

CHAOS CREATURES

Aatxe				Meresin			
AHP	23	OCV	9	DCV	5	NWI	+2 (-3) *
S	40 (+2)	St	35 (+2)	D	12	A	20 (+1)
MR	11 (20)	NAV	1	C	15	NF	1
EnL	51	DTV	-3*	CDF	3	CL	NA
SS	Nocturnal Carnivore			MDV	7	INT	6
		PR	4	SIZE	2*	HC	25%

* -3 in Bull form. Size is 3 in bull form.

Appearance - This evil spirit appears in the form of a black bull with red horns. Occasionally (20% chance) it is in the form of a black man in leather garments.

Special - Aatxe exist to kill. Any living creature they encounter is attacked. If they are "killed" they return to their home in spirit form. The only way to truly kill one is to slay it in its lair and dispell the spirit as it reforms.

Aatxe are tied to the storm. They rarely leave their cave when it is not a stormy night. None leave the cave during the day. The light of the sun disintegrates them (the sun only). All are totally immune to Storm Powers. They suffer double damage from Light powers that are intended to score physical damage on a target.

Akhkharu

Akhkharu are the vampiric servants of Chaos and members of the Court of Lilith. All consume the blood and energy of victims. The types one can summon or encounter are described below. Immortal Akhkharu are only found in the Upper World unless summoned.

Immortal Akhkharu				Lilith, the Seven Dukes			
AHP	60	OCV	22	DCV	12 (19)	NWI	-8
S	160 (+6)	St	80 (+4)	D	30 (+1)	A	40 (+2)
MR	13 (48)	NAV	12	C	NA	NF	2
EnL	200	DTV	0	CDF	12	CL	3
SS	Nocturnal Parasite			MDV	20	INT	7
		PR	NA	SIZE	3	HC	NA

Appearance - Immortal Akhkharu are the consorts of their Goddess and rulers of the vampiric. They are robust, lion-headed figures with the wings of the bat and vicious fangs and claws. On the average they are 7-9 feet in height.

(Lemashtu, their Prince, is 12 feet tall). All are male.

Special - Immortals use Fascination at MEL14/EL7. Anyone affected becomes their thrall. The victim can **NEVER** resist them. An Immortal thrall is totally immune to other Fascination spells. No other vampire will ever attack him or her.

Immortals fascinate their victims before they drain blood. The first hit, determined on the Combat Table as normal, does the damage scored to HPV and energy level. Subsequent hits (one per phase) drain SB D10 energy until the Immortal is driven away or the victim is dead.

Akhkharu hunger until they drain energy points equal to their energy level. They continue the attack until the victim is dead or they are sated. Any victim that is drained, but not killed, is their permanent thrall. Any victim that is drained and killed becomes a Vampire (males) or Lamia (females).

EXAMPLE – An Immortal attacks a person with an Energy Level of 40. He scores a Deadly Hit on the combat table doing 32 points of damage. The Energy Level is reduced to 8. On the next phase he loses 6D10 energy and is probably killed.

Lamia				Lilith, Sier			
AHP	25	OCV	10	DCV	7	NWI	-4
S	60(+3)	St	40(+2)	D	16(+1)	A	25(+1)
MR	12	NAV	4	C	NA	NF	1
EnL	50	DTV	0	CDF	5	CL	NA
SS	Nocturnal Parasite			MDV	10	INT	6
		PR	NA	SIZE	2	HC	NA

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

Special – Lamia 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 use Fascination at MEL6/EL3. The speed listed above is their foot speed. The cloud moves 4 hexes per phase as she wills. No wind or other environmental factor affects it. The parameters for blood and energy loss are the same as Immortal Akhkharu.

Vampire				Lemashtu			
AHP	32	OCV	13	DCV	8(13)	NWI	-5
S	80(+4)	St	45(+2)	D	20(+1)	A	30(+1)
MR	12(36)	NAV	6	C	NA	NF	1
EnL	80	DTV	0	CDF	6	CL	NA
SS	Nocturnal Parasite			MDV	15	INT	6
		PR	NA	SIZE	2	HC	NA

Appearance – As for Lamia except Vampire are males.

Special –Vampires use Fascination at MEL8/EL4. The rules for blood and energy loss are as for Immortal Akhkharu. They are not required to drain a victim until they are sated like other vampiric creatures. The minimum energy level loss a Vampire must take from the victim equals OCV*2 in energy points. He may stop at any time after this and retain a

living thrall. (Vampires prefer to keep thralls for protection during the day. When they are encountered in repose, 1D6 human thralls are present).

All vampires 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 Vampires retain the full knowledge he had while he was a human. He may not use any spell that he knows unless he is sated and it is derived from Chaos. This restriction does not apply to their 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:

1D6 Wolves	4D10 Rats
1D10 Owls	2D10 Vampire Bats

The Referee should make the logical decision to check if the summoned creatures live in the area of the vampire. If not no summons can be made. Only one type of creature can be present at one time. No more than one call worth to that creature can be made for an area. Finally, a Vampire can ignore any Mist spell. At his option, he can negate these spells automatically.

General Rules

The preceding types of Akhkharu are immune to physical attack at night unless the weapon is specifically dedicated to destroying Akhkharu. Lamias and Vampires 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.
- C) The body must be burned.

All three steps are required to permanently destroy the creature. None may be accomplished except during the day. If any step is omitted, the destruction is not permanent. (See an exception in Restrictions below)

Immortal Akhkharu are not helpless during the day. They will only be found in places without sunlight at this time. Any result that kills them serves to banish them. They cannot be affected in any other way during the day. (Except as specified 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 open. Vampires and Lamia can be repelled by the stench of garlic or religious symbols. Unless the item used is specially enhanced or magic this is not automatic. Roll BL2 on the Magic Table. Success repels. Any other result does nothing. The creature will add its MDV to the roll. Enhanced garlic or a blessed religious symbol automatically repels them.

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

Akhkharu will not expose themselves to sunlight. Per phase they are touched by it they take 2D10 hits. Their NAV will not apply against this damage. If they do not get out of the sun before their AHP is inflicted, they are destroyed. If the ashes are scattered, destruction is permanent. If not, they reform the next night.

OTHER VAMPIRIC SPIRITS

Kumiho				Shevold			
AHP	10	OCV	2	DCV	6	NWI	+1
S	6	St	9	D	20(+1)	A	34(+2)
MR	15	NAV	0	C	25(+1)	NF	1-6 1 7-9 2 10 1D6+1
EnL	74	DTV	-2	CDF	5	CL	NA
SS	Inter. Parasite			MDV	15	INT	7
		PR		SIZE	2 (1) *	HC	17%

* The () Size applies in the creature's natural form.

