harm) plus the usual combustion of inflammables (generally 3-5 continuing Harm each ABC from clothing worn while garments burn), or a bite for 9-20 Harm plus an added 1-12 points precision variable, and/or tail stab-sting for 1-6 plus 6 points Harm for physique and delivering VT of 9-12 whenever armor is bypassed. Full armor is always bypassed 10% of the time, half armor 50% of the time.

Defense: Supernatural energy, scales and speed conveying a constant 17 protection against all forms of Harm.

Fume Wyrm: A glistening sickly ochre colored creature.

Length: 22 to 34 feet in increments of 2 feet (d6 x 2).

H: 56-67

P: 41-60

S: 14-16

Attack: 11- to 17-foot VT fume exhalation for 1-2 Harm (ignoring armor not specific to poisonous gas Harm) plus stupor for 5-8 ABCs time in which all actions, reactions, and Abilities are at 50% of normal, or a bite for 7-20 Harm plus an added 1-10 points precision variable, and/or tail stab-sting for 1-6 plus 6 points Harm for physique and delivering VT of 17-20 whenever armor is bypassed. Full armor is always bypassed 10% of the time, half armor 50% of the time.

Defense: Supernatural energy, scales and speed conveying a constant 18 protection against all forms of Harm.

Shock Wyrm: An eye-tearing blue-violet colored creature.

Length: 24 to 36 feet in increments of 2 feet (d6 x 2).

H: 66-77

P: 51-70

S: 15-17

Attack: 12- to 18-foot length electrical bolt with a three-foot diameter for 17-20 points of Harm disregarding normal protection, with double that Harm if the subject is wearing or touching conductive metal or liquid, triple if both wearing conductive metal and standing in water, or a bite for 3-30 Harm plus an added 1-6 points precision variable, and/or tail stab-sting for 1-8 plus 10 points Harm for physique and delivering VT of 6-8 whenever armor is bypassed. Full armor is always bypassed 10% of the time, half armor 50% of the time.

Defense: Supernatural energy, scales and speed conveying a constant 16 protection against all forms of Harm.

Stone Wyrm: A sheened rot-gray colored creature.

Length: 20 to 32 feet in increments of 2 feet (d6 x 2).

H: 71-82.

P: 36-55.

S: 16-18.

Attack: 10- to 16-foot VT poison exhalation for low 3-5 permanent Harm automatically each ABC of time then and thereafter, ignoring all armor protection, until the victim is petrified or the cell transformation process is reversed (or removed through Extraordinary means), or a bite for 5-20 points of Harm plus an added 1-8 precision variable, and/or tail stab-sting for 1-8 plus 8 points Harm for physique and delivering VT of 13-16 whenever armor is bypassed. Full armor is always bypassed 10% of the time, half armor 50% of the time.

Defense: Supernatural energy, scales and speed conveying a constant 15 protection against all forms of Harm.

Wyverns

Appearing: 1 (rarely 2—a breeding pair)

The wyvern is a bipedal, reptilian, bat-winged creature of monstrous sort that looks very much like an overgrown velociraptor with wings instead of forelegs. It is a metallic, red-brown color with various striped and dotted markings ranging in hue from green to blue. The wyvern is semi-intelligent and ferocious in the extreme. It is thought to be an offshoot of the drakes. There are three general size categories of wyvern, each treated separately hereafter.

The wyvern is a mountain-dwelling creature that prefers remote and undisturbed areas, attacking and killing any perceived threat within its territorial range of some 900 square miles.

The length of the specimen dictates its attack range. The deadly breath exhalation and tail-sting range extend to exactly one-half of the creature's total length. The tail can be used to attack an opponent before the creature, if such individual is within a few feet of the wyvern's forepart. Otherwise, the tail is employed to counter foes attacking from the rear.

The breath exhalation of a wyvern is employable but once each hour, so it is effectively a one-time-only weapon in combat.

Small Wyvern

Length: 20' +/-

H: 41-60

P: 41-50

S: 16-18 on land/25 flying

Attacks:

- 1; The small wyvern can breathe a 10-foot exhalation that paralyzes any one victim struck by the jet of noxious gas (once).
- 2: Small wyverns can strike with its claws for 9-20 +1-10 Harm, or with its tail for 1-20 +6 Harm, plus VT of 6-8 Harm whenever armor is surpassed or bypassed.

Defense: The small wyvern's scales and speed convey a constant 11 points of protection.

Average Wyvern

Length: 30' +/-

H: 66-75

P: 51-60

S: 15-17 on land/24 flying

Attack:

- 1: Average wyverns can breathe a 15-foot exhalation that paralyzes one or two victims struck by the jet of noxious gas (once).
- 2: It can claw for 13-20 +1-12 Harm, and strike with its tail for 1-20 +9 Harm, plus VT of 9-12 Harm whenever armor is surpassed or bypassed.

Defense: The average wyvern's scales and speed convey a constant 13 points of protection.

Great Wyvern

Length: 40' +/-

H: 81-110

P: 61-70

S: 15 on land/23 flying

Attack:

- 1: The great wyvern can breathe a 20-foot exhalation that paralyzes one to three victims struck by the jet of noxious gas (once).
- 2: This wyvern can claw for 7-30 +1-12 Harm, and strike with its tail for 1-20 +12 Harm, plus VT of 13-16 Harm whenever armor is surpassed or bypassed.

Defense: Supernatural energy, scales, and speed convey a constant 15 points of protection against all forms of Harm.

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Serpent Wyvern

Length: 60 +/- feet

H: 116-145

P: 71-80

S: 13-15 attacking on land / 22 flying

Attack:

- 1: The serpent wyvern can breathe a 30-foot poisonous exhalation that paralyzes one to four victims struck by the jet of noxious gas (once) for a period of 21-25 minutes.
- 2: A serpent wyvern can strike with its claws for 17-30 + 1-20 points precision variable Harm, and/or tail stab-sting for 1-30 + 18 Harm the sting delivering VT of 21-25 Harm whenever armor is bypassed—50% if half, 10% if full armor.

Defense: Supernatural energy, scales and speed conveying a constant 19 points of protection against all forms of Harm.

Yeti (General)

There is little question that the humanoid species of yeti is native to Earth and older in origination than humankind. For whatever reason, this intelligent biped is now found only in remote and inhospitable regions. A proper yeti is found mainly at, and above, the tree line in snow-covered mountains. It stands about eight feet tall, weighs 500 or so pounds, and is covered with long, thick, ivory-colored hair.

The susquash sub-species inhabits cold rain forests and taiga. A susquash is about seven and a half feet tall, weighs 450 pounds on average, and its hairy coat ranges from light to dark brown. Both sorts of these creatures have the following characteristics:

They have no speech, but clearly communicate with each other through signs and some form of telepathy when proximate to another—say within 100 feet distance.

