

Neutral Creatures

Abnari

Cernunnos, Isis

Male							
AHP	18	OCV	7	DCV	4	NWI	+2
S	26(+1)	St	31(+2)	D	20(+1)	A	14
MR	11	NAV	0	C	15	NF	1D3
EnL	51	DTV	-3	CDF	4	CL	1
SS	Diurnal Omnivore			MDV	8	INT	6
MEL	4	PR	4	SIZE	2	HC	23%
Female							
AHP	14	OCV	7	DCV	8	NWI	+3
S	20(+1)	St	15	D	52(+3)	A	40(+2)
MR	13	NAV	0	C	21(+1)	NF	1
EnL	70	DTV	-2	CDF	5	CL	2
SS	Diurnal Omnivore			MDV	12	INT	7
MEL	6	PR	4	SIZE	2	HC	18%

Appearance - Males are large red warriors armored in black leather (AV2) and armed with sword, axe or mace. Their average height is 6'2". They have a slim, wiry build.

Female Abnari are blue women with hair of varying colors (most have black hair but any color is possible). They dress in flowing white, red or green gowns. The average height is 5'6" with proportional weight and somewhat fay appearance.

NOTE - There is a large population of purple Abnari in the hidden realm. They are not magical but possess great beauty and stamina. Essentially, they are the mortal descendants of the Abnari above - their long-lived nearly immortal sires. They are not summonable.

SPECIAL - Female Abnari have what is called "the touch that thrills". It has an erotic affect on members of the opposite sex. The average female is MEL6/EL3. Many are far stronger.

All females can heal or harm using this power. When healing 1D10+(EL*2) hit points are healed. Anything, including permanent damage, can be cured. When the power is used to harm the same number of points are scored as damage. The power achieves its affect by twisting bone and tissue. Damage scored with it is permanent.

All females are priestesses. Ten percent of them are Mashmashu. They are trained neutral magicians who can use Neutral and General spells at MEL6/EL3. Roll D100 to determine the specialties of others on the chart below:

ROLL	CLASS	ROLL	CLASS
01-10	Urigallu	41-65	Kalu
11-25	Baru	66-80	Qadishtu
26-40	Qadishtu Mah	81-100	Tariti

Males are EL4 with their weapons. They have limited force powers (MEL4/EL4) that are used in two ways. Offensively, when force is focused successfully, a -8 NWI applies on hand and foot blows. Secondly, all warriors may use a MEL4/EL1 Force Shield in battle. They cannot be touched without overcoming this defense. NOTE - Abnari worship life and love. They only eat meat on special feast days. At all other times they find taking life to be an abhorrent last alternative. It is never their first option in battle.

Anakim (Mortal)				Shamir, Shamshiel			
AHP	36	OCV	14	DCV	5	NWI	+3
S	68(+3)	St	56(+3)	D	20(+1)	A	20(+1)
MR	11	NAV	0	C	20(+1)	NF	1
EnL	20**	DTV	-4	CDF	4, 8 or 9	CL	NA
SS	Inter. Carnivore			MDV	18	INT	5+1D3*
		PR	8	SIZE	3	HC	38%
Anakim (Immortal)				Shamir, Shamshiel*			
AHP	49	OCV	17	DCV	6	NWI	-4
S	96(+4)	St	60(+3)	D	16(+1)	A	20(+1)
MR	14	NAV	1	C	40(+2)	NF	1
EnL	89	DTV	-5	CDF	9 or 10	CL	NA
SS	Inter. Carnivore			MDV	18	INT	7
		PR	10	SIZE	7	HC	50%

* Immortal Anakim were sired while Shamshiel was a Chaos God. 50% of them retain their allegiance to Chaos in addition to respect for their sires. They give little respect to Shamir when he is not present to enforce it.

**Add INT*INT to 20.

NOTE - 90% of all Anakim are male. The rare females have the following average stats:

Anakim (Mortal)				Shamir, Shamshiel			
AHP	35	OCV	12	DCV	5	NWI	+3
S	46(+2)	St	68(+3)	D	24(+1)	A	24(+1)
MR	15	NAV	0	C	26(+1)	NF	1
EnL	26**	DTV	-5	CDF	4,8 or 9	CL	NA
SS	Inter. Carnivore			MDV	18	INT	5+1D3*
		PR	8	SIZE	2	HC	47%
Anakim (Immortal)				Shamir, Shamshiel*			
AHP	48	OCV	16	DCV	7	NWI	-4
S	68(+3)	St	72(+3)	D	20(+1)	A	24(+1)
MR	16	NAV	1	C	52(+3)	NF	1
EnL	101	DTV	-6	CDF	9 or 10	CL	NA
SS	Inter. Carnivore			MDV	18	INT	7
		PR	12	SIZE	5	HC	62%

Mortal females are six to seven feet tall. Immortals are a bit more than twice as large. They are muscular and broad chested with adequate appearance. Their proclivities are the same as those of the males.

APPEARANCE - Mortal Anakim take after the god Shamir, the first of their ilk. All can pass as human. Males are muscular men seven feet plus 1D10 inches tall. Females are a foot shorter. They share the mortality of their human mothers.

Immortal Anakim are an elder form of the race. All have the immortality of their fathers. They average twenty feet in height and cannot pass as human. Immortal Anakim tend to live in hidden towers or caverns in the wilds.

SPECIAL - Anakim are the children of Seirim on human women. All have a CEL of 1D6+3. They are capable of learning anything a human can. In addition, if their INT is 7 or higher, there is an INT*5% chance they use magic. If so, they are MEL INT+2 and EL 5. Those who still serve Chaos use Chaos and General. The others use Neutral, Elder and General.

Anakim are always armed and can also be armored. The Referee will determine what equipment they have. In addition, each receives 1D3 rolls on the Seirim Interest Chart to determine what they enjoy. The first roll result is their main interest AND the interest of their father. They were taught it by him and have a maximum EL in its use.

NOTE - Anakim are fertile with humans. For the immense ones this means little as they are too large to take a human and do not have the power to vary their size like their father. Those who use magic find ways around that liability. If female Anakim take a human, any progeny is Anakim. For males, 25% of progeny are Anakim. The rest are human.

Anari				Anara			
AHP	21	OCV	7	DCV	10	NWI	-4
S	26(+1)	St	20(+1)	D	36(+2)	A	60(+3)
MR	20	NAV	1	C	38(+2)	NF	1
EnL	74	DTV	-3	CDF	6	CL	1
SS	Inter. Carnivore			MDV	18	INT	6
MEL	6	PR	6	SIZE	2	HC	29%

Appearance - Anari are human sized feline bipeds with long iridescent fur. They dress in loud robes containing five or more colors. Their pelt is worth AHP-10 gold coins in almost any large market.

Special - This race is noted for wisdom and generosity. They possess knowledge about natural arts and sciences. All use Force Powers at MEL6/EL6 and have EL3+1D6 ability with any missile weapon. They are a gentle race that does not seek to harm others. What talents they have are used to aid others or protect themselves.

Baobhan Cernunnos, Ro'beall, Miryan

Female							
AHP	10	OCV	3	DCV	6	NWI	+3(-2)*
S	17(+1)	St	10	D	24(+1)	A	48(+2)
MR	12	NAV	0	C	13	NF	1-7 1 8+9 1D3 10 2D6
EnL	50	DTV	-1	CDF	2	CL	NA
SS	Nocturnal Omnivore			MDV	10	INT	6
		PR	0	SIZE	2	HC	12%
Male							
AHP	14	OCV	3	DCV	6	NWI	+3(-2)*
S	26(+1)	St	15	D	20(+1)	A	40(+2)
MR	12	NAV	0	C	15	NF	1
EnL	51	DTV	-1	CDF	2	CL	NA
SS	Nocturnal Omnivore			MDV	10	INT	6
		PR	0	SIZE	2	HC	15%

* The -2 NWI applies when the Baobhan bites.