Appearance - The native appearance is a nine-tailed silver fox. It has green, glowing eyes and razor sharp teeth. It is most commonly encountered in the form of one of its victims, a human woman. It cannot take any other forms.

Special - Kumiho take the form of any woman they have killed. The goal in doing so is to bewitch men, earn their love and trust, then use it to slay. They hold the shape of a kill without limitation or cost. It becomes part of them.

When a reasonable justification for suspicion exists, and the Kumiho is naked, an Empathy roll is allowed to discover their true nature. Success does. Partial success lets the player know something isn't right. Failure ends all suspicion. The player may only roll once for any one Kumiho.

These creatures prosper through trickery. They are exceptionally cunning. While in place, they slay as

opportunities arise. They are capable of operating as a Succubus with a man they have beguiled AND a vampire with others. They will not take more than 1/4 of their EnL on any one night from the beguiled. Doing so would be grounds for suspicion. They are too cunning to make such an error.

Randomly encountered Kumiho are of two types. Roll 1D2*. If the result is a 1 they own someone already. They ignore or slay, depending on the situation. On a 2 they are seeking someone to own. They befriend any good candidate for seduction. If there aren't any, they move on. Arrange a cunning entrée that fits the situation.

NOTE - Kumiho only prey on humans. They will not attack any other race or remain with a group with members of another race as part of it. Such beings are useless to them and, in their opinion, vile.

Succubus/Incubus

Incubus (Male)				Lilith, Moloch			
AHP	18	OCV	7	DCV	5	NWI	-5
S	40(+2)	St	16(+1)	D	12	A	12
MR	14	NAV	3	C	16(+1)	NF	1D3*
EnL	52	DTV	-2	CDF	6	CL	1
SS	Nocturnal Parasite			MDV	10	INT	6
		PR	4	SIZE	2	HC	16%

Appearance - The incubus is a wingless demonic spirit. His basic form is reptilian. They are lean, wiry and strong. Their eyes are blood red and their hide tends to be black. No doubt of their maleness is possible when they are seen.

Succubus (Female)				Princess Naamah, Lilith			
AHP	12	OCV	4	DCV	7(10)	NWI	-4
S	28(+1)	St	12	D	15	A	32(+2)
MR	13(28)	NAV	3	C	8	NF	1D3*
EnL	44	DTV	-1	CDF	6	CL	1
SS	Nocturnal Parasite			MDV	13	INT	6
		PR	4	SIZE	2	HC	10%

Appearance - The true form of a succubus is like that of the Incubus except she is voluptuously female and has bat wings. In seducing a man she will appear to be a perfect human beauty. She shows no other form until the seduction is successful. While consummation occurs, she takes her true form. At that point it is too late for the man.

Special - Both sexes have the same powers. Unless they choose otherwise, or a successful Revelation spell is cast, they are only visible to a person they attempt to seduce OR have seduced. No one else is aware of them.

Both cast Seduction at MEL8/EL4. Any success with the spell, or acquiescence to the spirit, grants permanent

control. The victim will not be able to resist the owning spirit for any reason until its hold on him is exorcised. Exorcism or Negate Curse with an EL higher than FOUR is required to break their hold.

NOTE - This point is important. Spell success is not required. If the victim accedes to any wish of the spirit he or she is owned. In example, a Succubus asks a man to open a door. If he does she owns him.

These spirits drain energy as specified for Vampires. The maximum they will take is 50% of their EnL (RU). It is taken while involved in the act of intercourse. The spirit may choose how much to take. The minimum is ten percent of its ability (RU). Their goal in dealing with mortals is to own and use them. Slaying is not preferable to them.

If their survival, or that of a property they enjoy, demands it, they will use their vampiric ability to kill. At such times, the limit stated above does not apply. They take what they must to kill the person who must die.

NOTE - People killed by a Succubus or Incubus do not become vampiric spirits. They die and can never be resurrected.

Mortal union with these spirits can result in pregnancy. The child of a succubus is a demon. A child fathered by an incubus will be a special individual. As an example, Merlin was said to be the son of an Incubus and a nun. They tend to have special powers and/or talent as wizards.

Vrykalakas				Murmur, Duma, Lemashtu			
AHP	27	OCV	10	DCV	5 (8)	NWI	-5
S	50 (+2)	St	44 (+2)	D	15	A	15
MR	10 (23)	NAV	6	C	NA	NF	1
EnL	60	DTV	0	CDF	7	CL	NA
SS	Inter. Parasite			MDV	14	INT	5
		PR	NA	SIZE	2	HC	NA

Appearance - The Vrykalakas is a corpse animated with Necromantic magic and cursed with Vampirism. Unlike others so afflicted, they operate during the day. They are noted for the foul stench they exude and the poor condition of their bodies.

Special - This creature has the Fascination power of the Vampire (MEL8/EL4) and can change into an Owl. It does not possess any other attributes of the Akhharu Vampire. Unlike the Akhharu, it can be harmed in combat and by magic. Combat and all magic except fire and lightning score 20% damage (RD). Fire and Lightning score normal damage.

Vrykalakas exist to kill. They do so to the best of their ability. No one bitten by them is compelled to obey in any way. If their victim is killed, he does not become a

vampire but any Necromancer can automatically animate him. One day per week, generally the day of their creation, the creature is restricted to its grave. It may be killed, as specified for a Zombie, at that time (See Black Curse).

Per individual the Vrykalakas kills its EnL is increased by ten. Per sixty that the EnL increases, its Intellect increases by one. If it reaches SIX or higher, the creature regains its human memories and is capable of whatever it was when it was alive. The only exclusion is that it may not cast any Law magic or any form of Priestly or Shamanic magic.

These fiends are not afflicted by light, garlic or any other limitations of the Akhkharu. Regardless of the number of kills, their INT may not increase beyond INT 8.

Alal				Abaddon			
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	C	37 (+2)	NF	1
EnL	86	DTV	-4*	CDF	8	CL	2
SS	NA			MDV	15	INT	7
		PR	8	SIZE	3	HC	41%

* The () OCV is used against any Law aligned enemy.

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

Special – Alal use Destruction at MEL10/EL6. The weapon the rider is armed with is EL6 for hit chance and damage plus. They understand the language of Chaos-oriented human societies but never speak to anyone except wizards favored by Abaddon or priests of Abaddon.

The Alal's goal is to kill and destroy. It will attack the summoner's enemies first. If not dispelled after they are slain, it turns on the friends of the summoner than the summoner himself. Unless dispelled, they remain until every being in the area is dead.

Alal never dismount. If they are knocked off the demon steed in some way, they are automatically dispelled. In such cases, the steed will fight with Uncontrollable Battle Fury for 1D6 phases before leaving also.