They are omnivores, with a carnivorous predilection, and while they tend to hunt singly, they dwell in family groups consisting of a male, one to three females, and such immature offspring as have been generated. Yeti and susquash have hideous strength.

They employ only a few primary tools, and use no constructed weapons. They seem to have an instinctive hatred for all other humanoids—they kill and devour those they are able to, and avoid and flee from those who pose too great a threat. They have Ranging, Stealth, and Waylaying Abilities at the equivalent of 100 Score.

A yeti (or susquash) has the following Extraordinary Powers of attack and defense:

- 1: Once per hour, it may utter a piercing wail that causes creatures within 100 feet to suffer a 50% reduction in their actions and reactions (including Ability use) for 4 ABCs.
- 2: Once per hour, it can fix a glare upon a single subject within 10 feet, and by this eye contact cause the subject to be paralyzed for 4 ABCs, unless it is intelligent and succeeds in a check against four times Speed Base Rating.
- 3: It can conceal itself, motionless, in natural surroundings so as to be 100% undetectable from as near as 50 feet, with greater proximity reducing concealment percentage by 1% per foot.

- 4: Once per day, it can move at twice normal speed in semi-material form (thus seeming blurred to an observer's sight) for 4 ABCs. While thus semi-material, it can pass through matter such as snow or small branches, twigs, and leaves of vegetation without leaving a trace. (Denser matter such as earth, stone, ice, and wood thicker than a thumb impose themselves in normal fashion on the yeti or susquash.) If such matter as is being moved through in semi-material form obscures the yeti or susquash from the sight of an observer, that one can not thereafter follow the continued course of movement.
- 5: A yeti is immune to Harm from cold that is not of Extraordinary Supernatural sort, and even such Harm is but half normal. A susquash is immune to Harm from cold that is not of Extraordinary sort, and such Harm is but half normal if it is of Preternatural kind.

Yeti (male)

Appearing: 1 (75%) or 1 with others (25%)

H: 66-95

P: 61-80

S: 9 attacking/18 moving

Attack: The yeti can smash for 2-12 +21-25 Harm.

Defense: The hair coat, speed, and Preternatural energy convey 10 points of armor protection

Yeti (female/immature)

Appearing: 1-7

H: 56-75

P: 51-70

S: 9 attacking/18 moving

Attack: The yeti can strike for 1-10 +17-20 Harm.

Defense: The hair coat, speed, and Preternatural energy convey 10 points of armor protection

Susquash (male)

Appearing: 1 (75%) or 1 with others (25%)

H: 61-90

P: 66-75

S: 10 attacking/20 moving

Attack: The susquash can strike for 1-12 +21-25 Harm.

Defense: The hair coat, speed, and Preternatural energy convey 11 points of armor protection

Susquash (female/immature)

Appearing: 1-9

H: 51-70

P: 56-65

S: 10 attacking/20 moving

Attack: The susquash can strike for 2-8 +17-20 Harm.

Defense: The hair coat, speed, and Preternatural energy convey 11 points of armor protection.

TREASURES

As character development and design are covered in the first book of these primer rules, you are already aware of the prices for base equipment and sundry items. What follows is a basic description of relative value (and ease of disposal) of the coins, gems, and other sundry valuables often found as treasure.

Monetary Basis

Metal Type	Coin Values by Weight (in ounces)				
	1.00	.50	.25	.20	.10
24 carat gold	\$500	\$250	\$125	\$100	\$50
.999 silver	\$10	\$5	\$2.5	\$2	\$1
pure copper	\$1	\$.50	\$.25	\$.20	\$.10

The dollar sign gives the participant a point of reference that is familiar and immediate. While it will be used throughout, this does not mean that the monetary units used in play must or even should be called dollars. For the sake of the exotic, it is suggested the LM use one of the following sorts of names for the base monetary units in your campaign, making up your own as desired:

bezal	bezant	bice	cash	corona
crown	dinar	doubloon	ducat	florin
guilder	noble	obal	orb	pistole
rupee	shilling	sovereign	thaller	

Money Exchange

It is always a good plan to differ coinage from state to state so that Avatars are compelled to exchange their foreign coins for those of the local mint. The cost for exchange is 10% of value. Naturally, in backward countries, the coinage will be eclectic, so no exchange is needed. In really remote places, gold might fetch a premium of 10% or higher. Generally, though, it is a good idea to have monetary exchange and to charge the players' Avatars, because in all likelihood they otherwise will retain far too much cash.

Prices and Selling

The prices shown should be considered average, and based on the locale and circumstances of the purveyor, prices could be as high as double or less than half the amounts listed, on an item by item basis. This is strictly a matter for the LM to decide.

Based on market prices established by the LM, the sale of an item by an Avatar to a purveyor of such items will net cash ranging from 20% to 70% of the purveyor's selling price. Thus, for instance, an item retailing for \$100 might fetch as little as \$20 or as much as \$70. Again, this depends on supply and demand in the locale.

Of course, should the Avatar set up his own shop, so to speak, the prices set will be those of the player's choosing, and the amount of sales made should be judged fairly and in a disinterested fashion by the LM. Below are listed the rates for room and board, so as to give the value of various items a relative perspective.

Board Costs

	Low	Average	High	Very High
Breakfast	\$5	\$10	\$25	\$125
Dinner	\$10	\$25	\$75	\$500
Supper	\$10	\$20	\$50	\$250

Rental Costs/Month, Apartments, Furnished, City

	Low	Average	High	Very High
One-Room	\$200	\$350	\$800	\$3,000
Two-Room	\$300	\$550	\$1,250	\$5,000
Three-Room	\$400	\$750	\$1,600	\$7,000
Five-Room	\$600	\$1,000	\$2,500	\$10,000
Eight-Room	\$1,000	\$1,750	\$5,000	\$20,000

SELLING ANTIQUITIES

The sale of antiquities is a different matter. There are three main classes of such items:

Coins: These will, in most small communities, be valued a bit lower, and certainly not higher, than the coin of the realm in circulation (generally at 80% to 90% of apparent worth). In a relatively urbane city, antique coins will be appreciated for numismatic value. As a rule of thumb, and without going into rarity and condition and all the rest, if such coins are offered in a very small quantity, they generally will fetch from 200% to 700% [(d6+1) x 100%] of their metal value. On the other hand, if they are offered in a large quantity, their value will increase only to between 120% and 220% [(2d6 + 10) x 10%].

Jewelry: Use the guidelines above, but ignore the quantity, as this is not relevant. With stones included, determine the gemmer value of the stone, and include that at full price to the metal value, then apply the percentage multiplier.

Objects d'Art: All manner of valuable art works (paintings, drawings, needlework, tapestries, and sculptures), as well as antique apparel (armor, headwear, garments, etc.)—both rarities and museum pieces—fall into this category. What is that ancient idol worth? How much for a funerary painting? Who knows? Your campaign will set the parameters. Base your decisions on what similar works would fetch here and now, considering their scarcity and the interest in such things, as well as craftsmanship considerations. Arbitrary values are fine, but keep them reasonable, and not too great, except where the material in question is the major reward for a successful adventure. Remember, the really BIG one usually gets away.

