

Powers & Perils
Book III
The Creature Book

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1 Encounters

2 The Worlds

3 Encounter Table Section

4 The Creature List

The pages that follow contain an alphabetical listing of the creatures that can be encountered or summoned. Where a given type of creature has more than one member in it, the name of the race is given in the plural at the top of the section. The individual members are then discussed in alphabetical order after this general heading.

4.1) The Attribute terms that are used in the creature descriptions consist of various abbreviations and numerical values. The definition of the abbreviations that are used is found below, in order of its appearance.

AHP The Average **HPV** of the creature. If the Creature Variation system is not used, read this as **HPV**.

OCV The Offensive Combat Value of the creature. Where parenthetical values occur, they are explained in the section where they occur.

DCV The Defense Combat Value of the creature. Where parenthetical values occur, unless specified otherwise in the description, the un-parenthesized value is the creature's defense on the land. The other value is its defense in the air, if it is a flyer, or in the water, if it is a swimmer.

NWI Natural Weapon Index (subtracted from combat rolls)

S The creature's Strength and Strength Bonus are listed here.

St The creature's Stamina and Stamina Bonus are listed here.

D The Dexterity and Dexterity Bonus of the creature.

A The Agility and Agility Bonus possessed by the creature.

MR The creature's speed per turn. In some cases, a second value is listed in parentheses. This indicates, unless specified otherwise, that the creature can fly or swim.

NAV The Natural Armor Value of the creature. **NAV** is used as for **AV** when the creature is hit.

MDV The creature's Magic Defense Value.

EnL Energy Level

DTV Damage Tolerance Value

HC Healing Chance

CL Contact Level (mainly used in summoning)

CDF The Creature Difficulty Factor (used in experience gains)

INT The basic intellect of the race.

Rating	Description
1	Totally instinctive
2	Gross, Stupid
3	Unintelligent
4	Flashes of Intellect
5	Semi intelligent, crude intellect, minimal culture
6	Human level of intellect
7	Highly intelligent
8	Brilliant
9	highly brilliant
10	Supernaturally brilliant

NOTE — To get a clearer appreciation of the separation, square the rating to produce a 1 to 100 scale. Thus, a man has **36** times the intellect of a creature rated **1**, twice the intellect of a **4** and $1/2$ the intellect of a **9**. (If you wish to make a gross correspondence between this chart and an individual's character, add **25** to the Character's Maximum Intelligence to find his proper position).

SS The creature's Survival Strategy.

4.2 The Creatures

The majority of the creatures that are listed below

A'Equin		Alignment — Balance	
AHP 25	OCV 9	DCV 14	NWI 0
S 30(+1)	St 70(+3)	D 34(+2)	A 18(+1)
MR 52	NAV 0	MDV 12	NF 1D3*
EnL 40	CDF 5	CL 2	
DTV -5	HC NA	INT 4	
SS NA			

Appearance — The A'Equin are spectral horses that radiate Astral Power. They are **20%** larger than the average Steppe horse and are proportioned exceptionally well.

Special — The A'Equin are only encountered as the chariot horses of the Merkabah. They may be summoned separately by a magic-user. Their home lies in a plane beyond the Balance Marches.

Any person that touches, or is touched by, an A'Equin, who is not fanatically tied to Balance, may be affected by an **MEL4/EL0** Astral Well. If he is, he disappears immediately and finds himself in the Balance Marches.

A'Equin can move through the air, on the water and along the ground at the **MR** stated above.

Afanc		Alignment — None	
AHP 16	OCV 6	DCV 4(10)	NWI -3
S 20(+1)	St 15(+2)	D 16(+1)	A 22(+1)
MR 9(36)	NAV 1	MDV 5	NF 1D6
EnL 25	CDF 3	CL NA	
DTV -3	HC NA	INT 5	
SS Diurnal Omnivore			

Appearance — The Afanc is a large, ferocious beaver. It is four to five feet in length with a weight of eighty to ninety pounds. When it senses its enemies, its eyes change from a tranquil green to a fierce, burning red.

Special — The Afanc is totally immune to all acids and any other corrosive power, including Decay and Corruption. They are the enemies of all Trolld Folk and Beithir. They have **MEL2/EL5** Mana Sensing that can be used to detect the presence of either race. They are intelligent and powerful swimmers. Among their friends they favor the Asrai and Water Vily.

Ahuras

(The creatures that are listed in this group are supernatural forces aligned with Law. All normally reside in the Upper World. All can be classified as Angels).

Ahura				Alignment — Law				Hafaza				Alignment — Law			
AHP 25	OCV 11(17)*	DCV 7(12)	NWI 0	AHP 28	OCV 9(14)*	DCV 12	NWI 0	S 15(+2)	St 80(+4)	D 40(+2)	A 40(+2)	S 40(+2)	St 20(+1)	D 40(+2)	A 40(+2)
MR 12(39)	NAV 2	MDV 16	NF 1D3	MR 16	NAV 8	MDV 12	NF 1D2*	EnL 75	CDF 6	CL 1		EnL 100	CDF 7	CL 2	
DTV -4*	HC NA	INT 8		DTV -7*	HC NA	INT 7		SS NA				SS NA			

*The **OCV** used in parentheses is used when the Ahura is fighting creatures of chaos. This includes people that are willingly oriented towards Chaos.

Appearance — Ahuras are radiant, handsome figures 6–7 feet tall. They are winged, robed in white and bathed in radiant light. When encountered they will be armed with a Sword and a Spear. Both are **MEL8/EL4** magic weapons used for hit chance and damage plus.

Special — All Ahuras are winged flyers. They can use Light Powers at **MEL6/EL6**. They are highly intelligent and can understand all human tongues. They are always hostile to forces aligned with Chaos.

Amaliel				Alignment — Law			
AHP 36	OCV 13(20)*	DCV 9(14)	NWI 0	S 60(+3)	St 35(+2)	D 30(+1)	A 40(+2)
MR 12(40)	NAV 6	MDV 20	NF 1D2*	EnL 100	CDF 9	CL 2	
DTV -6*	HC NA	INT 8		SS NA			

*As for Ahura.

Appearance — Amaliel has the general appearance of Ahuras. They are heavily muscled and 8 feet in height. Their eyes burn with unquenchable fire.

Special — Amaliel are winged flyers. They use Detection and Tracking, to find chaos aligned forces or persons that have damaged Law, at **MEL10/EL5**. They are armed with a Spiked Whip and Flail. The whip strikes at the same time as Polearms and has a +3 **WSB**. That flail is a **MEL10/EL6** magic weapon for hit chance only.

Angels of Fury				Alignment — Law			
AHP 30	OCV 11(17)*	DCV 6(13)	NWI 0	S 70(+3)	St 50(+2)	D 20(+1)	A 32(+2)
MR 10(44)	NAV 3	MDV 24	NF 1D2*	EnL 100	CDF 8	CL 2	
DTV -8*	HC NA	INT 7		SS NA			

*Parentheses () **OCV** applies when they are fighting Beasts of Chaos, Endukuggu, and Nindukuggu.

Appearance — Angels of Fury have the general appearance of the Ahura. They appear in savagely rent garments. Their faces are perpetually contorted with just rage and their very presence radiates light. All Angels of Fury are armed with **EL5** Flaming Swords.

Special — The Flaming Sword is enhanced for hit chance and **EL5** Fire Dart that burns any target that is hit. Angels of Fury are immune to all Darkness Powers and Terror. They exude Blinding Light at **MEL10/EL4**. All are winged flyers. They can only be hurt by Magic Weapons and spells. They will not speak but they understand the Tongue of Light. All are winged flyers that can only be summoned to combat Beasts of Chaos, Endukuggu and Nindukuggu.

*The () values apply when fighting Kekoni and Dark's Serpents.

Appearance — Hafaza are clothed in fire and chainmail. They appear as humanoid forms composed entirely of fire. They are 7–8 feet in height.

Special — Hafaza are totally immune to damage from fire. Their presence automatically negates Darkness Power within 20 hexes of their location. After all modifiers, they will always score double damage from any hit in combat. All are capable of casting Fire Darts at **MEL8/EL3**. Fire damage will not score double as specified above. They know all human tongues and will protect humans against forces who use Darkness Powers. All Hafaza are armed with a mace. The mace has 2× weight, 3× listed fatigue and +3 **WSB**. Their weapon **EL** is 12.

Kerubim				Alignment — Law			
AHP 48	OCV 17(25)*	DCV 9(16)	NWI 0	S 80(+4)	St 60(+3)	D 35(+2)	A 20(+1)
MR 16(52)	NAV 4	MDV 24	NF 1	EnL 150	CDF 13	CL 3	
DTV -5*	HC NA	INT 9		SS NA			

*As specified for the Ahura.

Appearance — Kerubim appear as an Ahura OR bull-headed angel clothed in fine robes. They are armed with **MEL15/EL10** Magic Spear enhanced for damage plus and hit chance. They always appear riding a chariot of flaming gold that is pulled by 2 flaming steeds.

Special — Through their spear, Kerubim are capable of using **MEL15/EL3** Killing Light. Beyond this spear power, they cast Light Powers and Fire Powers at **MEL8/EL5**. They are not winged and only fly when in their chariot. They fully understand all human tongues.

Maskela				Alignment — Law			
AHP 20	OCV 5	DCV 8(12)*	NWI +4	S 12	St 30(+1)	D 19(+1)	A 25(+1)
MR 12(32)	NAV 6	MDV 28	NF 1	EnL 100	CDF 6	CL 2	
DTV 0	HC NA	INT 10		SS NA			

*Double the **DCV** when against any Chaos attackers.

Appearance — The Maskelas are beautiful, human-form females, robed in the purest white. They are winged flyers. Their presence gives a feeling of tranquility that has the effect of both an **MEL8/EL8** Sanity and **MEL8/EL4** Peace spell. They are 66–72 inches in height.

Special — Maskelas use all law Healing spells at **MEL18/EL9** when their power is used for Revivification or Resurrection, the **EL** is 4 instead of 9. They understand all human tongues.

Vereghina				Alignment — Law				Lamia				Alignment — Chaos			
AHP 24	OCV 11(17)*	DCV 7	NWI -5	AHP 12	OCV 9	DCV 7	NWI -4	S 60(+3)	St 60(+3)	D 16(+1)	A 25(+1)	MR 12	NAV 5	MDV 10	NF 1
S 25(+1)	St 120(+5)	D 14	A 16(+1)	EnL 50	CDF 9	CL 1		DTV 0	HC NA	INT 6		SS Nocturnal Parasite			
MR 18	NAV 4	MDV 6	NF 1 D3												
EnL 50	CDF 9	CL 1													
DTV -9*	HC NA	INT 3													
SS Intermediate Herbivore.															

*() **OCV** applies to any enemy the Vereghina tracks down and fights.

Appearance — Vereghina are immense, calf-sized boars. They have glowing red eyes and tusks of hardened silver. They are up to 5 feet long, as much as 3 feet at the shoulder and can weigh more than 800 pounds.

Special — Vereghina are infallible trackers. They have **MEL12/EL10** ability with the tracking spell. They track those aligned with Chaos or taken offense to Law. In either case, they will trail the person until their target is dead or they are. Even if they are dispelled, they will someday continue the chase.

Akhkharu

(The Akhkharu are the vampiric servants of Chaos. All consume the blood and energy of their victims. The types that can be summoned or encountered are described below).

Immortal Akhkharu				Alignment — Chaos			
AHP 45	OCV 18	DCV 12(19)	NWI -7	S 130(+5)	St 90(+4)	D 30(+1)	A 40(+2)
MR 13(48)	NAV 12	MDV 20	NF 1	EnL 200	CDF 11	CL 2	
DTV 0	HC NA	INT 6		SS Nocturnal Parasite			

Appearance — The Immortal Akhkharu are the consorts of their Goddess and rulers of the vampiric. They are incredibly robust, lion-headed figures with the wings of the bat and incredibly vicious fangs and claws. On the average they are 7-9 feet in height. (One of the seven, the Prince of the Immortals, could be 12 feet in height).

Special — They use Fascination at **MEL12/EL6**. Anyone affected will become their thrall and can't resist them, ever. While affected the thrall is immune to any other Fascination spell. They will fascinate their victims before they drain their blood. The first hit, determined on the Combat Table as normal, will do damage to **HPV** and energy level. Subsequent hits, one per phase automatically will do damage until driven away or the victim is dead. TWICE the value determined for the first hit is subtracted from the energy level only. They will hunger until they drain energy points equal to their energy level. They will continue their attack until the victim is dead or they are sated. Any victim that is drained, but not killed, will be the permanent thrall of the Immortal. Any victim that is drained that is killed will become Vampire (males) or Lamias (females).

EXAMPLE — An Immortal attacks a person with an Energy Level of 40. He scores Deadly Hit on the combat table doing 32 points of damage. The Energy Level is reduced to 8. If the person is still alive after a 32 **HPV** lose on the next phase he will be killed, draining up to 64 Energy Level.

Appearance — Lamia are female vampires. They appear as pale, beautiful women dressed in the clothing of the grave, or whatever they died in if they were not formally buried.

Special — Lamia can take the form of a cloud of mist with a diameter of 1 hex. The mist can pass through 6 inches of soil or any open crack. All Lamia use Fascination at **MEL6/EL3**. The speed listed above is their foot speed. The cloud will move at 1/2 the listed speed. All parameters for blood and energy loss are same for Immortal Akhkharu.

Vampire				Alignment — Chaos			
AHP 12	OCV 10	DCV 8(13)	NWI -5	S 80(+4)	St 70(+3)	D 20(+1)	A 30(+1)
MR 12(36)	NAV 7	MDV 15	NF 1	EnL 80	CDF 6	CL NA	
DTV 0	HC NA	INT 6		SS Nocturnal Parasite			

Appearance — As for Lamia except Vampire are males.

Special — Vampires use Fascination at **MEL8/EL4**. They use the basic rules for blood and energy loss as for Immortal Akhkharu. They are not required to kill their victim, until they reach satisfaction, as are other vampiric creatures.

The minimum energy level loss a Vampire must take from the victim is his **OCV**×2 in energy points. He may stop at any time after this point and retain a living thrall. (In general Vampires prefer to take living thralls about them for protection during the day. When they are encountered in repose, **1D6** human thralls will be present as well).

All vampire are capable of Shape-changing, as for the special attribute. They can take the form of a Wolf, Bat, Owl, Rat or a cloud of mist. The parameters for the mist are as listed for Lamia. The Vampire can only fly when he is in Bat or Owl form. When he is in wolf form his ground speed is doubled. When in Rat form it is reduced by 50%. The Vampire may only drain blood and energy while in the form of a man. The same limit applies to his use of Fascination and any languages he can speak.

All Vampire retain his full knowledge that he had while he was a human. He may not use any spell that he possesses unless he is sated and it is derived from Chaos. This restriction does not apply to Fascination talent as a vampire.

Vampires are capable of summoning and controlling any creature they can take the shape of. The number of possible summonable creatures are as follows:

1D10	Wolves	D100	Rats
2D10	Owls	3D10	Vampire Bats

The Referee should make the logical decision to check if the summoned creatures live in the area of the vampire. If not then no summons can be made. Only one type of creature can be present at any one time. No more than ONE call worth to that creature can be made for that area.

Finally, any Vampire can ignore Concealing Mist spell. At his option, he can negate this spell automatically.

General Rules

The preceding types of Akhkharu are immune to physical attack during the night unless the weapon used is magic and is **specifically** dedicated to the destruction of the Akhkharu.

Lamia and Vampire are helpless during the day. They may be killed at this time. To kill a Lamia or Vampire, the following procedure is mandatory:

- A) A consecrated stake, i.e. purified, must be driven into the heart.
- B) The head must be severed from the body and buried separately.
- C) The body must be burned.

All three steps are required to permanently destroy these creatures. None may be accomplished except during the day. If any step is omitted, the destruction is not permanent. The creature can return.

Immortal Akhkharu can only be banished during the day. Any result that kills them serves to banish them. They can only be affected during the day in this way. (*Except as specified otherwise previously*).

Restrictions

No Vampire can cross running water, i.e. rivers, etc. If a room is bolted against a Vampire or Lamia it cannot enter unless it is invited in or the portal is opened to it. Vampires and Lamia can be repelled by the stench of garlic or religious symbols. Unless the item used is specially enhanced this is not automatic. Roll with a **BL** of **5** on the Magic Table.

Success repels. Any other result does nothing. The creature will add its **MDV** and **OCV** to the roll.

The Immortal Akhkharu is not affected by the restriction above. If specially enhanced garlic or religious symbols are used to repel it, it will roll as specified above for unenhanced items. Unenhanced items that are used against it are **AUTOMATICALLY** ignored by it.

(*The following creatures are natural, vampiric life-forms*).

Vampire Bat	Alignment — None		
AHP 2	OCV 1	DCV 4(8)	NWI 0
S 1(-1)	St 8	D 6	A 60(+3)
MR 2(24)	NAV 0	MDV 1	NF 2 D10
EnL 12	CDF 1	CL NA	
DTV -1	HC NA	INT 2	
SS Nocturnal Parasite			

Appearance — A large brown or black bat with pronounced fangs. (When a vampire takes bat form he will be a black bat). A Vampire bat will have a average wingspan of 30 inches and an average body length of 9 inches.

Special — On its first attack it will do **1D6+OCV** energy points on its target, and in addition to any hit points taken. Thereafter it will score **OCV×2** energy points until it reaches its energy level or more per phase. When this amount has been drained the bat will leave.

To remove a bat that is drinking blood it must be torn off. Doing this will damage the bat and victim by 1 hit point.

Vampire bats are not affected by obscured vision or darkness in seeking their targets. If they are not embedded in a victim, they will have a 60% chance of dodging any hit at them while flying. They may not dodge and attack in the same phase. As a rule, Vampire Bats prefer the blood of horses and large animals. Unless they are exceptionally hungry or angry they will not attack human form creatures.

Vampire Worm	Alignment — None		
AHP 2	OCV 1	DCV 2(3)	NWI 0
S 1(-1)	St 4(-1)	D NA	A 8
MR 7(12)	NAV 0	MDV 0	NF 2 D6
EnL 10	CDF 1	CL NA	
DTV 0	HC NA	INT 1	
SS Nocturnal Parasite			

Appearance — A pale worm 3–4 inches in length. As it feeds, it grows and reddens. Fully fed, it is a scarlet worm that is 3 times its normal size.

Special — As for the Vampire Bat. If the victim is asleep or unaware the victim will not realize his attack unless the victim wakes or becomes aware. Yanking the worm from the victim will kill the victim if success is rolled on **BL1** on the Magic Table, victim of the worm bite will suffer a **EL2** Disease. When the duration ends, **2D6** 1/2 worms will burrow out from the victim’s body. In doing so each worm will inflict 2 hits of **HPV** and energy loss.

NOTE — *Bats and Worms prefer animal blood. The other Akhkharu prefer human blood, especially for blood from the opposite sex for Vampires and Lamia. Either group will take blood from other sources when they are desperate and their normal prey is not available. The first choice will always be to attack their preferred prey before any other creatures.*

Alal	Alignment — Chaos		
AHP 30	OCV 10(15)	DCV 11	NWI 0
S 38(+2)	St 45(+2)	D 25(+1)	A 30(+1)
MR 30	NAV 6	MDV 15	NF 1
EnL 100	CDF 8	CL 2	
DTV 0	HC NA	INT 5	
SS NA			

Appearance — The Alal is a darkly robed rider with any weapon that the referee desires. The robe is hooded. No face is seen visible in it. The Alal is always encountered mounted on a Demon Steed. The average Alal is 7 feet high.

Special — Alal use Destruction at **MEL10/EL?**. Whatever weapon the rider is armed with is a **EL5** for hit chance and damage plus. The Alal understand the language of Chaos-oriented human societies. The goal of an Alal when summoned is to kill and destroy as much as possible. It will always attack the summoner’s enemies first.

Alfar	Alignment — Elder		
AHP 15	OCV 3*	DCV 7*	NWI 0
S 15	St 10	D 34(+2)	A 48(+2)
MR 13	NAV 0	MDV 4**	NF 1 D3*
EnL 10***	CDF 2**	CL 1	
DTV -3	HC 13%	INT 8	
SS Nocturnal Omnivore			

*Add **CEL** to these values

Add **MEL/2, round up, to these values

***Multiply this value by MEL+1.

Appearance — Alfar have an Elven appearance that is perfect and unmarred in any way. All Alfar of the race are 6–7 feet in height. They exude the power of the Sidh. They are the elite of the Sidh, children of the Sidh Gods themselves.

Special — All Alfar have the innate ability to use ALL Sidh Magic and Interworld travel. Their MEL equals 1D10+2, the EL of any skills they have is 1/2, rounded up of their MEL. Their CEL equals 2D6 and their EL in any weapons they possess equals their CEL.

All Alfar are inflicted by Iron. Any damage scored by Iron or Steel weapons score 2 more hit points, after AV if the damage is greater than zero.

All Alfar are outfitted in Magical Scale Mail. The EL of the armor equals their EL as a magic-user. Each has an EL4 Elven Magic Sword modified for hit chance and damage plus. Per encounter, there is a 40% chance they are accompanied by 1D6+5 Elves. If they are they are all mounted on Fay horses and 1D10 Cu Sidh are also present.

All Alfar have the Common knowledge of the Elf and Faery. Their normal home is the Upper world but can be encountered in any of the 3 worlds.

NOTE — As referee you may vary the Alfar's equipment. The listed items above are only a minimum listing.

Animals

(The following are a list of non-fantastic creatures that can be encountered in a typical Creature Encounter).

Antelope				Alignment — None
AHP 7	OCV 2	DCV 8	NWI 0	
S 4(-1)	St 13	D 30(+1)	A 20(+1)	
MR 28	NAV 0	MDV 1	NF ROLL	
EnL 5	CDF 1	CL NA	1-7: 2D10	
DTV -1	HC 9%	INT 2	8-9: D100	
SS Diurnal Herbivore			10: 1D2*	

If anything other than 1D2* then herd encountered. If 2D10 see DEER for sex division, if D100 see Donkey.

Asp				Alignment — None
AHP 2	OCV 1	DCV 2	NWI 0	
S 2(-1)	St 8	D NA	A 10	
MR 8	NAV 0	MDV 1	NF 1D6	
EnL 3	CDF 1	CL NA		
DTV 0	HC 5%	INT 1		
SS Nocturnal Carnivore				

Appearance — Varies. These general statistics are used for unaligned, non-Kotothi poisonous serpents.

Special — Asps are poisonous. Roll D10 for BL and another D10 for effect:

Roll	Effect	Roll	Effect
1-5	Death	9	Energy Depletion
6-8	Paralysis	10	Other, Referee

Death poison kills target. Paralysis effect is person immobile for BL×2 hours. Energy — depletes BL squared EnL points in 2D10 turns. Other could be other effects like coma or some magic spell, etc. An Asp will have 11-BL doses per day.

Bear				Alignment — None
AHP 25	OCV 8	DCV 4	NWI -3	
S 30(+1)	St 35(+2)	D 10	A 14	
MR 16	NAV 1	MDV 6	NF ROLL	
EnL 13	CDF 3	CL NA	1-8: 1	
DTV -5*	HC 33%	INT 4	9-10: 1D3**	
SS Diurnal Omnivore				

**If 1D3 encountered first is adult female the others are immature cubs. If cubs reduce above stats by 50%, round up in their favor (DTV -3, NWI -2).

Boar				Alignment — None
AHP 8	OCV 3	DCV 5	NWI -4	
S 9	St 18(+1)	D 8	A 17(+1)	
MR 18	NAV 0	MDV 2	NF ROLL	
EnL 10	CDF 1	CL NA	1-7: 2D6**	
DTV -2	HC 14%	INT 2	8-10: 1D3	
SS Nocturnal Herbivore				

**60% are piglets—reduce stats as for Bear cubs all others are mature adults.

Camel				Alignment — None
AHP 28	OCV 10	DCV 6	NWI -2	
S 32(+2)	St 50(+2)	D 12	A 10	
MR 24	NAV 0	MDV 4	NF ROLL	
EnL 16	CDF 3	CL NA	1-5: 1D6*	
DTV -3	HC 41%	INT 3	6-10: 2D10**	
SS Diurnal Herbivore				

**Herd encountered, sex division as for Donkey.

Cat				Alignment — None
AHP 4	OCV 1	DCV 5	NWI +2	
S 3(-1)	St 6	D 13	A 20(+1)	
MR 16	NAV 0	MDV 2	NF 1D3*	
EnL 5	CDF 1	CL NA		
DTV 0	HC 5%	INT 3		
SS Diurnal Herbivore				

Stats for Domestic Cat

Cliff Bear				Alignment — None
AHP 32	OCV 10	DCV 4	NWI -5	
S 44(+2)	St 25(+1)	D 8	A 9	
MR 12	NAV 2	MDV 5	NF ROLL	
EnL 18	CDF 4	CL NA	1-8: 1	
DTV -6*	HC 35%	INT 4	9: 1D2**	
SS Diurnal Carnivore			10: 1D6+1**	

**Breeding pair without cubs.

***Breeding pair of 2 adults and cubs rest. Reduce as for Bear cub above (their stats). Cubs are friendly while adults will be aggressive and protective of cubs.

Deer				Alignment — None
AHP 10	OCV 2	DCV 6	NWI 0(-4)*	
S 12	St 14	D 13	A 18(+1)	
MR 25	NAV 0	MDV 1	NF ROLL	
EnL 6	CDF 1	CL NA	1-5: 1	
DTV -2	HC 13%	INT 2	6-9: 1D3**	
SS Intermediate Herbivore			10: 2D6***	

*() only used when males charge

**First is female rest are young reduce as for bear cubs

***Rutting group 1 male and rest females. Male is protective against anyone threatening his harem.

NOTE — When single deer encountered $\frac{2}{3}$ rds chance it is male.

Desert Lion				Alignment — Chaos
AHP 20	OCV 5	DCV 5	NWI -3	
S 30(+1)	St 12	D 14	A 17(+1)	
MR 20	NAV 1	MDV 4	NF ROLL	
EnL 12	CDF 3	CL NA	1-7: 1D3	
DTV -2	HC 21%	INT 4	8-10: 2D6+2*	
SS Nocturnal Carnivore				

*A pride of lions. 10%, rounded up, are adult males, 40%, rounded up, are adult females. The remainder are cubs. Reduce statistics as for bear cub.

Appearance — The desert lion is a tawny, black maned lion. It is the most intelligent of the lions that can be encountered. Females are lightly maned. Males have have darker, heavier manes.

Dog I (Domestic Dog)				Alignment — None
AHP 6	OCV 3	DCV 4	NWI +1	
S 8	St 20(+1)	D 10	A 12	
MR 17	NAV 0	MDV 1	NF 2D6*	
EnL 2	CDF 1	CL NA		
DTV -2	HC 14%	INT 3		
SS Diurnal Carnivore				

*Randomly encountered pack. Class of dogs encountered on the street and wandering domestic dogs.

Dog II (Domestic Dog)				Alignment — None
AHP 9	OCV 3	DCV 4	NWI 0	
S 12	St 30(+1)	D 12	A 15	
MR 20	NAV 0	MDV 2	NF 1D10*	
EnL 4	CDF 1	CL NA		
DTV -2	HC 21%	INT 3		
SS Diurnal Carnivore				

*Class of dog for hunting and guarding herds, dwellings, etc.

Dog III (Domestic Dog)				Alignment — None
AHP 10	OCV 4	DCV 5	NWI -1	
S 16(+1)	St 24(+1)	D 13	A 18(+1)	
MR 18	NAV 0	MDV 3	NF 1D3**	
EnL 6	CDF 1	CL NA		
DTV -3	HC 20%	INT 4		
SS Diurnal Carnivore				

**When guarding wealthy residents and military establishments. Dogs of this class are highly trained war dogs. Trained as guardians, obey various commands and to kill.

Donkey				Alignment — None
AHP 1	OCV 2	DCV 4	NWI 0	
S 10	St 14	D 10	A 11	
MR 18	NAV 0	MDV 1	NF 2D6*	
EnL 2	CDF 1	CL NA		
DTV -1	HC 12%	INT 3		
SS Diurnal Herbivore				

*When encountering a wild herd. For domestic herds multiply number by 1D6, 20% males 30% females and 50% young. In males and females round down. At least one adult female should be found in the herd.