Appearance - Female Baobhan are extremely beautiful women with the general features of Faerry. Their average height is five feet. They are lithe and sensuous beings with usable fangs and no wings. Their rare males are incredibly handsome with more powerful physiques. The average height is five and a half feet for them.

Special - The Baobhan are primarily women who left the service of Kototh and did not return to the True Sidhe. They worship Cernunnos, Ro'beall and Miryan. 5% of their number are male. The rest are female. Allow a 5% chance a male is present when they are encountered.

30% of Baobhan are magicians. The MEL of any is 1D6+2. EL is 1/2 MEL (RD). They may cast any Neutral, Sidh or Elder spell.

Baobhan have usable fangs. They may attack as specified for Akhkharu. No energy is taken in doing so. Instead, per five energy points that would have been lost (RU), increase the hit point damage by ONE. (If the bite would have taken 21 energy, it scores an extra 5 hits)

Blood Wolf				Herne, Naizin			
AHP	24	OCV	9	DCV	6	NWI	-4
S	36(+2)	St	40(+2)	D	20(+1)	A	30(+1)
MR	18	NAV	1	C	20(+1)	NF	1D6
EnL	45	DTV	-3	CDF	5	CL	1
SS	Nocturnal Carnivore			MDV	6	INT	5
		PR	6	SIZE	2	HC	30%

Appearance - Large snow colored wolves. Their ear tips are tinged with the color of fresh blood. Fangs and claws are like razors. They work together with intelligence and cunning.

Special - A blood wolf bite inflames the blood of the victim. Anyone hit suffers 1/4 the original hit (RD) additional damage for two phases after the initial wound. If the original wound was serious one bite can kill.

EXAMPLE - A warrior takes nine hits from a bite. On the next two phases, he automatically takes an additional four (two per phase).

The Brown Man				Kel, Isis			
AHP	43	OCV	15	DCV	9	NWI	-2
S	70(+3)	St	52(+3)	D	40(+2)	A	33(+2)
MR	17	NAV	2	C	50(+2)	NF	1
EnL	86	DTV	-6*	CDF	9	CL	NA
SS	Inter. Fructivore			MDV	20	INT	6
MEL	8	PR	20	SIZE	1	HC	50%

Appearance - The Brown man is short and heavily muscled. They average two feet in height. All have a rough gnarled appearance and are covered with brown fur. They subsist on wheat and fruit. No brown man will take life unless the needs of self-defense or the life he nurtures demand it.

Special - Brown men nurture crops and battle the defilers of life. They are not socialable creatures and rarely communicate with anyone. When they feel they must act in a certain manner for the good of the life they nurture, they do. The affect of their action on anyone else is irrelevant to them. They often have a somewhat strange sense of humor in such actions.

All Brown men are empowered to battle the defilers of life. They are capable of magically consuming the evil that powers such beings (MEL8/EL4). The affect of their might absorbs 5D6 points of evil per success. The power is primarily useful

against Akhharu, the dead and practioners of Necromantic magic. Treat the damage inflicted as a loss to the EnL of the enemy. If the Brown man reduces the EnL to zero, the victim disintegrates.

Brown men are highly resistant to magic. They are totally immune to Elder, Sidh and Neutral arts. They also have EL4 Immunity to Chaos and Law magic. The only magic that has full affect is Balance.

NOTE - Brown men are born from a black walnut like tree. It sprouts from evil a brown man has consumed. Per 100 points consumed, a new tree sprouts and a new Brown man is born. The tree is the root of the man's life and power. Should he be killed in battle he is reborn from it 1D6 days later. If it dies he dies forever. As it waxes, he grows stronger.

ELEFAN

Cernunnos

Male							
AHP	20	OCV	6	DCV	4	NWI	0
S	30(+1)	St	30(+1)	D	20(+1)	A	15
MR	10	NAV	1	C	20(+1)	NF	*
EnL	84	DTV	-2	CDF	2**	CL	NA
SS	Diurnal Herbivore			MDV	16	INT	8
		PR	4	SIZE	2	HC	25%

* Only encountered on Elefan Island.

** Modified by ability with magic IF the male is a wizard.

Female							
AHP	29	OCV	10	DCV	5	NWI	-3
S	40(+2)	St	35(+2)	D	8	A	25(+1)
MR	11	NAV	2	C	41(+2)	NF	1D3
EnL	77	DTV	-5	CDF	3	CL	NA
SS	Diurnal Herbivore			MDV	10	INT	6
		PR	8	SIZE	3	HC	38%

Appearance - Females are over seven feet tall and weigh two to three hundred pounds. They have the bodies of voluptuous women with a gray cast to their skin. Their heads are elephantine. The trunks are short and useless as a manipulative organ. The tusks are sharp and strong.

Males average six and a half feet and about two hundred pounds. They are much less massive than the females with a short trunk and tusks. Their tusks are worthless as weapons.

Special - Females are the warriors of Elefan. They wear chainmail or platemail. Their favorite weapon is a polearm. They can be encountered in various places as mercenaries. Males are not armored and rarely carry a weapon. They are historians and philosophers. Per male encountered, there is a 25% chance he is a wizard. If so he is MEL 2D10/EL 1/2 MEL. He will know Neutral spells plus any other magic the Referee wishes.

By nature Elefan are peaceful creatures who fight only when they must. They are loyal, intelligent and obedient. Especially for males, they would rather debate than fight. All males are well versed in philosophy and the scholarly arts. Some females (40% chance) are also.

ENTS				Cernunnos			
AHP	46	OCV	17	DCV	3	NWI	-4
S	56(+3)	St	80(+4)	D	4(-1)	A	2(-1)
MR	4	NAV	8	C	48(+2)	NF	1-9 1 10 2D6
EnL	97	DTV	-7*	CDF	9	CL	1
SS	Tree			MDV	12	INT	7
		PR	12	SIZE	6	HC	64%

Appearance - Gnarled oaks that grow in special forests. An Ent wood has 2D6 mature trees in it. An encounter with a single tree elsewhere is most common.

Special - Ents can be summoned but don't hold your breath if you do. They don't move fast and aren't in a hurry to get anywhere or decide anything. The relevant point in CL is that until they are summoned they ignore just about anything a "soft" creature says. Ents are trees and therefore wood. They take DOUBLE damage from fire and lightning. All weapons, except axes, score 1/4 damage (RD).

FAUNS				Cernunnos			
AHP	5	OCV	0	DCV	6	NWI	+3
S	2(-1)	St	6	D	33(+2)	A	25(+1)
MR	12	NAV	0	C	12	NF	1-5 1 6-9 1D3 10 1D6+1
EnL	37	DTV	-1	CDF	1	CL	NA
SS	Nocturnal Fructivore			MDV	3	INT	5
		PR	0	SIZE	1	HC	9%

Appearance - Fauns are akin to Satyrs. They are a female form whose lower half is deer-like. Except for pointed ears and small horns, the upper body is that of a gentle young girl age 13 - 16. Most are quite pretty. The average height is about three feet.

Special - Fauns are fertility spirits. Their life is spent caring for the sacred forest and keeping it fertile. They conceal themselves in forest at EL50 (as for Elves). Beyond that they are have no true powers and are all but helpless. If taken out of the forest they lose one energy point per hour. When EnL reaches zero they fade.