However, a million dollar item is not excessive, speaking in broad and general terms, especially when it must be divided amongst a team of adventurers. Finally, the Avatars might not recognize an item's value and sell it "on the cheap" —only afterwards discovering that they were had. A lot of fun can be had by the LM with this category; there could be a poor market for particular items (except perhaps in one distant location), or Avatars might have to deal with fakes, swindlers, con artists, etc.... You get the picture!

EXTRAORDINARY ITEMS

Sale of Extraordinary things is also a different matter. Some examples follow below.

Memory Tablets are pretty dear, and valuing them at something in the neighborhood of \$10,000 is not outrageous. If they are in short supply, they might fetch a price of more than twice that, of course! Guild members might receive a discount.

For Powers and Similar Extraordinary Ability Related Knowledge one can assume that any Power, or the like, is worth about \$1,000 per Grade or per AEP it costs to use it, then such a thing could be sold to a guild at a price roughly equal to half that value, and to an individual at whatever price that one will pay. Unique ones, though, may be valued at least twice as high.

Extraordinary Objects cannot normally be purchased by Avatars. However, a Non-Avatar Character may agree to buy one from an Avatar at a price determined by adding \$1,000 to \$10,000 per special feature to the normal price of a non-Extraordinary item of the same sort. The total number of bonuses to protection, to precision and to harm should be multiplied by a figure in the middle to high dollar range, based on the overall appeal or usefulness of the item type. Thus, a long spear, generally a middling value weapon that adds 10 points to weapon precision and 6-8 points to harm may be worth its normal weapon base plus \$80,000 to \$90,000 (16-18 times \$5,000). On the other hand, a sword surely merits the \$10,000 per point addition. Use common sense and base it on the way you want your campaign to run.

The value of any item with supernatural bonuses (i.e., 25 points or more of precision bonus, or 17 points or more of harm

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bonus) should be calculated as above, then doubled. Thus, if the long spear noted above instead added 25 points to weapon precision and added 17-20 points to harm, it would be worth its normal weapon base plus \$420,000 to \$450,000 (42-45 times \$5,000, times 2).

EXTRAORDINARY OBJECTS OF SUPERNATURAL & PRETERNATURAL ENERGIZATION

The relative energy of Extraordinary Items is divided into classes. The Preternatural is that of the mundane; the world, its permutations, and the associated dimensions making it and others like it material. All things that are of Grade V and under fall into this class. The more potent, unworldly magical force is the Supernatural. That magical energy stems from dimensions removed, strange to mankind, and powerful. First, a table for finding by random number generation the Grade of an object of this sort is given. Adding unusual properties for objects of a supernatural Extraordinary energy nature is then explained, followed by how these powerful items may be destroyed.

The names of the items in alphabetical order ranking all these objects into 12 Grades according to the item strength:

I	Very minimal
II	Minimal
III	Low Moderate
IV	Moderate
V	Good (this concluding the Preternatural Extraordinary Item ranking)
VI	Very Good
VII	Strong
VIII	Very Strong
IX	Major
X	Extreme
XI	Extreme + (a sort of demi-deital potency)
XII	Extreme ++ (a nearly deital sort of magic).

Each Grade, from lowest to highest, is listed as an alphabetical group that has a percentile number associated with each object in the group. When it is desirable for an item to be found at random, this is then a simple matter. You will use the 12 tables rather frequently. Finally there is the alphabetical listing with full description of each object.

This is a simple matter. If the Grade of an item is not specified, simply roll on the following table to find which of the 12 Grades applies; then roll on the appropriate Power Grade Table to determine the specific item discovered. Certain items are capitalized in both the Power Grade Tables and the item description lists. ARMOR is a good example, there being a variety of forms as well as strengths of protection.

Percentile	Grade of Item
01 - 15	Very Minimal
16 - 29	Minimal
30 - 42	Low Moderate
43 - 54	Moderate
55 - 65	Good
66 - 74	Very Good
75 - 82	Strong
83 - 89	Very Strong
90 - 95	Major
96 - 98	Extreme
99	Extreme +
00	Extreme ++

DESTRUCTION OF EXTRAORDINARY OBJECTS

Virtually any Extraordinary object is subject to being ruined in one way or another. This is a matter for the Lejend Master, naturally, but presented below are general parameters that can be used in establishing the vulnerabilities and Health of individual items:

Chance for Item Invulnerability

Nature	Preternatural	Supernatural	Health
flimsy, thin, etc.	25%	35%	2
durable, flexible	35%	50%	5
sturdy, strong,	55%	75%	10
hard, armored,	70%	95%	20

*Health Pts. per Percentage Pt. (Highest % Value Only)

Examples: A fungus or a plaque would be deemed "flimsy"—as would items consisting of glass or paper. A piece of clothing or a wand would be considered "durable"—as would items made of thick ceramic, crystal, or very soft metal. Footwear or gloves would be considered sturdy—as would items produced from solid bone, ivory, thick leather, soft metal, or normal wood. Armor and shields would be viewed as hard—as are items of hard metal, metal and wood, and stone.

EXTRAORDINARY ITEM AND TREASURE LISTINGS

What follows is but a partial listing of the known extraordinary items found on the Lejendary Earth World Setting. A more complete list is available in the Lejend Master's Lore book. In addition, the Lejend Master should feel free to create items of his own once he is familiar with the game. The listing below is designed more to give the Lejend Master a feel for the power category any item he might wish to add should fall into, rather than to be a definitive list of items that adventurers might find within the hoard of a vanquished foe.

Very Minimal

01 - 10	Dogs of War
11 - 28	Hand's Ammunition Crystal, Amber
29 - 38	Hard Water
38 - 48	Joss Stick
49 - 69	Memory Tablet
70 - 76	Memory Tablet, Inscribed, One Preternatural
77 - 82	Memory Tablet, Inscribed, Two Preternatural
83 - 93	Preternatural Arrow
94 - 00	Soft Soap

Minimal

01 - 14	Eye of Hawks
15 - 23	Gareggy's Energetic Egg: Sienna Egg of Stunning
24 - 35	Hand's Ammunition Crystal, Black
36 - 45	Hand's Ammunition Crystal, Flame
46 - 61	Inspirit Node
62 - 82	Fighting Staff, Preternatural
83 - 92	Sling, Preternatural Ranging
93 - 00	Shielding Ring, 10% Protect/Two Opponents

Low Moderate

01 - 11	Eye of Peeking
12 - 23	Hand's Ammunition Crystal, Iron-gray
24 - 31	Pit Pit
32 - 51	Preternatural Dagger
52 - 72	Shielding Ring, 10% Protect/Three Opponents
73 - 00	Shielding Ring, 15% Protect/Two Opponents