Draft Horse				Alignment — None
AHP 25	OCV 8	DCV 4	NWI 0	
S 32(+2)	St 39(+2)	D 10	A 10	
MR 20	NAV 0	MDV 2	NF 1* or 3D10**	
EnL 14	CDF 3	CL NA		
DTV -3*	HC 36%	INT 2		
SS Diurnal Herbivore				

*A single animal in city or elsewhere.

**If for domestic herd sex parameters are as for Donkey. Reduce foal (young) members as for bear cubs.

Eagle				Alignment — None
AHP 10	OCV 3(6)*	DCV 1(6)	NWI 0(-5)	
S 20(+1)	St 12	D 10	A 14	
MR 4(30)	NAV 0	MDV 2	NF ROLL	
EnL 12	CDF 1	CL NA	1-6: 1	
DTV -2	HC 16%	INT 3	7-9: 1D2*	
SS Diurnal Carnivore				10: 1D3+2**

*() used when he hits in a phase he is diving on target.

**First 2 are adults rest are eggs or nestlings.

Special — If eagle scores a hit at the end of his dive add 2 to his SB.

Falcon				Alignment — None
AHP 5	OCV 1(3)	DCV 2(9)	NWI 2(-3)	
S 8	St 10	D 12	A 28(+1)	
MR 3(36)	NAV 0	MDV 2	NF ROLL	
EnL 6	CDF 1	CL NA	1-6: 1	
DTV 0	HC 9%	INT 3	7-9: 1D2*	
SS Diurnal Carnivore				10: 1D3+2**

*As for Eagle

Special — If hawk scores a hit at the end of his dive add 2 to his SB.

Goat				Alignment — None
AHP 6	OCV 2	DCV 5	NWI 0(-2)*	
S 6	St 15	D 14	A 17(+1)	
MR 20	NAV 0	MDV 1	NF ROLL	
EnL 2	CDF 1	CL NA	1-7: 1	
DTV -1	HC 11%	INT 2	8-10: 1D10**	
SS Diurnal Herbivore				

*() NWI when male hits on a charge

**Herd, sex division and details as for Draft Horse

Hawk				Alignment — None
AHP 8	OCV 2(4)	DCV 2(8)	NWI 1(-4)	
S 14	St 13	D 12	A 17(+1)	
MR 4(32)	NAV 0	MDV 3	NF ROLL	
EnL 12	CDF 1	CL NA	1-7 1	
DTV -2	HC 14%	INT 3	8-10 1D3+2*	
SS Diurnal Herbivore				

*As for eagle

Special — If hawk scores a hit at the end of his dive add 2 to his SB.

Hyena				Alignment — None
AHP 12	OCV 3	DCV 4	NWI 0	
S 13	St 15	D 14	A 15	
MR 16	NAV 0	MDV 2	NF ROLL	
EnL 6	CDF 2	CL NA	1-6 3D10**	
DTV -2	HC 14%	INT 3	7-10 2D6	
SS Nocturnal Carnivore and Scavenger				

**A pack den. 50%, rounded up, are pups. Reduce values as specified for the bear cub.

Leopard				Alignment — None
AHP 18	OCV 5	DCV 7	NWI -2	
S 27(+1)	St 11	D 15	A 20(+1)	
MR 28	NAV 0	MDV 4	NF ROLL	
EnL 10	CDF 2	CL NA	1-8 1	
DTV -2	HC 19%	INT 3	9-10 1D2+1*	
SS Intermediate Carnivore				

*First adult female others are cubs reduce as for bear cubs.
Special — Speed listed is for a dead run. After 3 turns the speed can not be maintained reduce by 40% after running. To Leopards dog flesh is a delicacy. The referee can use this information at his discretion.

Lion				Alignment — None
AHP 19	OCV 5	DCV 5	NWI -3	
S 20(+1)	St 10	D 12	A 14(+1)	
MR 21	NAV 1	MDV 3	NF ROLL	
EnL 10	CDF 2	CL NA	1-6 1	
DTV -4	HC 15%	INT 3	7-9 1D3+1	
SS Diurnal Carnivore				

*A pride, sex division as for Desert Lion.
Special — As for Leopards but only 2 full turns allowed. Lions have no culinary preferences beyond fresh meat.

Mule				Alignment — None
AHP 13	OCV 5	DCV 4	NWI 0	
S 22(+1)	St 25(+1)	D 10	A 9	
MR 17	NAV 0	MDV 3	NF 1D3*	
EnL 6	CDF 2	CL NA		
DTV -2	HC 24%	INT 2		
SS Diurnal Herbivore				

No wild forms of the mule exist. All mules are immune to the Sidh Magic Wildness spell.

Ox				Alignment — None
AHP 28	OCV 10	DCV 4	NWI 0(-4)*	
S 40(+2)	St 36(+2)	D 8	A 6	
MR 16	NAV 1	MDV 3	NF 1D3*	
EnL 16	CDF 3	CL NA		
DTV 0	HC 38%	INT 1		
SS Diurnal Herbivore				

*() NWI applies when ox hits on a charge or tramples an enemy.

Riding Horse I (Steppe Pony)				Alignment — None
AHP 14	OCV 3	DCV 5	NWI 0	
S 15	St 14	D 10	A 14	
MR 24	NAV 0	MDV 1	NF ROLL	
EnL 6	CDF 2	CL NA	1-7 1D3	
DTV -2	HC 15%	INT 2	8-10 3D10*	
SS Diurnal Herbivore				

*A wild herd, no more than 10%, rounded up, are adult males. Otherwise use parameters for donkey.

Riding Horse II (Mustang)				Alignment — None
AHP 15	OCV 4	DCV 6	NWI 0	
S 16(+1)	St 15	D 11	A 15	
MR 26	NAV 0	MDV 2	NF ROLL	
EnL 8	CDF 2	CL NA	1-7 1D3	
DTV -2	HC 16%	INT 2	8-10 3D10*	
SS Diurnal Herbivore				

Riding Horse III				Alignment — None
AHP 17	OCV 6	DCV 7	NWI 0	
S 18(+1)	St 17(+1)	D 13	A 17(+1)	
MR 28	NAV 0	MDV 2	NF ROLL	
EnL 8	CDF 2	CL NA	1-7 1D3	
DTV -2	HC 18%	INT 2	8-10 3D10*	
SS Diurnal Herbivore				

Riding Horse IV				Alignment — None
AHP 20	OCV 6	DCV 9	NWI 0	
S 21(+1)	St 18(+1)	D 16(+1)	A 20(+1)	
MR 32	NAV 0	MDV 3	NF ROLL	
EnL 10	CDF 2	CL NA	1-7 1D3	
DTV -3	HC 20%	INT 3	8-10 3D10*	
SS Diurnal Herbivore				

NOTE — Horses of Riding Horse IV quality are carefully bred, rare animals. Their herds should be $\frac{1}{2}$ the size, rounded up, and heavily guarded.

Swamp Buffalo				Alignment — None
AHP 23	OCV 7	DCV 5	NWI 0(-2)*	
S 30(+1)	St 26(+1)	D 10	A 10	
MR 18	NAV 2	MDV 3	NF ROLL	
EnL 14	CDF 3	CL NA	1-5 1D6	
DTV -3*	HC 28%	INT 2	6-9 2D10**	
SS Diurnal Herbivore				

*() NWI used when hits on a charge
 **Herds 10%, rounded down, males, 40%, rounded up, calves, remainder with at least one per herd is adult female.

NOTE — Statistics used for domestic cattle. Referee can use them for any bovine form he creates for his game.

Tiger				Alignment — None
AHP 24	OCV 6	DCV 6	NWI -5	
S 28(+1)	St 14	D 13	A 17(+1)	
MR 24	NAV 0	MDV 5	NF ROLL	
EnL 15	CDF 3	CL NA	1-7 1	
DTV -3	HC 21%	INT 3	8-9 1D3	
SS Intermediate Carnivore				

*One is adult female rest are cubs reduce as for bear cubs.
Special — As for leopard but allow 4 turns of full speed. Tigers are efficient hunters expending as little energy as possible. When they are older they have a marked tendency to be man-eaters.

War Horse I				Alignment — None
AHP 15	OCV 4	DCV 5	NWI 0(-1)*	
S 18(+1)	St 15	D 9	A 11	
MR 21	NAV 0	MDV 2	NF ROLL	
EnL 8	CDF 2	CL NA	1-7 1D3	
DTV -2	HC 17%	INT 2	8-10 3D10*	
SS Diurnal Herbivore				

*NWI () applies for charges and trample attempts
Special — Trained to operate in combat.

War Horse II (Steppe Horse)				Alignment — None
AHP 17	OCV 6	DCV 5	NWI 0(-2)*	
S 20(+1)	St 16(+1)	D 10	A 12	
MR 23	NAV 0	MDV 3	NF ROLL	
EnL 10	CDF 2	CL NA	1-7 1D3	
DTV -3	HC 18%	INT 2	8-10 3D10*	
SS Diurnal Herbivore				

*As for Warhorse I. Does not apply for untrained Steppe Horses.

Special — As for Warhorse I. Does not apply for Steppe Horses unless they are tamed and trained.

War Horse III				Alignment — None
AHP 20	OCV 6	DCV 6	NWI 0(-3)*	
S 23(+1)	St 18(+1)	D 12	A 14	
MR 26	NAV 0	MDV 4	NF ROLL	
EnL 12	CDF 2	CL NA	1-7 1D3	
DTV -3	HC 21%	INT 3	8-10 3D10*	
SS Diurnal Herbivore				

*As for Warhorse I.

Special — As for Warhorse I.

War Horse IV				Alignment — None
AHP 24	OCV 7	DCV 7	NWI -1(-4)*	
S 27(+1)	St 21(+1)	D 15	A 17(+1)	
MR 28	NAV 0	MDV 5	NF ROLL	
EnL 15	CDF 3	CL NA	1-7 1D3	
DTV -4	HC 24%	INT 3	8-10 3D10*	
SS Diurnal Herbivore				

*As for Warhorse I.

Special — As for Warhorse I. This is the ultimate in finely bred war horses. They should be rare and extremely expensive animals. Many cultures would have a high price for this type of horse even more so than the random for its rider.

Waste Lion				Alignment — Kotothi
AHP 24	OCV 8	DCV 6	NWI -1	
S 35(+2)	St 20(+1)	D 10	A 13	
MR 18	NAV 4	MDV 8	NF ROLL	
EnL 28	CDF 4	CL NA	1-8 1	
DTV -4*	HC 28%	INT 4	9-10 1D3+2*	
SS Intermediate Carnivore				

*First 2 mature adult males. Rest are cubs reduce all stats but NAV as for bear cubs.

Special — Shamans who take Waste Lions as their Tonah are automatically aligned with Kotothi. This “Tonah” is a son of Kototh. The Kototh Shaman must be hostile to all Elder and Law creatures. Waste Lion hide can be sold for 8GC and is highly prized.

Wild Cat				Alignment — None
AHP 6	OCV 2	DCV 6	NWI -1	
S 10	St 9	D 18(+1)	A 20(+1)	
MR 18	NAV 0	MDV 4	NF ROLL	
EnL 4	CDF 1	CL NA	1-6 1	
DTV -1	HC 10%	INT 3	7-10 1D6+1*	
SS Nocturnal Carnivore				

*First 2 are adults, rest are kitten (reduce as for bear cubs).

Wild Dog				Alignment — None
AHP 8	OCV 3	DCV 4	NWI 0	
S 10	St 25(+1)	D 11	A 14	
MR 18	NAV 0	MDV 3	NF ROLL	
EnL 3	CDF 1	CL NA	1-7 2D6*	
DTV -2	HC 18%	INT 3	8-10 2D10**	
SS Diurnal Carnivore				

*Hunting pack all are adults.

**Pack den 30%, rounded up, adults guarding pups. Rest are pups and reduce as for bear cubs.

Wolf				Alignment — None
AHP 15	OCV 6	DCV 5	NWI -2	
S 16(+1)	St 34(+2)	D 14	A 18(+1)	
MR 18	NAV 0	MDV 8	NF ROLL	
EnL 24	CDF 2	CL NA	1-8 2D6*	
DTV -3	HC 25%	INT 4	8-10 2D10**	
SS Intermediate Carnivore				

*A hunting packs, all are adults.

**50%, rounded down, are adults rest are pups reduce as for bear cubs.

Zehani Wolf				Alignment — Balance
AHP 20	OCV 8	DCV 5	NWI -1	
S 24(+1)	St 53(+3)	D 12	A 15	
MR 20	NAV 0	MDV 12	NF ROLL	
EnL 32	CDF 2	CL NA	1-9 1D3*	
DTV -3	HC 39%	INT 5	10 2D6**	
SS Nocturnal Carnivore				

**Den, if 1-4 found they are pups, if 4+ are found 20%, rounded up, are adults, remainder are pups (reduce as for bear cubs).

Appearance — A large silver maned wolf with glowing red eyes.

Special — Zehani wolf is favored by the Zehani. It was given intelligence by these creatures and serves Balance with a whimsical fanaticism.

NOTE — All animals above are as for Earth equivalent descriptions. The referee is free to add any he sees fit to do so.

OPTIONAL — It is suggested that herbivores that are not war trained and adult have their OCV reduced 50, rounded up.

General Notes

Referee should make an effort to have the animals maintain their actions dependent on the environment they operate under. The following rules will help this effort:

- A) **Herbivores** — Will try avoid potential conflicts with predators, if at all possible including humans. If they are tame they will shy away from them. If unable to avoid, they will try to flee or try to escape until the danger has ended. In general, taking the entire herd as a whole to protect the young or to let them escape on their own. The mother will protect them but will seldom risk her life to save them. In cases of a solitary female of the species that is caring for her young, she is much more likely to risk injury to protect them.
- B) **Carnivores** — Carnivores avoid conflict with humans unless they are very hungry or their young are threatened. In no case will the carnivore will the large carnivore go out of their way to avoid conflict unless they are physically threatened and outnumbered. No carnivore will avoid conflict if the impinging party is a direct threat to the animal’s young. In all cases, they will fight until they are dead or the young are safe.

NOTE — As a general rule, the more intelligent the animal the more likely it will try to protect its young. This can be simulated with a INT+4 roll for carnivores or omnivores and INT+2 for Herbivores on a 1D10. If roll is equal to or less than the given above roll then animal will fight otherwise will not risk it.

Asaghi		Alignment — Balance	
AHP 15	OCV 5	DCV 4	NWI +2
S 20(+1)	St 16(+2)	D 16(+1)	A 11
MR 10	NAV 2	MDV 8	NF 1D3
EnL 60	CDF 5	CL 1	
DTV 0	HC NA	INT 7	
SS NA			

Appearance — Asaghi are somewhat hunched, wolf-headed figures that are commonly dressed in robes of copper. Asaghi have an average height of 6–7 feet tall, but have been known to be much larger. From the neck down they are humanoid.

Special — Asaghi are highly intelligent. All characters that talk to the Asaghi will understand their tongue as if they were speaking a related tongue they know. Asaghi suffer double damage from Desert and Storm Powers. They are immune to all Balance Powers (all in balance spell list). When an Asaghi is damaged that an Asaghi is capable of taking is inflicted on it, it is driven into another plane of existence. Any damage that is scored with non-magical weapons is reduced 50%, rounded down. Asaghi cast Planar Travel at **MEL6/EL6**. They cast Major Illusion at **MEL6/EL3**. When they are attacked by Law or Chaos magic their **MDV** is doubled. An Asaghi can only be killed if, when it goes into another plane, it is followed and its **HPV** is re-inflicted on it. In this case only it will truly be dead. The robes of the Asaghi can be sold to any magic user who knows Planar Travel for at least 10GC. (He will increase his **EL** in these cases when he wears them).

Asrai		Alignment — Elder	
AHP NA	OCV 1(5)***	DCV -(8)	NWI -7
S 8	St 12	D 20(+1)	A 45(+2)
MR -(24)	NAV 0	MDV 10	NF 2D6*
EnL 18	CDF 50**	CL NA	
DTV NA	HC NA	INT 7	
SS Nocturnal Carnivore			

*if 12 rolled party spots Asrai castle at the bottom of the waterway they are near before the attack.

**Per Asrai that is killed player will receive 50 experience points and 10 expertise points in the appropriate area.

***when the target hit is surrounded by water, an **OCV** of 5 applies. At all other times, the **OCV** is 1.

Appearance — The Asrai are beautiful blue-skinned, elven women. They are clothed in weeds and reeds. They are unnaturally slim and quite agile. On the average they are 4 feet tall.

Special — Asrai will not harm anyone speaking the Tongue of the Sidh unless they violate the Asrai's waters without permission. Their touch is acidic. Anyone hit by this touch will have their normal healing chance, rounded down, for healing this damage. All Asrai have a Damage Plus of **OCV/2**, rounded up. The hits by this Damage Plus will be permanent. They can only be healed by Regeneration or Healing Light spells. Any hit by this touch scored on metal armor will have the listed damage to the armor. None are deflected by it. A Asrai that is taken out of contact with water dissolves into nothing. This is the only way to kill them without magic. They must be bodily lifted out of the water. Magically any fire, lightning spell that employs heat

will automatically kill them if it succeeds. No other magic will have any effect whatsoever. The Asrai are friends of the Afanc and Peist. They are enemies of the Beithir and Trold Folk. They are always in the water.

Athach		Alignment — Kotothi	
AHP 70	OCV 22	DCV 4	NWI +2
S 125(+5)	St 60(+3)	D 4(-1)	A 5(-1)
MR 11	NAV 1	MDV 10	NF 1D2*
EnL 20	CDF 7	CL NA	
DTV -7*	HC NA	INT 4	
SS Nocturnal Carnivore			

Appearance — The Athach is a humanoid creature with a average height of 30 feet. He is heavily muscled and covered in light fur over the majority of his upper body. His eyes are small and dark. His teeth are long, pointed daggers in a heavy, pronounced jaw.

Special — The Athach have extremely poor eyesight. The listed **NWI** above is to reflect this. He is never affected by Night or Obscured vision because his vision is always obscured. The Athach's primary sense for finding prey is its sense of smell. Giants of this kind are known to throw large stones in attacking their prey. The average boulder they select to throw weighs on average 30 pounds, i.e. 15–35 pounds.

Baobhan Sith		Alignment — Kotothi	
AHP 5	OCV 4(8)*	DCV 6(10)	NWI 0(-4)*
S 355(+2)	St 20(+1)	D 18(+1)	A 36(+2)
MR 7(28)	NAV 2	MDV 9	NF 1D3*
EnL 50	CDF 4	CL NA	
DTV -5*	HC NA	INT 6	
SS Nocturnal Parasite			

*Values in () apply when attacking fascinated targets.

Appearance — They appear as tall Faeries. All are females with pale skin and ruddy cheeks. They are extremely beautiful. They commonly dress in diaphanous white or green garments.

Special — All are winged flyers. They all have the common knowledge of the Faery. They have Vampiric powers as specified for Akhharu, Lamia. They can not take mist form. Any hit scored on them by a Iron weapon banishes them. No person that is affected by their powers can attack them for any reason.

Barguest		Alignment — Elder	
AHP 16	OCV 7	DCV 5	NWI -3
S 33(+2)	St 25(+1)	D 12	A 20(+1)
MR 16	NAV 1	MDV 12	NF 1D2*
EnL 30	CDF 5	CL NA	
DTV -2	HC NA	INT 6	
SS Nocturnal Carnivore			

Appearance — Barguests are darkly furred hounds with eyes that burn with fiery intensity and power. They average 2–3 feet at the shoulder. They have powerful jaws and cruelly clawed paws.

Special — They are totally immune to all Kotothi poisons. They are the ultimate in unsociability. They will voluntarily ai any other creature. Anyone touching them is subject to immediate attack by their Force Blast. Its blast is as for

Lightning Bolt. The **EL** is **HPV/5**, rounded down. The creature's **MEL** equals its **OCV**.

If, the referee allows it to be touched the blast will not occur. Any hit in combat is considered a touch. When the blasts use up the Energy Level they will no longer be generated by touch.

Barguests are totally silent creatures. They make no vocal noise but are intelligent. By their choice they have withdrawn from society by the immoral and treacherous creatures that have destroyed their world. All other life in this class is the Barguest.

Beasts

(The supernatural, beastly creatures that are aligned with the Dark Forces of Chaos).

Corruption Beast		Alignment — Chaos	
AHP 15	OCV 3(6)*	DCV 3	NWI -5
S 8	St 10	D 12	A 14
MR 8	NAV 3	MDV 12	NF 1D2*
EnL 180	CDF 8	CL 3	
DTV 0	HC NA	INT 9	
SS NA			

*When fighting Law aligned forces, or Humans **OCV** is 6.

Appearance — A Stygian beast that is adorned putrescent, dark robe. It is fiercely clawed with a bestial face that is marked with festering boils and running sores. Always it has the stench of gangrene about it. The average beast is **63** inches tall.

Special — This beast can't be damaged by non-magical weapons. The beast attacks using Corruption at **MEL12/EL4**. Any damage that is inflicted on its victims is absorbed into the beast. This immediately increases his **HPV** by the points absorbed. If its **HPV** is reduced to zero or less it is banished.

All Light Powers do double damage on the beast. If its **HPV** reaches zero or less by Light Powers it is killed.

Beasts of Disorder		Alignment — Chaos	
AHP 30	OCV 7(11)*	DCV 2	NWI 0
S 15	St 28(+1)	D 9	A 12
MR 8	NAV 0	MDV 22	NF 1
EnL 180	CDF 10	CL 3	
DTV 0	HC NA	INT 6	
SS NA			

***OCV** is 11 when fighting Law aligned forces.

Appearance — This Beast is a swirling vortex of limbs, bodies, and various organs. These are bodies of the creatures that have been absorbed into the beast. They constantly swirl through the Maelstrom that is the beast's true form. The area of the vortex is a diameter of 30 feet.

Special — All entities that are within **HPV/5**, rounded up, hexes of the beast are attacked by **MEL13/EL10** Disorder. The creature is always the center of this effect. Any person that enters the hex the beast is in automatically is absorbed into the beast.

The beast will always remain motionless unless the enemy that it is fighting is law aligned or capable of harming it. It can only be harmed by Light Powers and weapons that are dedicated to the destruction of Beasts. If the enemy has these attributes the beast will attack mobility.

Characters that are absorbed by the beast can be released if it destroyed. To destroy it, items that can harm it must score a number of hits equal to its **HPV** in one phase. If its **HPV** is inflicted on it over a longer period it is not destroyed, it is banished. Persons that are trapped in the beast remain part of its evershifting collage forever. Their screams drown in silence for eternity.

EXAMPLE — The beast takes **30** hits. If a Light Powers spell scores **36** hits it is destroyed. If it is **12** hits down and a deadly hit with the appropriate magic weapon scores **23** hits, it is banished. If the same hit had scored **30** hits or more, it would have been destroyed.

Beasts of Fiery Hate

Beasts of Fiery Hate		Alignment — Chaos	
AHP 24	OCV 12(5)**	DCV 6(9)**	NWI -4*
S 45	St 19(+1)	D 25(+1)	A 26(+1)*
MR 15***	NAV 2*	MDV 10***	NF 1D2*
EnL 120	CDF 7	CL 2	
DTV 0	HC NA	INT 3	
SS NA			

*Values apply when in physical form.

**() values apply when not in physical form.

***When not in physical form these values are tripled.

Appearance — When not in physical form they are 3–4 cubic feet of pulsating red that either that drips blood and fire. In physical form it is cat-headed, heavily muscled, humanoid form up to 9 feet in height. Its form is bathed in putrescent slime and is totally without fear in combat.

Special — In non-physical form it broadcasts **MEL8/EL4** Silent Terror. Any person that is affected by this power is catatonic until the next dawn. The beast will consume him if it is not banished or destroyed before then. While not in physical form the beast can fly, swim or pass through any physical obstruction.

The beast will take physical form if any member of the party is not affected by its power. It can only be damaged, except by Light Powers, while in physical form. When a Light Power spell affects its non-physical form it is banished.

While in physical form the beast will not be able to fly, swim or pass through physical obstructions. It will continue to fight until it is banished, destroyed or all life anywhere is killed. The wizard that summons this beast will not be attacked until all life in the vicinity is destroyed.

Beasts of Terror

Beasts of Terror		Alignment — Chaos	
AHP 20	OCV 8(12)*	DCV 5	NWI -1
S 36(+2)	St 43(+2)	D 30(+1)	A 30(+1)
MR 12	NAV 1	MDV 12	NF 1
EnL 120	CDF 7	CL 2	
DTV 0	HC NA	INT 4	
SS NA			

*() **OCV** value applies when fighting in darkness or at night.

Appearance — This is a winged blob 10–15 feet in diameter and 5–6 feet tall. Reaching out from this are **2D10** tentacles of red-speckled blackness. Its body is blacker than the darkness night.

Special — The presence of this beast has the effect of **MEL9/EL5** Terror on any entity within 3 hexes. After it uses this power, the beast will pursue and attack its victims.

Only Fire Powers or Light Powers can damage it. Anything else will have no effect.

In combat the beast will be allowed 1 attack per 2 tentacles, rounded down. The tentacles strike at the same time as Polearms.

Kekoni (Beast of Darkness)		Alignment — Chaos	
AHP 40	OCV 13(26)*	DCV 5	NWI 0
S 60(+3)	St 40(+2)	D 10	A 5(-1)
MR 4	NAV 8	MDV 30	NF 1
EnL 200	CDF 14	CL 3	
DTV 0	HC NA	INT 6	
SS NA			

*The () **OCV** applies when the Kekoni are fighting in darkness or at night. Other than that of its own creation.

Appearance — A Kekoni is a floating sphere of total darkness with a diameter of 10–15 feet.

Special — Kekoni are composed entirely of tangible darkness. They broadcast Darkness at **MEL20/EL10**. Any hit that is scored on a person that is in this affected area has the effect of **EL3** Darkling Light, if on the Combat Table, a HIT or better is scored. Shield Hits and Misses indicate no other damage is scored other than the normal physical damage.

All Light Powers will hurt Kekoni. They will attack any person using them against it to the exclusion of others.

General Notes

All Beasts are totally immune to Chaos Magic. All Beasts are afflicted by Silver. Any weapon that is made or plated with silver can damage them. All weapons that are dedicated to the destruction of beasts must be made with, or plated, with silver. All beasts are afflicted from Light Powers and are Fanatically hostile towards any entity that is against them. They will turn on him at any opportunity to do so.

Basilisk		Alignment — Chaos	
AHP 8	OCV 2	DCV 3	NWI -6
S 8	St 12	D 9	A 10
MR 10	NAV 2	MDV 8	NF 1
EnL 80	CDF 5	CL NA	
DTV 0	HC NA	INT 1	
SS NA			

Appearance — Hatched from a serpent's egg and placed in manure and hatched by a Cock. It is not a natural creature. It has the head, wings and legs of a rooster and scaled body of a serpent. It averages 1 to 2 feet in height.

Special — Has following powers

- Any plant touched by it withers and dies, Withering Hand at **MEL8/EL10**.
- Breath smashes stones as for **MEL8/EL5** Destruction.
- Touch can kill any living creature—Hand of Death **MEL8/EL4**. No other damage is scored. Either target is killed or uninjured by the touch.

Basilisk has no effect on supernatural forces or living material that is magical naturally. If encountered during the day reduce all **ELs** by 50% rounded up.

Beithir		Alignment — Kotothi	
AHP 35	OCV 10	DCV 4(8)	NWI -2
S 26(+1)	St 42(+2)	D 12	A 20(+1)
MR 9(30)	NAV 2	MDV 12	NF 1D2*
EnL 28	CDF 7	CL NA	
DTV -5*	HC NA	INT 4	
SS Intermediate Carnivore			

Appearance — The Beithir is a sleek, oily serpent 9–10 feet in length. At the apex of a triangle whose base formed by its eyes it has a scintillating blue gem. Its eyes are featureless, black coals. Its hide is an oily black leather with streaks of red.

Special — Beithir are very strong swimmers. They are totally immune to Heat and Cold. All Beithir are capable of projecting Lightning Swarms at **MEL6/EL3**.

The hide of the Beithir has a value of **AHP/5**, Rounded down, Silver Coins. Its jewel is worth **AHP** Gold points for its value in permanent magic. (It is from the jewel where the lightning comes from).