Alu				Duma, Ba-en-kekon			
AHP	19	OCV	7	DCV	3 (12)	NWI	-2 (-8)
S	16 (+1)	St	42 (+2)	D	13	A	10
MR	10	NAV	1	C	18 (+1)	NF	1D3
EnL	43	DTV	-3	CDF	3	CL	1
SS	NA			MDV	8	INT	5

		PR	6	SIZE	2	HC	30%
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Appearance - Alu have the scaled reptilian body common to terrestrial demons. They do not have wings and cannot fly. Their head is the contorted visage of a war hound and their long vicious claws are lupine. The tiny legs of the demon are barely discernable. It has no visible mouth or ears. Its short pointed horns are yellow.

Special - Alu are demons of silence and darkness. They have no MDV against any light spell and are predisposed to flee such attacks. When fighting in a silent or dark area they QUADRUPLE their NWI and DCV. They are attuned to such places and very hard to battle there. Alu can see in any darkness and cannot be affected by Darkness powers.

Beasts

Supernatural, beastly creatures aligned with the Dark Forces of Chaos. They are only encountered if summoned or as guardians.

Corruption Beast				Choronzon, Chaos			
AHP	15	OCV	3(6)*	DCV	3	NWI	-5
S	8	St	10	D	12	A	14
MR	8	NAV	3	C	NA	NF	1D2*
EnL	180	DTV	0	CDF	8	CL	2
SS	NA			MDV	12	INT	9
		PR	NA	SIZE	2	HC	NA

*When fighting Humans use OCV 6.

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

Special - Normal weapons can't damage this beast. It attacks with MEL12/EL4 Corruption. The beast absorbs any damage inflicted. This increases his AHP by the points absorbed and OCV by points absorbed/5 (RU). If AHP is reduced to zero or less it is banished.

EXAMPLE - An undamaged beast inflicts 12 points with its power. Its AHP is increased to 27. Its OCV is increased by 3. If fighting humans, from 6 to 9.

Light Powers do double damage on the beast. If its AHP is reduced to zero or less by Light Powers or magical weapons it is killed.

Beasts of Disorder				Choronzon, Chaos			
AHP	25	OCV	6(12)*	DCV	2	NWI	0
S	15	St	28(+1)	D	9	A	12
MR	8	NAV	0	C	NA	NF	1
EnL	180	DTV	0	CDF	10	CL	2
SS	NA			MDV	22	INT	6

		PR	NA	SIZE	5	HC	NA
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*OCV is 11 when fighting the forces of Sabbathiel.

Appearance – This Beast is a swirling vortex of limbs, bodies, and organs. These are the bodies of creatures that have been absorbed. They constantly swirl through the Maelstrom that is the beast’s form. The vortex has a spherical diameter of 30 feet.

Special – MEL13/EL10 Disorder attacks all entities within HPV/5 (RU) hexes of the beast. The creature is the center of this effect. Any person that enters a hex the beast is in is absorbed. The beast remains motionless unless the enemy it is fighting is capable of harming it.

The Beast is only harmed by Light Powers and weapons dedicated to the destruction of Beasts. If the enemy has these the beast uses a mobile attack.

Characters that are absorbed by the beast are released if it is 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. Anyone inside at the time goes with it.

Persons that are trapped in the beast remain part of its ever-shifting collage forever. Their screams drown in silence for eternity. If they remain within a number of phases greater than their Will, they are insane as specified for Silent Terror.

EXAMPLE – The beast takes 25 hits. If a Light Powers spell scores 26 hits it is destroyed. If it is 12 hits down and a deadly hit with the appropriate magic weapon scores 17 hits, it is banished. If the same hit had scored 25 hits or more, it would have been destroyed.

NOTE – When a beast like this is destroyed CL D6+3 creatures are released. All are insane as specified for Silent Terror. At least 50% (RU) are various types of humanoids. The rest can be anything. If a player manages to cure any, and survive the bedlam, he earns that creature’s friendship. What that means depends on the nature of the creature.

Beasts of Fiery Hate				Choronzon, Chaos			
AHP	24	OCV	12 (5) **	DCV	7 (9) **	NWI	-4*
S	45 (+2)	St	19 (+1)	D	25 (+1)	A	26 (+1)
MR	15***	NAV	4*	C	NA	NF	1D2*
EnL	120	DTV	0	CDF	7	CL	2
SS	NA			MDV	10***	INT	4
		PR	NA	SIZE	3 (2) **	HC	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 drips blood and fire. In physical form it is cat-headed, heavily muscled, humanoid form up to 9 feet in height. It is bathed in putrescent slime. The beast is totally without fear in combat.

Special – In non-physical form it broadcasts MEL8/EL4 Silent Terror. Any person affected is catatonic until the next dawn. The beast will consume him if it is not banished or destroyed. While not in physical form the beast can fly, swim or pass through any physical obstruction. It also sets inanimate matter on fire as specified for the Salamander (See Fire Elementals). When a Light Power spell affects its non-physical form it is banished.

The beast takes physical form if Silent Terror does not affect any member of the party. It can only be damaged in physical form. While in physical form the beast will not be able to fly or pass through physical obstructions. It continues fighting until it is banished or all life in the area is killed. The wizard that summons this beast is not attacked until all other life is destroyed.

Beasts of Terror				Choronzon, Chaos			
AHP	20	OCV	8 (12)	DCV	6	NWI	-1
S	36 (+2)	St	43 (+2)	D	30 (+1)	A	30 (+1)
MR	18	NAV	1	C	NA	NF	1
EnL	120	DTV	0	CDF	7	CL	2
SS	NA			MDV	12	INT	4
		PR	NA	SIZE	5	HC	NA

*() Value applies when fighting in darkness, at night or against Angels of Fury.

Appearance – A winged blob 10-15 feet in diameter and 5-6 feet tall. Reaching out from it are 2D10 tentacles of red-speckled blackness. Its body is blacker than the darkest night.

Special – This beast broadcasts MEL9/EL5 Terror on any entity within 6 hexes. It may use this power once per turn if any enemies are not affected. It may not move or attack in a phase that it broadcasts terror. The beast always begins any battle by broadcasting terror.

After it uses this power the beast pursues its victims. Only Fire Powers or Light Powers can damage it. Nothing else has any affect. In combat the beast is allowed 1 attack per 2 tentacles (RD). The tentacles strike at the same time as Polearms.