Moderate

- 01 - 13 Charm of Poison Mitigation
- 14 - 21 Copper Escape Hatch
- 22 - 31 Eye of Stone
- 32 - 50 Preternatural Crossbow
- 51 - 65 Silver Shock Chain
- 66 - 82 Shielding Ring, 15% Protect/Three Opponents
- 83 - 00 Shielding Ring, 20% Protect/Two Opponents

Good

- 01 - 09 Banderlog Armbands
- 10 - 22 Copper Hand of Destruction
- 23 - 35 Flail, Supernatural
- 36 - 48 Kunbat's Juggernaut Ration
- 49 - 66 Leather Half Armor, Supernatural
- 66 - 82 Shielding Ring, 20% Protect/Three Opponents
- 83 - 00 Shielding Ring, 25% Protect/Two Opponents

Very Good

- 01 - 09 Celestial Tiger Claws
- 10 - 19 Ruitechvopmik's Green Gloves
- 20 - 35 Shielding Ring, 25% Protect/Three Opponents
- 36 - 60 Shielding Ring, 30% Protect/Two Opponents
- 61 - 70 Tiger Boots
- 71 - 91 Vagabond Pack
- 92 - 00 Wand of Preternatural Energy

Strong

- 01 - 18 Commodious Carryall
- 19 - 27 Diadem of Fair Seeing
- 28 - 46 Healing Amulet
- 47 - 54 Pipes of Dancing
- 55 - 69 Shielding Ring, 30% Protect/Three Opponents
- 70 - 85 Shielding Ring, 35% Protect/Two Opponents
- 86 - 00 Sword of Supernatural Hacking

Very Strong

- 01 - 14 Cloak of Invisibility
- 15 - 30 Pipes of Dreaming
- 31 - 45 Ice Armor
- 46 - 69 Shielding Ring, 35% Protect/Three Opponents
- 70 - 85 Shielding Ring, 40% Protect/Two Opponents
- 86 - 00 Supernatural Repeating Crossbow

Major

- 01 - 15 Bracers of Titanic Physique
- 16 - 30 Ice Blade
- 31 - 50 Shielding Ring, 40% Protect/Three Opponents
- 51 - 70 Shielding Ring, 45% Protect/Two Opponents
- 71 - 85 Wizard's Wallet
- 86 - 00 Xargblade

Extreme

- 01 - 20 Gryhelm
- 21 - 40 Morben's Supernatural Shackles
- 41 - 60 Shape-change Staff
- 61 - 85 Shielding Ring, 45% Protect/Three Opponents
- 86 - 00 Stone Hammer

Extreme +

- 01 - 15 Gem of Health
- 16 - 30 Jewel of Precision
- 31 - 45 Pearl of Speed
- 46 - 73 Shielding Ring, 50% Protect/Two Opponents
- 74 - 00 Shielding Ring, 50% Protect/Three Opponents

Extreme ++

- 01 - 25 New Kingdom Staff
- 26 - 70 Shielding Ring, 50% Protect/All Opponents
- 71 - 00 Wizard's Wand

Banderlog Armbands: Good: A pair of preternaturally energized items of jewelry that are typically made of rare and finely polished wood. When donned, the wearer is physically enabled to perform as if he were the most dexterous of simians in regards to brachiation (travel through trees), climbing, hanging, leaping, swinging, etc. Thus, the wearer can move about in a forest habitat as facilely as can any of the monkeys or small apes, and he can travel in the same manner as they would at full speed for as long as four hours without rest.

Bracers of Titanic Physique: Major: A pair of gold-studded leather wrist wraps that are supernaturally empowered to provide the wearer with 100 points either to establish a base score for the Physique Ability or increase his existing base score. They will not function with other Extraordinary items that also enhance Physique.

Celestial Tiger Claws: Very Good: A pair of seemingly normal heavy leather gloves that, when drawn onto the hand, convey to the wearer their supernatural energy. Used as weapons, the wearer can strike as if dealing an attack with the hand, but harm thus delivered adds 9-12 points of preternaturally energized piercing harm to the normal 1-4 points of shock harm delivered by a hand blow, this harm bypassing all but supernaturally energized protection. Additionally, when used for climbing, these "claws" enable the wearer to ascend near-vertical or vertical surfaces as quickly as a human can walk, for the supernatural energy hooks provide secure hand-holds on virtually any surface-wood, ice, stone, or even iron (although hardened steel defeats this power).

Charm of Poison Mitigation: Moderate: A preternaturally enchanted trinket that appears to be an ordinary, moderately expensive piece of jewelry, usually made of silver and set with a stone, but that is so efficacious against poison that its wearer will suffer only one-half possible harm from any VT.

Cloak of Invisibility: Very Strong: An apparently ordinary cloak with cowl, whether fine or rather old and shabby, that is supernaturally enchanted such that when it is worn so that it completely covers the individual and all beneath it, become totally invisible. The wearer makes no sound when moving, and even his odor is hidden. Whenever any portion of the wearer passes outside of the garment, the enchantment is broken, and both cloak and wearer are revealed.

Commodious Carryall: Strong: A backpack of supernatural power with a very special enchantment upon it that reduces the size and weight of all placed within it. The pack has a fanned sleeve opening, and as non-living objects are placed within it they reduce to 1/100 their normal volume and mass. A six-foot spear, for example, becomes a .72-inch miniature of itself until withdrawn. It should go without saying that it is difficult to remove small items from inside the pack with surety, and generally it requires considerable trial and error to discover which of the tiny contents are which.

Copper Escape Hatch: Moderate: Appearing as a brooch or ring, this two-inch diameter copper hoop and small attached chain, is charged with preternatural power. When the appropriate command word is uttered, the wire of the hoop may be stretched so that its diameter widens to as much as two feet. If the now-enlarged ring is then placed against a surface, the material beyond disappears, and a smooth, circular tunnel opens and extends to create an eight-foot-long tunnel. If the solid material it is placed against is of greater thickness, then the tunnel has a solid end, and the tunnel will likely prove useless.

Whoever wishes to do so may crawl along/through the passageway thus created. The chain will extend to a length no greater than three feet more than that of the tunnel created by the hoop's power, so the one holding the end of the chain may also pass through the tunnel, stretching it along with him. When the chain is sharply tugged from either end of the tunnel, the hoop

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disconnects from the wall and quickly shrinks until it once again dangles from the hand holding the end of the chain. The power then fades and the tunnel wall contracts until it is gone.

Copper Hand of Destruction: Good A sculpted metal object about 10 inches across at its widest part, two inches at its thickest portion. It is shaped in the form of a wrist and hand with the thumb and small finger spread in a broad sort of Y-shape, and with the other fingers curled against the palm. It is properly held in reverse, with the small finger up and pointed at the target, with the right hand grasping the clenched fingers while the left grasps the thumb portion of the weapon. As the downward-projecting thumb-lever is pulled back, ammunition from the clenched-finger portion is forced upwards. When the thumb-lever is pressed forward, the ammunition is activated and launched in the direction in which the small-finger barrel is pointing.