Forrestals				Cernunnos			
AHP	44	OCV	15	DCV	5	NWI	0
S	70(+3)	St	52(+3)	D	20(+1)	A	15
MR	10	NAV	3	C	54(+3)	NF	1
EnL	118	DTV	-6*	CDF	*	CL	NA
SS	Unknown			MDV	Varies	INT	8
		PR	NA	SIZE	2	HC	NA

* 5+(MEL/2(RU))

Appearance - Forrestals are eyeless, white-haired men. They wear grey druidic robes and carry an oaken staff. When they speak, or pass judgment, silver fire burns where their eyes should be. They are viewed as a divine force of the wood.

Special - Forrestals are prepared for their duty by a special ritual. They are human druids who dedicate their existence to the preservation of the sacred forest. All can see, day or night, without eyes. They hear any sound that occurs in their forest. If it is unusual or threatening they act on it.

Forrestals use Neutral, Elder and General magic at MEL 2D10, EL 1/2 MEL (RU). The higher the MEL the greater the forest warded. The Forrestal is the will of the wood. No damage that is less than fatal can distract him or interfere with his course of action (i.e. if hit while casting a spell, the spell continues to be cast). The Forrestal Elder in the Lower World is a manifestation of Cernunnos. All Forrestals are viewed as his reflection.

A Forrestals' life force is tied to the forest he wards. While it is healthy they are impervious to pain and heal EL hit points each phase when damaged. If their forest is destroyed they die also.

NOTE - The staff is a focus allowing the Forrestal to commune with the spirit of the wood and speak with plants and animals of the wood. When necessary he can command the plants and animals. It has Mana Storage ability at the maximum EL of the Forrestal holding it. It also bears a curse that affects anyone else who touches it. The staff may be used as a War Staff at EL8. Forrestals with MEL16 and higher are Arch Druids as priests of Cernunnos. They cast the appropriate Priestly magic in addition to that specified above.

Green Lady				Cernunnos			
AHP	25	OCV	6	DCV	9	NWI	-2
S	14	St	24(+1)	D	40(+2)	A	33(+2)
MR	14(48)	NAV	6*	C	62(+3)	NF	1
EnL	186**	DTV	-5	CDF	MEL	CL	NA
SS	Unknown			MDV	25	INT	1D3+5
		PR	NA	SIZE	2	HC	Auto*

* The NAV is due to the spirit nature of the Lady. It is not armor.

** EnL = C*3

Appearance - These ladies are the spirit of a sacred forest. They are pale Faerry women no less than 65" tall dressed in gossamer green gowns. All radiate peace and have eyes of tranquil silver. Her appearance is D100 + (INT*10).

Special - The Green Lady embodies the life and spirit of the sacred forest she nurtures. All are Tariti and Qadishtu Mah Priestesses of Cernunnos with the ability to cast appropriate Neutral magic at MEL 2D6+INT. Their EL equals their INT+2 (The average lady is MEL14/EL9).

The Lady of a given forest controls its plant life. She can use the trees to defend herself and direct them in defending themselves. She is also tied to the forest's Forrestal. He is alerted when any danger threatens her or the wood.

All Green Lady's are dedicated to serving the fertility of the wood. Its health and continued growth is her life. As it prospers her power waxes. The greater the forest, the stronger the Lady who is its soul.

IMPORTANT - The Green Lady only exists in her forest. It is her life. She is its soul. She never leaves it. If forced to do so she will die in 2D10 - INT days. If the result is zero or less she dies in 1D6 hours.

Hags**Payan**

Female							
AHP	14	OCV	4	DCV	2	NWI	+2
S	14	St	16(+1)	D	6	A	6
MR	6	NAV	0	C	26(+1)	NF	See male
EnL	75	DTV	-3	CDF	6	CL	NA
SS	Nocturnal Omnivore			MDV	12	INT	7
MEL	2D6+2	PR	4	SIZE	2	HC	20%

Appearance - Hags are True Sidhe females. All suffer the curse of Kototh. In areas of Neutral or Sidh power Hags are regal beauties. Elsewhere they are horribly ugly with twisted, humped bodies. This affliction alters MR, D and A.

SPECIAL - All Hags are magicians. (Those without such talent do not leave True Sidhe safe areas) They are MEL 2D6 + 2. EL is 1/2 MEL (RU). The more powerful they are, the uglier. (Appearance = 10 - (MEL+EL)) Whatever her EL, the EL casting Curses is TWO levels higher.

Many Hags are a twisted mentally by their condition (40% chance). All are irascible, capricious and cunning. The twisted are insane (The Referee will determine what her quirks are). They possess a great deal of knowledge, in general and about the area their hut is located in, if they can be convinced to help. In most cases, the slightest incivility suffices to earn a curse.

Hags are hunted by the Kotothi, especially Baobhan Sith. They detest those forces. Any they find die. Anyone who seeks her aid to destroy them will be listened to. He or she may add 10 to his Influence Chance.

IMPORTANT - All Hags dwell in a hut. Its interior is purified for Neutral and/or Sidh magic. Within its confines the Hag has her Sidh appearance (D100+20+MEL+EL). No hag can be convinced to visit a village or city of any kind for any reason.

NOTE - The reward awaiting the person or persons with the temerity to break the curse on the True Sidhe is a bit more than massive.

Hellhound				Hecate, Hecuba			
AHP	27	OCV	10	DCV	8	NWI	-4
S	42(+2)	St	40(+2)	D	16(+1)	A	20(+1)
MR	24	NAV	2	C	26(+1)	NF	1
EnL	42	DTV	-4*	CDF	3	CL	1
SS	Nocturnal Carnivore			MDV	8	INT	4
		PR	9	SIZE	3	HC	33%

Appearance - The most ancient form of hellhound is a three-headed guardian of the hells. Unless it is summoned, it is only encountered in the Upper World. All are the size of a small bull with three immense heads and fierce talons.

SPECIAL - Hellhounds have a blood tie to their mother Hecate. When she was freed from Chaos possession they left Chaos also. They have no magical powers. Each is allowed one attack in combat per head. They are immune to Fire Powers and Hell powers. NOTE - Any attempt to summon the hellhound has its dangers. Failure of any kind is abysmal. Hecate does not appreciate mortals making demands on her children. She repays the affront if the caster does so incompetently.

HIGH VILY				Anara			
AHP	30	OCV	9	DCV	9(14)	NWI	+3
S	28(+1)	St	32(+2)	D	36(+2)	A	100(+4)
MR	14(38)	NAV	0	C	60(+3)	NF	**
EnL	109	DTV	-5	CDF	12	CL	1
SS	Vegetarian			MDV	16	INT	7
MEL	13	PR	15	SIZE	2	HC	46%

Appearance - (D100*2) + 150

** Roll 1D6 when other Vily are encountered. If the roll is a 6 a High Vily is also present.

Appearance - The gown worn by High Vily is fine silver. They are armed with a short sword and elf bow. Beyond this their appearance is as specified for Vily.

Special - High Vily may command any animal that another Vily can. They speak Tonah Tongue at EL80. All High Vily are MEL13/EL7 casting any Neutral Magic. They use any spell other Vily can when they are in the appropriate environment for those powers. (To use Forest Vily powers must be in Forest, etc.)

These Vily are the overseers and guardians of Vily. All are trained warriors. Their gown counts as AV2 armor despite the fact that it is diaphanous. If she is greater than normal size, her weapons are MEL13/EL7 magic (modified for hit chance) and the AV of her gown is 4.