Bouba		Alignment — Elder	
AHP 40	OCV 12	DCV 2(5)	NWI -2
S 44(+2)	St 33(+2)	D 10	A 12
MR 9(24)	NAV 1	MDV 5	NF 1D3*
EnL 20	CDF 4	CL NA	
DTV 0	HC 39%	INT 3	
SS Nocturnal Omnivore			

Appearance — The Bouba is a heavily fanged gorilla, with powerful wings. Its fur is incredibly luxurious, its countenance is terrible to behold. The average male has been known to attain an average height of 7–8 feet tall.

Special — Once the Bouba decides to fight, it will do so until it or his victim is dead. If it is slain, its fur can be sold for **AHP** Copper Coins in any civilized market.

Bush Warrior		Alignment — Balance	
AHP 6	OCV 3	DCV 3	NWI +3
S 7	St 19(+1)	D 10	A 15
MR 15	NAV 2	MDV 1	NF 2D10*
EnL 2	CDF 2	CL NA	
DTV 0	HC 65%**	INT 5	
SS Nocturnal Herbivore			

*If the village is found an additional 3D10 Children are present.

**See Special

Appearance — Bush Warriors are composed of fibrous plants matter. They have a vaguely humanoid appearance and hollow eyes. In general, they are either brown or green creatures about 2 feet in height.

Special — Bush Warriors can hide invisibly in foliage as for **MEL2/EL2** Invisibility. On each phase, if they roll **HC** or less, they will regenerate EVERY hit point scored on them in that phase if the damage is less than the damage that is required to kill them.

Any Bush Warrior that is hit by Fire or Lightning is killed if the spell succeeds. They become a torch.

Bush Resin, a sap derived from the Bush Warrior, is a valued healing material. Each bush warrior that is killed yields 4 doses of the resin. Immature warriors that are killed only yield 2 doses of resin. Any warrior that is killed

by fire or lightning yields nothing. The resin is consumed by the flames.

Bush Resin increased the Healing Chance by 40% when it is eaten. If healing occurs, **1D6+8+StB** hit points are healed. Use of this resin is considered magical healing. If a person takes more than one dose in a week, it will heal him but it will have a **BL1** Slow Death effect as well. It can be fatal when overused.

The Bush Resin if sold sells for 1 Silver Coin per dose. If at any time the dose is exposed to unshaded light it is worthless.

Bush Warriors can communicate with **EL40** Sign Language. Among their own kind the language is on an empathic level.

Cait Sith				Alignment — Elder
AHP 5	OCV 1	DCV 16	NWI +1	
S 5(-1)	St 8	D 30(+1)	A 150(+5)	
MR 48	NAV 0	MDV 4	NF 1D6	
EnL 20	CDF 3	CL NA		
DTV -1	HC 74%	INT 6		
SS Nocturnal Carnivore				

Appearance — Size of a small dog, some 9–12 inches at the shoulder. It is wholly black in color except for a white spot on its breast. Pointed ears with feathery tufts of black fur. Its eyes are intense and intelligent. Its general form, is feline in nature.

Special — They have Mana Reading at **MEL4/EL4**. They have the innate camouflage ability of the Elf, see Common Knowledge in book 1. In general they avoid conflict with enemies that can kill them. When they encounter enemies, they enjoy the mischievous destruction of property, misleading them, etc. They will only fight if they are cornered or have no choice. There is 30% chance that a cat encountered will be leader of his clan and be larger with the following attributes:

- Double **S**, **St**, **AHP**. **OCV**+2, **NMI** to 0.
- Intellect is 7. Have all innate powers and abilities of the Faery including Sidh Magic at **MEL5/EL3**. If Character aids the Cait Sith in some way and rolls successfully Influence Chance then the cat's friendship is earned. Cat will remain with character until it dies or the character violates some taboo of the Sidh. (Unless it is killed the Cait Sith will never die before the character, if character is human, in human terms, Cait Sith can live from 150–200 years).

Centaur				Alignment — Elder
AHP 20	OCV 6	DCV 6	NWI -2**	
S 18(+1)	St 20(+1)	D 9	A 16(+1)	
MR 24	NAV 0	MDV 4	NF 1D10	
EnL 12	CDF 3	CL NA		
DTV -3	HC 19%	INT 5(7)*		
SS Intermediate Omnivore				

*Some can be exceptionally intelligent, chance per encounter is 5% of a brilliant Centaur.

****NWI** applies to attacks by hooves only.

Appearance — The Classic centaur. They have the body of a horse and torso, head and arms of a man. They are to 5–6 feet at the shoulder and up to 8.5 feet tall at the top of

the head. (In general brilliant Centaur will be smaller than this average).

Special — Centaur do not suffer from fatigue from damage until they are drawn into unconsciousness. They are intelligent. When they are encountered 20% of them will be armed with a bow and **1D10+10** arrows in a quiver. All of the centaurs will have a boar spear and a shield (**AV8**). At no time will they be armored.

If a 10 is rolled in the number found above, a Centaur camp is found. In addition to the Centaurs found the camp will contain:

% Chance	Creature	Number Present
25%	Dryads*	1D6
50%	Satyrs	1D3+1
30%	Humans	1D6

*If Dryads are found in the camp it is a Sacred Grove. Triple the number of Centaurs that are present. Double the % chance for Satyrs. Double the number of Satyrs and Humans that are found.

Any human in a Centaur camp is either visitors or captives. If they are captive there is a 80% chance they are female.

for their brilliant members, they are a licentious, short-tempered and emotional race. When a decision must be made that is on non-emotional grounds they are somewhat ponderous about their reactions. When their emotions are aroused they follow their emotions. They are quick to anger and horribly violent when around.

NOTE — *The brilliant Centaur are the complete opposite of the above. They are highly rational and have a strong control over their emotions. In general they are the advisors of the chief and teachers of the young.*

Chimearas

(There are two types of Chimearas in the game).

Chimana				Alignment — Balance
AHP 35	OCV 10	DCV 4(8)	NWI 0/-3/-1*	
S 38(+2)	St 24(+1)	D 12	A 20(+1)	
MR 12(32)	NAV 0	MDV 10	NF 1D2*	
EnL 20	CDF 8	CL NA		
DTV -5*	HC NA	INT 6		
SS Diurnal Omnivore				

***NWI** applies to Human/Lion/Serpent order.

Appearance — The Chimana have a body of a lion. At the front is a head of a lion. Its tail is a serpent. Growing from the center of the back is the torso, head and arms of a man. They are 3 feet at the shoulder and 5–6 feet tall at the top of their human head.

Special — The Chimana's Lion Head breathes fire, as for Fire Darts at **MEL7/EL4**. Its human constituent is capable of using weapons and thinking rationally. The serpent head is not poisonous but is allowed to attack anyone that the rear of flanks. The other heads can only attack from the front.

Chimanas are capable of flight, though they are not winged. It gains this power through its connection to the Storm. It is immune to all Storm Powers.

Chimeara		Alignment — Balance	
AHP 40	OCV 11	DCV 6(8)	NWI -1/-4/0*
S 32(+2)	St 30(+1)	D 14	A 20(+1)
MR 16(30)	NAV 2	MDV 12	NF 1
EnL 25	CDF 7	CL NA	
DTV -6*	HC NA	INT 4	
SS Nocturnal Carnivore			

*The **NWI** applies to Goat/Lion/Serpent order.

Appearance — The Chimeara's appearance is akin to the Chimana. Instead of the human element, it has the head and neck of a Goat growing from its right side. On the average it is 4 feet at the shoulder, and about 5 feet at the top of the Goat head.

Special — The Goat head of a Chimeara can breath fire as for **MEL6/EL3** Fireballs, in any direction. The serpent head can use up to 8 doses of **BL3** Death Poison per encounter. The attacks allowed are same as for Chimana except for fire, the goat head can only attack those on the Chimeara's right flank.

Chimeara are immune to Fire Powers and Storm Powers. They are wing less but can fly because of their connection to the storm. (In Mythology the Chimeara was the child of Typhon, a titan storm god).

Cu Sidhe		Alignment — Kotothi	
AHP 10	OCV 3	DCV 5	NWI 0
S 12	St 30(+1)	D 10	A 24(+1)
MR 20	NAV 1	MDV 2	NF 1D6+1
EnL 9	CDF 4	CL NA	
DTV -1	HC 21%*	INT 3	
SS Nocturnal Carnivore			

*Only Kotothi Shamans can have these as servants

Appearance — The Cu Sidhe have a brownish or russet coat. They are exceptionally mangy and give off a foul odor. Their eyes are a sickle, purplish green. Their canines drip poison and the mouth slavers perpetually. They have 2 feet at the shoulder and 4 feet in length.

Special — The bite of a Cu Sidhe gives a **BL3** Paralytic Poison at all times. It is injected on any hit that scores damage. If the Cu Sidhe hits and rolls his Strength or less on **D100**, he hangs onto the target hit. This causes an automatic hit on the next phase and another dose of the poison will be administered. The victim must tear the hound off by overpowering the Cu Sidhe.

Cu Sidhe are afflicted by light as specified for Rock Trolls (see Trolls, Rock Trolls). They are afflicted by Iron and steel as specified for the Alfar (see Alfar). They are exceptional trackers. They can track any enemy with the equivalent of **MEL6/EL3** Tracking. If the creature tracked is a Sidh creature then its as like **MEL12/EL6** Tracking.

Cu Sith		Alignment — Elder	
AHP 18	OCV 6	DCV 9	NWI -1
S 27(+1)	St 28(+1)	D 10	A 52(+3)
MR 28	NAV 0	MDV 6	NF 1D6
EnL 10	CDF 5	CL NA	
DTV -3	HC 23%	INT 5	
SS Nocturnal Carnivore			

Appearance — The Cu Sith have the same size of a yearning bull. They are green in color. All have an exceptionally long

tail that is curled and lies to the back. The enormous paws of the Cu Sith are as wide as a man's feet. Its eyes are bright and intelligent.

Special — The Cu Sith are the servants of the Sidh. They can be encountered in association with both Elves and Faeries. They have the tracking abilities of the Cu Sidhe, with increases received from tracking Kotothi creatures. These abilities are used to hunt the persons that violate the dwellings of their master.

Cu Sith are generally silent. When they are on the trail they emit their deafening howls that can be heard for miles. This is the only time that they make any actual sound. The Cu Sith are totally loyal, guileless and faithful hounds. They can be attached to a character in the way specified for the Cait Sith if they are not already serving someone else.

Daeta A'Miri		Alignment — Law	
AHP 7	OCV 3	DCV 10	NWI +2
S 10	St 22(+1)	D 50(+2)	A 60(+3)
MR 24	NAV 0	MDV 3	NF 1D3+1
EnL 6	CDF 1	CL NA	
DTV -2	HC 16%	INT 3	
SS Nocturnal Carnivore			

Appearance — They are lithe, weasel-like animals, 18–24 inches in length. They have dark brown fur, flashing red eyes and sharp, pointed teeth.

Special — They are totally immune to all poisons. When they fight any poisonous serpent, they use Uncontrollable Battle Fury. They can sense serpents as for **MEL10** Mana Sensing. They are voiceless, silent creatures. They can be taught to use simple signs to communicate by a person who is skilled in husbandry.

These creatures are also immune to all powers of the Basilisk. They will track and kill any Basilisk that they sense, as for as **MEL15** Mana Sensing.

Dae'ta Koti		Alignment — Kotothi	
AHP 30	OCV 10	DCV 3	NWI -3
S 60(+3)	St 20(+1)	D NA	A 8
MR 7	NAV 2	MDV 9	NF ROLL
EnL 6	CDF 1	CL NA	1-6 1
DTV -2	HC 16%	INT 3	7-9 1D2*
SS Intermediate Carnivore			10 1D6+1**

*A warren of the creatures. All residents are males.

Appearance — A totally black serpent, 15–20 feet in length. It is a python jawed creature with murderous fangs and burning red eyes.

Special — Dae'ta Koti spit adhesive gods of paralytic poison, **BL12**, at a range of 4 hexes. Use the OTHER WEAPONS line of the missile table to see if a hit is scored on any creature along its line of flight. Any creature along the line of flight can be affected. Any one serpent can only spit its poison once per encounter.

The Dae'ta Koti has another poison that it can inject through its fangs. This is **BL2** Death Poison. Each snake will have 9 doses per encounter.

Any person that is affected by the serpent's paralytic poison is paralyzed for 24 hours.

Dae'ta Koti have a pronounced aversion to water. They will never enter a body of water for any reason. Beyond this

neurosis, they are intelligent and quite cunning. As a rule, they prefer to attack from ambush when at all possible.

Daoine Sidhe				Alignment — Kotothi
AHP 14	OCV 3	DCV 6	NWI +4*	
S 12	St 10	D 18(+1)	A 34(+2)	
MR 12	NAV 0	MDV 14	NF ROLL	
EnL 35	CDF 6	CL 1	1-5 1D3	
DTV -2	HC NA	INT 8	6-9 1D10	
SS Nocturnal Omnivore			10 2D10	

*Factor applies only if fighting without weapons.

Appearance — The Daoine Sidhe are thin, Sidhe humanoid with an average height of 6 feet. They have the general appearance of elves. All of them appear young, though they are incredibly old. The Daoine Sidhe commonly dress in robes of the purest whites. They have somewhat sunken cheeks and very intense eyes.

Special — The Daoine Sidhe are among the oldest of the Sidh. They refuse to accept the current condition of THEIR world. They are fanatical enemies of all Law or Chaos. They have an aversion to forces of Balance and they treat Elder aligned creatures with total disdain. (They consider them to be cowards and poltroons for allowing the destruction of the true world).

Daoine Sidhe treat all other creatures as lower beings. They are totally amoral in dealing with them. They have a marked tendency to enslave humans that they find to be interesting, valuable or attractive.

All the Daoine Sidhe have the following Skills:

- EL**80 in Musicians
- The ability to cause **MEL**7/**EL**7 Disease with their touch.
- EL** **OCV**+5 as Archers. The **EL** in any other weapons equal **OCV** for magicians and **DCV** for other Daoine Sidhe.
- Any hit scored with archery has the effect of **MEL**7/**EL**3 elf shot if it scores any damage.
- All Daoine Sidhe encountered will be armed with a Elven Bow, **1D6**+4 Arrows dedicated to Elf-shot and a **EL**4 Magic Weapon enhanced for Hit Chance and damage plus.

All Daoine Sidhe are afflicted by by light and iron as specified for the Elf. They are also afflicted by salt, as specified for Jinn Races.

party encountered, there is a 10% chance that one is a magician. If so, he can cast all Elder spells. His **MEL** equals **OCV**+**1D6**. His **EL** will equal 1/2 of his **MEL**, rounded down. He will have the same ability in all Wizardry General Skills.

If **2D10** Daoine Sidhe are encountered, a castle is found. The castle is always located underground or underwater. The Daoine Sidhe encountered are its residents. In this case one of them will automatically be a magician. The castle may also contain other Kotothi creatures, especially Baobhan Sith, Cu Sidhe and Sprites. The referee may determine the number of non-Daoine Sidhe inhabitants at his discretion.

Dark Serpent				Alignment — Chaos
AHP 26	OCV 9	DCV 6	NWI -6	
S 70(+3)	St 14	D NA	A 55(+3)	
MR 10	NAV 2	MDV 15	NF 1	
EnL 60	CDF 8	CL NA		
DTV -8*	HC NA	INT 4		
SS Nocturnal Carnivore				

Appearance — The Serpent is darkness in solid form. It is totally black, a deep blackness that is completely unnatural for life. Its eyes are compelling black wells of dark power. It has no mouth or or means of breathing. It uses its diamond hard horns in combat. On the average these serpents are 7 feet in length.

Special — The serpent is afflicted by light and silver as specified as for Beasts, (see beasts, general notes). It can use Fascination, Darkling Light and Pain at **MEL**9/**EL**3. In general, being a lazy creature it prefers to fascinate its victims and draw them to it. (It tends to defend with pain and consume with Darkling light).

Dead				Alignment — Chaos
AHP 9	OCV 2	DCV 3	NWI +5*	
S 14	St 13	D 8	A 8	
MR 9	NAV 2	MDV 3	NF 2D6	
EnL 0	CDF 1	CL 1		
DTV 0	HC 0%	INT 1**		
SS NA				

*Does not apply when the Dead fight with a weapon

**The Dead have no initiative Unless under orders they will react slowly and with little imagination.

Appearance — Human corpses. The clothing and level of corruption is at the referee's discretion of the referee. Any that are summoned magically will arrive with armed.

Special — That which is dead cannot be killed. The **AHP** listed represents the hit points that that are required to stop the corpse and render it ineffective in combat.

The Dead are afflicted by light as specified for Elves. If they are held down while salt is poured into their mouth, and subsequently, their lips are sewn shut, the spell that motivates them is broken. This is the only way to "kill" the Dead. (This method may be used Zombies created by the Black Curse).

Demons

(The Various types of Demons that can be encountered in the game. Where an item specifically applies for or against Demons, it will have its benefits against every creature in the following sections).

Decay				Alignment — Chaos
AHP 15	OCV 4(8)*	DCV 3(6)	NWI +3	
S 10	St 18(+1)	D 10	A 10	
MR 8(24)	NAV 2	MDV 8	NF 1D3*	
EnL 50	CDF 6	CL 1		
DTV 0	HC NA	INT 6		
SS NA				

*() **OCV** applies when creatures are affected by the demons magical power.

Appearance — Decay demons appear as thin, aged figured 5-6 feet in height. They wear tattered grey robes and have

a skeletal appearance. They are winged, hollow-eyed and humanoid in form.

Special — Decay Demons use Decay at **MEL8/EL4**. They are winged flyers. All of these demons are afflicted by light as specified for the Beasts. In general, they will only attack when something that is present can be affected by their power. If this is not the case, they will turn on any summoner immediately.

Demon Steed		Alignment — Chaos	
AHP 27	OCV 9	DCV 9	NWI -4
S 40(+2)	St 25(+1)	D 26(+1)	A 14
MR 32	NAV 1	MDV 8	NF 1D3
EnL 50	CDF 4	CL 1	
DTV -4*	HC NA	INT 2	
SS	Nocturnal Carnivore		

Appearance — Coal-Black steeds with eyes of fire and hooves of flashing silver. Their breath through flared nostrils is fire. When their hooves hit the ground Lightning swarms are born. They are furious, hostile, fierce and ravenous that only one strongest force can control it at any one time.

Special — They are immune to Fire and Storm Powers. When mastered, their Warhorse rating is SIX. It can sense the feelings of its master when the master is mounted and will react to them immediately.

On attack it can do **MEL2/EL2** Fire Darts. Anyone within one hex of the steed is subject to **MEL2/EL1** Lightning Swarms. Only the steed and rider are immune to this.

The teeth and hooves are magical iron. Any hit that the steed scores in combat will apply a **WSB +2** more to its normal **SB** on damage scored. It does not understand any language other than the thoughts of the rider. It is afflicted by light as specified for Beasts. It can only be mastered by an exceptional horseman or magically.

Disease		Alignment — Chaos	
AHP 20	OCV 4	DCV 5(10)	NWI 0
S 15	St 10	D 12	A 20(+1)
MR 12(40)	NAV 2	MDV 15	NF 1D2*
EnL **	CDF 4+CL CL 1D3*		
DTV 0	HC NA	INT 7	
SS	NA		

**EnL equals 50×CL.

Appearance — Disease demons have withered, leathery bodies with contorted, nearly bestial, faces. They are winged and exude a foul odor that those it chooses to attack can smell. On the average, these demons are 4–5 feet tall.

Special — Depending on the Contact level, the demon has the following power:

CL	Spell	Used
1	MEL4/EL2	Plaque
2	MEL4/EL6	Disease
3	MEL6/EL8	Disease

demons are only visible by those who it chooses to attack. For all other persons, they are shielded by **MEL12/EL10** Invisibility. They are winged flyers. They are not afflicted by light, iron, silver or salt. Unless the characteristic is

rolled that the Referee deems appropriate, only those that it chooses to attack can fight it. In all cases, when they hit in any way must roll to be affected by the spell that they possess. The spell is used only by contact with the target in this way. The only damage that the hit can cause to the disease itself.

Fiery Spirit		Alignment — Chaos	
AHP 25	OCV 7	DCV 3	NWI -3
S 30(+1)	St 28(+1)	D 13	A 16(+1)
MR 10	NAV 1	MDV 10	NF 1
EnL 100	CDF 6	CL 2	
DTV 0	HC NA	INT 4*	
SS	NA		

*The variation multiplier of strength should be multiplied times the intellect if the creature variation system is used. The larger the fire spirit is the smarter.

Appearance — The Fiery spirit is a anthropoid creature up to 10 feet tall. It is continually bathed in flame. It has the tail of a rat and the face is contorted with the evil and fury of its substance.

Special — Fiery Spirits can use Fire Darts, Fireballs, and Fire Swarms (Roll **1D3*** to determine which power is used) at **MEL6/EL3**. Any person that moves within melee range of the creature can be affected by **MEL4/EL2** Combustion (see fire powers, book 2). If he is affected he bursts into flames suffering **1D10+2** points per phase until the fire is doused or he is dead. The Fiery spirit is totally immune to all types of fire. Their eyes are the fabled Firestones, a potent item for permanent fire magic. The chance that each eye taken that can be used in this way is equal to its **HPV** of the demon. If not, they will have a monetary value using a value multiplier of 8 and a size of medium. If they have magic applications, they are automatically large, brilliant and flawless gems. Each fiery spirit encountered has 2 eyes.

Herab Serapel		Alignment — Chaos	
AHP 8	OCV 4	DCV 3(8)	NWI -8
S 9	St 35(+2)	D 11	A 30(+1)
MR 4(28)	NAV 2	MDV 12	NF 1D6
EnL 50	CDF 3	CL 1	
DTV 0	HC NA	INT 5	
SS	NA		

Appearance — Herab Serapels are large, red-eyed ravens. They have claws of iron and their dark feathers are coated in blood and gore. They are 18–30 inches in height with a wing span of up to 5 feet.

Special — Herab Serapel are immune to all forms of magic. They are protected as for **EL5** Protection when they are fighting Law aligned or oriented forces. Whenever they hit, the target hit can be affected by **MEL4/EL3** Hand of Death in an addition to any damage that he suffers. for this death chance to occur, damage must be inflicted to the person after all armor modifiers have been applied.

claws are worth 1 GC each. They are valued death talismans. Each bird has four claws per foot and 2 feet.

Heliophobic		Alignment — Chaos	
AHP 18	OCV 6	DCV 8	NWI 0
S 25(+1)	St 20(+1)	D 80(+4)	A 30(+1)
MR 12	NAV 0	MDV 10	NF 1
EnL 100	CDF 6	CL 2	
DTV 0	HC NA	INT 9	
SS NA			

Appearance — These demons appear as darkly robed figures up to 6 feet in height. Their eyes are coal-black large and imposing. They are hairless with tight, withered, humanoid features. All heliophobic demons are skeletally thin and have pointed ears of an exaggerated nature.

Special — Heliophobic demons are immune to Sidh and Shamanic magic. They can not be affected by Darkness Powers, Death Powers or Hell Powers. They are automatically dispelled by the successful use of Magic Light.

demons are unable to go into physical form while in the presence of any light. if they are summoned in a place that has light, and there is a dark place for them to take form, they will materialize in that place and attack the summoner.

The breath of this demon is a **MEL8/EL4** Fog of Death. His touch is a **MEL8/EL6** Hand of Death. He can use all Darkness Powers at **MEL8/EL6**. If he is influenced by a magic-user that summons him, the demon will use his magic to the summoner's benefit for a period of **1D3*** years. At the end of this period, he owns the summoner and will kill him.

Hellhound		Alignment — Chaos	
AHP 20	OCV 8	DCV 9	NWI -2
S 35(+2)	St 40(+2)	D 16(+1)	A 22(+1)
MR 27	NAV 2	MDV 12	NF 1D3*
EnL 50	CDF 5	CL NA	
DTV -6*	HC NA	INT 3(5)*	
SS Nocturnal Carnivore			

*The () **INT** is for single headed forms. The other value is for the 3 headed forms.

Appearance — Hellhounds are dark, muscular beasts the size of a small cow. The most ancient form, encountered only in the Upper World, is a 3 headed guardians of the hells. The other form, called the Firehound for purposes of distinction, has a single head and the ability to use Hell Powers. This hound can be encountered in the Middle World. Both forms, have large canine-shaped eyes and vicious, deadly fangs.

Special — The 3 headed, ancient form has no magical powers. It is allowed one melee attack per head, per phase in combat. The Firehound used **MEL6/EL4** Hell Powers for Fire Darts and Pain only. He is allowed one melee attack per phase. All magic is an innate power.

Hellhounds are only affected by Balance Magic. No other form of magic has any affect on them. They are afflicted by light as specified for Beasts.

blood of a Hellhound is worth 1 SC per dose. In raw form, it is a **BL10** Death Poison. In enhanced form it grants **EL4** immunity to magic, excluding Balance Magic, for 24 hours. For the enhanced blood to retain its potency it must be kept in a silver container and can never be exposed to light.

Nergali		Alignment — Chaos	
AHP 24	OCV 8(12)*	DCV 7(12)	NWI -3
S 23(+2)	St 22(+1)	D 15	A 26(+1)
MR 12(36)	NAV 6	MDV 12	NF 1D6
EnL 50	CDF 3	CL 1	
DTV -3*	HC NA	INT 6	
SS NA			

*The () **OCV** applies to the person they fight that uses light or silver against it.

Appearance — The Nergali are reptile-winged with an humanoid form with an average height of 8 feet. They have distended, hideous faces, coal-black eyes and vicious claws. They are always armored and prepared to kill. When they are encountered, they are armed with a Flail, Whip, Mace or Club. The **NWI** applies for the weapon AND the Nergali's natural weapons.

Special — The Nergali are the chief guardians of the hells. They are immune to Hell Powers. They are afflicted by light and silver, as specified for beasts. Their **EL** in the weapon that they carry is 6. The weapon is **EL4** magic enhanced for a damage plus only.

Storm		Alignment — Chaos	
AHP 20	OCV 7(14)*	DCV 6(13)	NWI -4
S 50(+2)	St 25(+1)	D 25(+1)	A 20(+1)
MR 14(48)	NAV 3	MDV 11	NF 1
EnL 100	CDF 5	CL 2	
DTV 0	HC NA	INT 7	
SS NA			

*Value applies when fighting non-chaos forces of the Storm or persons that can use Storm Powers.

Appearance — The Storm demon's face is a picture of total fury. Its hair is fire, its features are twisted with terrible anger. When summoned or encountered the demon is armed with a spear and is mounted on a dragon, see Storm Dragon below. This is his friend, ally and concubine. The body of this fiery demon is heavily scaled, somewhat reptilian in appearance and up to 7 feet in height. He is not winged.

Special — In the air, aided by his Dragon, the demon wields Storm Powers at **MEL12/EL10**. Without the dragon, and out of the air, the demon is restricted to casting Lightning Bolts at **MEL6/EL4**. The Storm Demon is afflicted by silver. His spear is an **EL5** enhanced for hit chance only.

Storm Dragon		Alignment — Chaos	
AHP 40	OCV 13	DCV 4(12)	NWI -5
S 38(+2)	St 55(+3)	D 12	A 13
MR 10(48)	NAV 4	MDV 18	NF 1
EnL 100	CDF 5	CL 2	
DTV -6*	HC NA	INT 7	
SS Intermediate Carnivore			

Appearance — As specified for Dragons in the dragon section. The Storm dragon is not a true dragon. Rather, it is a demon in dragon form. All Storm dragons are female. All have eyes that radiate power and flash with lightning.

Special — The Storm dragon obey the wishes of the rider completely. They use their powers to aid him. They will not use them independently while the rider still lives and they are still with him. All Storm Dragons are immune to

Storm Powers and can cast them at **MEL6/EL6**. They have no ability with fire or poison as do normal Dragons.

The Storm Dragon revels in the rider's destruction of its enemies and the consumption of mortal flesh. In general, they are insatiable.

Subterranean		Alignment — Chaos	
AHP 17	OCV 9(14)*	DCV 5	NWI -2
S 40(+2)	St 60(+3)	D 10	A 12
MR 13	NAV 4	MDV 8	NF 1D2*
EnL 50	CDF 7	CL 1	
DTV 0	HC NA	INT 7	
SS NA			

*The () **OCV** applies against Dwarves and other humanoid form races that spend an extensive amount of time underground.

Appearance — Subterranean demons are blackened, twisted Dwarfs. They are 3–4 feet in height. They are hairless, gnarled and naked at all times. All are powerfully built, earthy and fearless demons.