Crystals are properly loaded by being pressed one at a time, into the clenched finger portion of the weapon. They should be inserted point-first into the tight groove made by the curled index finger. A crystal projectile that is improperly loaded by being dropped into the small-finger barrel will be launched instantly as if a mortar round were dropped into a mortar, and the one so doing must make an Avoidance roll (Speed BR x 3), failure indicating the projectile struck the possessor.

The hand has a projection range of 60 feet and a magazine capacity of 12 rounds.

Various sorts of ammunition for the Hand of Destruction are made from distinctly colored Extraordinary crystals, which grow in various places where particular energies cause them to form and enlarge over time ranging from a few days to many weeks.

Amber: Very Minimal: A crystal that blinds the target subject for 5-10 seconds and that impacts him with 9-12 points of harm, disregarding normal armor.

Black: Minimal: A crystal that splashes a caustic substance on impact, causing 21-25 points of harm to metal objects, and/or 13-16 points of harm to the target subject and/or any normal non-metallic armor that he is wearing when hit.

Flame: Minimal: A crystal that erupts from the weapon as a blast of flame, causing combustion in inflammables, and inflicting 13-16 points of harm to the target subject, regardless of any armor or protective items—except those that offer some particular defense against fire or heat. If the target subject's clothing and/or hair combusts, he will continue to suffer 3-5 points of harm each ABC thereafter for 2-5 ABCs, or until the flame is extinguished, whichever first occurs.

Iron-gray: Low Moderate: A crystal that, when fired, becomes a super-penetrating missile that ignores any armor or protective items and inflicts 26-35 points of (major) harm to the target subject.

Diadem of Fair Seeing: Strong: An electrum band, which is usually set with some form of catseye or similar gem, that enables the wearer to see 100 times better, either at a distance or close up, when he concentrates on doing so. It also conveys to the wearer dark-seeing capability to a distance of 100 feet, or an increase in his capability by the same distance.

Dogs of War: Very Minimal: A pair of paper cutout figures of large, fierce dogs, each of which is about six inches square when unfolded. The Extraordinary energy contained in each creates a simulacrum of a war dog whose Health (15) is only half the norm, but whose other statistics are consistent with those common to the species (40 Precision, 15 Speed, inflicting 1-12 + 6 points of harm when successfully attacking, and having 4 protection.)

To activate the energy, the possessor need only crumple the paper cutout and throw it down where the animal simulacrum is to appear, and it then does so instantaneously. It remains, attacking the nearest foe until either it is slain or one minute realtime elapses, whichever first occurs. Only the crumpled paper will remain, itself simply a useless, if nicely formed object.

Eye of Hawks: Minimal: A preternaturally empowered, two-inch diameter, roughly spherical piece of amber with two crystal lenses imbedded into its surface on opposite sides. When looking through the lenses at an area that is 100 or more feet distant, everything in view appears to be at only 1/100 of the actual distance. Thus, something 100 feet distant appears to be just a foot away as far as detail is concerned. The field of view covers 10°. If an object is too large or too close to be seen in its entirety within this limited field, only part of it will appear.

Eye of Peeking: Low Moderate: A preternaturally empowered, three-inch diameter, roughly spherical wooden object with two transparent lenses imbedded into its surface on opposite sides. The object is crafted of various hardwood pieces arranged in a mosaic pattern. If it is placed so that one of the lenses lies flush against a wooden barrier, such as a door, plank, wooden wall, etc., the user can peer into the other lens and see through up to one-foot thickness of such material, just as if he were peering through a large keyhole. Of course, the visual ability of the one using it dictates what can be seen; in a dark space, for instance, only blackness could be observed with normal eyesight.

Eye of Stone: Moderate: A preternaturally empowered, two-inch diameter, roughly spherical stone with two transparent lenses imbedded into its surface on opposite sides. If it is used to view a 10-foot-square section of stone from a distance of up to 10 feet, the individual looking through it will be able to discover any cracks and moving sections therein, thereby detecting any secret door within the section. Of course, the manner of operation of the door must be determined through exploration.

Fighting Staff, Preternatural: Minimal: A six foot long wooden fighting staff that increases Precision (in regards to Weapons Ability) by 5 or 10 and harm by 3-5 points ignoring normal armor/protection.

Flail, Supernatural: Good: A supernaturally energized flail that increases Precision (in regards to Weapons Ability) by 15 or 20 and harm by 9-12 points ignoring all armor/protection.

Flame Relish: Good: A substance that, when ingested in a one-ounce quantity, will enable the consumer to pass through fire, lava, or magma with all that he wears and normally carries, moving as freely and swiftly as a crawling lizard, attaining speeds as great as 5 miles per hour. The consumer can also appear as a flaming bonfire, as a jet of fire or as a small cloud of dark smoke when traveling at the chosen speed or when standing still in the midst of fire or lava. The effect ceases after twelve hours, or upon the will of the consumer.

Gareggy's Energetic Egg, Sienna Egg of Stunning: Minimal: An ovoid object made of very hard ceramic and filled with magical material to energize it. Each is about the size of a goose egg, weighs about half a pound, and can be thrown to a maximum distance of 90 feet (plus 5 feet for each 10 Physique Ability score). Close range is up to 30 feet, average range 31 to 60 feet, and long range anything from 61 to 90 feet. After being thrown, the device shatters with very minimal noise and releases a power that instantly strikes motionless all individuals within a 10-foot radius. The effect will last for from 1-4 ABCs. (Individuals of powerful sort should be checked separately.) Note that successive blasts of this sort of device are cumulative!

Gem of Health: Extreme +: A supernaturally enchanted precious stone that has a value of between \$700,00 and \$1,200,000, but that if crushed and consumed endows the imbiber with an additional 7-12 points of Health Base Rating, and at the same time adds 7 points to the base score of each of his Health-based Abilities. No person can ever be affected by more than one of these Extraordinary Items, the energy being absorbable but a single time.

Gryhelm: Extreme: A supernaturally empowered black metal helmet with the sleek shape of an otter's head. By itself, the helmet absorbs 2 points of any harm inflicted on the wearer, regardless of its nature, and without weakening the helmet in any way. Also, the wearer can assume, at will, the form of a huge otter—absorbing into his new form all that he wears and carries—and can move and swim (at a speed of 30 in water) as would such an animal. The helmet can be enhanced with the addition of two supernatural devices—a wolf-visage visor that can cover the wearer's face, and a pair of silver wings that can be attached to the sides. When separate from the Gryhelm, the additional devices have no Extraordinary function, but when joined to the helmet each addition confers very special powers to the wearer:

- 1: The wings increase the helmet's absorption capacity by 2 points and provide the wearer with the ability to assume, at will, the form of a huge eagle—absorbing into his new form all that he wears and carries—and in this form to see, move and fly as would such an animal.
- 2: The visor increases the helmet's absorption capacity by 2 points and provides the wearer with the ability to assume, at will, the form of a huge wolf—absorbing into his new form all that he wears and carries—and in this form to see, hear, smell, and move as would such an animal.