High Vily are more demanding and licentious than the others. They are also a bit whimsical. They have strong ties to animals and the Anari. Harming either in their presence is a fatal action. They will exact vengeance.

IMPORTANT - The High Vily's EL with her weapons and beast riding is 1D6+8. Their EL as Eroticists and Dancers is THREE levels higher than their EL with the sword (if she is EL10 with the sword, she is EL13 as a dancer). At the Referee's discretion they may possess other skills. Many have hand-to-hand talent and scholarly knowledge. In the last century they have grown close to the Seirim, among others. Their goddess, and the Great Vily, is Anara, the fourth wife of Cernunnos.

Leon**Cernunnos**

Male							
AHP	54	OCV	18	DCV	10(13)	NWI	-10
S	80(+4)	St	60(+3)	D	40(+2)	A	55(+3)
MR	13(28)	NAV	4	C	76(+4)	NF	1
EnL	140	DTV	-7*	CDF	6	CL	NA
SS	Inter. Carnivore			MDV	20	INT	8
MEL	8	PR	14	SIZE	3	HC	68%
Female							
AHP	30	OCV	11	DCV	9(12)	NWI	-5
S	40(+2)	St	60(+3)	D	40(+2)	A	60(+3)
MR	13(28)	NAV	2	C	20(+1)	NF	1D6-2 per male
EnL	69	DTV	-4*	CDF	5	CL	NA
SS	Inter. Carnivore			MDV	12	INT	7
MEL	8	PR	8	SIZE	2	HC	40%

Appearance - The first Leon was created by Abnaric Elgar to destroy the Sidh (especially Asrai). The race he fathered no longer serves that purpose though the males retain his gifts in that regard.

Male Leons are six to seven feet tall and weigh 200 to 250 pounds. They look like maneless lions walking on their hind legs and have no tail. All possess incredible strength and eyes that glow a baleful green. Their claws are magical iron.

Female Leons are the same height as the male with a weight ranging from 170 to 210 pounds. They do not have the same strength and their claws are not iron. Despite this, they are deadly biped lionesses that can be fearsome.

SPECIAL - Leons are totally immune to acid, poison and disease. They have EL4 Immunity to both Fire and Storm Powers. All can breathe water and air with equal facility and use MEL8/EL4 Water Powers. Many make the water their home and hunt on the land. Leons are able to sense whether or not someone has Sidh or Elder magic, either used as a wizard, innately or on his person.

Male Leons are potent against the Sidh, including the Kotothi Sidhe. They have EL8 Immunity to Sidh and Elder magic. Their claws grant DOUBLE damage when striking any creature afflicted by iron. They also receive double their normal SB when fighting Sidh creatures (including Kotothi).

Female Leons were created after the "cleansing" of Abnaric Elgar. They are protectors of the wood. They govern the more violent instincts of the males to a degree. They do not possess the male benefits above. In the forest they have the concealment and tracking attributes specified for the Elf. They hunt intelligently. When the opportunity presents itself they choose to strike from ambush.

IMPORTANT - Any person tied to the Sidh of either stripe in any way is considered to be Sidh. If you can use Sidh Magic, you are Sidh.

Lis				Lisan			
AHP	30	OCV	10	DCV	8(12)***	NWI	-3(-6)**
S	55(+3)	St	25(+1)	D	25(+1)	A	33(+2)
MR	16(36)	NAV	0(2)*	C	40(+2)	NF	1
EnL	65	DTV	-3	CDF	7	CL	1
SS	Inter. Omnivore			MDV	12	INT	5
		PR	6	SIZE	1	HC	33%

*NAV 2 in Badger form.

**NWI -6 when diving or in Badger form.

*** DCV 11 in the air.

Appearance - Lis are large silver or blue eagles in the air. They can shift their color to match the sky above them. An Em roll is required to see them from below. On landing they take the form of an eagle-headed badger with powerful claws and luxurious fur. They have stunning beauty in both forms.

Special - The Ceruna (a coalition of south Fierazi tribes who worship Cernunnos) call the Lis "vessel of wisdom". They say it is often used to carry the will of Cernunnos to mortals. All have the shapeshifting power above.

Exceptional Lis				Lisan			
AHP	36	OCV	12	DCV	9(14)***	NWI	-4(-8)**
S	61(+3)	St	29(+1)	D	25(+1)	A	33(+2)
MR	16(40)	NAV	0(4)*	C	44(+2)	NF	1
EnL	80	DTV	-4	CDF	8	CL	2
SS	Inter. Omnivore			MDV	16	INT	6
MEL	8	PR	6	SIZE	1	HC	33%

The exceptional (10% chance) can take the form of any creature they have seen and have an INT rating of 6.

As Eagles Lis can fire up to eight pinfeathers in a given combat (no more than one per phase). The bow strength equals their SB. The WSB equals their effective NWI/2 (RU). Use the range table for Composite Bows in adjudicating the effort.

In Badger form they use Delusion at MEL8/EL4. People trying to see them roll (W+E)/2 (RU) with no partial success possible. Failure means it is impossible to see the badger clearly. Add TEN to any combat roll attempting to hit them. The same plus applies if you attempt to affect them with magic. One roll is taken at the start of the battle. You see them clearly then or you don't until the combat is resolved.

Lunafey (Half/Quarter)				Kalinda, Hecate			
AHP	6	OCV	1	DCV	5	NWI	+3
S	4(-1)	St	8	D	20(+1)	A	33(+2)
MR	10	NAV	0	C	12	NF	1D6
EnL	48	DTV	-1	CDF	1	CL	1
SS	Nocturnal Omnivore			MDV	6	INT	6
MEL	4	PR	0	SIZE	1	HC	10%

Appearance - Lunafey appear to be pale, thin, wingless faerry. All are tied to the moon and native to it. Their power fluctuates with the phases of the moon.

SPECIAL - Lunafey receive the energy they need to live from the radiance of the moon. They suffer when they are not on the moon or exposed to its light. Per night where this is the case, they lose 1D10 energy. When energy is zero or less they fade.

All Lunafey have one innate Neutral power. Their MEL is 4. Their EL varies with the phase of the moon. During the dark of the moon the power is not usable. At half or quarter moon it is 2. With a full moon, or on the moon, it is 4.

Lunafey (Dark)				Kalinda, Hecate			
AHP	3	OCV	0	DCV	2	NWI	+6
S	2(-1)	St	4(-1)	D	10	A	17(+1)
MR	5	NAV	0	C	6	NF	1D6
EnL	42	DTV	+1	CDF	1	CL	1
SS	Nocturnal Omnivore			MDV	3	INT	6
		PR	0	SIZE	1	HC	10%
Lunafey (Full)				Kalinda, Hecate			
AHP	12	OCV	4	DCV	8	NWI	+3
S	8	St	16(+1)	D	40(+2)	A	66(+3)
MR	15	NAV	0	C	24(+1)	NF	1D6
EnL	60	DTV	-3	CDF	1	CL	1
SS	Nocturnal Omnivore			MDV	12	INT	6
		PR	4	SIZE	2	HC	20%

Lunafey do not require food and drink but they enjoy its taste. For the purpose of play they are considered to be omnivores. They favor foods with a unique taste or texture. Providing such viands can earn their friendship.

Matapone				Mata, Naizin			
AHP	25	OCV	8	DCV	12	NWI	-3
S	42(+2)	St	30(+1)	D	20(+1)	A	33(+2)
MR	45	NAV	0	C	28(+1)	NF	1D3
EnL	53	DTV	-3	CDF	6	CL	1
SS	Nocturnal Herbivore			MDV	12	INT	5
MEL	6	PR	4	SIZE	3	HC	29%

Appearance - The great love of Mata is the horse. Her race, the Matapone, are large silvery horses with piercing green eyes. The

greatest of them, the Matin, are surrounded by an aura of silvery power.