Special — Subterranean demons are afflicted by light as specified for Rock Trolls. They are afflicted by Silver as specified for beasts. They use Fire Powers, excluding the combustion chance, as specified for the Fiery Spirit. Finally they are capable of casting Earth Powers at **MEL10/EL4**. They are immune to Fire Powers and Earth Powers. They are extremely persistent, cunning, sadistic, and vicious to their enemies and any creature that enters their domain.

Terrestrial		Alignment — Chaos	
AHP 15	OCV 5(8)*	DCV 3(7)	NWI 0
S 20(+1)	St 18(+1)	D 18(+1)	A 12
MR 9(30)	NAV 1	MDV 7	NF 1D6
EnL 50	CDF 5	CL 1	
DTV 0	HC NA	INT 5	
SS NA			

*The () **OCV** applies against law-aligned forces and humans that they fail to possess and attack.

Appearance — Terrestrial demons have bony, angular features. They are dark skinned and red-eyed with leathery, reptilian-wings. Their talons and fangs are long, vicious and sharp. Their height varies from as much as 18 inches to 8 feet.

Special — Terrestrial demons are afflicted by light in the manner specified for heliophobic demons. They can possess any human or animal that they fight, as specified for the Edimmu. The value of their attempt, rolled on the Magic Table, is **MEL6/EL3**.

If the demon's possession attempt fails, he can never possess that creature. If it succeeds, the creature will be physically and mentally ill until the demon is exorcized or he dies. Only humans suffer this effect. Possessed animals are not visibly affected and they often used by these demons as a shelter from the day. The possession power of the demon has no effect on any intelligent race other than humans.

General Notes

Demons are adverse to daylight. Double their **MDV** when resisting a summons during the day. If they are summoned

and the caster loses control, they will simply attack him. Demons are hostile to mankind. They seek to destroy him, gaining his spiritual power for Chaos in any way. In general, they act with some subtlety to draw the human towards the services of Chaos. Where chance to encounter, the Referee should keep in mind these proclivities in mind. The watchword of demonic chaos is cunning. If they can find pawns to advance Chaos, at little or no costs to themselves, they will surely do so.

Dirailla-ta		Alignment — Kotothi	
AHP 6	OCV 2	DCV 3	NWI +3
S 10	St 8	D NA	A 20(+1)
MR 10	NAV 0	MDV 3	NF 1D6+1
EnL 4	CDF 1	CL NA	
DTV 0	HC NA	INT 1	
SS Nocturnal Carnivore			

Appearance — A small, ornately banded serpent some 12 inches in length, on the average. The prime prey of the Dae'ta A'Miri.

Special — They have **BL15** Slow Death Poison. Each serpent can inject 2 doses per combat. They must damage their target hit for the poison to have any affect on it.

If the poison succeeds, the victim is affected by **MEL10/EL9** Pain while he is dying. If he is not cured by a healer or magic-user with the proper skills or material, he will die.

Dragons

(These are the major forms of true Dragons that can be encountered in the game).

Dragon		Alignment — Varies	
AHP 75	OCV 21	DCV 5(10)	NWI -7
S 80(+4)	St 32(+2)	D 11	A 12
MR 8(32)	NAV 6	MDV 25	NF 1
EnL 80	CDF 12	CL NA	
DTV -8*	HC 56%	INT 10	
SS Diurnal Carnivore			

Appearance — A heavily scaled creature of variable color. It is physically immense, reaching a length of more than 65 feet, and mentally brilliant. At its most powerful, the Dragon reaches Godhood in its abilities. In general, the dragon has a heavy reptilian head powerful tail, long body and nearly impenetrable body armor. Beyond these shared characteristics, no two dragons are identical. Each is a unique individual in its own right.

NOTE — *If desired the length of the dragon can be determined by divided **AHP**/3, rounding up and adding the result to a **1D10**. Thus the average dragon length is 26–35 feet long. The largest possible Upper World dragon would be 101–110 feet long.*

Special — The Dragon has the following basic abilities:

- The Dragon breathes fire, his **MEL** and **EL** equal **AHP**/10, rounded down. The effect is as for Fireball. The mana cost to use the power equals **(EL+1)×3**. The Dragon can use this talent at any power up to or less his Max **EL** (vary **EL**).
- All Dragons are natural magicians. If they are not aligned, they do not choose to use this talent. If they are they may (see C below).

- C) There is a 75% chance the Dragon is aligned. If so then roll **1D10** on the table below:

Roll Alignment Roll Alignment 1–3 Chaos 9 Shamanic 4–6 Law 10 Balance 7+8 Elder All aligned Dragons may use any magic of their alignment as natural magicians. Their **MEL** equals **AHP**/10, rounded down. Their **EL EL** equals 50% of their **MEL**, rounded down. They will never use any magic other than from their own alignment. If the Dragon chooses to use magic, the Energy Level listed above should be doubled. In general, they will only use magic against creatures that can use magic against them or that is immune to fire.

- D) Dragons can understand any language that they hear.
E) Aligned Dragons will allow creatures of their alignment, that show that deference, to survive. In some cases they may be influenced to aid them if the proper bait is offered. Any influence attempt that fails, or is inappropriate for the Dragon being dealt with, will result in the Dragon attacking presumptuous mortal.

The basic tendencies that apply for aligned Dragons are:

Chaos A Chaos dragon is motivated by greed above all else. It will attack any creature that threatens to hoard or fails to show the dragon proper respect and deference.

Law From his viewpoint the dragon is fair in its dealings with lesser creatures. He will kill them outright if they disturb him unnecessarily, irritate him or attempt to steal his property. He will consider aiding them if their need is desperate and the enemy is one that he hates. Any aid given, generally an item from the dragon's hoard, must be returned when the need for it ends. If it is not returned the dragon will forcibly reclaim it and punish the liar that he gave it to.

Elder See Elder Dragon

Shamanic This dragon is interested in protecting the territory in which it dwells. It is a guardian of that area. Any creature that damages the area, or needlessly disturbs the tranquility must answer to the angry dragon. It can be influenced to give aid, as for the Law dragon above, when the common enemy threatens its territory.

Balance This dragon is totally unpredictable. He will generally aid the weak against the strong when he considers such aid to be appropriate. He can easily aid the Character one time and destroy him the next time they meet. In general, the more powerful the enemy to be fought, compared to the people asking for favor, the more likely the favor will be granted.

Unaligned A unaligned dragon is a recluse. He cares nothing for the affairs of lesser creatures and, by preference, has nothing to do with them. He will always defend what is his and will never consider aiding any other creature.

- F) All Dragons have immunity to Fire Powers. If they are magic-users they have immunity to all spells of their alignment.

NOTE — All Dragons cast magic innately. Shamanic dragons are not required to use other somatic tools to cast Shamanic magic. The power to do so is within them always.

Elder Dragon

Elder Dragon		Alignment — Kotothi	
AHP 88	OCV 26	DCV 5(9)	NWI –8
S 110(+5)	St 60(+3)	D 8	A 6
MR 7(28)	NAV 6	MDV 30	NF 1
EnL 90	CDF 18	CL NA	
DTV –9*	HC 85%	INT 8	
SS Nocturnal Carnivore			

Appearance — As for the Dragons except the elder dragon has 3 heads and 3 necks. They along retain the "pure form" of the dragons created by Kotothi.

Special — The Elder dragon is the most ancient stock of dragons. They are the children of the god Kotothi and his great pride. All elder dragons can breath fire and cast elder magic. The **MEL EL** are determined as specified for Dragons.

The Elder dragons can use multiple weapons attacks during a phase. If it chooses to do so, each attack has the characteristics for Fire Darts. If it uses one combined attack, the value for Fireball is used. In the case of multiple attacks, any person that is exposed to more than one is required to only survive one in order to survive both. No double jeopardy exists here. Each head is capable of using the breath weapon. Only the middle head is capable of using magic. For all Elder Dragons, the energy level listed above the total available to all 3 heads. When multiple attacks are used, the Mana Cost for each attack is **(EL+1)×2** mana points.

Elder Dragons enjoy the taste of human flesh, especially virginal females. They may offer aid if a bribe of this kind is offered. Without their alignment they will aid Kotothi-aligned creatures that show the deference and offer simple reward. They will kill those that don't.

All factors that are not specifically covered in this section are as specified for Dragons.

Wyrms

Wyrms		Alignment — Chaos	
AHP 100	OCV 32	DCV 2(5)	NWI –10
S 125(+5)	St 42(+2)	D NA	A 4(–1)
MR 4(16)*	NAV 4	MDV 27	NF 1
EnL 54	CDF 14	CL NA	
DTV –5*	HC NA	INT 6	
SS Intermediate Carnivore			

*() **MR** is for swimming Wyrms. They do not fly.

Appearance — Wyrms are wingless, legless Dragons. in all other regards their appearance is as specified for Dragons. At all times they are surrounded by a cloud of toxic vapor.

Special — Wyrms do not breath fire, they breath poison. The **BL** is **AHP**/15, rounded up. Any target that is affected, drops dead on the spot. Wyrms are totally immune to the affects of any poison, they are surrounded by it constantly.

The Range of the poison, is that of a cone like Fireball which equals the Wurm's **BL**. The Mana cost to cast it equals **BL×2**. It may not breath its fire on an enemy more than once per turn or in a phase that it does anything else.

When a person enters the melee range of the Wurm he will breath the poison that surrounds it. Per turn that the

person remains in melee the Wyrms will do **2D10** energy points from the affects of the poison. All characters are allowed to subtract **StB+CB** from the total loss that they suffer.

If the energy level goes to zero or less, they will drop dead on the spot.

NOTE — *Wyrms do not have the magical abilities of the other Dragons. They are mainly interested in consuming all the food that they can. They are always ravenous and insatiable when they are awake.*

Dryad

Alignment — Elder			
AHP 9	OCV 2	DCV 3	NWI +3
S 11	St 12	D 11	A 12
MR 11	NAV 0	MDV 6	NF 1D6
EnL 0	CDF 1	CL 1	
DTV -2	HC 20%*	INT 6	
SS Nocturnal Fructivore			

*A Dryad in her Sacred Grove has a healing chance of 60%. A Hamadryad in her tree heals automatically.

Appearance — In the Middle World, Dryads are human females dedicated to the service of the Sacred Groves of the forest. They are always dressed in flowing white garments and are always beautiful.

In the Upper World the Hamadryad take the place of the Dryad. Hamadryads are extremely beautiful immortals who live in the tree that they worship. In essence, they are the soul of the tree. Their features are elven. Their skin is the color of the tree's leaves.

Special — Dryads cast Fascination at **MEL5/EL4**. Dryads can communicate with any wild animals without the use of magic. All Dryads have the equivalent of Empathic Power with a rating of **2D6+24**.

If a Dryad is taken from her grove, she will lose **1D6** energy points per day until she dies. Imprisoned Dryads may be rescued by the creatures of her forest. On any encounter in the forest subtract 15 from the encounter roll. The net roll of zero or less indicated and encounter is with **1D6** Tonah of a random type and 3 normal animals of the type per Tonah. All creatures encountered in this way will fight until they are killed or the Dryad is free.

In all melee combat, Dryads will do unarmed damage. They have no combat skills of any kind.

Hamadryads are strongly tied to an individual tree. They live within that tree. Anything that happens to the tree happens to the Hamadryad. The Hamadryad is capable of Insusubstantiability at **MEL12/EL8**. This skill may be used only for her to enter the tree and reside in it. Any man that she has fascinated, that she touches, is also affected by this power. He will enter the tree and remain until she no longer desires his company. Men will be taken in this way if their Appearance or less is rolled on **2D100**. If taken they will be kept **AHP/10**, rounded up, days.

NOTE — *Sacred Groves the only place where Dryads and Hamadryads are encountered, will also contain other creatures. (See Centaurs for the chance that other creatures exist. Centaurs will always be present in these areas.*

Dwarf

Alignment — Elder			
AHP 8	OCV 2	DCV 2	NWI +2
S 12	St 14	D 10	A 12
MR 9	NAV 0	MDV 4	NF Roll
EnL 20	CDF 1	CL NA	1-5 1D3
DTV -4	HC 25%	INT 6	6-9 2D6
SS Nocturnal Omnivore			
10 3D10			

*Roll **1D10** a 1-6 indicated a war band. On a 7-10 they are the main guardians to a entrance to a Dwarf city. The population of the city will be TEN dwarfs per guardian that is encountered, i.e. if there are 16 guardians there are 160 Dwarfs in the city. In the Lower World double the number of dwarfs encountered, and the number of residents that are present.

Appearance — The classical Dwarf of Norse mythology. They are 3.5 to 4 feet in height, well built and well muscled. They are commonly bearded with long hair. They are known for their ability as artisans and warriors.

Special — Dwarfs are resistant to Poison, Disease and Plaque. Triple the **MDV** when resisting these powers. They are also resistant to Fire. Any damage that they suffer from fire, excluding Astral Fire, is reduced by 50% rounded down.

All Dwarf speak Dwarf Elder and the Tongue of Dvalinn. Dwarf elder is related to the common Elder tongue and the Tongue of the Faerry Sidh. The Tongue of Dvalinn are only used when they are speaking to another Dwarf. It is not related to any other language. It is their magical tongue and sacred to them. No Dwarf will ever lie while speaking in this tongue. No non-dwarf will speak it willingly.

Magic in Dwarfdom is taught by those who are skilled as armorers when they achieve a **EL** of 50 or higher. It allows them to place permanent magics on items that they manufacture. it is rarely used to cast any magic other than permanent magic rites. (Such debasement of these sacred rites is commonly frowned on by Dwarf. It is moral only in the most dire emergencies).

NOTE — *A Dwarf character that reaches EL50 or higher as an armorer can learn these sacred rites. To do so he must complete a 150 expertise point initiation and training session. Therefore, he is a Rune Master and can use Elder magics and Permanent Magics as magic-users. Any Dwarf who becomes a Rune Master will increase his station to 6 if it lower.*

All Dwarfs that are encountered are armed and armored. The quality of these items depends on the number found as follows:

Number Found	Weapon Types Possible
1D3	Spear, Sword or Axe
2D6	As for 1D3 , heavy forms only
3D10	As for 2D6 , WSB is one higher than the weapon's no

*All Dwarf armor is one **AV** level higher than the **AV** listed in the Armor Table in Book One. All shields and helmets are two levels higher.

Dwarfs never use any missile weapon except spears and daggers. (The bow, after all, was an insidious invention of immoral, dishonorable elves. If the Referee allows, Dwarfs may make and use crossbows.

IMPORTANT — Dwarf society places a great emphasis on personal property. The most heinous crime in their society is theft. No dwarf will steal from another creature without due payment of the item taken. (Regaining one's own property, with possible interest and definite penalty, is expected. It is not theft).

Dwarf Magic A Dwarf's magic skill varies with his WILL and his EL as an Armorer or Artisan, depending on what he is making, his maximum EL in Magic is:

$$(W+EL)/10, \text{ round down}$$

Only male Dwarfs are taught the magical arts of their race. Females are excluded from them at all levels. (In fact, there is no mythological precedent for the existence of female dwarfs. They are added to allow female players that want to play Dwarfs to do so without mandatory sex reversal. There is a logical assumption that a race, unless it is immortal, must breed to survive. The presence of divergent sexes is most likely).

Earth Eater

Alignment — Kotothi

AHP 40	OCV 11	DCV 1	NWI 0
S 40(+2)	St 21(+1)	D NA	A 5(-1)
MR 8	NAV -1*	MDV 8	NF 1(1D3)**
EnL 24	CDF 4	CL NA	
DTV -10*	HC NA	INT None	
SS Diurnal Carnivore			

*Add 1 to any damage that is scored on the creature.

If the encounter occurs underground or in the Lower World **1D3 Earth Eaters are encountered.

Appearance — The Earth Eater is a sickly, white spongy mass of tissue up to 100 feet in length. It has a cavernous mouth and the general form of a worm.

Special — The Earth Eater is totally immune to Acid, Poison, Decay, Corruption, and Darkness Powers. It is drawn to the surface by the passage of heavy creatures weight 300 pounds or more above it. It will attempt to swallow the creature that drew it. Any person or creature that is swallowed will take **2D10** hit points per phase until he is digested. It can swallow any creature that is less than 25 feet long or tall.

Creatures that are swallowed by the Earth Eater may attempt to carve their way out of it. It may score a number of hit points greater than the creatures **OCV**×2 before they are digested, they have done so. They must have an edged weapon, or of an **NWI** of at least -2, to do so. Points inflicted by persons that are on the outside of the creature will not count towards the total that the swallowed individual must inflict.

Earth Eaters re-enter the ground **1D6** phases after succeed in swallowing something.

Edimmu

Alignment — Chaos

AHP 18	OCV 6(12)*	DCV 5(7)	NWI
S 20(+1)	St 22(+1)	D 10	A 14
MR 12(24)	NAV 4	MDV 16	NF 1D3
EnL 50	CDF 7	CL 1	
DTV 0	HC NA	INT 6	
SS NA			

*() **OCV** applies when fighting against persons that attempt to use magic on them or persons that successfully resist a possession attempt.

Appearance — There are 2 types of Edimmu. They are the **SPIRITUAL EDIMMU** and **CORPORAL EDIMMU**. Spiritual Edimmu appear as pale, red-eyed wraiths with a human form. They are generally robed or shrouded. Corporal Edimmu are wights. They have the form of a deceased human. Their features are abnormally tight, the body radiates cold and their eyes burn with fire.

NOTE — When encounters occur, the Referee will select the form of Edimmu that he considers appropriate given the circumstances of the encounter. In general, treasure warding Edimmu should be corporal. Edimmu that exist for some other reason are spiritual.

Special — The rules that apply to the Edimmu forms are in the following sections:

Corporal Edimmu Corporal Edimmu, or wights, have twice the **AHP** and **S** listed above. Their **OCV** is increased by 4 and their **CDF**×5. They have retained their bodies and will never seek to possess an adversary. All wights have a Burning Touch, as described in the Spiritual Edimmu section.

Wights have the equivalence of **MEL6/EL2** Cold, with no freeze chance, in a 360 degree sphere around them. They are only encountered in the phase where they were buried. They are always armed and armored. The quality of the equipment is at the discretion of the Referee. In all cases, a wight lives to protect its property from any thieves and through its jealous hostility towards the living.

Spiritual Edimmu Spiritual Edimmu, or Spectres, can be armed. In general, they are unarmed. Spectres are immune to any form of Wizardry or Sidh-Magic. They cannot be killed and do not suffer from fatigue. They can only be damaged and killed by a magical weapon that is dedicated to the destruction of Edimmu.

The Burning Touch of the Spectre does damage as for a Great Sword when a hit is scored. Any hit points that are inflicted by the Spectre's touch can only be healed by magical healing. They will never heal naturally. No damage inflicted by their touch affects, or is affected by, any type of armor.

Spectres can possess the living. Non-humans will triple their **MDV** in resisting this attack. A roll as for **MEL9/EL5** spell, is taken the first time the Edimmu touches someone. If failure or abysmal failure results, the Spectre will attempt to kill the person before he attempts to possess another. Once a Spectre fails to possess a person, he can never succeed in possessing the person unless the person is willing.

When a person is possessed, his will by **2D6** points each day. When the victim's Will reaches 0 or less, his spirit is dead and the Spectre is complete control. Until the spirit dies, the victim is prone to unpredictable fits, attacks of insanity and physical illness. These will continue until the Spectre is exorcized or it takes complete control.

A Spectre can be exorcized at any time up to the point when it takes complete control. After control is achieved, NOTHING can force it to leave its new home.

In general, Spectres are motivated by some burning desire a hateful jealousy of the living or some strong, emotional desire to live again.

NOTE — *The murdered, wrongly slain, and powerful chaotic magicians that were thwarted in their goals during life can become Spectres. If they possess someone, they live again—with the personality and skills that they had in life. If the Referee allows the player to continue playing a possessed Character, the Referee must determine his new mental values and skills. All knowledge possessed by the bodies former resident is lost.*

OPTIONAL — It is possible for a Edimmu to be motivated for a just lust for vengeance. In this case it is not closely tied to Chaos. It will not destroy the spirit of the body it occupies. Instead it will trap the spirit inside the body when it assumes control. After the spirit has gotten its revenge, it will release the body and leave it. The person thereafter, is thoroughly catatonic.

IMPORTANT — **No Spectre will possess a creature that has an intellect of 5 or less. Spectres will restrict their possession to humans unless the Referee decides otherwise.**

Elementals

(The basic forms that can be encountered or summoned).

Air Elementals		Alignment — Elder	
AHP 15	OCV 6(12)*	DCV 7(14)	NWI 0
S 18(+1)	St 24(+1)	D 16(+1)	A 40(+2)
MR 10(52)	NAV 0	MDV 10	NF 1D3*
EnL 20	CDF 4	CL 1	
DTV 0	HC NA	INT Varies**	
SS NA			

*() **OCV** Applies when air elemental is in the air.

**Intellect varies with the type of Elemental. Factors are: Slyph 7/Wind 2/Cloud 1

Appearance — Roll **1D6**

- 1 Slyph** — Handsome humanoid form 6–7 feet in height. They have winds constantly swirl around them. Their hair is always blowing and eyes sparkle with lightning.
- 2+3 Wind** — Vortex **2D10** feet in diameter. They swirl at a constant cyclonic rate casting strong winds from them.
- 4–6 Cloud** — Dark menacing clouds up to 60 feet in diameter. Emotional state of elemental can be taken from the cloud form it takes. It always attacks as a Thunderhead.

Special

Slyphs They are intelligent. They can control either Wind or other cloud elementals when they choose to do so. All Slyphs can use Storm and Aerial powers at **MEL8/EL4**. They can not be affected by these powers. In general, they are neutral to man. They can be influenced, or compelled to aid him.

Wind This is the wind. It uses Wind from Storm Powers outside its vortex. Within the vortex, the Whirlwind spell from Desert Powers applies. Any creature within its path and range is attacked in this way. The strength of the powers are **MEL7/EL4**. The wind can not be damaged by any non-magical weapon or magical spell. Its **AHP** is twice that listed above should the party

have the proper weapons (**OCV** to 10(20) and **CDF** to 6).

Cloud This is a cloud OR creature formed from substance of the clouds. It is hostile to man. It uses the Storm Powers Thunderhead at **MEL4/EL2**. It will attack any man that fails to avoid it. It can not be harmed by any non-magical weapons or power.

NOTE — *Slyphs have a solid form and can be damaged. Wind and Clouds can only be damaged by magical weapons. No other power, including spells that inflict damage have any effect.*

Earth Elementals

Alignment — Elder

AHP 26	OCV 9***	DCV 4*	NWI –2
S 32(+2)	St 30(+1)	D 12	A 12
MR 12	NAV 3	MDV 12*	NF 1D2*
EnL 24	CDF 6	CL 1	
DTV 0	HC NA	INT Varies**	
SS NA			

*Values doubled when in contact with earth

**Varies — Gnome 7/ Living Earth 1/Son of Gea 5

***when in contact with earth base **OCV** is 12.

Appearance — Roll **1D6**

- 1 Gnome** — Gnomes are dark-skinned, wizened and gnarled Dwarfs. They are 3–4 feet in height and dress in dull shades of brown.
- 2–5 Living Earth** — Composed of earth, stone, etc. The shape of of the elemental is up to the Referee. Max diameter of 15 feet and size of 25 feet.
- 6 Son of Gea** — Gigantic humanoid form, up to 20 feet tall. They have a somewhat knobby, stone appearance to their body. Their hair and general color is the color of the earth.

Special

Gnome Gnomes are the craftsmen of the Earth. All Gnomes are male. They are as skilled as Dwarfs in crafting any item. They are invariably hostile or unfriendly in their dealings with humans. Gnomes are the guardians of the hidden treasures of the Earth. If a Gnome can be compelled to do so he can tell Characters locations of great treasures. He will never reveal the information willingly. All Gnomes pass through the earth as if it were air. They are intelligent but have no magic skills, unless the Referee determines otherwise. They are totally immune to Earth, Desert and Fire powers.

Living Earth Have twice the listed Strength and Stamina (All other factors remain the same). To destroy it in combat every hit that can be scored on it must be in ONE phase. Anything less has no effect on it. Total immunity to Earth, Desert and Fire powers. They can move the earth as if it were air.

Son of Gea These elementals regenerate damage during combat while they are in contact with the earth (**MDV/3** Rounded up). While contact with earth maintained they never suffer from fatigue. They can never tire. To kill a Son it must be bodily lifted out of the earth and held there. Per phase of this condition he loses **2D6** energy points. If **EnL** = 0 then it is dead. If elemental killed by the accumulation of the damage, it

will generate at twice the normal speed until it regains consciousness and returns to the attack. Son of Gea are somewhat intelligent. They are totally immune to Earth and Desert powers. They are commonly hostile to any other life form except other Earth Elementals or entities with innate Earth Powers.

Fire Elementals		Alignment — Elder	
AHP 26	OCV 8**	DCV 4**	NWI -3
S 22(+1)	St 52(+3)	D 16(+1)	A 8
MR 12	NAV 0	MDV 12	NF 1D2*
EnL 36	CDF 6	CL 1	
DTV 0	HC NA	INT Varies*	
SS NA			

*Varies — Salamander 2/ Volcanic 1/ Fire Lord 6

**While in contact with fire other than its own substance — double the value listed.

Appearance — Roll 1D6

1-4 Salamander — Small lizard like creature 6-9 inches long. It is bright red and composed of fire.

5 Volcanic Elemental — An amorphous, eruptive elemental up to 25 tall and 25 feet in diameter. It is composed of searing fire and often has residue of destroyed earth in it.

6 Fire Lord — Large humanoid figures 8-9 feet tall. They are composed entirely of intense, white hot flame. Their eyes and hair are a cooler, red flame of variable intensity.

Special

Salamanders have half the **AHP, S, St, OCV**, rounded up, listed above but have double **D, A, MR** and **DCV** listed. Any hit scored by a salamander on a target has **MEL4/EL1** Fire Dart Effects. Unless compelled to attack a living target, they set inanimate objects aflame. They are totally immune to all types of fire except Astral Fire.

Volcanic They use **MEL6/EL2** Fire Balls and Fire Swarms against their enemies. It will use one of these powers at least once per turn. On any phase that it does not do so, any hit that is scored by it will inflict double damage on the target that it hits. Can't be affected by any fire except Astral Fire.

Fire Lord Can use Fire Powers and Flaming death at **MEL8/EL4**. They are neutral to humanity and are often the guardians of treasure. Any score that they hit in normal combat will do double damage. They have the ability to control all other Fire Elementals. They can communicate with any creature that has innate Fire Powers except for the Fiery Spirit. They will not attack any creature that they communicate with.

Water Elementals		Alignment — Elder	
AHP 25	OCV 6*	DCV 5(12)	NWI 0
S 18(+1)	St 15	D 20(+1)	A 25(+1)
MR 8(42)	NAV 1	MDV 13	NF 1D3*
EnL 28	CDF 6	CL NA	
DTV 0	HC NA	INT Varies**	
SS NA			

*Double **OCV** when in water

**Varies—Undine 6; Water Serpent 8; Water Beast 1

Appearance — Roll 1D6

1+2 Water Serpent — Large, serpent like creatures up to 30 feet in length. They are blue or green in color, depending on whether they inhabit fresh or salt water. In both cases, they have small, hooked horns, placid green eyes and heavy multi-hued scales.

3-5 Undine — All are female. They have the general appearance commonly attributed to the Mermaid. Their upper body, hands and head are human. Their lower quarters are the tail of a fish. They are extremely beautiful, in an enticing seductive manner. All have pointed teeth and are carnivorous.

6 Water Beast — Immense, many tentacled beats of varied and universally terrifying, form. They are wreckers of ships, the devourers of the living and the dead. They can reach the diameter or length, depending on form, of 200 feet. They can only be summoned or encountered at sea.

Special

Undine Undines are only summoned or encountered at sea. They can use Sea Powers and Fascination at **MEL6/EL4**. They enjoy men in the carnal and gustatorial sense. All Undines can speak and understand any human tongue. In general, they are hostile to men. Exceptions to this rule do exist and they can be extraordinarily helpful and friendly.

OPTIONAL — Referee may allow the Water Nymph to exist. They are completely humanoid in form. They only dwell in fresh water. they have the powers of the Undine except they have Water Powers instead of Sea Powers. They can be associated with Centaurs and Satyrs in the wild. They do not consume human flesh.