Hand's Ammunition Crystals: (See Copper Hand of Destruction)

Hard Water: Very Minimal: A substance that appears to be normal, slightly scented water, having a hint of flower blossoms or spice. A one-pint quantity of it is so energized as to cause any item to which it is applied to become much more rigid, less malleable. For example, string will become wire-like, a 50-foot length of cord/rope will become like wood, cloth will assume the properties of hardened leather, leather the properties of metal, and so forth. The effect lasts for 10 minutes or until reversed by the application of Soft Soap, which becomes neutralized in the process.

Healing Amulet: Strong: A supernatural device that must be worn at all times in order to function properly. After being worn by an individual for seven or more days, the Healing Amulet will have attuned itself to that person, and thereafter it will automatically restore lost Health to that individual at the rate of one point every two hours, or 12 per day. This Extraordinary restoration is in addition to normal recovery through rest, use of salves, etc.

Ice Armor: Very Strong: A supernaturally enchanted leather shirt that has the appearance of having been made from old ice, although its surface is simply lustrous with blue-black beneath. This armor provides protection equal to 60% (-12) armor except in regards any form of fire, flame and/or heat exposure. It will absorb up to 40 points of harm in each attack not based on fire, flame or heat in each ABC, without suffering damage itself, but harm above 40 is damaging to the material, and each 10 points of harm so absorbed reduces its protection by 10% (viz. 50%, 40%, etc.). It offers 20 protection from all forms of fire, flame and heat harm, and will not itself be harmed from such exposure regardless of the amount of harm absorbed. Repair is possible by Extraordinary means only. The speed penalty for this armor is 1.

Ice Blade: Major: A weapon of supernatural enchantment that is translucent and crystalline in appearance. It increases Precision in regards to Weapons Ability by 10. The weapon has three forms—a long-bladed knife similar in form to a

small machete (heavy knife), a full sword similar to a falchion (heavy cutting sword), and a pole-arm akin to a glaive (long pole-arm). The form desired is up to the wielder, and with a word (knife, falchion, glaive) that individual can instantly change it from one to another. In each of its forms it delivers the harm commensurate to the weapon type with an enchantment bonus of 9-12 points ignoring normal or preternatural armor/protection. When striking a target that draws power from elemental or enchanted fire, however, the harm bonus is 26-35 points ignoring all armor/protection.

Inspirit Node: Minimal: A gray colored, heavy crystalline mineral about one inch in diameter imbued with preternatural power. When this object is shattered by violent contact—such as being hurled down on a hard surface, hit by a hard, solid object—a flash of light occurs. The individual who shattered the inspirit node is then empowered with the Ability held in mind at the moment the light flashed forth. This means a new Ability can be possessed at 10 base or that an existing Ability is increased by such addition. The special addition to Ability lasts for 1 minute realtime. No more than one inspirit node can have an effect at any given time.

Jewel of Precision: Extreme +: A supernaturally enchanted precious stone that has a value of between \$700,000 and \$1,200,000. However, if it is crushed, added to a liquid, and drunk, it endows the imbiber with an additional 5-8 points of Precision Base Rating, and at the same time adds 5 points of score to each of his Precision-based Abilities. No person can ever be affected by more than one of these Extraordinary Items, the energy being absorbable but a single time.

Joss Stick: Very Minimal: A preternatural object no longer than a human index finger and no thicker than a twig. If he breaks the stick, the possessor triggers a bonus of 20% to any basic capacity statistic—Health, Precision, or Speed—for the next four ABCs. Health loss from harm inflicted will come first from this temporary addition. No more than one Joss Stick may have an active effect at the same time.

Kunbat's Juggernaut Ration: Good: A substance that, when ingested in a one-ounce quantity, will enable the consumer to concentrate for one ABC and thus intensify his cellular structure. Flesh becomes as hard as leather-covered oak, bone as strong as wrought iron, and body weight is quadruple normal. The individual is a virtual human battering ram, and his Health can be reduced only by such things as acid, fire, poison, and Extraordinary harm. The concentration effect persists for four ABCs only, then dissipates, and another one ABC must again be spent concentrating to intensify body structure. The capacity to do so remains active for two hours.

Leather Half Armor, Supernatural: Good: A half-suit of leather armor that provides protection equal to 8 points of armor. It will absorb up to 40 points of harm from each single attack in each ABC, without suffering damage itself, but harm above 40 is damaging to the material, and each 10 points of harm so absorbed reduces its protection by 10% (viz. 30%, 20%, etc.). Repair is possible by Extraordinary means only. There is no speed penalty for this garment.

Memory Tablet: Very Minimal: A plaque of bone, copper, ivory, jade (any color), or similar stuff that has been imbued with power for use with one of the following types of Abilities: Enchantment (50% chance) or Theurgy (50% chance). The size of such tablets varies in range from four to 10 inches width, seven to 16 inches length, and one to two inches thickness. The individual gaining a memory tablet imprints it with his own Extraordinary energy, and is able to inscribe upon it four Enchantments, or similar powers of other sort attuned to another Ability, regardless of the Power Grade. As long as the tablet remains in the possession of the individual (not necessarily on their person), he is able to call up and use the Activations written thereon.

If another individual with Extraordinary Ability should acquire a memory tablet and maintain possession and concentration over several days, he can re-imprint the tablet so as to make it his own, and thus possibly gain additional Enchantments or Powers attuned to another Ability, assuming that Ability is also possessed by him.

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Memory Tablet, Inscribed, One Preternatural: Very Minimal: A normal Memory Tablet containing the inscription of one Extraordinary Power. An able individual can activate a Power from one of these tablets, eradicating it, without employing basic AEPs to do so. The Extraordinary Power type is an Enchantment or Theurgical Activation (Lejend Master's choice) of random Grade, from Very Minimal (1) to Good (5).

Memory Tablet, Inscribed, Two Preternatural: Very Minimal: A normal Memory Tablet containing the inscriptions of two Extraordinary Powers. An able individual can activate a Power from one of these tablets, eradicating it, without employing basic AEPs to do so. The Extraordinary Power type is an Enchantment or Theurgical Activation (Lejend Master's choice) of random Grade, from Very Minimal (1) to Good (5).

Morben's Supernatural Shackles: Extreme: A set of supernatural restraints that are forged of iron alloyed with the rare metal xagium. These bonds will fly up to 20 feet distant from their possessor and capture the wrists or forelimbs of an intelligent target subject whose actual (often secret) or "true" name is spoken, or an unintelligent target subject whose commonly known name is spoken. The shackles can be avoided only by sheer luck. Once closed fast, only the possessor can release them. The captive is absolutely unable to use Activation Energy or channel any sort of Extraordinary energy so as to use Powers or magical things. Note: These shackles can also be placed with the same effect on a subject who is unconscious, held still, or willing. The metal can be broken only by a single blow that delivers more than 50 points of harm.