SPECIAL - Matapone will answer a summons with neutral magic if it succeeds. Any other attempt to summon them works against double their MDV. If it fails, 1D6+2 Romati (1) or Mir (2) answer. Roll 1D2*. All Matapone are capable of using MEL6/EL3 Speed when they wish to enhance their running speed.

One in five Matapone is special. They are the Matin.

Matin				Mata			
AHP	30	OCV	11	DCV	14	NWI	-5
S	51(+3)	St	35(+2)	D	24(+1)	A	40(+2)
MR	54	NAV	0	C	34(+2)	NF	1
EnL	70	DTV	-4	CDF	6	CL	2
SS	Nocturnal Herbivore			MDV	18	INT	6
MEL	6	PR	8	SIZE	3	HC	35%

All Matin are intelligent. They are innately able to use speed and 1D3 Neutral spells at MEL6/EL6. Matin are also capable of speech. All speak the Neutral Tongue. Attempts to summon them operate under the restrictions above. Double the number of avengers who answer if the attempt fails.

Matin and Matapone may be used for a short period time for a good purpose (as viewed by neutrality). They count as Riding Horse V. They never willingly remain in the Middle World more than 1D10 days. Any attempt to force them to do so, or breed them to mortal horses, results in vengeance by 1D6 Romati, Mir and Trazire.

Midge				Cernunnos, Lisan			
AHP	4	OCV	0	DCV	12(18)	NWI	+5
S	1(-1)	St	6	D	120(+5)	A	185(+7)
MR	2(32)	NAV	-1	C	9	NF	1-5 1 6-9 2D6 10 D100+10**
EnL	45	DTV	-1	CDF	5	CL	NA
SS	Nocturnal Omnivore*			MDV	14	INT	6
MEL	8	PR	0	SIZE	0	HC	8%

* Midge will not kill to eat meat. If someone overs a tasty bit they may eat some.

** A Midge hill. The Queen and King, in that order of importance, are always present and are magic-users.

Appearance - Extremely beautiful faerry-like creatures with uncommon, sometimes troublesome, wit. Their average height is three inches and their weight is rarely more than a few ounces.

Special - Midges have MEL8/EL2 Mana Shields and the ability to conceal their presence from non-Midges when they do not wish to be seen. The perceiver's MDV is irrelevant in this. Those trying to see a Midge roll Em/4 (RD). Success allows them to see it.

Partial success lets them sense something is in the area. Failure yields nothing. The roll is allowed each time the person has a reasonable excuse for being able to see the Midge. Regardless of the number of Midge present only one roll to see them is allowed in a given encounter.

Midge King				Cernunnos, Lisan			
AHP	7	OCV	1	DCV	14(21)	NWI	+3
S	3(-1)	St	12	D	144(+5)	A	221(+8)
MR	4(36)	NAV	0	C	13	NF	1
EnL	49	DTV	-1	CDF	6	CL	NA
SS	Nocturnal Omnivore*			MDV	18	INT	6
MEL	10	PR	0	SIZE	0	HC	13%
Midge Queen				Cernunnos, Lisan			
AHP	4	OCV	0	DCV	14(25)	NWI	+5
S	2(-1)	St	7	D	156(+6)	A	240(+8)
MR	4(44)	NAV	-1	C	11	NF	1
EnL	60	DTV	-1	CDF	9	CL	NA
SS	Nocturnal Omnivore*			MDV	24	INT	7
MEL	16	PR	0	SIZE	0	HC	9%

Midge rulers are magicians. The Queen is MEL8/EL4 and MEL16/EL8 with her Mana Shield. The King is MEL6/EL3 and MEL10/EL5 with the shield. They may use any Neutral spell. Midges are gregarious pranksters with a wild sense of humor, kindness and compassion. They are often attracted to a group and stay with them for 1D6 weeks vicariously enjoying the adventure and playing pranks.

All Midges love candy and wine. They are also very curious. People tormented by their whimsy have sometimes used one or both traits to capture them. The race was created from two faerry through a perverse and vile rite of their creator. Since then they have proven to be prolific.

Mir				Miryan			
AHP	16	OCV	5(9)*	DCV	11(16)	NWI	+2
S	13	St	30(+1)	D	41(+2)	A	110(+5)
MR	18(42)	NAV	0	C	21(+1)	NF	1
EnL	71	DTV	-3*	CDF	4	CL	1
SS	Nocturnal Omnivore			MDV	16	INT	7
MEL	4	PR	4	SIZE	2	HC	26%

*OCV is 9 striking from ambush.

Appearance - Mir are perfectly formed human featured individuals whose average height is five feet. Both sexes have raven hair, unblemished features and pale skin. Their beauty is striking.

Special - Mir are noted for their intellect, beauty and persistent libido. They are capricious. All move silently and insubstantially pass through minor, unwarded, obstacles (wooden doors, windows, etc).

All Mir have one innate spell. Roll 1D3*. On a 1 it is Neutral, 2 is Elder and 3 is Sidh. They are MEL4/EL2 with the spell determined. All are capable of flying without wings at the speed listed above. They are also EL9 with Fighting Dagger and Two Weapon.

Mir Wizard				Miryan			
AHP	29	OCV	10(16)*	DCV	12(19)	NWI	+2
S	24(+1)	St	60(+3)	D	54(+3)	A	143(+5)
MR	18(42)	NAV	0	C	32(+2)	NF	1
EnL	71	DTV	-5*	CDF	7	CL	1
SS	Nocturnal Omnivore			MDV	24	INT	8
MEL	8+1D10	PR	10	SIZE	2	HC	26%

The favorite skills of most Mir are Eroticism and Assassin. They have been known to be sadistic in performing their duty and enjoying pleasure. There is a 20% chance the Mir summoned is a trained wizard. If so, the MEL is 8 + 1D10, the EL is half the MEL (RU) and he or she can use any Neutral, Elder or Sidh spell.

Mir are friendly to humans and the Sidh races. If a request is made of them that they greatly favor they will help freely. In all other cases, they demand payment or a service in exchange for their aid. They enjoy bargaining when such situations arise. The payment required will be salacious service or something valuable.

NOTE - If a caster attempts to summon Mir and fails abysmally he is brought to the palace of Miryan. He arrives wearing only a silver collar in a casting circle in front of the Mir who refused to answer his call. If he is Chaos or Kotothi oriented he is killed out of hand. Otherwise, the Mir will enjoy at least 2D6 weeks of bargaining and service before returning him to the Middle World.

Nakinal				Cernunnos			
AHP	10	OCV	3	DCV	5	NWI	-3
S	10	St	20(+1)	D	40(+2)	A	20(+1)
MR	10	NAV	0	C	10	NF	1-6 2D6 7-9 2D10 10 2D10+20*
EnL	26	DTV	-2	CDF	3	CL	1
SS	Diurnal Fructivore			MDV	4	INT	4
		PR	3	SIZE	1	HC	15%

* A Nakinal clan center is found. 50% (RU) are young.

Appearance - Baboon-like creatures some two feet at the shoulder. They have needle sharp poisonous fangs and powerful claws. Males are black with a florid red crest on head and spine. Females are a dark brown.