IMPORTANT — Undines have $1/2$, rounded up, of the **AHP, S, St, and MDV** listed. They have twice the **A and D**. Unless they remove their tail (see note) they can not move on land.

NOTE — *In some myths they could remove their tail and walk on two legs. Any person that gains her tail, made her his powerless slave (as for Vily).*

Water Serpent They are green and have Sea Powers if they are encountered or summoned at sea. They are blue and have Water powers when encountered in fresh water. Their power level is **MEL8/EL5** in any case. If treated with respect, they are generally friendly toward other life-forms. They have a thirst for knowledge and can be unpredictable and treacherous when they have a chance to gain knowledge from those that they encounter. (Like in the Gilgamesh saga). They have twice the **NAV** listed. **MDV** is 6(32) and **DCV** is 4(10).

Water Beasts Have $4\times$ the **AHP, S, St, and OCV** listed. **NAV** is 4, **DCV** 3(7), **MR** 4(21). Each beast has **2D6** tentacles. Per 2 tentacles, rounded up, they will receive one double damage attack. They have little intellect and always hostile to any life that does not exist naturally in the water.

General Notes

Intelligent Elementals have personalities akin to the Elder races if they are not hostile to man. If hostile they react

normally as for the Kotothi. No elemental can be damaged by its own element. Fire elementals are immune to fire, water are immune to water, etc. The primary enemy of an Elemental is an Elemental of another element. While elemental combat occur, the Elementals will fight with uncontrollable battle fury and the **DCV** should be modified by the factor in the below table, depending on its type.

	Elemental Type			
	Fire	Air	Earth	Water
Fire vs.	N	×2	×1	x.5
Air vs.	x.5	N	×2	×1
Earth vs.	×1	x.5	N	×2
Water vs.	×2	×1	x.5	N

Elementals that are captured or imprisoned are of great value. Elemental must be subdued and placed in a magical container specifically created for that type of elemental. Once done, any person that has container and can communicate with it controls it. If not the elemental can do nothing while it is contained. If the jar is opened and no control is held the elemental will attack any creature it sees with uncontrollable battle fury. An elemental jar is worth 1GC per hit point that the resident elemental can take. Maintenance of the jar with elemental inside, will require 1 mana point per day for 14 consecutive days once per year. A permanent spell to do this maintenance on the jar, if the magic user wishes to do so.

NOTE — *At the referee's discretion any intelligent elemental can be outfitted with arms and any armor he sees fit if he is humanoid form. Any items that he has is magical. There is a 60% chance that the item can cast some or all of the powers that the elemental can cast naturally.*

Elf	Alignment — Elder			
AHP 7	OCV 2	DCV 5	NWI +3	
S 8	St 10	D 16(+1)	A 26(+1)	
MR 12	NAV 0	MDV 5	NF	Roll
EnL 20	CDF 1	CL NA	1–5 1D6	
DTV –2	HC 15%	INT 7	6–9 2D10	
SS Nocturnal Omnivore				

*An Elven castle is found. The number rolled is number of residents.

Appearance — Elves are thin, lithe, humanoid creatures 4–6 feet in height. They have high cheekbones in a narrow, aquiline face. Their skin has a slightly greenish cast and they have finely pointed ears. They vary considerably in size and power. They are among the oldest of the intelligent races.

Special — Elves cannot be affected by Sidh Magic. They are afflicted by Iron as specified for Alfar. All Elves have a minor affliction to light. Reduce the **OCV** and **DCV** by 50%, rounded up when they are fighting in magical light or daylight. Any light power will score its normal damage plus its **EL** when the target is an Elf. Light that does not have a normal damage effect will not damage an Elf in any way.

In any encounter with Elves, 10% of those encountered, rounded down, are Sidh Magicians. The magicians encountered will have **MEL 2D6** and **EL 1D3+1** in any spells that they know.

In combat, elves are skilled fighters. Their **EL** in every weapon that they have will equal the maximum possible for

their characteristics. (For the average Elf above, **EL 3** to 5).

All Elves double their **MDV** in defending against Elder and Balance magic. The casting ability of a Sidh Magician that is encountered is equal to **(EnL/2, round up)×MEL**.

All Elves that are encountered are armed. If the number found is **1D6**, they are armed with Elven Bows, **1D10+10** Elven arrows and an Elven sword. If they are armored, a 50% chance, if will be **AV2** Leather Armor.

If the number found is **2D10** they are armored in **AV3** Scale Mail, have a spear, in addition to the weapons above, and are mounted on Fay Horses. If **D100** is found, the armament and armor will vary as the Referee sees fit. Elves do not make plate armor or platemail. Elven chainmail, **AV6**, is very rare. Commonly, it is only worn by Elven kings. Any armors that they do make will have an **AV** one higher than standard human armor and a weight 20% less, rounded up.

Elves will NEVER wear, use or willingly touch any item that is made out of Iron or Steel. The metal items that they make are made of alloys that do not contain any Iron whatsoever.

The value of Elven weapons are:

Weapon	WSB	Fatigue	Skill	Type
Sword	+1		12	Scimitar
Dagger	+1		8	Sword
Throwing Dagger	0		7	Sword
Bow	+2		NA	Bow
Spear	0(+2)		10	Spear
Arrow	+1		15	Used with the Bow

Other weapons that are not commonly used by Elves. They are only manufactured by them as rare curiosities. (The Referee may modify these weapon parameters as he sees fit).

Elven Society — Elven society has a rigid, hereditary hierarchy. Beyond the social importance that is given to birth, status is gained through skill in magic and war. The Station of a character will never be less than 1/2 his **CEL** or **MEL**, whichever is higher. If it is, his station is increased upon successfully influencing Elves of higher or equal station that he has indeed earned the position that he claims. Beyond the hierarchy of birth and accomplishment, individuals in the society are allowed a great deal freedom to do as they wish. As long as their actions do not violate the land, interfere with another Elf or bring trouble to the clan, they are tolerated. Where events caused by a character's actions being trouble, the Referee (As the Elven council of nobility) will determine what penalty, quest or geas will be imposed on the character.

EXAMPLE — A Elf character starts with a station of 2. When his **CEL** or **MEL** reach level 5, his station can increase to 3. To gain the increase he must convince Elves with a station of 3 or higher that he deserves it.

Endukuggu		Alignment — Chaos	
AHP 40	OCV 15	DCV 4(6)	NWI -8
S 85(+4)	St 60(+3)	D 8	A 8
MR 12(24)*	NAV 2	MDV 24	NF 1D2*
EnL 150	CDF 8	CL 3	
DTV 0	HC NA	INT 4	
SS NA			

*() MR applies when flying, swimming, or passing through the earth.

Nindukuggu		Alignment — Chaos	
AHP 30	OCV 11	DCV 5(9)	NWI -5
S 50(+2)	St 55(+3)	D 10	A 17(+1)
MR 10(30)*	NAV 4	MDV 15	NF 1D2*
EnL 100	CDF 6	CL 2	
DTV 0	HC NA	INT 3	
SS NA			

*As for the Endukuggu

Appearance — The Kuggi, among the most feared dwellers in the Abyss, are composed of darkness. Their only variation in color from their deep blackness is the deeper black of their eyes and the flashing whiteness of their fangs and claws. Both sexes have a winged, anthropoid form. The Endukuggu averages a height of eleven feet. The Nindukuggu is a mere eight feet tall on the average.

Special — The Kuggi have a psychotic hatred of all life. When they are summoned or encountered they attack. They continue to attack until they are dispelled or no life-forms remain in the area. (*If they are summoned, as a mark of their God's favor, they will always kill the summoner last*). These creatures cannot be communicated within, in any way, by any human.

The Kuggi can see in the darkness. They automatically see through any concealment or illusion. They are afflicted by light and silver as specified for Beasts. They are immune to all Chaos magics. They double their MDV in resisting Elder, Shamanic, and Sidh Magic. They have no advantage against Law and Balance magic.

Kuggi are immortal. They cannot die. Excess damage will frustrate them and they will return to the Upper World as a result.

Kuggi are able to pass through the earth, as specified for Earth Elementals. (*See Gnome*). They can run, fly and swim. They are always in motion, always furious and always deadly.

Faerry		Alignment — Elder	
AHP 5	OCV 1	DCV 5(9)	NWI +4
S 4(-1)	St 8	D 20(+1)	A 32(+2)
MR 7(27)	NAV 0	MDV 8	NF Roll
EnL 30	CDF 1	CL NA	1-5 1D3*
DTV -1	HC 15%	INT 7	6-9 2D10
SS Nocturnal Omnivore			10 D100*

*A Faerry palace. The number found are its residents. The total can include a Referee determined of Cait Sith and Cu Sith.

Appearance — Faerries have the general appearance of the Elf. They are small creatures, averaging 3 feet in height. They have rounded, diaphanous wings and are capable of flight. Their bodies, with few exceptions, are lithe, slight and wiry.

Special — Faerries are afflicted by light and iron, as specified for the Elf. All Faerries are natural magicians in the use of Sidh Magic. If trained, the Faerry can use any Sidh, Balance, or Elder spell that he learns. untrained Faerries have innate ability in ONE Sidh Magic spell. They may learn others in the course of play if they are a character.

Faerries have limited access to, and training in, weapons. The standard weapons are daggers, slings and light lances. Items of their main manufacture will have a WSB one less than standard and a fatigue of two less. They are not accomplished weapons smiths.

Faerries do not choose to wear armor. They can ride Fay creatures but seldom choose to do so. All Faerries that are encountered with a weapon will have an EL of 0 in its use. No more than 50% of those encountered, rounded up, will be armed. Faerries survive with their magic, not by prowess in physical combat.

The MEL of a Faerry that is encountered is 2D6+1. His EL in any spell that he knows will be 1D3+2. No more than 5% of the Faerries that are encountered will be trained magic users. The others will have one innate ability each in Sidh magic. (The most common ability for the race is is one of the forces of Sleep).

Faerry society — Faerries are ruled by a hereditary king and queen. To a degree, the social rules that apply, parallel those of a human monarchy. Lesser Faerries are allowed freedom but they are not given access to knowledge or wealth. Birth and the favor of the noble-born determine the station of the Faerry. To a large extent, social interaction is through reciprocal favors and obligations between individuals.

Faerries are noted thieves of wealth, food and children. Due to the skills that they lack, they need to interact with stronger races that are related in the working of of metal. For this reason, they are often closely associated with nearby human settlements. Favors are exchanged, needed items are "claimed", etc. To a Faerry there is no moral wrong in theft unless the item is stolen from them.

Finally, Faerries expect moral conduct from those that they deal with. If promises are kept, they will seek vengeance. Persons that are severely noisy are despised. Those that are kind are rewarded. In general, if Faerries are dealt with in a kind and moral manner they will be friendly. If not, trouble will follow.

NOTE — *Faerries feel no obligations to be moral to non-Sidh creatures. They expect morality from them but feel no compulsion to react in kind. They can be quite capricious in their actions towards humans, especially humans that are handsome or beautiful.*

Fay Horses		Alignment — Elder	
Male			

AHP 22	OCV 9	DCV 11	NWI -2
S 24(+1)	St 60(+3)	D 20(+1)	A 25(+1)
MR 36	NAV 2	MDV 6	NF Roll
EnL 18	CDF 3	CL NA	1-9 1
DTV -3	HC 42%	INT 5	7-9 1D6*
SS Nocturnal Herbivore			10 2D10**

*A breeding herd. The first horse is male. The others are mature females.

**A herd of young. One of those encountered is an adult male. With 20% of those encountered, rounded up, are adult females. The remainder are foals. The adult male will fight to the death to protect their young. In general, the young will flee from combat led by the females.

Female

AHP 18	OCV 7	DCV 17	NWI 0
S 16(+1)	St 50(+2)	D 15	A 115(+5)
MR 60	NAV 0	MDV 12	NF 1*
EnL 24	CDF 2	CL 1	
DTV -2	HC 33%	INT 6	
SS Nocturnal Herbivore			

*The number found only applies to a summons and when only female are encountered.

Appearance — Fay horses are commonly milk-white in color. Rare members of the species can be any other color. They are exceptionally appointed animals with a proud, fiery hearing. As seen from an Elder perspective, they are the noble line of the horse species. The females are 4–5 feet at the shoulder and lightly built. The males average 6–8 inches taller at the shoulder and are much heavily built.

Special — The Fay Horse stallion, or Sri Eponi, is sacred to the Horse Goddess and blessed by her. They are untamable. All Fay Horses are intelligent creatures with great pride. In combat, the stallion rates as a Warhorse III and the mare as a Warhorse II. Neither will fight if they have a choice, Either will fight rather than be ridden against their will.

Fay Horses were born, through the magic of the gods, from fire and flame. They cannot be affected by any form of fire. They have triple **MDV** against any Death spell.

No Fay Horse can be ridden unless they choose to allow the person to do so. In general, only Elves, Faeries and noble born humans with an Empathy of at least 15 are ever allowed to ride. A human that has a tie to Elder, Shamanic or Sidh forces may ignore the restriction and subtract 10 from his roll to influence the animal. In all cases, the Fay Horse must be influenced successfully before it will allow a person to mount it. To make this attempt, the person must speak a language that the horse understands or use magic.

EXCEPTION — For Number Found, if the encounter occurs in the Lower World **1D3** Sri Eponi, **1D6** Fay Horse mares per Sri Eponi and **2** young per mare are encountered.

EXAMPLE — Two Sri Eponi are encountered. **1D6** are rolled twice yielding 11 mares. The herd that is encountered is 2 Stallions 11 mares and 22 Foals.

IMPORTANT — All Fay horses are capable of interworld travel. Males at **MEL4/EL2**. Females at **MEL12/EL6**. Foals at **MEL2/EL0**. In general, males and foals seldom use this power. Mares often do.

Fire Snake			Alignment — Law
AHP 14	OCV 3	DCV 4(6)	NWI -3
S 3**	St 12	D NA	A 35(+2)
MR 8(20)	NAV 1	MDV 8	NF 1D3***
EnL 16	CDF 3	CL NA	
DTV -3*	HC 8%	INT 5	
SS Intermediate Carnivore			

Listed Strength applies when the Fire Snake carries something or tries to overpower an enemy. See Special for the **SB that will apply when it hits in combat.

***If 3 are found, there is also a clutch of eggs. Each clutch has **2D6** eggs and is guarded by a double size female and two males.

Appearance — Fire snakes are winged serpents 2–3 feet long. Their color varies from bright red (the largest males) to a dull, russell brown (females). They have powerful, muscular jaws and sharp serrated fangs to tear flesh from their prey.

Special — The bite of the Fire Snake, due to acidic saliva and immense jaw strength, has a **+3SB**. (If the Creature Variation system is used the factor is modified as for strength).

Fire Snakes are intelligent creatures that can use simple signs. They are immune to all poisons and acids. They can not be affected by any Death Power, Silence, Silent Terror or Sleep Powers. Their bite will have the effect of **MEL2/EL2** Pain spell if the target is damaged. This effect is automatic. The bite is also a proven cure for all Poisons, roll on the Magic Table with a **BL** of 10. Success cures the person bit.

All Fire Snakes are winged flyers. An unhatched Fire Snake egg can be sold for **2D3** Gold Coins. The brain of a male Fire Snake can be sold for 10 Gold Coins if it was taken while the snake was alive and immediately wrapped in red silk. On encounters where sex is not specified, a Fire Snake is a male if 1 or 2 is rolled on **1D6**.

NOTE — *The value of unhatched eggs lies in the fixation response of newly hatched Fire Snakes. The first creature that they see within one turn of hatching is fixated on. If they see none, they go wild. If they fixate, they will remain with the creature until one or the other dies. It is capable of telepathic communication with the creature at MEL5/EL5. (It will expend mana to use this talent for for any innate talent).*

Beyond fixation, Fire Snakes have **NO** memory. For the telepathic ability to be used as an information conduit, the master must be within the snake's range when it is seeing what the master wants to know. If not, it will forget what it saw by the time that it returns. In all cases, the Fire Snake can relay and understand any language that its master knows.

IMPORTANT — Fire Snakes do not sleep. When they are damaged they place themselves in a coma. The effect of this state is to quintuple the healing chance of the creature. It lasts until completely healed. (Fire snake liver, powdered and eaten, will have the same affect on any person that eats. Each liver makes 4 doses. Each dose is worth **3SC**).

Flaming Steed			Alignment — Law
AHP 26	OCV 9	DCV 9(12)	NWI -4
S 36(+2)	St 20(+1)	D 25(+1)	A 10(+1)
MR 28(44)	NAV 2	MDV 16	NF 1**
EnL 32	CDF 6	CL 1	
DTV 0	HC 28%	INT 4	
SS NA			

In the Upper World the encounter is with **ONE male with double **AHP**, **OCV**, **S** and **St**, **2D6** females and 1 foal per

female.

Appearance — Flaming Steeds are composed entirely of fire. It flies through the use of its flames. It has no wings. The average steed is 5 feet at the shoulder and heavily built.

Special — Flaming Steeds are totally immune to Hell Powers, Fire Powers, Flaming Death and Smokeless Flame. They can see 2 hexes. in darkness, magic or not. Any hit that it scores in combat will score the normal damage plus a **WSB** of +3. Characters that are immune to, or innately powerful in, any Fire Spell will ignore the **WSB**.

Flaming steeds can mentally communicate with a rider, or the driver of any chariot that are attached to, as specified for the Demon Steed. They will attack any chaos aligned or oriented creature that they encounter.

Any rider that is seated on the **BACK** of a Flaming Steed is immune to its flames and any spell that the steed is immune to. The rider has complete control over its mount, except when it sees an enemy that it is required to attack. If he tries to rein it in at this time, it will attack him.

Gargoyle

Alignment — Chaos

Male

AHP 16	OCV 6	DCV 3(6)	NWI -1
S 19(+1)	St 24(+1)	D 10	A 8
MR 9(24)	NAV 2	MDV 3	NF 1D6
EnL 15	CDF 2	CL NA	
DTV -3*	HC NA	INT 5	
SS Nocturnal Carnivore			

Female

AHP 10	OCV 3	DCV 2(4)	NWI 0
S 9	St 16(+1)	D 11	A 6
MR 8(20)	NAV 1	MDV 2	NF 1D3+1 per male
EnL 6	CDF 1	CL NA	
DTV 0	HC NA	INT 4	
SS Nocturnal Carnivore			

Appearance — Male Gargoyle is large humanoid reptile with leathery wings, a dense hide and light fur. His face is long and angular. He has two horns on his forehead. He can fly quite well and can attain a height of 7 feet. The female gargoyle has an average height of 4 feet. She is quite smaller than the male, not as heavily armored but more heavily furred. She has a single horn, longer than the male, in the center of the forehead. Her face is more rounder and softer than the male. Females fly haltingly. Their wings are short and very fragile. Few females can stay aloft more than 10 turns before they must land and rest.

Special — Male Gargoyles may be armed with non-missile weapons that the referee desires. In general, they prefer spears and swords when they are armed. They will have **EL1** in any weapon that the referee assigns them. Gargoyles are afflicted by light as for Beasts. They enjoy capturing their rival enemies, humans. Human males are tortured for days and then eaten. Females are generally taken as slaves by Gargoyles.

Beast affliction — Double damage from light powers.

Ghost

Alignment — Chaos

AHP NA	OCV NA	DCV NA	NWI NA
S NA	St NA	D NA	A NA
MR 11(20)	NAV NA	MDV 10	NF Roll
EnL 30	CDF NA	CL 1	1-9 1
DTV NA	HC NA	INT 6	10 2D6**
SS NA			

*In general, Ghosts are aligned with chaos due to the goddess that controls spirits of this type. Their alignment no way restricts to hostile and inimical actions. The Referee should fit the actions of the Ghost to the situation.

**The area is a Ghost city, site of a mass murder or other area that is wrongly associated with the dead, i.e. cemetery.

Appearance — Ghosts have the appearance that they had at the moment of their death. They are pale, semi-transparent figures that are always insubstantial. They are capable of Invisibility and Flight due to the fact of their material non-existence.

Special — Ghosts are immune to physical damage. They are capable of communicating with the living. They have **MEL10/EL10** Invisibility when they choose to use it. They are only able to take visible form during the night.

Ghosts are dispelled by magical light. They are not affected by any other magic that is specifically potent against ghosts. They are never affected by any magic that normally inflicts damage including forms of magical light that do so.

All Ghosts are insubstantial. They are tied to a specific place or person. If they are tied to a place, the place is where they died. When they are tied to a person, they haunt their murderer, one of his descendents or person that they have a specific or familial tie to. In all cases, they remain near the person, or in the place, that they are tied to.

Ghosts are unable to inflict physical harm on the living through their own action. They can possess living beings of the same race as they were. For possession, they are **MEL5/EL3**. If they fail, they flee the area. If they succeed they can use the body any way they wish. (For complete rules on possession, see Edimmu).

NOTE — *Ghosts are not the hateful presence that Edimmu are. In general, they will seek the aid of the living, or possession of the living, in order to free themselves from the chain of existence that binds them to the Middle World. In all cases, the destruction of a specific thing, revenge on a specific person or some other form of release exists that can free the Ghost. In many cases, the Ghost will do anything to bring about his freedom from half-life.*

Giants

(The forms of Giants that can be encountered).

NOTE — *If you wish to determine the height and weight values for these creatures, Height equals **AHP**×4 in inches. Weight equals **Height**×4 in pounds.*

EXAMPLE — The average Earth Giant is, 50×4, 200' feet tall with a weight of, 200×4, 800 pounds. A maximum size Mountain Giant, **HPV** 130 is 520' and weights 2080 pounds.

Earth Giant		Alignment — Kotothi	
AHP 50	OCV 16	DCV 4	NWI -2
S 100(+4)	St 40(+2)	D 8	A 8
MR 12	NAV 2	MDV 14	NF 1
EnL 42	CDF 9	CL NA	
DTV -5*	HC NA	INT 5	
SS Nocturnal Carnivore			

Appearance — Earth Giants are immense, single-eyed creatures with a wild, disheveled appearance. They are powerfully muscled, hairy and extremely vicious with an average height of 17 feet.

Special — Earth Giants have an **EL4** Immunity to Earth Powers and Storm Powers. They enjoy the flavor of human flesh. If they are very hungry, Roll 1–3 on **1D10**, they attack with uncontrollable battle fury when humans are encountered.

Earth Giants can use Earth Powers at **MEL7/EL4**. They are capable of passing through the earth as if it were air. Per phase that they are not in contact with the earth, they lose **1D6** energy points. If the energy level ever reaches 0 they are dead. While they remain in contact with the earth, Earth Giants regenerate 4 hit points, 4 energy points and 4 mana points per phase, when any of these factors have been reduced. They may not regenerate in this way in any phase that they cast magic. They may never regenerate or cast magic when they are in contact with the earth.

Fire Giant		Alignment — Kotothi	
AHP 56	OCV 18	DCV 4	NWI -2
S 90(+4)	St 50(+2)	D 9	A 6
MR 13	NAV 1	MDV 16	NF 1
EnL 48	CDF 10	CL NA	
DTV -6*	HC NA	INT 7	
SS Nocturnal Omnivore			

Appearance — Fire Giants are large humanoids with a reddish hue. Its eyes are burning flame and its hair is smoke. They are strongly muscled and often outfitted in equipment of some. Their average height is 18–19 feet.

Special — Fire Giants have **EL4** immunity in Fire Powers. They are invariably hostile to all humans and members of the Sidh that they encounter. They use Flaming Death at **MEL8/EL4**.

All Fire Giants are highly intelligent. When they are encountered they may be armed and armored with up to **EL4** magical equipment. The **MEL**, for determining the **MDV** of any items, is **2D6+2**. They favor heavy swords as weapons.

Forest Giant		Alignment — Kotothi	
AHP 48	OCV 15	DCV 3	NWI -2
S 88(+4)	St 30(+1)	D 6	A 5(-1)
MR 12	NAV 2	MDV 14	NF 1D2*
EnL 28	CDF 5	CL NA	
DTV -5*	HC NA	INT 4	
SS Intermediate Carnivore			

Appearance — Repulsive, boar-tusked humanoids. Forest Giants are lightly furred, heavily muscled and stupid. The average Giant of this type is 16 feet.

Special — Forest Giants are voracious and stupid. They favor Human and Sidh flesh. When fighting these creatures, they will fight until the enemy is destroyed or they die.

Frost Giant		Alignment — Kotothi	
AHP 60	OCV 19	DCV 4	NWI -0
S 105(+4)	St 55(+3)	D 9	A 6
MR 14	NAV 2	MDV 17	NF 1
EnL 51	CDF 9	CL NA	
DTV -6*	HC NA	INT 6	
SS Intermediate Omnivore			

Appearance — Frost Giants are composed of frost and ice. In most cases, they have angular bodies composed of ice with hair formed from frost. In rare cases, usually the larger Giants, they have the appearance of a Giant Humanoid that is extremely cold to the touch. Their composition in this case is not visibly obvious. Both types have an average height of 20 feet.

Special — Frost Giants are totally immune to Cold. They can use Cold at **MEL6/EL5**. They are intelligent and can be outfitted as specified for the Fire Giants. They prefer spears and polearms as weapons.

When the Giant uses its Cold spell, it is used as a breath weapon. It has the normal range for its **EL** at all times. All Frost Giants suffer e +50%, rounded down, damage from any Fire spell except Astral Fire.

EXAMPLE — A Smokeless Flame spell hits for 23 hit points. The Giant will take 34 hits instead.

Hill Giant		Alignment — Kotothi	
AHP 52	OCV 18	DCV 2	NWI -2
S 92(+4)	St 60(+3)	D 6	A 4(-1)
MR 12	NAV 1	MDV 8	NF 1D2*
EnL 24	CDF 6	CL NA	
DTV -5*	HC NA	INT 4	
SS Diurnal Carnivore			

Appearance — As for the Forest Giant. Hill Giants have a brownish hue and are somewhat gnarled in appearance with an average height of over 16 feet.

Special — As for the Forest Giant. Hill Giants prefer to hunt in close proximity to their lairs, i.e. within 1 mile.

Mountain Giant		Alignment — Kotothi	
AHP 65	OCV 21	DCV 3	NWI -3
S 150(+6)	St 45(+2)	D 10	A 6
MR 14	NAV 1	MDV 25	NF 1
EnL 90	CDF 12	CL NA	
DTV -7*	HC NA	INT 8	
SS Intermediate Omnivore			

Appearance — Mountain Giants are completely humanoid in appearance. They are heavily muscled and have brilliant eyes that reflect the immensity of their power. They are over 21 feet tall on the average.

Special — The lair of a Mountain Giant is generally located in an immense cavern at the roots of a mountain. They are the smiths of Kotothi and are devoted only to the work. Mountain Giants can use any Elder Magic when they use Permanent Magic to create a magic item. Their value in Permanent Magic is **MEL10/EL8**. All are **EL80** armorers and **EL 2D10+60** jewelers. All have **EL5** immunity in any Elder Magic spell.

Mountain Giants can cast any Illusion Power at **MEL10/EL5**. Their lairs are warded by **1D3** permanent illusions and, 60% chance, vicious Kotothi creatures. Within them, immense treasures will always be found.

Storm Giant**Alignment — Kotothi**

AHP 55	OCV 19	DCV 2	NWI -2
S 96(+4)	St 78(+4)	D 5(-1)	A 8
MR 13	NAV 1	MDV 22	NF 1
EnL 75	CDF 10	CL NA	
DTV -6*	HC NA	INT 7	
SS Diurnal Omnivore			

Appearance — Storm Giants are large, heavily muscled humanoids. Their eyes flash with lightning and their hair has the substance of thunderheads. They are always armed and armored when they are encountered. Their average height is 18–19 feet.

Special — Storm Giants dwell in magnificent, floating castles. They are highly intelligent, though somewhat gullible. All Storm Giants have **EL5** immunity to Storm Powers and Aerial Powers.

Storm Giants use Storm Powers at **MEL7/EL5**. They can use the Flight or Teleportation spell at **MEL7/EL3**. Flight and Teleportation are only used to travel from sky to ground and vice versa. They are seldom used for any extensive traveling by the Giants.

The arms and armor of the Storm Giants (standard) are:

Type	Factor
Great Sword	+4 WSB / 24 FV / Weight 30 pounds
Spear	+2 WSB / 16 FV / Weight 15 pounds
Chainmail	AV 3 / Weight 120 pounds

NOTE — *The referee may vary the equipment as he desires. If the Giant has magical equipment, increases are based on the values above. The **EL** of the item should not exceed **EL8**.*

General Notes

The Giants were created by Kotothi. They were intended to excel the Elementals and show the power of their creator. All Giants are capable of entering the Lower World. Their **MEL** and **EL** equal their intellect. None can enter the Upper World at any time. In general, the more intelligent the Giant race, the higher in Giant society and Kotothi realms.