Kekoni (<i>Beast of Darkness</i>)				Choronzon, Ba-en-kekon			
AHP	40	OCV	13 (26) *	DCV	4	NWI	0
S	60 (+3)	St	40 (+2)	D	10	A	5 (-1)

MR	4	NAV	8	C	NA	NF	1
EnL	200	DTV	0	CDF	14	CL	3
SS	NA			MDV	30	INT	6
		PR	NA	SIZE	5	HC	NA

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

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

Special – Kekoni are composed of tangible darkness. They broadcast Darkness at MEL20/EL10. Any hit scored on a person that is in the affected area automatically has the effect of EL3 Darkling Light, if a hit or better is scored on the Combat Table. Shield Hits and Misses indicate no damage is scored other than normal physical damage. Light Powers harm Kekoni. They attack any person using them to the exclusion of all others.

General Notes

Beasts are totally immune to Chaos Magic. Double their MDV versus Elder and Sidh magic. Increase it by ten against Neutral magic. All Beasts are afflicted by Silver. Weapons made or plated with silver can damage them (this includes all Elven weapons). If it is magic it scores normal damage. If not, reduce the damage 50% (RD). All weapons that are dedicated to the destruction of beasts must be made with silver.

All beasts are afflicted by Light Powers. Unless specified otherwise in their individual descriptions damage causing Light Powers score double damage on a beast. They are fanatically hostile towards any entity that uses them and turn on him at any opportunity.

Basilisk				Ba-en-kekon			
AHP	8	OCV	2	DCV	3	NWI	-6
S	8	St	12	D	9	A	10
MR	10	NAV	2	C	NA	NF	1
EnL	80	DTV	0	CDF	6	CL	NA
SS	NA			MDV	10	INT	1
		PR	NA	SIZE	1	HC	NA

Appearance – A basilisk comes from a serpent's egg placed in manure and hatched by a Cock. It is not a natural creature. They have the head, wings and legs of a rooster and scaled body of a serpent. It averages 1 to 2 feet in height.

Special – Basilisks have the following powers:

A) Any plant touched withers and dies, Withering Hand MEL10/EL10.

B) Its breath smashes stone, MEL10/EL5 Destruction.

C) Any touch kills living creatures, Hand of Death MEL10/EL5. No other damage is scored. The target is killed or uninjured.

Basilisks have no effect on supernatural forces or living material that is naturally magical. If encountered during the day reduce MEL/EL by 50% (RU).

NOTE - The Basilisk is not controllable. On hatching it begins its mission. That is to kill and destroy. While it lives that is its life. It has no emotion and little intelligence. All powers above are innate. They do not need to be cast. When the event that triggers them occurs, the spell can have its affect on the target.

Charontes				Abaddon			
AHP	13	OCV	3	DCV	3(6)	NWI	+1
S	15	St	15	D	18(+1)	A	10
MR	8(22)	NAV	0	C	21(+1)	NF	1
EnL	57	DTV	-2*	CDF	4	CL	1
SS	NA			MDV	10	INT	6
		PR	2	SIZE	2	HC	18%

Appearance - Charontes are black robed skeletal beings whose eyes burn with black fire. An aura of evil power surrounds them. That power and their primarily spiritual nature allows them to fly without wings.

Special - These death demons are the "common" members of the host of Abaddon. Damage scored by their hand requires an immediate roll against MEL4/EL2 Hand of Death. No AV or NAV applies against it. The aura surrounding them grants EL3 Invulnerability to attack, magical or otherwise. Until that defense is overcome they cannot be harmed. See Invulnerability.

Daiva				Ahriman, Aeshma Daeva			
AHP	25	OCV	8	DCV	6(10)	NWI	-3
S	38(+2)	St	30(+1)	D	24(+1)	A	20(+1)
MR	11(34)	NAV	2	C	30(+1)	NF	1D3*
EnL	66	DTV	-3*	CDF	4	CL	1
SS	NA			MDV	10	INT	6
		PR	4	SIZE	2	HC	30%

Appearance - Common Daivas are winged beings five to six feet in height. They are dark skinned beings with twisted faces imbued with anger, lust and hatred. They serve as the marching host of Ahriman and guardians of his realm.

Mor'daeva are elite daiva. They lead the daivic host and are imbued with one or more powers by their masters. They are elegantly dressed black beings. Their demonic countenances steam with rage and lust when they act against

an enemy. At other times they are placid to charismatic. Their Marshal is Aeshma Daeva.

Mor' daeva				Ahriman, Aeshma Daeva			
AHP	37	OCV	13	DCV	5 (8)	NWI	-5
S	57 (+3)	St	45 (+2)	D	18 (+1)	A	14
MR	10 (30)	NAV	4	C	45 (+2)	NF	1
EnL	94	DTV	-5*	CDF	7	CL	2
SS	NA			MDV	20	INT	7
		PR	8	SIZE	3	HC	45%

SPECIAL - Common Daivas revel in inflicting pain on those they attack. Their weapons often (60% chance) carry a BL2 toxin. Anyone affected suffers EL2 Pain. Per additional time a victim is affected, the EL increases by two. All daivas detest sunlight though they are not afflicted by it. They are not willingly encountered during the day. There is no restriction against summoning them at this time. If you do, they will be hostile on arrival. Any loss of control is death for the caster. They use spears, swords or bladed whips as their weapons.

Mor'daeva are imbued with magic. Roll 2D10 on the table below to determine what power the daiva encountered or summoned can wield. His power level will be MEL6/EL4.

ROLL	POWER	GOD	NOTE
2+3	Suggestion	Mephistopheles	Recruiter
4-7	Seduction	Aeshma Daeva	Gatherer
8 - 13	Pain	Ahriman	Warden of Hell
14 - 19	Disease & Plague	Ahriman	Marching Host
20	All powers 2 - 19	Ahriman	General of Hell

A recruiter is a daiva whose prime task is to lead mortals into the service of Ahriman. They grant power in exchange for souls. The only limit to what they may grant is the Referee. The greater the power given, the sooner it will harvest the recipient. Once a person agrees to a bargain, he is defenseless against the daiva. When it comes for him, his victim must surrender.

Gatherers seek women to service the daivic host. Once they seduce someone, she is their's forever unless a Negate Curse spell or Priestly magic saves her soul.

Wardens of Hell are the guardians of Ahriman and tormentors of the damned. Mor'daeva of the Marching Host are its leaders. A General of Hell rules sections of Ahriman's hell and commands legions of the Marching Host in battle. His power is MEL10/EL6. Increase the CDF above by two.

All daivas are male. The female supernatural beings in Ahriman's service are the druga. Daivas are dedicated enemies of priests. They have Ahriman's blessing in this.

When a group they face contains a priest they subtract 6 from all rolls taken. Any priest who attempts to harm them, magically or otherwise, adds six to his roll.

Whenever possible, daivas seek to capture a priest they battle. Should they succeed, the priest is taken to Ahriman's hell for millennia of continual torment.

NOTE - When it is in their interest, daiva tolerate Chaos priests. In all cases, including priests of the Court of Ahriman, they must have a good reason not to destroy the "god-prattler".