Special - Nakinal are communal by nature. Being alone is painful for them. They operate in a set territory. Within it they back

down to no one, be it man or dragon. All Nakinal use poison. Females (80% of non-young encountered (RU)) have BL8 Hallucinogenic poison. Anyone affected is unable to act effectively for 16 - CB hours. Treat the affect as an abandon spell.

The male poison is prized by some races and addictive to others. The Nar'morel and other humanoid races created by Abnaric Elgar prize it. Goblins, Troid Folk and Wood Trolls can become addicted. The affect numbs all pain and gives an overwhelming sense of well being for 20 hours - CB. The BL is 10.

NOTE - Controlling Troid and Goblin servants was easier for the Overlord after he created the Nakinal. Junkies who feel no pain are dependable and make great fighters.

Nar'morel

Cernunnos, Marlet, Patera

Male							
AHP	28	OCV	9	DCV	7	NWI	-6
S	50(+2)	St	30(+1)	D	30(+1)	A	40(+2)
MR	14	NAV	1	C	32(+2)	NF	1-6 1D3 7-9 2D6* 10 D100**
EnL	68	DTV	-3	CDF	3	CL	NA
SS	Nocturnal Omnivore			MDV	8	INT	6
		PR	6	SIZE	2	HC	31%

* A hunting party or vengeance raid.

** Nar'morel village.

Female							
AHP	20	OCV	6	DCV	13	NWI	-4
S	30(+1)	St	10	D	60(+3)	A	80(+4)
MR	18	NAV	0	C	40(+2)	NF	1D3-1 per male
EnL	76	DTV	-2	CDF	2	CL	NA
SS	Nocturnal Omnivore			MDV	8	INT	6
		PR	4	SIZE	2	HC	25%

* Do not waste time rolling for each male when a sizable number of males are encountered. Pick a number of females to match the encounter situation.

Appearance - Nar'morel are perfectly proportioned, beautiful humanoids. Males are heavily muscled yet lithe. Females are incredibly limber and beautiful. Their base appearance is human except they have a light covering of barely perceptible fur. All Nar'morel have sharp cat-like teeth, retractable claws and eyes more akin to a cat than man.

Special - The name of the race means "Death Shadow" in Sair'a'cili. They are supernaturally attuned to desert and badlands. Double their maximum survival EL and ambush chance in these terrains. The chance of a successful ambush against them is reduced by FIFTEEN.

Nar'morel enjoy hunting and combat. They also have a hedonistic regard for pleasure and luxury. They act in their interest whatever the cost to others. If their needs do not require your death they can be reasoned with. If they do the Nar'morel are intractable.

Romati				Ro'beall			
AHP	32	OCV	12	DCV	6(9)	NWI	-3**
S	60(+3)	St	40(+2)	D	45(+2)	A	20(+1)
MR	11(30)	NAV	0	C	28(+1)	NF	1
EnL	77	DTV	-4*	CDF	3	CL	1
SS	Nocturnal Omnivore			MDV	16	INT	7
MEL	6	PR	6	SIZE	2	HC	34%
Romati Magician				Ro'beall			
AHP	36	OCV	13	DCV	6(9)	NWI	-3**
S	68(+3)	St	44(+2)	D	46(+2)	A	18(+1)
MR	11(30)	NAV	0	C	32(+2)	NF	1
EnL	96	DTV	-4*	CDF	7	CL	1
SS	Nocturnal Omnivore			MDV	20	INT	8
MEL	8	PR	8	SIZE	2	HC	38%

**-3 NWI on a bite. 0 otherwise.

Appearance - The general appearance is like the Baobhan Sith with a few exceptions. Romati are both male and female. They have pale skin with no green cast to it. They always appear in armor (males in Ringmail AV2 and females in Leather AV2). Wizards summoned wear chainmail (AV5).

Special - All have an EL2 Mana Shield at all times. They are trained to cast Ball Fire at MEL6/EL3. Per Romati summoned there is a 20% chance of getting a Wizard. They are MEL8/EL4 with Neutral Magic and a smattering of Elder and Sidh arts. All are trained warriors. Use EL6 for any weapon they possess.

NOTE - The Romati are the race of Ro'beall, first wife of Cernunnos. They are noted for intelligence, cunning and loyalty. None is encountered unarmed except in their bed.

SACRED FOREST

Cernunnos

The Sacred Forests are citadels of life. During Armageddon all but the sacred grove of the Sidh and the core of Anduin were destroyed. The convocation saved the Sidh grove. Cernunnos sacrificing his life in battle against Kototh and Zuriti preserved Anduin.

With the rebirth of Cernunnos, the ancient sacred forests have awakened and new forests have begun to sprout. Their power serves all life. As such, the once Sidh God Cernunnos has chosen Neutrality as his path. It is his goal to reform all the might of true life and defend the wheel, the power of life, against the forces that would defile or destroy its purity.

Each Sacred Forest has explicit inhabitants who serve it. One Green Lady, its soul, and one Forrestal, its will, rule and defend the forest. A Faerry hill is located in the center of its sacred precincts. The population of that hill is 4D10+20 Faerry, 2D6 Cait Sith and 1D10 Cu Sith. There is also a 20% chance of 1D6 Elves being present. The sidh residents are independent but,

in their way, serve the needs of the wood. They heed the Green Lady as needed.

The forests also contain Neutral and Elder forces that serve the wood. All have at least one Unicorn, 2D6 Satyrs and 2D10 Fauns. Most (60%) are also home to 2D10 members of the True Sidhe. When they are present, they reside at the Faerry hill. The ranking male serves as Warlord of the hill in partnership with the Faerry Queen.

The forest may also have Centaurs, Dryads and Nymphs. In areas where the threat to the forest is great, Vily, Baobhan, Leons, Elves and supernatural servants of Cernunnos may be present.

NOTE - The forces of Death, the Dead and Unlife (Akhkharu, etc) are anathema to the forest and those who serve it. Nothing and no one that serves such power is tolerated. Anyone who is oppressed or endangered by these enemies can find sanctuary in the wood.

The forest is a living force with its own laws and rights. Regardless of orientation, no person may enter its sacred precincts without asking permission. Any who enters without extending that courtesy is treated as an invader and potential defiler. The reception is generally fatal.

Sacred forests gain the energy to grow in two ways. Lives they must take, from invaders and sacrifices, increase the life of the wood. It also grows in harmony with the love and new life its residents provide. Each act of love adds to its might. Each new life conceived under its canopy adds a new tree.

This fact is a main reason why the presence of a Faerry hill is essential to the health of the wood. The love and life they provide is the forest's lifeblood. The pure might of the wood is beneficial to Faerry. Those resident in a sacred forest hill are 50% larger than average for Faerry. The wood freely bestows its might on those it treasures.

Seirim				Shamshiel			
AHP	60	OCV	18	DCV	5(15)*	NWI	0
S	80(+4)	St	60(+3)	D	35(+2)	A	15
MR	14	NAV	0	C	100(+4)	NF	1
EnL	164	DTV	-8*	CDF	10+	CL	3
SS	Inter. Omnivore			MDV	15+	INT	8
MEL	10	PR	21	SIZE	8**	HC	80%

* If the Seirim is martially oriented, his combat and magical skills allow a DCV of 15 without cost.

** A fully aspected Seirim has a Size of no less than 11.

Appearance - The appearance of a Seirim, and his garments, vary with his interests. It can be anything from plate armor to lounging pajamas. Regardless of interest all are armed with a sword. Seirim are handsome pale-skinned giants with piercing

eyes. If hostile when summoned they arrive armed, armored and hideously manifested to slay.

Special - All Seirim use MEL10. The spells used vary with their interest. The EL of appropriate spells is determined rolling 1D10. The EL they will use with weapons is 1D6+6. (While all are substantially more powerful they rarely use more than the above value in dealing with mortals).