Goblin**Alignment — Kotothi**

AHP 6	OCV 2	DCV 3	NWI +1
S 6	St 8	D 13	A 16(+1)
MR 9	NAV 0	MDV 2	NF Roll
EnL 10	CDF 1	CL NA	1-6 2D10
DTV -1	HC 13%	INT 5	7-9 3D10
SS Nocturnal Carnivore			10 100*

*A Clan village. It will be located in a cave or a forest thicket. Where possible, the important areas will be underground.

Appearance — Goblins are small, agile, generally hideous creatures 2–3 feet in height. They are armed when they are encountered.

Special — The weapons of the Goblin are spears, clubs and bows. The bows have $\frac{1}{2}$ the base range of a bow. **1D6**×5% of the Goblins that are encountered, rounded down, will be armed with a bow. The remainder are armed with spears and clubs.

Ten percent of the Goblins that are encountered, rounded down, are elite. All elite Goblins will be armed with spear

and sword. Each will be wearing **AB2** armor. At the Referee's discretion, he may select a chief who is wearing **AV3** armor and has a magic weapon.

The base values of all elite Goblin are **DOUBLE** the listed values listed in the table. If more than 2 elite Goblins are present, one will be a King. In addition to the equipment above, Kings can use Elder magic at **MEL2/EL2**. They will have a casting ability of 40.

Goblins are hostile to Sidh forces and Dwarfs. They can make pacts with humans but, in general, do not. Goblins enjoy tricking, torturing, eating and enslaving the human race (in that order).

NOTE — *Goblins were created by Kotothi to prove that his creature could outdo the Dwarf in excellence. This is the root of the racial hatred between Dwarfs and Goblins.*

Gorgon**Alignment — Kotothi**

AHP 12	OCV 4	DCV 2(3)	NWI 0
S 12	St 18(+1)	D 12	A 14
MR 9(15)	NAV 1	MDV 6	NF 1D3*
EnL 30	CDF 5	CL NA	
DTV -3*	HC NA	INT 5(6)*	
SS NA			

*If the Gorgon has sight, its intellect is 6.

Appearance — All Gorgons are female. Their hair is writhing serpents and their eyes glow with petrifying intensity. They are of a basically human form with warped, hideously distorted faces.

Special — If one or two Gorgon are encountered they are both blind. Blind Gorgons track their prey with their sense of smell. If 3 Gorgons are encountered, one has sight and finds its prey with its sight.

During an encounter with Gorgons, a Character will look at the creature of the Player rolls higher than his Character's Will, or **Will**×2 if the circumstances make it easy to avoid looking. This eye contact allows the Gorgon to use powers of petrification on the Character. If the Gorgon viewed is sightless, these powers are **MEL6/EL3**. If it has sight, they are **MEL8/EL5**.

Sightless Gorgons are immortal. They can only be killed by magical weapons dedicated to their destruction. Gorgons with sight are more powerful but they are mortal. They can be damaged and slain with any weapons.

The head of a Gorgon with sight (Medusa) retains **MEL4/EL3** after it has been severed from the creature's body. The heads of a blind Gorgon retain no power.

If a Gorgon is killed, there is a 40% chance that a Pegasi will be born from its blood. It is full grown on birth. If it is captured, it can be tamed and used as a mount.

All Gorgons are totally hostile to humans. They are especially hostile to human males with an appearance of 40 or higher.

NOTE — *Sighted Gorgons are Gorgons as a result of a curse of the gods. If a wizard wishes to dispell this curse, using a dispell or negate curse, it has an **MDV** of 32. Any failure is fatal. Success will yield a Character class woman with an Appearance of **2D10+80**. All other attributes are at the discretion of the Referee.*

Great Ape

Alignment — Kotothi

Male

AHP 30	OCV 10	DCV 3	NWI -4
S 32(+3)	St 24(+1)	D 12	A 8
MR 12	NAV 1	MDV 4	NF Roll
EnL 18	CDF 3	CL NA	1-5 1D3*
DTV -4*	HC NA	INT 5	6-9 1D6+1
SS Intermediate Carnivore			10 2D6+2**

**The lair of an Ape clan. One male, the clan leader, will be larger than average size. See Creature Variation.

Female

AHP 12	OCV 4	DCV 2	NWI -2
S 8	St 17(+1)	D 10	A 15
MR 10	NAV 0	MDV 3	NF 1D2+1
EnL 3	CDF 2	CL NA	per male
DTV -2*	HC NA	INT 5	
SS Intermediate Carnivore			

Appearance — The male is a large, heavily muscled ape 6–7 feet in height. It has long, powerful claws and fangs. It often walks upright.

The female is small and weak with an average height of 4–5 feet. She has thin, needle-sharp, poisonous fangs and weak claws. Females seldom walk upright and cannot maintain the posture for extended periods of time, as can the male.

Special — Males are intelligent in a barbarious fashion. They are capable of making crude artifacts from stone and wood. They will be armed 50% of the time. Their weapons are heavy clubs and stone-tipped spears with a +1 **WSB** and **FV** of 9. Their **EL** with these weapons is 2.

Females are the thralls of their males. They follow and obey him. If he is killed, they will fight with uncontrollable battle fury against his killer.

All females inject a **BL10** Paralytic poison when they hit. Any creature that is affected by it will be unconscious for many hours. Per encounter, each female will be able to inject two doses of poison. Poison is injected when damage is scored on the target hit.

When a lair is found there is a 30% chance that it contains a Great Serpent in addition to the Apes. If it is present, the Apes obey its every command. It is a Living God to them.

There is a 30% chance that a lair will contain paralyzed victims of the Apes in some type of cage. Great Apes prefer to keep their victims for **2D6** days before they consume them. All victims are stripped naked and disarmed before being placed in the cage.

The poison of the female ape can be sold for 1 Silver coin. It must be milked from the fangs of a living female to be of any value.

NOTE — *The Great Apes, or Pithachi, were created by Kototh to excel humanity. All Great Apes prey on, and despise, humans. They take pains to show this fact to any human that they may capture.*

Great Serpent

Alignment — Kotothi

AHP 50	OCV 15	DCV 4	NWI -5
S 75(+3)	St 33(+2)	D NA	A 6
MR 6	NAV 3	MDV 20	NF 1D2*
EnL 60	CDF 9	CL NA	
DTV -6*	HC NA	INT 7	
SS Nocturnal Carnivore			

Appearance — Great Serpents are immense, intelligent Serpents at least 30 feet in length. Above their eyes they have the mark of the Elder Dragon denoting their status as the favored children of Kototh. They have a dark, slimy hide that deflects damage well.

Special — Great Serpents, or Ma'koti'kuerls, are usually immune to Acids, Poison, Storm Powers Fire Powers and Astral Fire. They suffer double damage from Dark Lightning and Desert Powers.

Great Serpents use Fascination at **MEL7/EL4**. They do not require eye contact to use this spell. If it is used without eye contact, the defender will double his **MDV** in resisting it.

Any Great Serpent that has a **HPV** of 50 exudes an acidic slime. This slime will corrode any metal that it comes in contact with, except for Silver and Gold. Reduce the **FV** of any weapon that strikes the Serpent by 2. If the weapon is magic, a roll is taken with **BL8** to see if it is affected. If it is, the **FV** is reduced by 1. The weapon will add its **MDV** to the roll.

Any weapon that is dedicated to destroying Great Serpents, or made with a silver or gold alloy, is immune to the acid. Any animate creature that is in melee range of the creature will suffer the damage above as hit points EACH phase unless he is protected by armor or immunity. Armor that is in the slime will take the damage above against its damage resistance in each phase.

Great Serpents inject **BL8** paralytic poison. Any person that is affected is unconscious for 24 hours. They can also spit the poison with a base range of 2. When it is spit, it will only affect targets that have open wounds.

Great Serpents shun the daylight. When they are encountered during the day, they are automatically in their lair. There is a 20% chance that the lair is also the lair of a clan of Great Apes.

Great Spider

Alignment — Kotothi

AHP 16	OCV 8	DCV 2	NWI -6
S 28(+1)	St 80(+4)	D 10	A 13
MR 10	NAV 1	MDV 4	NF 1D6
EnL 12	CDF 2	CL NA	
DTV -6*	HC NA	INT 9	
SS Nocturnal Carnivore			

Appearance — A heavily furred, large-eyed spider with a body length of 5–6 feet. All Great Spiders have major eyes in their head and eyes spaced around their body giving them a 360 degree field of vision. Their legs are bony, lightly furred and 9–10 feet in length. In general, they are black with red or green mottling.

Special — The Great Spider, or Ma'Ara'Koti, are brilliant creatures that are highly imitative. They immediately learn any language that they hear and retain the knowledge of it.

All Great Spiders have **BL20** paralytic poison, the most potent form of poison of this type in existence. It can be

injected when it bites its victim. Any victim that is affected is paralyzed for 40 hours. The spider has 3 doses per encounter.

Per phase that a spider is not trying to bite, it may make 2 attacks with its legs. They have the range of Polearms. They will not have increased effectiveness against cavalry and charging targets. To inject its poison, a Spider must move on top of its victim. If it scores damage rolling on the Combat Table, the poison can take effect.

Spider poison is worth 1 Gold Coin per dose. Its fur is valued for its beauty. A raw fur will sell for at least 4 Gold Coins. It cannot be taken without killing the spider.

NOTE — *The Great Spider was created by Kototh when the Sidh gods complained about his creation of humanoid monstrosities aping their children. In his way, this was a test. It has proven itself to be very unfunny.*

Griffin		Alignment — Chaos	
AHP 24	OCV 7(11)*	DCV 4(8)	NWI -1
S 18(+1)	St 20(+1)	D 12	A 25(+1)
MR 12(32)	NAV 1	MDV 7	NF 1D6
EnL 14	CDF 3	CL NA	
DTV -2	HC 19%	INT 4	
SS Diurnal Carnivore			

*() OCV for when attacking any type of horse, excluding Demon Steeds and Flaming Steeds.

Appearance — Griffins have the head and wings of an eagle and the body of a lion. They are 20% larger than an average lion.

Special: Griffins will attack horses at any opportunity. They will stallions and, if a male Griffin is present, rape mares. A Griffin Cub encountered only in a lair, can be sold for 10 Gold Coins. Any area that uses Griffins as mounts, primarily chaos cultures, will pay this price at a minimum.

Griffins can be encountered as temple guardians and in association with treasure. If they are in their lair, 50% of the Griffins rounded up are females. There will be 2 Cubs per female. All cubs have 1/2, rounded up, of the values listed in the table above.

Grundwergen		Alignment — Kotothi	
AHP 27	OCV 10	DCV 4(7)	NWI -7
S 40(+2)	St 45(+2)	D 9	A 18(+1)
MR 10(24)	NAV 3	MDV 9	NF 1D2*
EnL 18	CDF 5	CL NA	
DTV -5*	HC 19%	INT 4	
SS Nocturnal Carnivore			

Appearance — Grundwergen are heavily-furred, slimy, anthropoid creatures. Their eyes burn red and their breath is incredibly foul. They have an average height of 5.5 to 6 feet.

Special — Grundwergen despise lights, and laughter. Any of these things will place the creature in a cold-blooded killing frenzy. It will attack the creators of this disturbance in a cunning, calculated manner until they are destroyed, it is killed or the disturbance ends.

Grundwergen are immune to normal damage. For any weapon to hurt them, the weapon must have a **WSB** equal or higher than the **NAV** of the Grundwergen. If it is less, it will do nothing to the creature regardless of the wielder's strength or the type of hit that is scored.

Grundwergen are affected by magical light as specified for the Rock Troll. The blood of the Grundwergen has an acidic effect on metal. The effect will be identical to that of Great Serpent slime, see Great Serpent. No metals are exempt from being affected by Grundwergen blood.

Grundwergen have a great loathing for the dwellings of man. They will attack these places in the night if they consider them to be built in their territory.

NOTE — *A great example of the Grundwergen is Grendel from the Beowulf saga. If they aren't bothered, they will confine themselves to their normal lives, i.e. killing Afanc, dissolving Asrai, raiding Sidh areas, etc.*

Hippogriff		Alignment — Chaos	
AHP 18	OCV 5	DCV 5(9)	NWI 0
S 15	St 21(+1)	D 12	A 16(+1)
MR 20(36)	NAV 0	MDV 3	NF 2D6
EnL	8	CDF 2	CL NA
DTV -3	HC 18%	INT 3	
SS Diurnal Carnivore			

Appearance — Hippogriff have the head and wings of a Eagle and the body of a horse. They are sired by Griffins on horses. They are sterile unless magically modified to allow propagation.

Special — They are carnivorous beasts. Their favorite foods are horses and men. They will attack at any opportunity. If captured, they can be trained to serve as mounts. As with all carnivorous mounts, the rider should be careful in handling the creature. In an area that would be interested, chaos cultures, an untrained Hippogriff will sell for 5 Gold pieces. (See husbandry in book one for details on training animals and creatures).

Hydra		Alignment — Kotothi	
AHP 44	OCV 13	DCV 2	NWI -1(-8)*
S 44(+2)	St 35(+2)	D 10	A 12
MR 10	NAV 0**	MDV 12	NF 1
EnL 25	CDF 7	CL NA	
DTV -7*	HC NA	INT 3	
SS Intermediate Carnivore			

*() NWI used when more than one attack is made on a single target or when a neck with more than one head attacks a target.

**See special below for details on the Hydra Armor.

Appearance — The Hydra is a serpent-bodied creature up to 20 feet in length. It has 9 heads, each on its own neck. The center head is twice the size of the others. The creature is very heavily armored. Both its appearance and scent are hideous to the extreme.

Special — Hydras can only be damaged from the front. The armor of its body is totally impervious to any weapon or magic. It can only be killed by severing all 9 heads from its body and searing the stumps of the neck.

The **HPV** of each mortal head, i.e. the 8 small heads, is **AHP/10**, rounded down. The remainder of the hits that the creature can take are the **HPV** of the immortal head. The immortal head is immune to all damage until EVERY mortal head has been struck off the creature. All heads have an **AV** of 0.

EXAMPLE — The standard Hydra has 8 heads of **HPV** 4 and one at **HPV** 12.

All damage that a head can take must be scored on it in ONE phase. If not, all damage regenerates before the start of the next phase.

If the Hydra that is encountered has a **HPV** greater than 44, the mortal heads will regenerate on a 2 for 1 basis unless the stumps of the neck are seared with fire. Each new head will take the damage normal for a mortal head. The immortal head is the only head that will not regenerate in this way.

Head regeneration is completed after one phase after a head is struck off. The chance that a Character bearing fire can sear the stump before this equals his **A+D**. When he is attempting to do this, he can do nothing else.

Hydras are allowed one attack per neck. Up to 3 necks can attack the same target. If a neck has more than one head on it, the parenthesized **NWI** will apply when it attacks. Beyond this, the modifier for the attack of multiple necks is as specified for heads for Hellhounds.

The breath of the Hydra's immortal head is a **BL4** Slow Death poison. On success, it will reduce the victim's energy level by 1D10 points per turn. When the energy level reaches 0, the person is dead. Any person that is in melee range of the Hydra must roll to be affected in the first phase of each turn that he is there.

The Hydra's immortal head cannot be killed. Even when it is severed from its body, it retains life. Over a period of years, it can even grow a Hydra from itself. If the party wishes saving the poison spewing head, it can be sold for 25 Gold Coins.

The teeth of the Hydra, 12 per head, can be sold for 1 Silver Coin each. When magically enhanced, they are used to create the Children of Hydra.

The stats below apply for the Children of Hydra. If the Creature Variation system is used, the modifiers that applied for the Hydra should be used to modify the statistics of the Children.

Children of Hydra

AHP 8	OCV 2	DCV 3	NWI 0
S 10	St 12	D 12	A 24(+1)
MR 15	NAV 0	MDV 6	NF NA
EnL 2*	CDF 1	CL NA	
DTV 0	HC NA	INT 1	
SS None			

*The energy level is the number of mana points required to activate a single buried tooth. It has no other applications.

Special — Once a tooth is activated it cannot be changed back. The teeth must be buried in the ground for the spell to work. If the Children see no other target, they will attack the person that activated them. The Children appear one turn after the spell to activate them has been cast.

The Children are skeletal warriors 4–5 feet in height. Each is armed with a sword and **AV8** Shield. They will attack any living creature that is in their line of sight. They are created when the teeth is buried in the ground and 2 mana points per tooth are cast to enhance and activate each of them.

Jinn Races

(The Elder races that serve the Elder god Eblis).

Ifreet

AHP 40	OCV 12	DCV 3(8)	NWI -4
S 48(+2)	St 50(+2)	D 9	A 15
MR 8(32)	NAV 2	MDV 20	NF Roll
EnL 52	CDF 8	CL 1	1-5 1
DTV -4	HC 49%	INT 5	6-9 1D3
SS Nocturnal Omnivore			10 1*

Alignment — Elder

*The Ifreet has encountered has twice the listed values for its race, excluding its **MDV**. It is in some poison or container. Releasing it could be to the Character's advantage or a very good way to insure death depending on how he handles the situation. Imprisoned Ifreet can be can use their magic if their heads exposed to the open air.

Appearance — Ifreet have large, bat-like wings. They are 15–18 feet tall with powerful claws and fangs. Their eyes burn with fire and their stringy hair is ragged and animal-like.

Special — The Ifreet are invariably hostile to man. Humanity, as seen by the Ifreet, is a mud-born slime creature that is best suited as a role of fertilizer. Unless the Player can trick the Ifreet into promising him safety, the Ifreet will kill him even if he aids it.

Ifreet can use all Elder Magic, as magic-users, at **MEL8/EL4**. They use Desert Powers and Fascination, as Innate Powers, at **MEL5/EL6**. They cannot be affected by an Fire Power, Desert Power or Fascination. They can understand key words in any supernatural tongue.

NOTE — *The Ifreet were the war-caste of the ancient Jinn in the battles of Chaos in the desert. Their major enemies were the Scorpion people. Since the advent of man, and their fall, they have paid limited to this ancient enmity. They now fight man.*

Jinn

AHP 16	OCV 5	DCV 5(11)	NWI 0
S 15	St 30(+1)	D 19(+1)	A 42(+2)
MR 10(40)	NAV 0	MDV 10	NF Roll
EnL 40	CDF 5	CL 1	1-5 1
DTV -3	HC 23%	INT 6	6-9 1*
SS Nocturnal Omnivore			10 1D10

Alignment — Elder

*This result indicates that a container that holds a Jinn is found. The Jinn will obey anyone that releases it AND holds the container. It will take no personal risk in this service. It will serve the person until it feels that its debt to him has been paid. It will not serve anyone that the container is broken or comes under the control of someone other than the original liberator.

All agreements of this type have specific terms. The Referee will determine what the Jinn will do and what he will not tolerate. Any violation of the terms that are set will result in the Jinn leaving OR attacking the violator. The Referee will ejudicate this situation. Under no circumstances will a Jinn serve any creature for more than 12 months.

Appearance — Jinn are human form creatures 7–9 feet tall. Males are heavily muscled (*double Strength and increase OCV by 1*), agile and handsome. Females are fascinatingly beautiful, extremely dexterious (*double Dexterity and increase DCV by 1*) and cunning.

Special — Jinn use Elder Magic, as magic-users, at **MEL6/EL6**. Unlike Ifreet, Jinn do not universally despise

humans. Roll a **1D10**, a 1–6 indicates that the Jinn has a condescending respect for humans. Any other roll indicates that he hates them.

Jinn only fly through the use of their magic. They are not winged.

NOTE — *The Jinn are the descendents of the artisans and statesmen of the ancient Jinn. They retain a love of fine crafts, wealth, knowledge and cunning maneuver.*

Peri	Alignment — Elder			
AHP 18	OCV 5	DCV 8(15)	NWI +2	
S 13	St 20(+1)	D 36(+2)	A 68(+3)	
MR 11(48)	NAV 0	MDV 22	NF 1	
EnL 84	CDF 7	CL 2		
DTV -3	HC 33%	INT 7		
SS NA				

Appearance — Beautiful females dressed in flowing, iridescent garments. They are winged and divinely beautiful. Their gaze is tranquility itself.

Special — The Peri are the Angels of the Jinn. All Peri are female. They are totally immune to Elder Magic. They double their **MDV** in resisting Law, Chaos and Balance magic. They can use Elder Magic at **MEL10/EL5**. They have innate power, at **MEL10/EL10**, in Healing, Sustainance, and Water from Stone spells.

Peri can be benevolent towards humans. Roll **1D10**. On a 1–5 the Peri are benevolent. If not they are neutral to the race.

NOTE — *The Peri are the royal members of the Ancient Jinn. They are the wives of the God Eblis. They are always treated with deference by Jinn and Ifreet.*

General Notes

The Jinn were born of burning heat and smokeless flame through the power of Eblis. All Jinn are totally immune to any Fire Spell except Astral Fire. All of the Jinn races are affected by salt. If they touch or eat it, it acts like **BL12** Death Poison. They can not be effectively touched by having it thrown at them unless the Salt is magical. In all normal cases they must willingly reach out and touch it.

Lalassu	Alignment — Chaos			
AHP NA	OCV NA	DCV NA	NWI NA	
S NA	St NA	D NA	A NA	
MR 14	NAV NA	MDV 15	NF 1	
EnL 60	CDF NA	CL NA		
DTV NA	HC NA	INT 8		
SS NA				

Appearance — Lalassu are pale women with extreme beauty. They are always dressed in flowing white clothing. They are only encountered during the night.

Special — Any person that says anything to the Lalassu can be affected by **MEL8/EL8** Insanity. If he is affected, he will be possessed by the Lalassu. The only cure for Lalassu possession is Death.

Persons that are possessed by Lalassu gain **MEL6/EL3** Innate abilities in Terror, Disorder and Darkness Powers. They are required to attack any creature that they encounter. Per day of the possession, the victim loses **1D6** energy points. When the character's energy level reaches zero he dies and the Lalassu departs to find a new home.

Lalassu can only be affected by a Dispell/Banish spell when she is not in possession of a victim. When she is in possession of a victim an Exorcism spell can banish her if the victim's remaining energy level is higher than her energy level. Nothing else will ever have any affect on the Lalassu.

Lammashtha	Alignment — Chaos			
AHP 21	OCV 5(10)*	DCV 7(11)	NWI -10	
S 11	St 6	D 25(+1)	A 38(+2)	
MR 9(28)	NAV 4	MDV 12	NF 1	
EnL 80	CDF 6	CL 3		
DTV 0	HC NA	INT 8		
SS NA				

*() **OCV** applies when fighting any creature that is NOT aligned with Chaos.

Appearance — The Lammashtha are the Handmaidens of Death. They appear as sword-armed amazons 6–7 feet in height. Their facial features and body, though human in form, are the essence of unimaginable horror. From every pour, they drip a bloody ichor with a nauseating scent. Finally, they are winged with wings of Darkness (a gift from the god of Darkness).

Special — The Lammashtha are called "the sword that splits the skull". They are the servants of death and friends of destruction in all its forms.

Any hit scored by a Lammashtha does **DOUBLE** damage unless the victim hit is wearing magical armor. If damage is scored, the person hit is required to roll against **MEL6/EL4** Hand of Death. If success results he is dead.

When a Lammashtha kills a target with her power, she will automatically regenerate all hit points she has taken to that point. To dispell a Lammashtha, her **HPV** must be inflicted on her as damage. Only the person that summons her, if she was summoned, can dispell her in ANY other way.

NOTE — *Any person that is killed by a Lammashtha is permanently killed. His soul has been consumed, nothing remains to recall.*

Lich Alignment — Chaos

A Lich is a human wizard who has successfully completed the Rite of Lichcraft on himself. Liches appear to be dry, desiccated, human corpses. To determine the attributes of the Lich, see Lichcraft in Book 2 and the human encounter section in book 3.

All Liches are emotionless, calculating and power-hungry wizards that have traded humanity for immortality and power. Self-interest alone motivates their actions.

Merkabah Alignment — Balance

AHP 47	OCV 15	DCV 8(15)	NWI 0
S 100(+4)	St 26(+1)	D 40(+2)	A 24(+1)
MR 16(52)	NAV 3	MDV 28	NF 1D2*
EnL 160	CDF 10	CL 2	
DTV -6*	HC NA	INT 9	
SS NA			

Appearance — The Merkabah are robust, bull-headed warriors 8–9 feet in height. Their short horns are gilded in silver. They are armored in shining mail and a **EL3** magic sword (modified for only hit chance only) and a Composite Bow with twice the normal Base Range and a **WSB** of +4.

They are always encountered in golden chariots pulled by two A'Equin.

Special — The bow of the Merkabah fires bolts of Astral Fire. Any target that is hit, that is affected by an **MEL5/EL2** spell on rolling is killed. Each shot can only affect the individual target that is hit. Only animate targets are affected. The **EL** in the Merkabah, in archery, is 7.

The Merkabah prefers to stay away from enemies and peppers them with fire bolts. If the enemies get under cover, the Merkabah will dismount his chariot and pursue on foot if a 1–3 is rolled on a **1D10**. If he runs out of arrows, he will close to melee range if a 1–5 is rolled on a **1D10**. When encountered, a Merkabah will have **2D6** arrows.

NOTE — *If the Merkabah's weapons are taken they may be used with the values listed above. For the bow, as specified in Book 2, the bow-user must have a **SB** of at least +3 to fire the weapon.*

Minotaur				Alignment — Kotothi
AHP 26	OCV 8	DCV 3(8)***	NWI –3	
S 28(+1)	St 24(+1)	D 10	A 12	
MR 12	NAV 1	MDV 7	NF Roll	
EnL 16	CDF 3	CL NA		1–7 1
DTV –2	HC 26%	INT 3(5)*		8+9 1D3
SS Nocturnal Carnivore				10 1(×2)**

*If a 10 is rolled for number found, Intellect is 5.

**The basic statistics listed in the table are DOUBLED for this Minotaur. He is one of the original Bull-men created by Kotothi.

***If 10 is rolled for number found, the () **OCV** is used for the creature.

Appearance — A heavily muscled, humanoid creature with the head of a bull and lightly furred upper body, i.e. light fur on the shoulders and back. Bull-men are distinguished by Minotaurs by the fierce gaze of their burning red eyes. The Minotaur is 6–7 feet tall. A Bull-man is 8–9 feet in height.

Special — All Minotaurs are male. They eat humans. Minotaurs attack humans on sight, with uncontrollable battle fury, Bull-men do not suffer from battle fury and may cunning in their attack.

Molani				Alignment — Balance
AHP 8	OCV 2	DCV 6	NWI –2	
S 14	St 15	D 33(+2)	A 20(+1)	
MR 12	NAV 0	MDV 8	NF Roll	
EnL 24	CDF 1	CL NA		1–5 1D3
DTV –3	HC NA	INT 2(6)*		6+9 2D6
SS Nocturnal Carnivore				10 D100 **

*As a whole, a Molani clan has an intellect of 6. It is made up of individuals with an intellect of 2.

**A clan camp of the Molani.

Appearance — The Molani are large, baboon like creatures 3–4 feet tall in height. All Molani have dark, dim eyes and pronounced, vicious canines.

Special — As a clan, the Molani have a group mind. What one sees, all see. If one of them is attacked, the clan will come to its rescue and continue the fight until the enemy is killed. They never check morale for any reason. **1D6** reinforcements arrive each phase. After the initial attack, until the entire clan (**D100** creatures) arrives.

Molani have an Empathic Power at a rating of 9. They will never initiate combat. They are friendly, inquisitive and somewhat mischievous creatures. They are only aggressive and violent when they are defending against an attacker.

Mushrussu				Alignment — Law
AHP 45	OCV 14	DCV 6	NWI –4	
S 60(+3)	St 50(+2)	D 20(+1)	A 14	
MR 18	NAV 3	MDV 14	NF 1D2*	
EnL 56	CDF 8	CL NA		
DTV –5*	HC 55%	INT 5		
SS Diurnal Carnivore				

Appearance — Mushrussu are green-scaled, wingless Dragons. They have lion paws with claws of white gold and eyes that burn with fire. On the average, they are 3 feet tall at the shoulder and 12–15 feet in length. Exceptional members can reach a shoulder height of 6 feet and a length of 30.