Dalhan				Seth			
AHP	17	OCV	5	DCV	4 (7)	NWI	-1
S	20 (+1)	St	14	D	8	A	16 (+1)
MR	10 (23)	NAV	1	C	32 (+2)	NF	1D6
EnL	68	DTV	-2*	CDF	2	CL	1
SS	Nocturnal Carnivore			MDV	6	INT	6
		PR	4	SIZE	2	HC	23%

Appearance - Wingless demons of foul appearance that ride vicious clawed flightless birds. (See Osnada) They tend to be spiked and corpulent. During the day, they possess their mount. At night they hunt on them.

Special - Dalhan travel the wilds of the desert slaying travelers. Other than the bond to their mount they have no special power. Physical might and total commitment to mayhem is what they are. They are sometimes encountered in the homes of Scorpion Women. When they are, they serve the elder there.

Dark's Serpent				Ba-en-kekon			
AHP	26	OCV	9	DCV	7	NWI	-6
S	70 (+3)	St	14	D	NA	A	55 (+3)
MR	13	NAV	2	C	NA	NF	1
EnL	60	DTV	-8*	CDF	8	CL	NA
SS	Nocturnal Carnivore			MDV	15	INT	4
		PR	NA	SIZE	2	HC	NA

Appearance - The Serpent is darkness in solid form. It is totally black, a deep blackness that is unnatural. Its eyes are compelling black wells of dark power. It has no mouth 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 for Beasts, (see beasts, general notes). Like beasts, normal weapons cannot harm it.

The serpent can use Fascination, Darkling Light and Pain at MEL9/EL4. 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				Nergal, Allatu			
AHP	9	OCV	2	DCV	3	NWI	+2*
S	12	St	13	D	8	A	8
MR	9	NAV	2***	C	NA	NF	2D6
EnL	0	DTV	0	CDF	1	CL	1
SS	NA			MDV	3	INT	1**
		PR	NA	SIZE	2	HC	0%

* Does not apply when the Dead fight with a weapon

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

*** The NAV reflects the corpses lack of sensation and life. Hits that would affect living beings are meaningless to it.

Appearance – Human corpses. The clothing and level of corruption is at the referee's discretion. Any that are summoned magically arrive armed. If the caster summons at CL2, he can summon members of Nergal's legion. They are armed, armored (AV2) and larger.

Dead (Nergal's Legion)				Nergal			
AHP	14	OCV	5	DCV	3	NWI	+2*
S	18(+1)	St	17(+1)	D	6	A	10
MR	10	NAV	2***	C	NA	NF	2D6
EnL	0	DTV	0	CDF	2	CL	2
SS	NA			MDV	6	INT	2**
		PR	NA	SIZE	2	HC	0%

* and ** – As Dead above.

*** The legionnaire has AV2 armor also. His total AV is 4.

Special – That which is dead cannot be killed. The AHP represents the hit points required to render it ineffective in combat.

The dead are only mobile at night. At other times they are like any other corpse. They 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 on Zombies created by the Black Curse also).

Demons

The Various types of Demons that can be encountered. Where an item specifically applies for or against Demons, it has benefits against every creature in this section.

Decay				Rahab, Belzaboul			
AHP	15	OCV	4(8)*	DCV	3(6)	NWI	+3
S	10	St	18(+1)	D	10	A	10
MR	8(24)	NAV	2	C	32(+2)	NF	1D3*
EnL	68	DTV	-3*	CDF	6	CL	1

SS	NA			MDV	8		INT	6	
		PR	6		SIZE	2	HC	25%	

*() OCV applies when creatures are affected by the demon's 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. All are winged, hollow-eyed and human in form.

Special – Decay Demons use Decay at MEL8/EL4. They fly. All take double damage from light powers. Physical combat is a last resort for them. They only attack when something that is present can be affected by their power. If this is not the case they turn on the summoner.

Demon Steed				Abaddon					
AHP	27	OCV	9	DCV	9	NWI	-4		
S	40(+2)	St	25(+1)	D	26(+1)	A	14		
MR	32	NAV	2	C	43(+2)	NF	1D3		
EnL	47	DTV	-4*	CDF	4	CL	1		
SS	Nocturnal Carnivore			MDV	8	INT	2		
		PR	6		SIZE	3	HC	34%	

Appearance – Coal-Black steeds with eyes of fire and hooves of flashing silver. Their breath flares as fire. Lightning swarms are born when their hooves strike the ground. They are furious, hostile, fierce and ravenous. Only a strong force can control one.

Special – They are immune to Fire and Storm Powers. When mastered, their Warhorse rating is five. It senses the feelings of its master when he is mounted and reacts to them immediately. It only understands the thoughts of the rider.

On attack it casts MEL2/EL2 Fire Darts at anyone to its front. Anyone within one hex of the steed is subject to MEL2/EL1 Lightning Swarms. Only the steed and rider are not affected.

The teeth and hooves of the steed are magical iron. Any hit it scores in combat applies a +2 WSB in addition to its SB.

Steeds suffer +2*EL damage from light powers. They can only be mastered by an exceptional horseman (EL10 or better) or magical power.

NOTE – This steed is used by Alal. Other forces of Chaos that Abaddon favors may also use it.

Disease				Namtar			
AHP	20	OCV	4	DCV	5(10)	NWI	0
S	15	St	10	D	12	A	20(+1)
MR	12(40)	NAV	2	C	56(+3)	NF	1D2*
EnL	**	DTV	0	CDF	8	CL	1D3*

SS	NA		MDV	15		INT	7
	PR	NA	SIZE	1 or 2*	HC	33%	

* If CL is 1 SIZE is 1 otherwise it is 2.

**EnL equals 105+(CL*20).

Appearance – Disease demons have withered, leathery bodies with contorted, bestial faces. They are winged and exude a foul odor. Only those it chooses to attack can see or smell it. 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 MEL6/EL4 Disease

3 MEL8/EL8 Disease

Disease demons are only visible by those they attack. MEL12/EL10 Invisibility shields them from all others. They are not afflicted by light, iron, silver or salt. Unless a characteristic is rolled that the Referee deems appropriate only those it chooses to attack can fight it.

In all cases, anyone they hit must roll to be affected by the spell the demon possesses. The spell is used on contact with the target. The only damage the hit causes is the disease. Unless compelled to remain, the demon leaves after it infects someone.

Fiery Spirit				Mastema			
AHP	25	OCV	7	DCV	4	NWI	-3
S	30 (+1)	St	28 (+1)	D	13	A	16 (+1)
MR	10	NAV	1	C	32 (+2)	NF	1
EnL	48	DTV	0	CDF	6	CL	2
SS	NA			MDV	10	INT	4*
	PR	9		SIZE	4	HC	30%

*The variation multiplier of strength is multiplied times the intellect (RU) if the creature variation system is used. The larger the spirit is the smarter.