New Kingdom Staff: Extreme ++: A seemingly typical enchanted fighting staff (Fighting Staff, Preternatural: Minimal: Increasing precision by 5%-10% and harm by 3-5 points) that is actually supernaturally enchanted, such that in the hands of an individual with Enchantment Ability, its touch can change an object's present kingdom type (animal, vegetable or mineral) to a different one. Thus, a tiger could be turned into a shrub, a shrub turned into a boulder, a boulder turned into a daisy, and a daisy turned into an adhere ant. A living, volitant (capable of motion) subject can avoid the energy of the staff by the usual means, such as combat movement (forcing a Weapons Ability use of the staff), parrying, or dodging (succeeding in a check against Speed Base Rating). Note that the subject of the kingdom change is restored by any Power that dissipates Extraordinary energy.

Finally, in the hands of one of the Enchanter Order, this staff provides an Extraordinary bonus of 25% to weapons Ability and a harm bonus of 9-12 points.

Pearl of Speed: Extreme +: A supernaturally enchanted precious stone that has a value of between \$700,000 and \$1,000,000. However, if it is crushed, added to a liquid, and drunk, it endows the imbiber with an additional 2 points of Speed Base Rating, and at the same time adds 4 points of score to each of his Speed-based Abilities. No person can ever be affected by more than one of these Extraordinary Items, the energy being absorbable but a single time

Pipes of Dancing: Strong: A seemingly ordinary set of pipes (panpipes or bagpipes) that, when played by a musically able individual, causes all foes who hear the sound, who fail an Avoidance check against two times their Speed BR (or Intellect Rating, if used), and who are within a distance in feet equal to the player's Ability score to begin dancing and to be unable to do anything else, regardless of what is happening, so long as the playing continues. Each subject is checked separately.

Pipes of Dreaming: Very Strong: A seemingly ordinary set of pipes (panpipes or bagpipes) that, when played by a musically able individual, causes all foes who hear the sound, who fail an Avoidance check against their Speed BR (or, if used, Intellect Rating minus 10), and who are within a distance in feet equal to

the player's Ability score to drowse instantly, then in one AB's time fall into a deep slumber from which only harsh physical contact will awaken them for two to eight hours. Each subject is checked separately.

Pit Pit: Low Moderate: A preternatural item that appears to be nothing more than a large fruit seed of some sort, such as a peach pit. When hurled down with force, however, its energy creates a large hole. In soft ground it will create a hole of 30-cubic-foot size. In solid stone it creates one of only 10-cubic-foot size.

Preternatural Arrow: Very Minimal: A preternaturally energized arrow that increases Precision (in regards to Weapons Ability) by 5 or 10 and harm by 3-5 points. Normally found in groups of 3-12.

Preternatural Crossbow: Moderate: Increasing distance by 10 feet per range category, Precision (in regards to Weapons Ability) by 10 or 15, and harm by 3-5 points ignoring normal armor/protection.

Preternatural Dagger: Low Moderate: A dagger that is preternaturally charged increasing Precision (in regards to Weapons Ability) by 5 or 10 and harm by 6-8 points ignoring normal armor/protection.

Ruitechvopmik's Green Gloves: Moderate: Supernaturally empowered gloves that enable the wearer to affect flora one time in any 24-hour period in one of the following ways:

- 1: The gloves can cause an area of grass to grow to triple normal height and double normal density. The resulting grass will impede movement by the largest-sized creatures by one-quarter normal rate and man-sized creatures by one-half normal rate; small-sized creatures (under about 70 pounds weight) can not pass through the stuff at all. Unprotected skin (not fur-covered skin or hide) will suffer cutting harm of 1-2 points per ABC of movement through the field. The field must cover approximately 40,000 square feet, i.e. an area of 200' x 200'. (Whether the gloves affect such flora in unusual locales, such as under water, is an issue for the Lejend Master to decide.)
- 2: The gloves can cause an area of low-growing plants-such as brush, bushes, canes and/or shrubs-to grow into a cluster of thick, impenetrable foliage, either in the form of a long hedge or a solid patch, that is full of barbs, pricklers, and thorns. The total area covered or, if in hedge form, surrounded must be no less than 10 feet wide and cover no more and no less than 10,000 square feet. Thus, for example, a solid patch could be 100' x 100', 20' x 500', or even 10' x 1000'. On the other hand, a hedge could be made to enclose a considerable space; for example, a 10-foot-wide hedge could enclose a rectangle that is 300' long and 200' wide.
- 3: The gloves can cause a copse of small-sized trees of sapling-type and/or small pines, for instance, that are contained within an area of up to about 100' length and up to 20' breadth to thicken and grow to five times their existing diameter and twice their height.
- 4: The gloves can cause a single large tree to grow to ten times its existing diameter and three times its height. These effects vanish, all vegetation returning to normal, in 12 hours.
- 5: The gloves can double the yield of berry bushes in a square-shaped area of up to 200' x 200'.
- 6: The gloves can double the yield of fruit or nuts from any trees in a square-shaped area of up to 60' x 60'. Yield is permanent, but the same plants can not be affected twice in any month.

The energy of this item can be activated no more frequently than once in any 24 hour period.

Shape-change Staff: Extreme: A seemingly typical enchanted fighting staff (Fighting Staff, Preternatural: Minimal: Increasing precision by 5%-10% and harm by 3-5 points) that is actually supernaturally enchanted, such that in the hands of an individual with Enchantment Ability, its touch can change an animal or plant into something different, but of the same kingdom type (an animal into a different animal, or a vegetable into a different vegetable). Thus, a tiger could be turned into a puppy dog or vice versa, a shrub turned into a burning bush or vice versa. A living, volitant (capable of motion) subject can avoid the energy of the staff by the usual means, such as combat movement (forcing a Weapons Ability use of the staff), parrying, or dodging (succeeding in a check against Speed Base Rating). Note that the subject of the shape change is restored to its original state by any Power that dissipates Extraordinary energy.