Special — Mushrussu automatically attack any creature or person that is aligned with, or oriented towards, Chaos.

Mushrussu use the equivalent of **MEL6/EL3** Fire Darts on their enemies. In the wild, they can be convinced to protect humans if the humans do not infringe on its property or territory. To gain aid, the need must be urgent or the influencer must be oriented towards Law. Any aid given will be against a specific foe. When it is defeated, the Mushrussu will depart unless it has been influenced to become a guardian. (Mushrussu are often encountered as the guardians of Law temples and treasure).

Norggen				Alignment — Elder
AHP 6	OCV 4	DCV 3	NWI +2	
S 20(+1)	St 25(+1)	D 13	A 28(+1)	
MR 8	NAV 0	MDV 9	NF 1D6*	
EnL 40	CDF 6	CL NA		
DTV –2*	HC NA	INT 8		
SS Nocturnal Fructivore				

*A small family unit. There is a 60% chance that only the male elder is actually seen. The others are hiding in this case.

Appearance — Norggen are smaller than the average Dwarf. They average 2 to 2.5 feet in height. They dress in bone-spun fabric and are muscular for their size. They have the general appearance of the Dwarf except that their hair is streaked with white or totally white. Their eyes flash with lightning and fire. When angered, their hair becomes incandescent.

Special — Norggen are treated with complete deference by all Dwarves. They are hunted by Goblins and other Kotothi creatures.

If a Norggen is treated with complete respect, and successfully influenced, they can answer ANY question on the subject of natural magics, natural materials and curative powers. If they are angered, trespassed on without the payment or otherwise ignored Cold, Plaque, and Slay the Tame spells, at **MEL9/EL5** to exact their revenge. Norggen are never armed. No weapon will ever be found in any treasure that they are associated with.

Ogre				Alignment — Kotothi			
AHP 36	OCV 13	DCV 3	NWI -5				
S 60(+3)	St 40(+2)	D 6	A 6				
MR 10	NAV 2	MDV 5	NF 1D3				
EnL 18	CDF 4	CL NA					
DTV -6*	HC 50%	INT 3					
SS Nocturnal Carnivore							

Appearance — Ogres are repulsive, boar-tusked humanoids 9–10 feet in height. They are lightly furred, heavily muscled and quite stupid.

Special — Ogres are man-eaters. They will never pass up the opportunity to attack and consume humans unless they are under some form of compulsion that prevents them from doing so.

NOTE — *Scholars of Kotothian cosmology insist that the Ogre was the first giant humanoid created by Kototh. From the lesson learned in this creation, giants and trolls were later formed.*

Orchi				Alignment — Chaos			
AHP 46	OCV 14	DCV 5	NWI -4				
S 68(+3)	St 30(+1)	D 9	A 12				
MR 12	NAV 3	MDV 7	NF 1D3*				
EnL 13	CDF 7	CL NA					
DTV -4*	HC 49%	INT 4					
SS Nocturnal Carnivore							

Appearance — Orchi are one-eyed giants with a sharp horn in the center of their foreheads. They are humanoid in form, are lightly furred about the shoulders and exude a very repulsive odor. On the average, they are 14–15 feet tall.

Special — The Orchi are devoted man-eaters. They can sense the presence of humans as for Mana Sensing **MEL4/EL4**. They can automatically track any humans that they sense and will eat any they can catch.

Pegasus				Alignment — Elder			
AHP 25	OCV 7	DCV 7(10)	NWI -1(-3)*				
S 32(+2)	St 16	D 19(+1)	A 20(+1)				
MR 24(40)	NAV 0	MDV 8	NF 1				
EnL 32	CDF 1	CL NA					
DTV -3	HC 24%	INT 4					
SS Intermediate Herbivore							

*The () **NWI** applies when the Pegasus is fighting in the air.

Appearance — The Pegasus is a beautiful, winged stallion 5–6 feet at the shoulder. Its hide and wings are both a pure white in color.

Special — The Pegasus is a winged flyer. They are born from the blood of a slain Gorgon. They are normally immortal, i.e. they cannot die of natural causes but they can be killed. They can understand the thoughts of any rider that mounts them, as for the Flaming Steed. To master a Pegasus, the following requirements apply:

- You must have a magical bridle at **EL3**.
- The rider must be stronger than the Pegasus.
- The rider must have at least Horsemanship **EL12** or 3 times the Stamina of the Pegasus and Horsemanship, **EL6**.

D) The horse must be ambushed or subdued in order for the rider to mount it. All Pegasi will flee any encounter if they can.

NOTE — *All Pegasi are male. If the Referee wishes to create breeding populations, certain magics are available for creatures. The force that created the females, forming the herd, should be close to the herd that he has established as its friend and protector.*

Peist				Alignment — Elder			
AHP 35	OCV 11	DCV 5(11)	NWI -3				
S 36(+2)	St 32(+2)	D NA	A 31(+2)				
MR 8(36)	NAV 2	MDV 15	NF 1D2**				
EnL 34	CDF 8(7)*	CL NA					
DTV -2	HC 34%	INT 7					
SS Intermediate Herbivore							

*The unparenthesized value applies for males, the other for females.

If 2 Peist are present, the lair is found. Each lair contains treasure and **1D6 eggs.

Appearance — The Peist is a 10–15 feet long Water Serpent. It is black or green (depending on sex), heavily-scaled and has 3 silver horns (green females) or 1 gold horn (black males) on its head.

Special — Peists are elder aligned to repay and ancient favor done them by the Sidh. They will never attack any Sidh creature unless that creature infringes on the rights or territory of the Peist without permission.

Peist have the innate ability to cast all Elder Magic spells. Males use the power at **MEL8/EL4**. Females use it at **MEL5/EL3**. The bite of the Peist injects a magical poison with a **BL** of 8. It will have the effect of **EL8** Forgetfulness on any affected target.

When two Peist are encountered one is male and one is female. When only one is encountered, it is male. Peist will attack any creature that enters its waters without permission. When serving as a guardian, they will attack anyone that poses a threat to that which they guard. Except for these situations, they will not attack persons that show them due deference. They will never serve any character except a Sidh magic-user that can influence them to help. In any case, it will never leave its water for more than ONE hour.

The horns of a female Peist have a value, combined of **AHP** silver coins. the male's horns is worth **OCV** Gold Coins. A Peist egg, unhatched and unbroken, is worth one Gold Coin.

Roc				Alignment — Balance			
AHP 40	OCV 12(18)*	DCV 3(12)	NWI -2(-6)				
S 50(+2)	St 48(+2)	D 18(+1)	A 17(+1)				
MR 4(48)	NAV 1	MDV 14	NF Roll				
EnL 24	CDF 4	CL NA	0-6 1				
DTV -4*	HC 49%	INT 5	7-9 1D2*				
SS Diurnal Carnivore							
10 1D3+1**							

*When in the air, on in the first phase attack following a dive, the () **OCV** and **NWI** should be used.

A nestling ground is found. All Rocs present are adult females. There will be **1D10+number of Rocs present nests.

Each nest will contain **1D3+1** eggs OR one nestling. The nests may also contain some forms of treasure, especially gems, shiny objects and the remains of personal equipment.

NOTE — *If a nestling is present, reduce the values above by 50% rounded up. The nestling cannot fly and will not leave the nest.*

Appearance — The Roc has the appearance of an eagle. It is at least 5 times the size of the eagle and much more heavily muscled.

Special — A Roc egg, unhatched, is worth 5 Gold Coins. A nestling is worth 15 Gold Coins. Nestling are always located on the highest, least accessible terrain in the area. They can only be found in Mountain and Desert terrain. In all other terrains, subtract 1 from the number found roll above when Rocs are encountered.

Satyr	Alignment — Elder		
AHP 4	OCV 0	DCV 5	NWI +3
S 4(−1)	St 10	D 30(+1)	A 23(+1)
MR 12	NAV 0	MDV 2	NF 1D3
EnL 10	CDF 3	CL NA	
DTV −1	HC 7%	INT 5	
SS Intermediate Carnivore			

Appearance — Satyrs are small, dexterous creatures some 3 feet in height. They have small horns, cloven hooves lower body fur. Beyond these characteristics, and its pointed ears, the Satyrs have the appearance of a young human.

Special — Satyrs are tricky, lascivious wood spirits. They have both the common knowledge of both the Elf and the Faery, excluding their language knowledge and Sidh magic ability.

Satyrs are commonly associated with Centaurs and Dryads. They are renown players of the pipes. Their music will have the affect of **MEL4/EL2** spell on any human who hears it. Anyone that is affected must follow the music until it stops. No person that is affected can attack the Satyr or resist any actions that he may take while playing.

Satyrs have a cunning intellect. They use their music to trick and mislead men and to ensnare beautiful women. If they are in a situation that could be fatal to them, they will flee. Failing this they will surrender and hope to talk their way out later. Courage is not a word that is overly used by the Satyrs.

Scorpion Beast	Alignment — Chaos		
AHP 19	OCV 8	DCV 4	NWI −3
S 36(+2)	St 48(+2)	D 10	A 12
MR 18	NAV 0	MDV 4	NF 1D2(2D6)*
EnL 10	CDF 2	CL NA	
DTV −3	HC 42%	INT 2	
SS Nocturnal Carnivore			

*The initial encounter is **1D2*** creatures. The entire hunting pack will consist of **2D6** creatures. When the encounter starts the beasts will let out a high pitched whine that calls the remainder of the pack. **1D3** reinforcements will arrive each turn until the entire pack is present. If the encounter continues for more than 25 turns, other hunting packs and/or Scorpion People (in appropriate terrain) could be attracted.

Appearance — The Scorpion Beast has the general appearance of a Scorpion. It is 5–6 feet long and heavily furred.

Its head is recessed into its body so that only its murderous jaws are exposed. Its curved tail is poised over shoulders, ever ready to strike.

Special — The tail injects a poison acid when it bites, i.e. inflicts damage. It will eat away metal at **TWICE** the rate specified for Great Serpent slime (see Great Serpent). Animate creatures that are damaged when it hits will suffer double damage if success is rolled with a **BL** of 7. The victim hit will add his Poison Resistance to his roll. His **MDV** will not apply. Extra damage that is taken is not taken as armor damage as well.

Scorpion Beasts serve the Scorpion People in the desert. They serve as much the same way that dogs, horses and cattle serve humans. They have **EL4** immunity to acid and Desert Powers.

Scorpion People	Alignment — Chaos		
Male			
AHP 15	OCV 5	DCV 3	NWI 0
S 18(+1)	St 27(+1)	D 8	A 14
MR 12	NAV 1	MDV 2	NF 2D10 per female
EnL 8	CDF 2	CL NA	
DTV −3*	HC NA	INT 5	
SS Nocturnal Carnivore			

Female

AHP 9	OCV 93	DCV 5	NWI −0
S 10	St 16(+1)	D 16(+1)	A 21(+1)
MR 14	NAV 0	MDV **	NF 1D2*
EnL **	CDF **	CL NA	
DTV −1	HC NA	INT 7	
SS Nocturnal Carnivore			

****MEL** equals **AHP−2**, **MDV** equals **MEL+10**. The **CDF** equals **1+(MEL/2)**, rounded up. The Energy Level equals **MEL×10**.

Appearance — Scorpion Men have the head and body of a Scorpion. They are 6–7 feet in height and walk upright. They have 2 legs, 2 arms and a stub where their tail should be. They are the total thralls of the female that they follow. When encountered, they are armed with a spear and a club. One male in the group will be finely dressed and armed with a magic weapon of the Referee's choice. This male is the favorite of the Clan Matriarch.

Scorpion women have the appearance of the scorpion male except they also have the tail and only 5 feet tall on the average. They appear dry, old and brittle in comparison with the males. They have smoldering black eyes and radiate an aura of dark power.

Special — Scorpion Men have **EL3** immunity to acids and Desert Powers.

All Scorpion Women are magic-users. Their **EL** equals $\frac{1}{2}$ **their MEL**, rounded up. They can use Desert Powers, Storm Powers and Earth Powers. The Referee is free to create Grand Matriarchs whose knowledge and power exceeds these restrictions. Unless the Referee specifies otherwise, no Scorpion Women can use a Flight spell.

Scorpion Women have the ability to inject poison with their tail. On males of their species, the poison is an addictive aphrodisiac. On any other creature, it has the effect of **EL10** Insanity spell if it succeeds. The **BL** that should apply equals **20−MEL**. (*The potency of the poison decreases*

as the Scorpion Woman ages. It is directly correlated to her sexual potency. The less fertile the woman, the less potent the poison).

The society of the Scorpion People is a rigid matriarchy. Women command the men. They can control Scorpion Beasts, Desert Lions and minor, poisonous creatures of the desert, i.e. insects, spiders, etc. As a group, the Scorpion Women are the most powerful among the forces of Chaos in the Middle World. The oldest of them is as ageless as the desert and older than death.

Searbhani		Alignment — Elder	
AHP 70	OCV 23	DCV 3	NWI -3
S 120(+5)	St 80(+4)	D 9	A 12
MR 13	NAV 0	MDV 16	NF 1D3*
EnL 51	CDF 7	CL NA	
DTV -5*	HC 100%	INT 6	
SS Intermediate Omnivore			

Appearance — One eyed Giants 15–20 feet in height. They are commonly dressed in skins and armed with a heavy club. They generally carry a hide bag that contains their personal possessions i.e. treasure, food, etc. In general Searbhani are loquacious and friendly with most creatures. They are known for their gullibility and furious tempers.

Special — The Searbhani are allied with the Sidh, usually Elves. They will only harm Sidh creatures if they force the giant to do so by their actions. They are immune to all Sidh and Elder magics. They are highly intelligent and have a jovial and effervescent manner. If they are angered, they go berserk. When angered they will attack the offending creature until it is dead. If it flees it will pursue it forever unless they are serving as a guardian.

NOTE — Searbhani can be treasure guardians. When they are, they will not allow any creature to approach that which they guard. Any that do so, after a warning, will be attacked by an angry Searbhani.

The club used by the Searbhani will have an average WSB of +2. It will weigh at least 20 pounds and is commonly bound with metal.

Sentinel Beast		Alignment — Balance	
AHP 10	OCV 6	DCV 7	NWI 0
S 20(+1)	St 60(+3)	D 15	A 16(+1)
MR 8	NAV 8	MDV 15	NF 1
EnL 75	CDF 5	CL 2	
DTV 0	HC NA	INT 8	
SS NA			

Appearance — The Sentinel Beast is an animal of variable form and size that is surrounded by an aura of Astral Power. Its eyes are wells of blinding power that are not truly visual organs at all.

Special — The Sentinel Beast use Oblivion, MEL8/EL6, against anyone that defiles that area that it guards. Any person that is affected is exiled to Oblivion. Sentinel Beasts only attack magically. Their concentration is NEVER disturbed by any kind of damage unless it is sufficient to kill.

Any person that is sent into Oblivion will return 2D100 miles away from the place where he was affected when the duration of the spell ends. There are no limitations as to the place of return. It could be the top of a mountain or 20 miles out to sea. It is totally random.

Serpent Women		Alignment — Chaos	
AHP 12	OCV 3(5)*	DCV 3(4)*	NWI +4(-8)*
S 12	St 11	D 12	A 14
MR 12(8)	NAV 0(4)*	MDV 6	NF 1D3
EnL 30	CDF 3	CL NA	
DTV -2	HC NA	INT 6	
SS Nocturnal Carnivore			

*The () values apply when the woman is in serpent form.

Appearance — In human form, the Serpent Woman is incredibly seductive and beautiful. She is dressed in a clinging green sheath and is sinuous in all of her movements. On close examination, it can be seen that she has the eyes and tongue of a serpent. In serpent form, the Serpent Woman is a 10–15 foot long python with black and red mottled skin. She revels in the consumption of warm flesh.

Special — Serpent Woman are innately capable of taking the form of a large python. To kill her, her entire HPV must be inflicted on her in one phase. If not, she regenerates any damage that she took. If the damage renders her unconscious, she will not regenerate until she heals enough hit points to wake normally.

There is a 20% chance, per woman encountered, that one of them is a trained magic-user. If so, her MEL is 2D6. She may cast Darkness Powers, Hell Powers and Necromantic Powers. Her EL equals 1/2 her MEL, rounded up.

All serpent woman are totally immune to the spells listed above. If they are a magic-user, they may only cast magic while they are in human form.

NOTE — Serpent Women attempt to seduce travelers into a position where they can ambush them in serpent form. They are extremely cunning and seductive in attempting to create this situation.

Shadow Warrior		Alignment — None**	
AHP 10	OCV 3	DCV 5	NWI -2
S 25(+1)	St 15	D 25(+1)	A 30(+1)
MR 15	NAV 0	MDV 10	NF NA(1D6)*
EnL 40	CDF 2	CL NA(1)***	
DTV 0	HC NA	INT 2	
SS NA			

*If the encounter occurs in a Shadow Realm of the Referee's creation the () value may be used.

**The forces of shadow are not truly aligned.

***If the Referee allows magic-users that are not Shadow Weavers to summon shadows, the () value is used.

Appearance — These creatures are composed entirely of Shadow. They can be of any form, other than that of a supernatural force or dead, that the summoner desires. Basically, they can have the form of a creature that has a shadow.

Special — Shadow Warriors are totally invisible when they are in shadow or twilight conditions. They are afflicted by BOTH Light and Darkness. (See Shadow Powers in book 1 for other attributes of this force).

NOTE — The Referee can add other features to this force. The details presented on Shadow is a mere sketch of its potential.

Soul Daiva		Alignment — Chaos	
AHP NA	OCV 11	DCV -(12)**	NWI -7
S 150(+6)	St 100(+4)	D 80(+4)	A 40(+2)
MR -(28)	NAV 0	MDV 24	NF 1
EnL 250	CDF *	CL 3	
DTV NA	HC NA	INT 4	
SS Nocturnal Parasite			

*Experience points are gained based on the **MDV** of the creature. If the party has a weapon that can affect the creature, see Special below.

The () **OCV applies if the party has a weapon that is capable of damaging the Daiva.

Appearance — Soul Daivas have no physical form. They appear as a fluctuating field of total blackness 2–20 feet in diameter. In rare cases, and only with the most powerful, Soul Daivas can take form. When they do so, they are a totally black figure with horns of gold, piercing red eyes and an aura of awesome, dark power.

Special — Soul Daivas only exist to feed. They live by absorbing the souls, i.e. energy points, from living creatures. They are immune to physical damage. Magically, they can only be affected by Banishment spell with an anti-Chaos orientation, i.e. one intended to banish Chaos. They may be communicated with by Wizards. In all cases, the communication will be meaningless unless the Wizard offers the Daiva more energy than it could get from the party that it is attacking.

Damaged scored by the Soul Daiva use parameters set for the Akhkharu. Immortal. In all phases that they hit, they score both Physical and Spiritual damage. The **SB** and **NWI** listed for them will only apply for spiritual damage. They can absorb energy @@ withing inflicting physical hit points if spiritual damage is scored. The Daiva continues to absorb energy until until it reaches its Energy Level. When it does, it disappears.

Soul Daivas are capable of passing through any physical obstacle. They may be damaged by a weapon that is dedication to the destruction of Soul Daivas. If the party that is fighting them has one, the **AHP** of the Soul Daiva equals its **MDV**. Its **CDF**, for determining combat experience gains, is SIX.

If a party has a weapon that contains a Soul Daiva in it, the weapon will absorb energy when damage is scored with it. The points absorbed equal the number of hits that the weapon scores. Weapons of this type are ALWAYS capable of damaging Soul Daivas. (In the Court of Souls, it is every Daiva for himself).

Sidh Boar		Alignment — Elder	
AHP 16	OCV 7	DCV 6	NWI -4
S 32(+2)	St 20(+1)	D 12	A 25(+1)
MR 20	NAV 2	MDV 4	NF Roll
EnL 12	CDF 2	CL NA	1-5 1
DTV -1	HC 26%	INT 4	6-9 1D3
SS Nocturnal Herbivore		10 1D6+1*	

*The first 2 are adults. The others are piglets at 1/2, rounded up value.

Appearance — A large, milky-white or green, Boar 2–3 feet at the shoulder.

Special — Sidh Boars are aligned with the Sidh but show no deference to any creature. Unless cornered, the Sidh

Boar will flee any encounter. It will lead any pursuers into the most dangerous area of its forest. If it is cornered, and must fight, it fights with uncontrollable battle fury until a route of escape presents itself or can no longer fight.

The meat of the Boar is highly prized. In a human market it will sell for at least 1 Silver coin per food point. The average creature, fully butchered, will yield 400 food points worth of usable meat.

NOTE — *Supernatural forms of this beast, **HPV** 30 or higher, are eternal. They can be eaten and will live again the next day if their bones are returned to their hide and nothing is broken.*

Sprite		Alignment — Kotothi	
AHP 4	OCV 0	DCV 6(11)	NWI +3
S 5(-1)	St 10	D 20(+1)	A 60(+3)
MR 6(32)	NAV 0	MDV 6	NF Roll
EnL 30	CDF 3	CL NA	1-5 1D6
DTV -1	HC 8%	INT 6	6-6 2D6
SS Nocturnal Omnivore		10 1D100*	

*A tribe of Sprites are encountered. If less than 50 are found they are flying about looking for things to molest. If more than 50 are discovered, the party has discovered the lair of the tribe.

Appearance — Sprites have the general appearance of the Faerry. They are smaller, under 2 feet in height, and their features are contorted with the evil and mischief that is in them. They have surely lost the pure beauty of the Faerry.

Special — Sprites were Faerry Sidh willingly enticed into the service of Kototh. They are hated by all Faerry and return the emotion three fold. All Sprites have innate powers in Sleep Touch and Elf-shot at **MEL4/EL2**. They will always use one or the other when they hit in combat. (*Depending on whether they want to capture the target or kill it*).

If a tribe is encountered **5%** of thoes encountered, rounded up are **MEL 1D6+4**, and **EL 2D6+2** in the above powers. These are the ancient elders of the tribe. No sprite will ever use any other power other than its innate power.

NOTE — *Sprites enjoy mischievous interference with the actions of men and the Sidh. When they are present in force. Sprites generally seek to kill men and capture the Sidh for a slow death at a later date.*

Sprites are cunning, somewhat sadistic and definitely amoral in their dealings with all creatures. The key to their psyche is the selfish disregard of anything that does not brings them satisfaction or pleasure. Their own pleasure is always their driven force.

Te'sla		Alignment — Balance	
AHP 24	OCV 8	DCV 2(5)	NWI -2
S 25(+1)	St 40(+2)	D 26(+1)	A 8
MR 4(16)*	NAV 0	MDV 14	NF 1D3
EnL 70	CDF 3	CL NA	
DTV -12**	HC AN	INT 4	
SS Nocturnal Fructivore and Scavenger			

*The () speed applies when the hit point of the creature is 0 or less due to damage.

**Between 0 and -12, the creature moves at increased speed and fights with uncontrollable battle fury.

Appearance — The Te'sla is a 8–9 foot tall creature with heavy fur. It has large, razor sharp claws on its hands and feet. Its teeth are needle sharp instruments of death. In general, it is brown with touches of both black and white.

Special — Te'sla are totally immune to Poison, Acid, Disease and Darkness Powers. Any Fire Powers or Storm Powers spell that is used on them scores the normal damage MINUS the creature's **MDV**.

EXAMPLE — A Lightning bolt scores 23 hits on the average creature. It will take 23—14, 9 points of damage.

The Te'sla hide is worth 10 Gold Coins unless it is burned or scorched. Its blood is valued to combat Disease and Poison. It is worth 1 Silver Coin per dose. It increases **HC** by 40, **MDV** by 20 and **StB** by 4 for 24 hours (for combating disease and poison only). It must be taken directly from the creature and stored in a metal container. If it touches the ground at any time it is worthless. Each Te'sla yields **AHP**, 1 ounce, doses if it is killed.

Te'sla blood is **BL7** death poison to any creature that is aligned with, or oriented towards, Law or Chaos. The same applies for their energy if the creature consumes energy. No supernatural force with any intellect, i.e. intellect 3 or higher, will ever attack a Te'sla to consume its blood or energy.

When the **HPV** of the Te'sla is between 0 and –12 it will regenerate **1D6** hit points per phase until it is higher than zero. When the **HPV** is less than –12 or greater than zero, regeneration will stop until the next time that the healing range is reached.

Tonah		Alignment — Elder	
AHP ×1.5	OCV ×2	DCV ×1.5	NWI ×2
S ×1.5	St ×1.5	D ×1.5	A ×2
MR ×1.5	NAV ×2	MDV ×4	NF 1
EnL ×3	CDF ×2	CL 1	
DTV ×2	HC ×1.5	INT +2*	
SS NA			

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

Appearance — Tonahs have the shape and appearance of the animal that they are the guardians of. Their appearance can be based on any animal, bird or non-fantastic wild creature. They are always 50% larger than the creature that they ward.

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

EXAMPLE — An average Wild Cat Tonah has the following values.

AHP 9	OCV 4	DCV 9	NWI –2
S 15	St 14	D 27(+1)	A 40(+2)
MR 27	NAV 0	MDV 16	
EnL 12	CDF 2	CL 1	
DTV –2	HC 15%	INT 5	

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

There is a 20% chance that is encountered is capable of using magic. If so, the Tonah will have twice the multipliers listed in its table. It will have innate power in **1D3** Elder Powers. Its **MEL** will be **2D6**. Its **EL** will be $\frac{1}{2}$ its **MEL**, rounded up.

NOTE — If the *Creature Variation* system is used, any multipliers that are determined there are added to the standard multiplier if their 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 will become 1.5.

Troid Folk		Alignment — Kotothi	
AHP 9	OCV 3	DCV 4	NWI +1
S 8	St 17(+1)	D 12	A 20(+1)
MR 12	NAV 0	MDV 4	NF Roll
EnL 20	CDF 1	CL NA	1–5 1D6
DTV –2	HC NA	INT 5	6–9 2D10
SS Nocturnal Carnivore			10 2D10 ×2

*A clan of Troid Folk in their lair. The lair is generally underground. Its major exit is in the water. Other exits that are present are well hidden and camouflaged by thick undergrowth.

Appearance — Troid Folk are tall, angular creatures. They have unnaturally long arms and legs. They have long, pendulous noses and ears. They represent Kotothi's last effort to surpass the Elf Sidh. They have an average height of 6 feet. Their arms are 4–5 feet in length.

Special — Troid Folk take delight in dancing, other artistic pursuits and the torture of their enemies. They hate all Sidh creatures. They are extremely cunning and somewhat intelligent.

As a rule, Troid Folk favor human women and have been known to keep humans as slaves. To some extent, they are known as man-eaters. In general, however, they subsist on fish. When they are encountered they will be armed spears and throwing weighted nets. In their lair, Troid Folk, will initially, be unarmed. The Referee should place their weapons somewhere in the lair. To arm, they must get to that place.

Trolls

(The Troll forms that can be encountered).

Rock Troll		Alignment — Chaos	
AHP 40	OCV 14	DCV 2	NWI –6
S 80(+4)	St 40(+2)	D 4(–1)	A 6
MR 10	NAV 2	MDV 6	NF Roll
EnL 30	CDF 4	CL NA	1–9 1D2 *
DTV –5*	HC NA	INT 4	10 1D6
SS Nocturnal Carnivore			

Appearance — Rock Trolls are powerful, cruel and vicious creatures. They have the facial appearance of the Troid Folk, hairiness and bestial thickness of the Ogre, and the musculature of the Troll. They are devoted eaters of any non-Kotothi humanoid forms. On the average, they are 8–10 feet in height.

Special — Rock Trolls are turned into stone by any magical light that succeeds against them. The duration will be as for the Purification spell with the **EL** of the light **EL** used.

Rock Trolls detest light. They will never be encountered above ground during the day for any reason. They may be armed with clubs, stone axes and spears when encountered.

Troll **Alignment** — **Kotothi**

AHP 30	OCV 10	DCV 4	NWI -1
S 50(+2)	St 35(+2)	D 8	A 18**
MR 11(12)*	NAV 2(1)*	MDV 6(12)*	NF Roll
EnL 12(40)*	CDF 3(4)*	CL NA	1-6 1D2*
DTV -4*	HC NA	INT 4(6)*	7-9 1D6(1)*
SS Nocturnal Carnivore			10 2D10+10***

*() Values apply for Elite Trolls or represent how many Elite Trolls show up

**Elite trolls have average agility of 20(+1)

***Lair of trolls, 10% encountered, rounded down, are Elite

Appearance — Trolls are heavily muscled, humanoid creatures. They have large heads and somewhat pendulous ears. Their hands are clawed and have vicious fangs. On the average, they are 7.5 to 9 feet in height. They represent Kototh's first effort to better the Elf Sidh. Common trolls will be dressed in ragged skins when encountered. Elite trolls should be finely dressed and armored.