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

Special – Fiery Spirits use Fire Darts, Fireballs, and Fire Swarms (Roll 1D3* to determine which power is used) at MEL6/EL3. MEL4/EL2 Combustion can affect anyone that moves within melee range of it (see fire powers). If affected he bursts into flames suffering 1D10+2 points per phase until the fire is doused or he is dead.

The Fiery spirit is immune to all types of fire. Their eyes are the fabled Firestones, a potent item for permanent fire magic. The chance an eye taken can be used for this

equals the HPV of the demon. Roll for each. If not they 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. Each fiery spirit encountered has 2 eyes.

Harab Serapel				Abaddon, Barbatos			
AHP	10	OCV	4	DCV	3(8)	NWI	-8
S	6	St	31(+2)	D	11	A	30(+1)
MR	4(28)	NAV	2	C	3(-1)	NF	2D6
EnL	7	DTV	0	CDF	3	CL	1
SS	NA			MDV	12	INT	2
		PR	2	SIZE	1	HC	17%

Appearance – Harab Serapel are large, red-eyed ravens. They have claws of iron and dark feathers coated with blood and gore. They are 18-30 inches in height with a wingspan of up to 4 feet.

Special – Harab Serapel are immune to all magic. They are protected as for EL5 Protection when fighting Law aligned or oriented forces. When they hit the target can suffer MEL4/EL2 Hand of Death in addition to any damage. For this death chance to occur damage must be inflicted to the person after all armor modifiers are applied. The claws are worth 1 GC each. They are valued death talismans. They have four claws per foot and 2 feet.

Heliophobic				Ba-en-kekon, Mephistopheles			
AHP	18	OCV	6	DCV	8	NWI	0
S	25(+1)	St	20(+1)	D	80(+4)	A	30(+1)
MR	12	NAV	0	C	28(+1)	NF	1
EnL	109	DTV	-3*	CDF	6	CL	2
SS	NA			MDV	10	INT	9
		PR	4	SIZE	2	HC	24%

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 are skeletally thin and have pointed ears of an exaggerated nature.

Special – Heliophobic demons are immune to Sidh and Shamanic magic, Darkness Powers, Death Powers and Hell Powers. They are automatically dispelled by the successful use of Magic Light within the maximum range of their darkness powers.

These demons are unable to take physical form in the presence of light. If they are summoned to a lighted place, and there is a dark place for them to take form, they materialize there and attack the summoner.

The breath of this demon is MEL8/EL4 Fog of Death. His touch is 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.

NOTE - These demons are servants of Mephistopheles. The greater ones, twice normal size, seek wizards to lure into pacts. They use any Chaos Magic at MEL8/EL4 in addition to the powers above.

Firehound				Sin			
AHP	19	OCV	7	DCV	9	NWI	-2
S	30 (+1)	St	32 (+2)	D	20 (+1)	A	24 (+1)
MR	30	NAV	1	C	14	NF	1D3
EnL	39	DTV	-3*	CDF	5	CL	1
SS	Nocturnal Carnivore			MDV	12	INT	5
		PR		SIZE	2	HC	23%

Appearance - Firehounds are dark, muscular beasts the size of a small cow. They have a single head and the ability to use Hell Powers. It has large saucer-shaped eyes and vicious fangs.

Special - The Firehound uses MEL6/EL3 Hell Powers for Fire Darts and Pain only. He is allowed one melee attack per phase. All magic is an innate power. Firehounds are only affected by Balance Magic and Light Powers. They are afflicted by light (EL*2 additional damage).

The blood of a Firehound is worth 1SC per dose. In raw form, it is BL10 Death Poison. In enhanced form it grants EL4 immunity to magic, excluding Balance Magic and Light Powers, 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.

Flayers				Mammon, Rhadamanthus			
AHP	20	OCV	7	DCV	6	NWI	0 (-5) *
S	28 (+1)	St	40 (+2)	D	32 (+2)	A	14
MR	14	NAV	2	C	12	NF	1D3
EnL	48	DTV	-3*	CDF	5	CL	1
SS	NA			MDV	10	INT	6
		PR	4	SIZE	2	HC	26%

Appearance - From the neck down flayers have the common reptilian appearance of most demons. Their head is a demonic version of some animal. For example, their lord Rhadamanthus has the head of a horse.

SPECIAL - Flayers are masters of torture and pain. They should only be summoned to perform their arts on an enemy. Being called for a lesser reason offends them. When they score damage in combat the person hit can be affected by

MEL6/EL3 Pain. If they hit a person more than once, and he is affected more than once, the affects are additive.

EXAMPLE - A warrior is affected by pain three times. Its affect is EL9.

Imp				Court of Sammael			
AHP	6	OCV	2	DCV	3 (7)	NWI	-1
S	10	St	8	D	22 (+1)	A	18 (+1)
MR	5 (24)	NAV	0	C	6	NF	1-7 1 8+9 1D3+1 10 2D6
EnL	31	DTV	-1	CDF	3	CL	1
SS	Nocturnal Carnivore			MDV	5	INT	5
		PR	0	SIZE	1	HC	7%

Appearance - Tiny demons. They vary in form, are generally winged and range in height from one foot to three feet.

Special - Imps are commonly summoned to perform specific tasks, acquire knowledge or act as messengers. When encountered, they are mischief makers more than serious threats. Their base powers are as specified for Terrestrial Demons. The value of their possession attempt is MEL3/EL2.

Iritxu				Adramelech			
AHP	8	OCV	2	DCV	3	NWI	0
S	10	St	10	D	10	A	10
MR	12	NAV	0	C	NA	NF	1D3
EnL	30*	DTV	0	CDF	6	CL	NA
SS	Nocturnal Parasite			MDV	9	INT	5
		PR	NA	SIZE	2	HC	NA

* The spirit disappears after consuming their EnL in energy points.

Appearance - The Iritxu has one of two forms. It appears as either an emaciated human or a dull feathered ostrich like creature. In either form the flame it exhales makes it a bit noticeable.

Special - This creature is a spirit form. It can only be damaged with magic or weapons dedicated to combating spirits. If its AHP is scored on it the being dissipates until the next dark of the moon.

Each phase that one of these spirits is within 20 feet of a living being that person loses 1D6 energy points. The loss is automatic. No roll is taken. Additionally, the being emits flame as breath. Anyone within melee range has the chance to be affected by an MEL5/EL1 Firedart each phase they remain close.

NOTE - As a spirit, the being can levitate, fly, pass through obstacles, etc. It is not limited by physical reality.