Shielding Rings: Minimal to Extreme: A preternaturally or supernaturally energized protective item in the form of a finely crafted finger ring made of some precious metal (silver, gold, platinum, or the like) and set with a decorative bezel or stone. When worn by an individual who is not also using a shield (or a buckler or targe) the ring acts as if it were such a protective device. The various Grades possible for a given Shielding Ring are as follows:

- 1: Shielding Ring, 10% Protect/Two Opponents: Minimal, adds armor protection
- 2: Shielding Ring, 10% Protect/Three Opponents: Low Moderate, adds 2 armor protection
- 3: Shielding Ring, 15% Protect/Two Opponents: Low Moderate, adds 3 armor protection
- 4: Shielding Ring, 15% Protect/Three Opponents: Moderate, adds 4 armor protection
- 5: Shielding Ring, 20% Protect/Two Opponents: Moderate, adds 4 armor protection
- 6: Shielding Ring, 20% Protect/Three Opponents: Good, adds 4 armor protection
- 7: Shielding Ring, 25% Protect/Two Opponents: Good, adds 5 armor protection
- 8: Shielding Ring, 25% Protect/Three Opponents: Very Good, adds 5 armor protection
- 9: Shielding Ring, 30% Protect/Two Opponents: Very Good, adds 6 armor protection
- 10: Shielding Ring, 30% Protect/Three Opponents: Strong, adds 6 armor protection
- 11: Shielding Ring, 35% Protect/Two Opponents: Strong, adds 7 armor protection
- 12: Shielding Ring, 35% Protect/Three Opponents: Very Strong, adds 7 armor protection
- 13: Shielding Ring, 40% Protect/ Two Opponents: Very Strong, adds 8 armor protection
- 14: Shielding Ring, 40% Protect/Three Opponents: Major, adds 8 armor protection
- 15: Shielding Ring, 45% Protect/Two Opponents: Major, adds 9 armor protection
- 16: Shielding Ring, 45% Protect/Three Opponents: Extreme, adds 9 armor protection
- 17: Shielding Ring, 50% Protect/Two Opponents: Extreme +, adds 10 armor protection
- 18: Shielding Ring, 50% Protect/Three Opponents: Extreme +, adds 10 armor protection
- 19: Shielding Ring, 50% Protect/All Opponents: Extreme ++, adds 10 armor protection

Silver Shock Chain: Moderate: A waist chain that is made up of silver links connecting carved eels of malachite and that enables the wearer to inflict 9-13 points of harm by touching it to an individual and thereby delivering a jolt of electricity. Such an attack can be made any number of times, but a 30-second recharge interval is needed between jolts. Opponents wearing conductive armor, holding grounded metal, or standing on a wet surface suffer double harm.

Sling, Preternatural Ranging: Minimal: A preternaturally empowered sling that increases range by 10 feet per category, Precision (in regards to Weapons Ability) by 5 or 10, and harm by 3-5 points that disregards normal armor protection.

Soft Soap: Very Minimal: A substance that appears to be normal, slightly scented liquid soap, having a hint of mint or citrus. A one-pint quantity of it is so energized as to cause any item to which it is applied (up to about hand-size) to become much more malleable, less rigid. For example, a 10-foot piece of wood will become like leather, leather will assume the properties of cloth, cloth the properties of paper, and so forth. The effect lasts for 10 minutes or until reversed by the application of Hard Water, which becomes neutralized.

Stone Hammer: Extreme: A weapon of supernatural enchantment that appears to be made of solid brown-gray stone. It increases Precision (in regards to Weapons Ability) by 20. Its striking harm against normal targets is 9-20 plus 9-12 points that ignores all armor. The base harm also disregards all armor except plate, and inflicts double damage on such armor, just as would a mace. When striking a target that draws power from either elemental or Preternatural earth its damage bonus is 21-25 points. In impacting stone, the hammer delivers 36-50 points of harm, doubling that harm if the target is of Supernatural origination or creation, such as an animated stone monster.

Supernatural Repeating Crossbow: Very Strong: Increasing Precision (in regards to Weapons Ability) by 15 or 20 and harm by 6-8 points ignoring normal or preternatural armor/protection, but discharging one quarrel a second from a magazine of up to 15 quarrels.

Sword of Supernatural Hacking: Strong: A sword (any type – LM's discretion) that is supernaturally energized increasing Precision (in regards to Weapons Ability) by 25 or 30 and harm by 9-12 points ignoring normal or preternatural armor/protection, inflicting double damage on either non-plate armor or any shield interposed in a successful attack.

Tiger Boots: Very Good: Seemingly ordinary boots that are supernaturally energized such that their wearer is empowered to move silently 90% of the time, to spring 40 feet ahead in a single bound with but a 10-foot-high arc in so doing, to hop sideways or back 10 feet in a single bound, to jump straight upwards to a 20-foot height, and to climb as easily as the great cats (tigers, pumas, snow leopards, etc.). The wearer is also able to move for one ABC every hour at double normal human speed, doubling his attacks (but never beyond three total in an ABC) thus if no other movement is made, or moving normally and also attacking normally because of the enhanced capacity.

Vagabond Pack: Very Good: A supernaturally created backpack that has over triple the apparent capacity of its size, so it can hold things of up to five feet length, four feet width, and/or two feet depth. The weight of items stored within it is but one-tenth normal, so 200 pounds of material will weigh only 20 pounds when contained therein.

Wand of Preternatural Energy: Good: A baton that supplies activation energy in lieu of that the possessor would otherwise provide, to a maximum of 60 points. These AEPs are available in increments of no more than six points per enchantment or other type of Power or like activation so activated. The wand automatically recharges to full energy after a period of 24 hours during which it cannot be used, but to do so it must rest on a 100-carat-weight (or larger) quartz crystal that is destroyed in the process.

Wizard's Wallet: Major: A supernaturally created belt pouch that has ten times the apparent capacity of its unfolded size of one foot length, one-half foot width, and one-third foot depth

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of capacity. Thus, it can hold a single object or combination of things of up to ten feet length, five feet width, and/or three feet depth size. Weight of items stored within it is but one one-hundredth normal, so 200 pounds of material will weigh only 2 pounds when contained therein. Note that the possessor can, if he wishes, place the wallet over his head, pull it down to his feet, then grab a fold and pull upwards to reverse the wallet. By so doing, he forces the wallet into itself, into an other-dimensional space, and thus removes it from sight. There will be sufficient oxygen in the space for one person for 30 minutes, and asphyxiation will occur normally thereafter without a renewal of air. The procedure must be repeated to reverse the effect and return to the spot where the initial reversal took place.

Wizard's Wand: Extreme ++: A highly energized device of supernatural nature that increases the applicable Extraordinary Ability of the wielder by only 10% when it is employed. However, the wand itself stores 120 points of Activation Energy that

renews itself each 24 hours. The possessor of the wand must, upon gaining it, charge it with three selected enchantments (or with such other Powers of Extraordinary sort as he is able to use and as are stored on his memory tablets or plaques). These three special activations will thenceforth be maintained within the wand, and merely by thinking of a desired one among them, the Power (or similar activation) will be activated in one second, with AEPs drawn from the wand's energy pool. As the Power is brought to mind, the wielder need only think to add AEPs to activation, if needed and/or desired, and these too will come from the wand's Activation Energy store.

Xargblade: Major: A green-metal, broad-bladed sword that inflicts double damage to armor with a successful strike. It provides a +35 bonus to the wielder's Precision/Weapons Ability, and adds 13-16 points of harm, disregarding all armor protection.