To determine the interest of the Seirim summoned or encountered roll 2D10 on the table below:

ROLL	INTEREST	MEANING
2	Gambling	Dressed in fine suit. Has wine and playing materials. Will use divination related spells and Luck only.
3	Botany	Field gear and flower basket. Beneficial nature oriented spells.
4	Medicine	Healer's smock, medical supplies. Use any healing magic. 30% chance 1D3 patients appear with him.
5	Architecture	Fine robes, scrolls, tools. Building oriented magics.
6-9	Combat	Arms and Armor. Use any combat magic.
10+11	Sex	Revealing robe, wine, bed. Magic to compel and/or enhance the event.
12	Sciences	Smock, scrolls, writing utensils, etc. Will not use magic.
13	Zoology	Leather, cages, nets, etc. Animal oriented magic only.
14	Armor	Armorer's apron, forge, tools. Permanent and defensive magics.
15	Crafts	Average garments, tools for his craft. Magic appropriate for craft.
16	Magic	Arcane robes. Will use any magic.
17	Food	Dinner jacket or chef's clothing. Magic to enhance meal or senses.
18	Art	Painter's smock, art supplies, etc. Magic of use in creating art.
19	Entertainer	Fine garments. Items and magic pertaining to his art.
20	Other	Anything the Referee chooses.

Seirim are capable of controlling their height. Fully manifested for battle they are no less than 30 feet tall. They can reduce their height to 10% of this value when they choose (it makes it more convenient for seducing human women). Despite the height change, all values remain constant.

NOTE - There are 400 Seirim. All are male. They are noted as teachers of man and seducers of women. They fell from grace, as

Ahuras, because of their infatuation with, and insistence on having, mortal women. The progeny of Seirim are called Anakim. Since the Seirim left Chaos, their sons are no longer giants. They retain an interest in them. The god Shamir is their King.

Shiroona				Cernunnos, Naizin			
AHP	18	OCV	7	DCV	5	NWI	-4
S	16(+1)	St	40(+2)	D	12	A	25(+1)
MR	16	NAV	0	C	16(+1)	NF	1-9 1 10 2D10+2*
EnL	41	DTV	-3	CDF	7	CL	1
SS	Diurnal Carnivore			MDV	15	INT	5
MEL	10	PR	6	SIZE	2	HC	28%

* A Shiroona den. 70% of those found (RD) are puppies.

Appearance - Shiroona are russet brown to red hounds with six legs and saucer shaped eyes. Given their pointed teeth, heavy claws and massive forebody they appear extremely fearsome. They average two and a half feet at the shoulder and a bit more than one hundred pounds.

Special - Shiroona were created to serve as assassins, messengers and guards. All use MEL10/EL10 Travel Powers, have total immunity to Iron and EL6 Immunity to Elder magic.

Though they are formidable Shiroona are not the force they could be. They are garrulous creatures who are both curious and friendly. They are also a bit cowardly unless encountered in their den. Shiroona only fight to protect themselves or someone they love. They are not vicious. Sometimes the extremes they reach to avoid a fight are comical.

NOTE - Ten percent of Shiroona have the exact opposite personality. Roll 1D10. That splinter group is vicious and enjoys killing.

Tonah

Bahram

Times 1.5 - S, St, D, MR (RU)

Times 2 - NWI, A, NAV, CDF, C

Times 4 - MDV

AHP, DCV, OCV, DTV, HC - Calculate as normal.

EnL = C + (INT*INT)

NF 1 CL 1 SS As Animal INT +2* SIZE +1

*If the animal's intellect is 5, the Tonah is 7.

Appearance - Tonahs have the appearance of the animal they ward. Their appearance can be based on any animal, bird or non-fantastic wild creature. They are 50% larger than the creature they protect. Their eyes glow red at all times.

Special - Tonahs are the guardians of wildlife. Each has power over, and the duty to protect, a specific species. The attributes of the Tonah are determined by taking its multipliers times the average values of the creature it serves. Always round up.

EXAMPLE – An average Antelope Tonah has the following values.

Antelope Tonah				Bahram			
AHP	11	OCV	4	DCV	13	NWI	0
S	6	St	20(+1)	D	45(+2)	A	40(+2)
MR	42	NAV	0	C	30(+1)	NF	1
EnL	46	DTV	-2	CDF	2	CL	1
SS	Diurnal Herbivore			MDV	4	INT	4
		PR	4	SIZE	2	HC	25%

A Cliff Bear tonah would be:

Cliff Bear Tonah				Bahram			
AHP	55	OCV	16	DCV	8	NWI	-10
S	66(+3)	St	38(+2)	D	12	A	18(+1)
MR	21	NAV	4	C	118(+5)	NF	1
EnL	154	DTV	-8*	CDF	8	CL	1
SS	Diurnal Omnivore			MDV	20	INT	6
		PR	14	SIZE		HC	78%

If the INT of the tonah is 6 or more it is capable of speech. All such Tonahs speak the Tonah tongue, the Elder tongue and the language of the human society whose nation the animals it protects are nearest to or in.

Tonahs can call and control the species they protect. If a call is issued, 2D6 adult members of that species appear in 2D10 turns. They will obey the Tonah completely or avenge him if he has been slain.

There is a 20% chance an encountered Tonah can use magic. If so, the Tonah has twice the multipliers listed in its table. It will have innate power in 1D3 Elder spells plus the Animal Powers family of spells. Its MEL is 2D6. Its EL will be 1/2 MEL (RU).

NOTE – If the Creature Variation system is used, any multipliers determined there are added to the standard multiplier if the value is one or higher. If the value is less than 1, one minus the multiplier is subtracted from the normal multiplier.

EXAMPLE – The multiplier is 1.5. If the variation value is 1.5, the multiplier becomes 3. If it is 4 the multiplier becomes 1.5.

Trazire				Trajan, Herela			
AHP	25	OCV	8	DCV	8	NWI	+2
S	20(+1)	St	50(+2)	D	80(+4)	A	30(+1)
MR	12	NAV	0	C	30(+1)	NF	1
EnL	66	DTV	-4	CDF	7	CL	1
SS	Inter. Omnivore			MDV	12	INT	6
		PR	9	SIZE	2	HC	40%

Appearance – All are perfect physical specimens for the race they appear to be. They can alter their shape to take the form of any non-monstrous humanoid race of approximately human size

(can be elf but not ogre or faerry). Their clothing depends on the reason why they are present.

Special - Some Trazire are the houri and gigolos of the Neutral pleasure gardens, i.e. heaven. Those who are serve the god Trajan. They have at least EL15 in Eroticism and an empathic ability to sense what would give a soul pleasure and provide it.

Other Trazire serve Herela, the daughter of Cernunnos and wife of Trajan. They are the avengers of the defiled, guardians of heaven and collectors of souls. All are EL9 Assassins or better. They are trained in Planar Travel, Travel Powers, Mana Powers and Ball Powers at MEL8/EL4. One is sent to perform any mission. If he or she fails, another comes. This continues until the goal is achieved or the target expiates the evil done. Anyone claimed by an avenger is taken to the Fortress of White Iron (a place no sane man wants to visit AND no man remains sane in for long).