Nergali				Nergal			
AHP	24	OCV	8 (12) *	DCV	7 (12)	NWI	-3
S	33 (+2)	St	22 (+1)	D	15	A	26 (+1)
MR	12 (36)	NAV	6	C	42 (+2)	NF	1D6
EnL	78	DTV	-4*	CDF	3	CL	1
SS	NA			MDV	9	INT	6
		PR	6	SIZE	3	HC	32%

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

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

Special – The Nergali are the chief guardians of the hells ruled by the Court of Sammael and elite forces of his marching host. They are immune to Hell Powers. They are afflicted by light and silver (EL*2 damage for light, +2 for silver). Their EL with the weapon they carry is 6. It is EL4 magic enhanced for damage plus only.

Storm				Aeshma Daeva			
AHP	25	OCV	8 (13) *	DCV	7 (14)	NWI	-4
S	50 (+2)	St	25 (+1)	D	25 (+1)	A	20 (+1)
MR	14 (48) **	NAV	3	C	25 (+1)	NF	2D6
EnL	74	DTV	-3	CDF	6	CL	2
SS	NA			MDV	11	INT	7
		PR	4	SIZE	2	HC	25%

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

** () MR while riding dragon.

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

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 may cast Lightning Bolts at MEL6/EL4. The Storm Demon is afflicted by silver (+2 damage). His spear is EL5 enhanced for hit chance only. He is EL5 using it.

Storm Dragon				Aeshma Daeva, Az			
AHP	40	OCV	13	DCV	4 (12)	NWI	-5
S	38 (+2)	St	55 (+3)	D	12	A	13

MR	10 (48)	NAV	4	C	67 (+3)	NF	1
EnL	116	DTV	-7*	CDF	7	CL	2
SS	Inter. Carnivore			MDV	18	INT	7
		PR	12	SIZE	3	HC	61%

Appearance – As specified for Dragons in the true dragon section. The Storm dragon is a demon in dragon form. All Storm dragons are female. All have eyes that radiate power and flash with lightning. They are generally 18 feet long.

Special – Storm dragons obey their rider. They use their powers to aid him. They will not use them independently while the rider lives and they are with him. All Storm Dragons are immune to Storm Powers and cast them at MEL6/EL6. They have no ability with fire or poison as do other Dragons. The Storm Dragon revels in the rider's destruction of its enemies and consuming mortal flesh. In general, they are insatiable.

Subterranean				Sammael			
AHP	24	OCV	10 (15) **	DCV	5	NWI	-2
S	31 (+2)	St	51 (+3)	D	10	A	12
MR	13	NAV	4	C	15	NF	1D2*
EnL	64	DTV	-4*	CDF	8	CL	1
SS	NA			MDV	8	INT	7
		PR	6	SIZE	1	HC	33%

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

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

Special – Subterranean demons are afflicted by light (EL*2 damage increase plus a BL8 chance to be petrified). They are also afflicted by Silver (+2 damage). They use Fire Powers, excluding the combustion chance, as specified for the Fiery Spirit. They are also able to cast Earth Powers at MEL10/EL4. They are immune to Fire and Earth Powers. They are extremely persistent, cunning, sadistic, and vicious to any creature that enters their domain.

Terrestrial				Sammael			
AHP	15	OCV	5 (8) *	DCV	4 (8)	NWI	0
S	20 (+1)	St	18 (+1)	D	18 (+1)	A	12
MR	9 (30)	NAV	1	C	32 (+2)	NF	1D6
EnL	57	DTV	-3*	CDF	5	CL	1
SS	NA			MDV	7	INT	5
		PR	6	SIZE	2	HC	25%

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

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 ranges from as little as 5 to 8 feet.

Special - Terrestrial demons are afflicted by light in the manner specified for Heliophobic demons. They can possess any human or animal they fight as specified for Edimmu. The value of their attempt is MEL6/EL3.

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

Tuchulcha				Sin, Sammael			
AHP	15	OCV	4	DCV	7 (10)	NWI	-2
S	18 (+1)	St	30 (+1)	D	14	A	33 (+2)
MR	8 (24)	NAV	1	C	22 (+1)	NF	1D6
EnL	58	DTV	-2	CDF	2	CL	1
SS	Nocturnal Carnivore			MDV	10	INT	6
		PR	4	SIZE	2	HC	21%

Appearance - These creatures are female. They have a leathery body, bat wings and are extremely voluptuous. They also have serpents for hair and their mouth is the piercing beak of a bird.

Special - Tuchulcha are pure white (albino coloration). They are rarely encountered above ground. Sunlight will petrify them if success is rolled using BL12 on the magic table. The serpents on the hair serve as a distraction in combat. That fact is reflected by a +2 DCV. They have no other value.

NOTE - When they encounter an exceptionally handsome enemy the demons may seek to capture him. The chance is Ap - 40 on D100. Roll once for the encounter. If he is taken, the demons will rape and torture him for 2D6 days. When they are through with that amusement they kill him.

General Notes

Demons are afflicted by daylight. Contact with it disintegrates them. Double their MDV when resisting a summons during the day. If they are summoned and the caster loses control they attack. They seek to destroy him, thus gaining his spiritual power for Chaos.

In general, demons act with some subtlety to draw humans toward the service of Chaos. The exceptions to this rule are demon steeds, fiery spirits, iritxu and subterranean demons. Where chance encounters occur the Referee should keep these proclivities in mind. The

watchword of demonic chaos is cunning. If they can find pawns for Chaos, at little cost to themselves, they do so.

Devil				Lucifer, Belial, Sammael			
AHP	30	OCV	10	DCV	8 (13)	NWI	-5
S	40 (+2)	St	40 (+2)	D	36 (+2)	A	24 (+1)
MR	12 (36)	NAV	4	C	40 (+2)	NF	1
EnL	76 - 104*	DTV	-4*	CDF	8	CL	2
SS	Nocturnal Carnivore			MDV	15	INT	1D3*+5
		PR		SIZE	3	HC	40%

*EnL is 76 for INT 6, 89 for INT 7 and 104 for INT 8

Appearance - Devils have the appearance specified for Terrestrial demons. They are larger, more heavily scaled and elegantly outfitted. They are the masters of the demonic Hosts and personal guard of Lucifer. They obey his will before all others.

SPECIAL - Devils have the benefits and afflictions listed for demons. They can possess humans and animals as specified for the Terrestrial demon (MEL10/EL5).

Devils are armed 60% of the time when summoned or encountered. Their EL with the weapon is eight. They may also be armored. If so, the AV is three. It is additional to their NAV.

All Devils are magically potent. They will be able to cast INT - 3 Chaos spells. The Referee will determine which randomly. If the result is a family spell, they cast all member spells. Devils are MEL10/EL INT/2(RD) with any magic they can cast.