Special — Trolls are devoted to the destruction of the Elf Sidh and the consumption of Humans. The common troll has no other drives. When encountered they may be unarmed or armed with heavy clubs, stone-tipped spears, etc.

Elite trolls are the masters of Trolldom. They are obeyed without question by any common troll. When encountered they will be armored in Scale Mail and armed with a well-made weapon of the Referee's choice.

When more than one Elite troll is encountered, one of them is a King Troll. Kings are automatically the maximum size for the world that the encounter takes place in, see creature variation. They are capable of using all Elder Powers at **MEL 2D6**, **EL 1/2MEL** rounded up.

All trolls are afflicted by iron and light as specified for the Elf Sidh. For trolls, the iron affliction does not stop them from handling iron weapons but will cause additional damage if they are injured by an iron or steel weapon.

Wood Troll **Alignment** — **Kotothi**

Male

AHP 24	OCV 7	DCV 4	NWI -1
S 25(+1)	St 20(+1)	D 10	A 15
MR 12	NAV 1	MDV 4	NF 1D6
EnL 8	CDF 3	CL NA	
DTV -2	HC NA	INT 4	
SS Nocturnal Carnivore			

Female

AHP 18	OCV 6	DCV 4	NWI 0
S 20(+1)	St 30(+1)	D 14	A 18(+1)
MR 12	NAV 0	MDV 6	NF 1D6
EnL 25	CDF 5	CL NA	
DTV -1	HC NA	INT 5	
SS Nocturnal Carnivore			

Appearance — Male Wood Trolls are bestial, hairy and horrible creatures. They combine the appearance of Troll and Goblin. They are 5-6 feet tall. Female Wood Trolls have the appearance of Troll Folk except their limbs are not abnormally long. They are as large as the male but not as heavily muscled. They have ragged, unkempt hair and only furred on the back of their neck.

Special — When Wood Trolls are encountered roll **1D10** on the table below:

Roll	Encounter
1-5	Males only
6-9	Females only
10	Males and Females

Male Wood trolls enjoy human flesh. In general, they kill males and try to capture females. They have the ability to camouflage themselves in Forest and Swamps. (As specified for Elf Common Knowledge in book 1).

Female Wood Trolls kill women on sight. They can use powers of Illusion and Fascination on human males at **MEL6/EL3**. Any male that succumbs to these powers will spend **2D10** days enjoying the wonderful beauty of the land that he has discovered, unless forcibly prevented from doing so. After this time, he is released in a random place with an **EL5** disease. If he is not cured within 7 days he automatically dies.

Wood Trolls are hostile to all non-Kotothi life. They prefer to capture Elves, Faeries and Dwarfs for slow torture. When females are encountered alone there is a 40% chance that they are riding wolves. Wolves in this state are under the control of the females. They can not be communicated with or commanded by by any other force other than the female Wood Troll.

Unicorn **Alignment** — **Elder**

AHP 17	OCV 6	DCV 18	NWI 0(-6)*
S 24(+1)	St 30(+1)	D 12	A 100(+4)
MR 68	NAV 0	MDV 22	NF 1
EnL 105	CDF 2	CL NA	
DTV -2	HC AN	INT 4	
SS Intermediate Herbivore			

*The () **NWI** applies when the Unicorn strikes with its horn when it is charging.

Appearance — Unicorns are perfectly, proportional horses. They have a long, straight horn with a narrowing spiral on their forehead. The horn is very sharp and strong. Unicorns stand 5.5 to 6 feet at the shoulder. They are generally white in color.

Special — Unicorns can only be approached by Wood Spirits, Tonahs and virginal human females. They flee any other creature.

Virgins may ride a Unicorn if they can influence it. Once she has mounted the Unicorn, it pays no attention to anything else. Anyone that approaches it at this time automatically ambushes it. This is the only time that a Unicorn can be ambushed.

The horn of a Unicorn, called an Alicorn, is worth 20 Gold Coins if it taken from the animal while it is still alive. It is a powerful material in the creation of healing potions. If it is taken, the Unicorn will always die in **1D6** days no

matter what steps are taken to preserve it. It refuses to continue living.

Unicorns will only fight if they are cornered. Any hits that they score with their horn, roll 1 or 2 on **2D6**, will use all modifiers for a Warhorse IV lance charge regardless of the speed that the Unicorn is moving. If they are not cornered, they will automatically flee all encounters except those specified above.

Vily		Alignment — Elder	
AHP 10	OCV 3	DCV 6(11)	NWI +3
S 14	St 16(+1)	D 18(+1)	A 50(+2)
MR 12(36)	NAV 0	MDV 8	NF 1D3*
EnL 80	CDF 2**	CL NA	
DTV -2	HC 15%	INT 7	
SS NA			

**CDF equals 1+(MEL/2), Round up.

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

Special — The Attributes of the Vily vary with her native terrain. All Vily have the appearance listed above. Their special attributes are listed below:

Aerial Vily Aerial Vily make their homes in the clouds. They can command eagles as for an Eagle Tonah. They can cast Clairvoyance, Divination and Storm Powers at **MEL10/EL5**. They are the most benign of the Vily. They often protect or aid men that are in danger. They never harm anything without just cause. Their **CDF** is 6.

Forest or Hill Vily These Vily live in caves or ravines. They use an equivalent of 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, these Vily like to perch in trees. They have a close affinity for trees in their area. If the trees are damaged without permission and due payment, the Vily will attack the group that is responsible.

Forest and Hill Vily DEMAND obedience from mortals. Those that fail to obey, once a request has been made, are subject to the Vily's curse. The major curses that they commonly choose to use are:

Roll	Curse
1	Painful Death (As for EL5 Pain, inflict 1D6 hits per turn until the victim is dead).
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).
7–10	Emotional, Physical or Mental Curse.

The Vily will only use these powers on the disobedient. It is a punishment for arrogance and is their innate power. They have **MEL 8+1D6/EL 2+1D6** in these curses. If given due respect, these Vily are benevolent and can be influenced into helping humans.

Forest and Hill Vily are innate Shape Changers. They can 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 an **MEL6/EL3** Wildness spell on any domestic horses within 10 hexes. Their **CDF** is 4.

Mountain Vily 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/EL4**. All of these powers are innate. All are **MEL12** and **EL4** specified above. Their **CDF** is 7.

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 will defend its animals from attacks that occur without permission. The Vily's castle can contain any animal that she can take the shape of and human servants that obey her commands and requests. The number of servants that are present, and their equipment, is up to the Referee. All creatures that are present in the castle will defend Vily that are there with their lives.

Water Vily Water Vily dwell in rivers, lakes and wells. They generally remain out of the water that they protect. They will punish anyone that drinks, or enters, their water without permission. This punishment changes the water into an acidic poison. It is a Death poison with a **BL** of 8. When it is in contact with an item creature that is not native to the water, it will have the effect of Great Serpent slime each phase, automatically.

Friendly Water Vily can use Divination, Cure Disease and Healing at **MEL8/EL8**. They can be influenced to help mortals that do not steal their water and and who show due respect for them. Their **CDF** is 5.

General Notes All 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, will receive a boon from her. 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 will turn her powers on him. No person is required to influence these beings. All Vily are eternally young. They are totally immune to the effects of time and old age.

The wings of the Vily are highly individual magical artifacts. They can be removed by the Vily, or by anyone that sneaks close enough to take them. Whoever takes the wings of the Vily, or cuts her hair, controls her for as long as the hair remains short or he retains possession of the wings. In either case, she loses all her powers and must obey any order that her master gives her.

If she regains the lost attribute, i.e. wings or long hair, she regains her powers and will take the deadliest revenge on her captor and his family.

Any person, other than the person responsibly for her condition, that aids her in regaining her freedom will gain her as a contact and receive any boon that is in her power to give.

Were-creatures				Alignment — Chaos
AHP ×2	OCV ×2	DCV ×1.5	NWI ×2	
S ×2	St ×2	D ×1.5	A ×1.5	
MR ×1	NAV ×2	MDV ×1.5	NF Roll	
EnL ×1.5	CDF ×2	CL NA		1–6 1
DTV ×1	HC NA	INT 6		7–9 1D3
SS Nocturnal Carnivore				10 2D6

Appearance — Were-creatures have the form of the animal that they take the shape of. They only differ in size and in their eyes. Depending on the type of Were-creature, their eyes are completely red without iris or pupil or they are totally human.

Special — The multipliers listed above are used as specified for the Tonah. The Were-Creature that is encountered will have the form of the animal is the the dominant carnivore in the region.

EXAMPLE — In an area that has no tigers, there are no Were-Tigers. In an area where wolves are endemic, Were-Wolves are encountered.

While they are in their animal form, Were-Wolves have an uncontrollable lust to kill. By preference they will kill humans.

OPTIONAL — It is entirely possible for a Were creature to get his power voluntarily. If so, and you choose to employ this option voluntary Were-Creatures do not have uncontrollable blood lust. They operate in their animal form with full human intellect and rationality. They still have blood lust, but they are in control of it. They will kill as a normal animal would, without needless mutilation. As a rule, voluntary Were-Creatures prefer to kill humans. When Were-Wolves are encountered, roll **1D10**. A roll of 1–8 indicates that they are the cursed, involuntary form. A 9 or 10 is the voluntary creature.

Cursed Were-Creatures have no control over their change. They take animal form at night when the moon is full. They return to human form when they die or at dawn. While changed, they attack anything. Any damage that they take is retained when they return to human form.

They will not remember the events of the night but will retain a horrible impression of the creature's blood lust.

Voluntary Were-Creatures may take animal form at night regardless of the phase of the moon. They retain full memory of the events of the night and are selective in their kills.

Persons that kill a cursed Were-Wolf, and are dammed by it in doing so automatically take on the curse. Unless the curse is negated, they they will stalk the night at the same time of Were-Creatures with each full moon. If the creature killed is a voluntary Were-Creature this rule does not apply.

Wyvern				Alignment — Kotothi
AHP 25	OCV 7	DCV 5(8)	NWI –1(–4)*	
S 29(+1)	St 20(+1)	D 8	A 13	
MR 15(27)	NAV 3	MDV 7	NF 1D3	
EnL 21	CDF 7	CL NA		
DTV –3*	HC NA	INT 5		
SS Intermediate Carnivore				

*The () **NWI** applies when the tail attacks. The other value is used in all other cases.

Appearance — Wyverns are winged, two-legged, dragon-like creatures whose bodies taper to poisonous scorpion

tails. They were created to destroy Chaos in the Desert. Since the fall of Kototh, they no longer restrict themselves to their prey. Excluding their large tails, Wyverns average 6–8 feet in length.

Special — The tail of the Wyvern carries **BL7** Death Poison. It can only be used in the front by striking over the head. In any phase the Wyvern will either attack with its tail or in some other manner. The chance for either, while the poison lasts, is 50/50. In all case while the poison lasts, it will have no effect unless damage by the tail is scored on the target. Each Wyvern will have 4 doses of poison per encounter. When it no longer has poison, it will no longer attack with its tail and, if possible, it will try to drag away prey and feed.

Zehani				Alignment — Balance
AHP 30	OCV 13	DCV 10	NWI 0	
S 75(+3)	St 80(+4)	D 35(+2)	A 55(+3)	
MR 13	NAV 4	MDV 30	NF 1	
EnL 210	CDF **	CL 3		
DTV 0	HC NA	INT 10		
SS NA				

****CDF** equals **3+(MEL/2)**, Rounded down.

Appearance — Grey-cowled, humanoid figures 6 to 6.5 feet tall. Their faces are cloaked in impenetrable blackness and they exude magical potency. They are the most potent of the servants of Balance.

Special — The Zehani are the messengers of fate. They can use any Balance spell at **MEL 2D6+4/EL 1D3+6**. Any spell that is used against a Zehani, and fails, fails abysmally.

Zehani only fight with their magic. They will not engage in physical combat at any time. Any damage that they take is ignored until it is sufficient to kill them. At this point they return to the throne of fate and are dispelled. Damage taken does not interfere with any magic that they cast. Their concentration is never broken. The Zehani are the servants of fate, the step-children of time and the favored of Tehuti.

5 Creature Variation (Optional)

It is rational to assume that no two individual members of a species are identical so this system helps to add realism to the game.

5.1 Creature Variation Table

Roll D100. When a modifier group is determined use sections ?? and ?? to see the rules that govern them.

Table 5.1: Creature Variation Table

Roll	Modifier +(-)	Roll	Modifier +(-)
1-2	.5 (2)	71-80	1.2 (.9)
4-6	.6 (1.8)	81-88	1.4 (.8)
7-12	.7 (1.6)	89-94	1.6 (.7)
13-20	.8 (1.4)	95-98	1.8 (.6)
21-30	.9 (1.2)	99-100	2 (.5)
31-70	1 (1)		

5.1.1 + modifier

is multiplied times AHP, NWI, S, St, NAV, NAV, CDF, CL, EnL

In all cases round up. Referee can if choose to multiply times Healing Chance (HC) if one is listed.

5.1.2 - modifier

(ed value, multiplied times D and A

In all cases round up. Referee at his discretion can also multiply it times number found of creatures, especially for small ones.

5.1.3 Speed (MR)

Using + modifier from section 5.1 get MR multiplier below rounding up.

Modifier	Multiplier	Modifier	Multiplier
.5	1.5	1.2+1.4	.9
.6+.7	1.3	1.6+1.8	.8
.8+.9	1.1	2	.7
1	1		

5.1.4 Magic Variation

Normally casting ability is Energy Level for magic capable creatures. If they can cast use the - modifier (ed value to multiply value found in 5.13's table to MEL and EL of spells. The resulting value of MEL/EL after modification is always rounded down.

5.1.5 OCV and DCV

$$\text{OCV} = (\text{AHP} / 5 (\text{RU})) + \text{SB} + \text{StB}$$

$$\text{DCV} = (\text{MR} / 5 (\text{RU})) + (\text{NAV} / 2 (\text{RU})) + \text{DB} + \text{AB}$$

(Sample dragon modification skipped from page)

(Math Chart Variation Table of AHP skipped since its simple math from page 56 of book 3 if needed for yourself.)

6 Creature Generation (Optional)

Can do all tables randomly or referee can change to fit his needs (the roll or choose the number).

6.1 AHP

Roll **D100**

Roll	Size	AHP Value	Average	Range
1-30	Tiny	1D6+1	4	2-7
31-56	Small	2D10	11	2-20
56-80	Medium	(2D10+5)×2	32	14-50
89-99	Large	(3D10+10)×3	78	39-120
100	Immense	(2D10+5)×10	160	70-250

6.2 Strength and Stamina

Roll **2D10** and base on **AHP** (Round up)

AHP	Roll (roll for both with 2 rolls)							
	2	3-4	5-7	8-10	11-13	14-16	17-19	20
1-5	.8	1	1.1	1.2	1.3	1.4	1.6	1.8
6-15	.7	.8	1	1.1	1.2	1.3	1.4	1.6
16-30	.6	.7	.8	1	1.1	1.2	1.3	1.4
31-50	.5	.6	.7	.8	1	1.1	1.2	1.3
51-80	.4	.5	.6	.7	.8	1	1.1	1.2
81-120	.3	.4	.5	.6	.7	.8	1	1.1
120+	.2	.3	.4	.5	.6	.7	.8	1

6.3 Dexterity and Agility

Roll once for each using ROLL below (RU).

Size*	Roll	Minimum
Tiny	D100+10	11
Small	(D100/2)+10	11
Medium	3D10+1	4
Large	2D10+1	3
Immense	2D6-1	1

*Based on size from 6.1

6.4 Natural Weapon Index

Based on **AHP** and **D10** roll

AHP	Roll								
	1	2	3	4	5	6	7	8	9
1-5	5	4	3	2	1	0	0	-1	-2
6-15	4	3	2	1	0	0	-1	-2	-3
16-30	3	2	1	0	0	-1	-2	-3	-4
31-50	1	0	0	-1	-2	-3	-4	-5	-6
51-80	0	0	-1	-2	-3	-4	-5	-6	-7
81-120	0	-1	-2	-3	-4	-5	-6	-7	-8
121+	-1	-2	-3	-4	-5	-6	-7	-8	-9

NOTE — Once **NWI** is known referee should determine the appearance of the creature based on the **NWI** to explain its fearsome factor.

6.5 Natural Armor Value

First use table below based on size for modifier

Size	Modifier to Roll	Size	Mod.
Tiny	-2	Large	+1
Small	-1	Immense	+1
Medium	0		

(Add modifier to **1D10** roll for table below).

Base Factor = **AHP**/10 round down

Base Factor	Modified Roll												
	-1	0	1	2	3	4	5	6	7	8	9	10	11
0	0	0	0	0	0	0	0	0	0	0	0	-	-
1	-	0	0	0	0	0	0	0	0	0	1	1	-
2	-	0	0	0	0	0	0	0	0	1	1	2	-
3	-	-	0	0	0	0	0	0	0	1	2	2	3
4	-	-	0	0	0	0	1	1	2	2	3	4	5
5	-	-	0	0	0	1	1	2	2	3	4	5	6
6	-	-	-	0	0	1	1	2	2	3	4	5	6
7	-	-	-	0	1	1	2	2	3	3	4	5	6
8	-	-	-	1	2	2	3	3	4	4	5	6	7
9	-	-	-	2	2	3	3	4	4	5	5	6	7
10+	-	-	-	2	3	3	4	4	5	5	6	6	7

- = impossible result

6.6 Alignment

Referee can select or roll using **1D10** on table below.

Roll	Align.	Roll	Align.
1-3	Chaos	8	Balance
4-5	Law	9	Sidh
6-7	Kotothi	10	Other Elder

6.7 Other Attributes

Referee can roll randomly on below tables or select or add to.

NOTE — *Some definition is needed.*

Wingless flyer - moves through the air magically (up to referee which spell). A non-flyer with vestigial wings has short wings not sufficient for flight. It's use, if any, is up to the referee's discretion.

Swimming rates the creature on how it operates in water. Aquatic creatures spend 10% of their time in the water. Natural Swimmer spends equally time on land and water and feels at home in both. Can't swim can't operate in water above its head, it is a wader at least. Aquaphobic won't enter the water in any case. It will never enter the water or pursue any creature into water. Special—if yes roll on the Special Attribute table in book one.

Intellect - measurement of intelligence.

Viability - if creature can produce offspring. Viable - can produce offspring within its own race, sterile - can't produce offspring. If result is multi-race then can produce offspring

Table 6.1: Body Form Table (roll **D100**)

Roll	Body Form	Roll	Body Form
1–20	Humanoid	69	Tortoise
21–24	Dog	70–72	Serpent
25–27	Wolf/Hyena	73–75	Frog/Toad
28–30	Cat	76–77	Salamander
31–34	Lion/Tiger/Leopard	78–81	Insect
35–42	Horse	82–84	Deer
43–45	Spider	85	Elephant
46–48	Cow/Buffalo	86	Lobster/Crayfish
49–52	Eagle/Hawk/Falcon	87–88	Plant/Tree
53–58	Anthropoid	89	Amoeboid/Formless**
59	Created*	90–91	Multi-Armed or Tentacled***
60–63	Rodentia	92	Insubstantial†
64–65	Water Rodent	93–100	Chimearical‡
66–68	Lizard		

*Created by magic user or some other force. Can have any form even irrational, impossible forms.

**Either an amoeba or has no definite form while substantial

***Has 2+ arms or tentacles up to referee to decide form.

†Truly insubstantial in form. Can only be formed by a dedicated weapon and can't be harmed in normal combat.

‡Chimera form has more than one form in it. Roll **1D3+1** times on the table above for each form. The referee should determine which parts and how to make it whole.

Table 6.2: Color (**D100**)

Roll	Color
1–5	Black
6–10	Blue
11–15	Yellow
16–20	Green
21–25	Purple
26–30	Dark Blue
31–35	Flesh Tone
36–40	Tan
41–45	White
46–50	Orange
51–55	Light Red/Pink
56–60	Gray
61–65	Red
66–70	Brown
71–75	Dark Brown
76–85	Striped*
86–94	Spotted*
95–100	Mottled*

*Roll **1D2+1** times subtracting 25 from roll for each color

Table 6.3: Scent (**2D6**)

Roll	Scent
2	Foul
3–4	Distasteful
5–6	Unsettling
7	Average
8–9	Pleasant
10–11	Aromatic
12	Enchanting

Table 6.4: Intellect (**D100**)

Roll	Intellect
1–30	1D3
31–60	1D3+2
61–85	1D3+3
86–99	1D3+5
100	1D3+7

Table 6.5: Flight (**D10**)

Roll	Flight Type
1	Wingless flyer
2–4	Winged flyer
5–9	Non-flyer
10	Non-flier with vestigial wings

Table 6.6: Swimming (Roll **D10**)

Roll	Type
1	Aquatic
2–3	Natural Swimmer
4–7	Can learn to swim
8–9	Can't swim
10	Aquaphobic

Table 6.7: Special (**D10**)

Roll	Special
1	Yes
2–10	No

Table 6.8: Survival Strategy (roll **1D10** twice)

Roll	First D10
1–5	Diurnal
6	Intermediate
7–10	Nocturnal
Roll	Second D10
1	Scavenger
2–5	Herbivore
6	Fructivore
7–9	Carnivore
10	Omnivore

Table 6.9: Viability Table (**D10**)

Roll	—
1–7	Viable
8–9	Sterile
10	Multi-racial

Table 6.10: Treasure (**D10**)

Roll	—
1–4	Relevant
5–10	Irrelevant

in its own race and some other species in combination. For example, Griffins can produce with both griffins and horses.

Scent is the smell of the creature from a human point of view.

Color is color of the skin or fur of the creature.

Survival strategy is type of prey it seeks and time of day it searches its prey.

Scavengers live on dead or easily defeated prey. Herbivores eat many grasses and plants (generally should be diurnal). Fructivore live on fruit and small insects. Rarely will they kill and eat small animals. Carnivore thrive off meat animals (70% of diet). They will hunt down their prey and kill small to large animals. Omnivores balance their diet with meat, grasses and fruit. Unless civilized they live by hunting and gathering. Most intelligent creatures are omnivores.

Diurnal creatures seek sustenance at day, Nocturnal at night, and Intermediate seek during day or night. It has no defined period when it will be most active.

6.8 Movement Rate

Base on size, body form and type of movement (flight, swim, etc.). Referee can determine the movement rate based on those factors and description of the creature as a guide.

6.9 Attribute Values

Based on factors determined previously

6.9.1 Offensive Combat Value

$$OCV = (AHP/4 (RU))+SB+StB.$$

6.9.2 Defensive Combat Value

$$DCV = (MR/5 (RU))+(NAV/2 (RU))+DB+AB.$$

6.9.3 Damager Tolerance Value

$$DTV = (AHP/10 (RU))\times(-1).$$

6.9.4 Magic Ability

Based on size class and **D100**. If aligned add 10, if aligned with chaos add 20.

Table 6.11: Size Class

Roll	Tiny	Small	Medium	Large	Immense
1–50	None	None	None	None	None
51–75	1D3+1	1D3	None	None	None
76–90	1D6+1	1D6	1D6+2	1D3	None
91–97	1D6+4	2D6	1D10+2	1D10+2	1D6+3
98–100	None	None	None	2D6+2	2D6+4

Value is the **MEL** of the power. IF None then no magical ability. IF **MEL** then creature has **1D3*** magical powers and is automatically immune to those powers it can case. The **EL** in the power and/or immunity is **MEL/2** (Round up). The referee can vary that if he sees fit.

IMPORTANT — IF the creature is aligned, the power much come from that alignment. If creature is Kotothi then it can be any Elder or Shamanic power that kills, causes helplessness or any other bad effect on its target.

6.9.4.1 Contact Level (CL)

If aligned and has some magical power it can be a supernatural force. If referee wishes to do so the **CL** is **MEL/5**, round up.

6.9.5 Creature Difficulty Factor (CDF)

CDF = **AHP/10 (RU)**. If Magical power or **NWI** greater than -3 then increase **CDF** by 50% (RU). If creature has **CL** of 1 or higher double the base **CDF** (if supernatural force of its alignment).

6.9.6 Magic Defense Value (MDV)

MDV = **Intellect+(AHP/20 (Rounded down))**. If has magical power then add **MEL** to **MDV**. If supernatural force of alignment then add **MEL** and **TWICE** the **CL** to **MDV**.

6.9.7 Energy Level (EnL)

EnL = **MDV**×**3**. If magical power then **MDV**×**5**. If supernatural force of its alignment then **EnL** = (**CL**×**50**)+**MDV**.

6.9.8 Healing Chance (HC)

HC = (**S+St**)/**2** round down. If associated with healing or healing powers then double **HC**. If supernatural force of its alignment and it applies then triple **HC**. Max **HC** regardless of limits is 100%.

6.10 Special Factors

Help give the creature its ecology in its world.

Table 6.12: Poison Chance

– Size	Carnivore % Chance	Omnivore % Chance	Other Chance
Tiny	40%	30%	50%
Small	20%	15%	30%
Medium	10%	5%	15%
Large	5%	2%	5%
Immense	2%	1%	2%

6.10.1 Poison

If Carnivore/Omnivore can inject or give poison for offensive or defensive reasons. If Herbivore some part of it can be poisonous to attackers. If present then up to referee how it is performed.

For “other” roll **D10** 1–4 repulsive effect 5–10 some poison. If poison roll on table below if repulsive use 6.10.1.1. All poisonous Carnivores and omnivores will roll below. If Kotothi +1 to roll, if chaos aligned –1 from below roll. **2D6** for type then **2D6** for toxicity.

Table 6.13: Poison Table

Roll	Poison Type	Roll	Toxicity
1+2	Magical Poison*	1+2	1D6+2
3	Immediate Death	3–5	1D6+1
4+5	Death	6+7	1D6
6+7	Slow Death	8+9	1D3+1
8+9	Debilitating**	10+11	2D3*+2 (* is not X but X/2)
10+11	Paralytic	12+13	2D6
12+13	Paralytic Acid***		

If creature has intellect of 5+ or is supernatural force of its alignment then double the **BL** determined above. If tiny add 50% (RU) of **BL**. if both factors apply triple the **BL** determined.

*Carried a referee determined poison with a spell in it. If it successful then **EL** = **BL**/2 (RU). If creature is aligned then spell must come from that alignment.

Reduce **BL×2 points from Energy Level, Strength and Stamina. Effect will last **BL** days. Per success reduction is implemented. If Energy level=0 victim is dead.

***Paralyzes victim and burns a wound with potent acid. Double the damage scored when the poison succeeds in effecting a target.

6.10.1.1 Repulsive Powers

Used by non-aggressive creatures to protect themselves, from predators. It serves to drive away or occupy attention of predators. The factors and type of creatures it affects and does not affect are up to the Referee. The **BL** of the repulsive effect is in the table below:

IMPORTANT — **BL** is modified by size, magic and supernatural factors. listed in section 6.10.1 in the poison table.

6.10.2 Natural Material Value

If aligned, magical power, or uses some poison, has some repulsive power, some special attribute or special factor about it, then some natural material can be drawn from

Table 6.14: Repulsive BaseLine (**BL**) table

Roll	BL	Roll	BL	Roll	BL
1–5	1	41–60	5	89–95	8
6–12	2	61–75	6	96–99	9
13–25	3	76–88	7	100	10
26–40	4				

it. The referee will determine if possible and then apply parameters as follows:

- What portion of creature that gives the natural material.
- What it will do in enhanced and unenhanced forms.
- How the material should be used and any restrictions, if any.
- How much of the material is found and can be used.
- Any special care or preparation needed for use of the material.

6.10.3 Number Found (NF)

Referee sets this value. But max value for balance, should never be Max NF times **AHP** to exceed 250 unless encounter is seen in a distance or planned. If creature is capable of magic then add **MEL**×5 to **AHP** in max determination above. Referee should for balance limit the **AHP** encountered of the force to **3**×party total **HPV** or less (using any **MEL** values as specified above). To preserve the challenge of encounters, except in special circumstances, the Character (or party) should never have more than 3 to 1 advantage (or party) those they encounter in combat unless in special circumstances during an adventure.