TRUE SIDHE

Payan

Male							
AHP	15	OCV	4	DCV	7	NWI	+2
S	16(+1)	St	15	D	36(+2)	A	36(+2)
MR	13	NAV	0	C	29(+1)	NF	1-6 1 7-9 1D6 10 2D10*3**
EnL	78	DTV	-2	CDF	2	CL	NA
SS	Nocturnal Omnivore			MDV	8	INT	7
		PR	2	SIZE	2	HC	20%

** A True Sidhe hill.

Female							
AHP	14	OCV	4	DCV	7	NWI	+2
S	14	St	16(+1)	D	44(+2)	A	40(+2)
MR	13	NAV	0	C	26(+1)	NF	See male
EnL	75	DTV	-3	CDF	2	CL	NA
SS	Nocturnal Omnivore			MDV	8	INT	7
		PR	4	SIZE	2	HC	20%

Appearance - Their general appearance in Sidh and Neutral areas is as specified for the Alfar. In other places the males appear to be aged elves. The females are hideous (See Hags for details).

Special - True Sidhe are Daoine Sidhe and Baobhan Sith who left the service of Kototh. His gifts are gone. Instead they have their former abilities, the enmity of all Kotothi and his curse.

True Sidhe Magician				Payan			
AHP	20	OCV	6	DCV	7	NWI	+2
S	24(+1)	St	22(+1)	D	35(+2)	A	32(+2)
MR	13	NAV	0	C	34(+2)	NF	NA
EnL	98	DTV	-3	CDF	2+(MEL/2)	CL	2
SS	Nocturnal Omnivore			MDV	8+MEL	INT	8
		PR	6	SIZE	2	HC	28%

25% of those encountered are magicians. They are MEL 2D6+2 and EL 1/2 MEL (RU). Those who are will be outfitted as for Alfar. The others are outfitted as elves. Their weapon EL's are 1D6+2.

All True Sidhe are skilled with at least one musical instrument. They may have any other skill the Referee desires as well. They are a proud and ancient branch of the Sidh.

Vily				Anara, Herne			
AHP	12	OCV	3	DCV	6(11)	NWI	+3
S	14	St	16(+1)	D	18(+1)	A	50(+2)
MR	12(36)	NAV	0	C	18(+1)	NF	1D3*
EnL	67	DTV	-2	CDF	2**	CL	NA
SS	Vegetarian			MDV	12	INT	7
		PR	8	SIZE	2	HC	17%

**CDF equals 1+(MEL/2) (RU).

Appearance – Vily are winged females. All are fabulously beautiful with flowing fair or golden hair. They are dressed in sheer white gowns. Their eyes flash like lightning and their voices have the sweetness of the finest nectar. They are slender and light with seraphic wings. All have the size and general shape of a human female. The Appearance value is determined by rolling D100 + 100.

Special – The powers of a Vily vary with her native terrain. All Vily have the appearance listed above. Their attributes are:

Aerial Vily make their homes in the clouds. They command eagles as for an Eagle Tonah. All cast Clairvoyance, Divination and Storm Powers at MEL10/EL5. They are the most benign Vily. They often protect or aid men that are in danger. They never harm anything without just cause. Their CDF is 7.

Forest or Hill Vily live in caves or ravines. They use an Elven Bow, with normal arrows, at EL10. When encountered they may be riding horses or stags (a 50% chance, if so 01-20 is horses, 21-50 is stags). When not riding they like to perch in trees. They have an affinity for the trees in their area. If the trees are damaged without permission and due payment, the Vily attacks those responsible.

Forest and Hill Vily demand obedience from mortals. Those that fail to obey, once a request has been made, are subject to her curse. The major curses they choose are:

Roll	Curse
1	Painful Death (As for EL5 Pain plus 1D6 hits per turn until the victim dies).
2+3	Slow Painful Death (As for 1. Inflict hits per day instead of per turn).
4-6	Transmutation (The person is changed in form for 1D6 months).
7-10	Emotional, Physical or Mental Curse.

Vily only use these powers on the disobedient. It is a punishment for arrogance and their innate power. They have MEL 8+1D6/EL 4+1D6 in these curses. If given due respect they are benevolent and can be influenced into helping.

Forest and Hill Vily are innate Shape Changers. They take the form of a wolf, snake, falcon, swan or horse. While in a given form they are treated as a Tonah by the species whose form they are in. Their presence, in horse form, has the effect of MEL6/EL3 Wildness spell on any domestic horse within 10 hexes. Their CDF is 8.

Mountain Vily have the cursing ability of the Hill Vily, the ability to take the shape of a wolf, falcon or swan and the power to cast Storm Powers at MEL12/EL6. All of these powers are innate. All are MEL12/EL6. Their CDF is 8.

Mountain Vily dwell in magnificent, hidden castles at the heights of the sheerest slope on their mountain. They are the guardians of the mountain and defend its animals from attacks that occur without permission. The Vily's castle can contain any animal she can take the shape of and human servants that obey her requests. The number of servants present, and their equipment, is up to the Referee. All creatures in the castle will defend the Vily with their lives.

Water Vily dwell in rivers, lakes and wells. They generally remain out of the water they protect. They punish anyone that drinks, or enters, their water without permission. This punishment changes the water into an acidic BL8 Slow Death poison. When it is in contact with an item that is not native to the water it has the effect of Great Serpent slime each phase.

Friendly Water Vily can use Divination, Cure Disease and Healing at MEL8/EL8. They can be influenced to help mortals that do not steal water and who show due respect for them. Their CDF is 6.

General Notes - Vily enjoy song and dance. They entice mortals to join in their pursuits if not angered by them. Those that do, and successfully influence the Vily, receive a boon. If the Character is a Singer or Dancer he may double his influence chance if he succeeds in either skill.

Persons that attempt to influence the Vily, and fail, anger them. Unless they successfully influence them on a second roll

the Vily turns her powers on him. No person is required to try to influence these beings. All Vily are eternally young. They are totally immune to the effects of time and old age.

Vily wings are highly individual magical artifacts. They can be removed by the Vily or anyone that sneaks close enough to take them. Whoever takes, or possesses, the wings of a Vily, and/or shaves her head, controls her for as long as the hair is less than enough to cover her skull or he has the wings. In either case, she loses 40% of her beauty, her powers and must obey any order her master gives.

NOTE - The reason this is sometimes risked is twofold. Even with reduced beauty all Vily slaves are gorgeous. Secondly, the Vily retains her immunity to the flow of time. If the one you take was Ap 160 as a Vily, she is 96 as a slave. She is also eternally young looking (age 20+1D6).

If she regains the lost attribute, i.e. wings or long hair, she regains her powers and takes deadly vengeance on her captor, his family and anyone who helped him use her. Any person, other than the one responsible for her slavery, that aids her in regaining her freedom gains her as a contact and receives any boon that is in her power to give.

NOTE - No magic or other means can keep a Vily's hair from growing. If the captor does not shave her regularly, the hair will be long enough for her to attack in 1D3+3 weeks.

If the original slaver sells a Vily to someone else and that person sells her to another, who allows her to regain the wings, she takes vengeance on the buyers, their families, the seller, his family and anyone else who used her as a slave.

The only exception to vengeance is children. They will not harm the innocent children of fiends who defiled them. If any child is younger than ten, they also allow one woman in the family to survive so the child is cared for. Any virgin counts as a child in their eyes unless they were one of those who aided in her abuse in some other way.

EXAMPLE - If someone is 14 and not a virgin, they are not a child to a Vily. If they are 20 and virgin, they are. If that 20 year old helped get her ready for abuse at some time, she kills him.

IMPORTANT - Seeking vengeance is always a personal quest for a Vily. It is up to her to gain it on her own with her powers and wit. No other Vily will aid her in doing so. When the enemy she must punish is exceptionally strong, a High Vily may make an exception and fight at her side.