Devils can command any demon that is ruled by a member of the Court of Sammael. They are generally venal, licentious and sadistic. Taking enemies to hell for torment is among their greatest pleasures. So is destroying anything Lawful.

Div				Nergal			
AHP	40	OCV	14	DCV	7	NWI	-5
S	60 (+3)	St	60 (+3)	D	20 (+1)	A	17 (+1)
MR	15	NAV	3	C	40 (+2)	NF	1
EnL	76	DTV	-5*	CDF	5	CL	1
SS	Nocturnal Carnivore			MDV	14	INT	6
		PR	10	SIZE	2	HC	50%

Appearance - The Div is a six to seven foot tall devil with the body of a man and the head of a maned lion. All have vicious metal claws on their hands. They are a force of war and immensely powerful in battle.

Special - The Div's strength is combat. In using its claws it is EL12. In the rare instances where it uses a weapon or shield it's EL10. Div are viewed as the sons and cousins of

Nergal. They command any zombie or dead automatically. If influenced, they grant knowledge in the Necromantic Arts, Lichcraft and combat arts. The cost of any benefit they give is at least one human life. They live to slay.

Druga				Ahriman, Az			
AHP	23	OCV	8	DCV	8	NWI	0
S	22 (+1)	St	38 (+2)	D	33 (+2)	A	18 (+1)
MR	16	NAV	1	C	30 (+1)	NF	1D3*
EnL	66	DTV	-4	CDF	5	CL	1
SS	Inter. Carnivore & Parasite			MDV	12	INT	6
		PR	6	SIZE	2	HC	34%

Appearance - Druga are dark, hairless women of incredible beauty (Appearance = 2D10*5 + 50). They are either nude or dressed in a diaphanous white gown when encountered. All wear a silver collar studded with an exquisite medium ruby. It marks them as the property of Ahriman and is a focus for their power.

SPECIAL - The Druga's touch is magically potent. She is able to leech energy from any man she touches (Male humans only) when she wishes. If the person touched is unwilling, he loses 1D3 energy plus any damage scored. If he is willing the loss is 2D10+2 and the affect of an MEL4/EL2 spell must be rolled. If it is a success, the Druga owns his soul. He will do what she asks without question and, when she chooses, she may harvest it (slaying him).

Druga also cast Suggestion at MEL4/EL2. It has a chance to affect any enemy. When it is cast on a human male, she subtracts ten from her roll. On success, she gains the power to compel the victim to do what she wishes. If this is used to allow her to touch the man, he is drained as an unwilling victim.

The collar of a Druga is a potent magical artifact for Chaos magic. It can be sold for 20GC to the right buyer. The wearer increases his MDV by 5, may cast any Chaos spell at +1 EL and recovers mana at twice the normal rate. He is also a servant of Ahriman unless he rolls his Will or less.

NOTE - If creature variation is used any Druga that is larger than normal size can alter her appearance to that of a human woman. She must adopt her normal form every night for two hours in order to continue using this power. While in human form her other powers are used at 50% of their normal value (RD).

EDIMMU

Goddess in Black

When encounters occur, the Referee selects the form of Edimmu he considers appropriate given the circumstances. In

general treasure warding Edimmu are corporal. Edimmu that exist for some other reason are spiritual.

Edimmu, Corporal (Wight)				Goddess in Black			
AHP	26	OCV	10 (20) *	DCV	5	NWI	0
S	40 (+2)	St	32 (+2)	D	8	A	10
MR	10	NAV	6	C	NA	NF	1D2
EnL	40	DTV	0	CDF	7	CL	NA
SS	NA			MDV	12	INT	6
		PR	NA	SIZE	2	HC	NA

* () OCV applies fighting those that attempt magic on them.

Appearance - Wights wear the corpse of their former life. Their features are abnormally tight and pale. The body radiates cold and their eyes burn with fire.

Special - Wights 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 generate the equivalent of MEL6/EL2 Cold, with no freeze chance, in a 360 degree sphere around them. They are only encountered in the place where they were buried. They are always armed and armored. The quality of the equipment is at the discretion of the Referee. A wight lives to protect its property from thieves and through jealous hostility towards the living.

Edimmu, Spiritual (Specter)				Goddess in Black			
AHP	18	OCV	6 (12) *	DCV	5 (7)	NWI	0
S	20 (+1)	St	22 (+1)	D	10	A	14
MR	12 (24)	NAV	4	C	NA	NF	1D2
EnL	50	DTV	0	CDF	7	CL	1
SS	NA			MDV	16	INT	6
		PR	NA	SIZE	2	HC	NA

* () OCV applies when fighting those that attempt magic on them or persons who resist a possession attempt.

Appearance - Spiritual Edimmu appear as pale, red-eyed wraiths with a human form. They are generally robed or shrouded.

Special - Specters can be armed. In general they are not. They 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 by a magical weapon dedicated to the destruction of Edimmu.

The Burning Touch of the Specter does damage as for a Great Sword when a hit is scored. Only magical healing can heal hit points inflicted by its touch. The wound never heals naturally. No damage inflicted by their touch affects, or is affected by, any type of armor.

EXAMPLE - Count Drabo battles a Specter. It touches him scoring 8 hits. Despite the plate mail he is wearing, Drabo takes all eight as damage. The armor is ignored completely.

Specters can possess the living. Non-humans 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 Specter tries to kill the person before he attempts to possess someone else. Once a Specter fails to possess a person he can never possess that individual unless the person is willing.

When a person is possessed reduce his will by 2D6 points each day. When Will reaches 0 or less his spirit is dead. The Specter is in complete control. Until the spirit dies the victim is prone to unpredictable fits, attacks of insanity and physical illness. These continue until the Specter is exorcized or it takes control. A Specter can be exorcized up to the point when it takes control. After it does nothing can force it to leave its new home.

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

NOTE - The murdered, wrongly slain, and powerful chaotic magicians that were thwarted during life can be Specters. If they possess someone they live again - with the personality and skills they had in life. If the Referee allows the player to continue playing a possessed Character, he must determine his new mental values and skills. All knowledge possessed by the body's former resident is lost.

OPTIONAL - It is possible for an Edimmu to be motivated by a just lust for vengeance. If so it is not closely tied to Chaos and will not destroy the spirit of the body it occupies. It traps the spirit inside the body when it assumes control. After the Specter gets its revenge it releases the body and leaves. The person, thereafter, is catatonic as for EL10 Insanity.

IMPORTANT - No Specter will possess a creature with an intellect of 5 or less. Specters restrict their possession to humans unless the Referee decides otherwise.

Endukuggu				Choronzon, Ba-en-kekon			
AHP	40	OCV	15	DCV	4 (6)	NWI	-8
S	85 (+4)	St	60 (+3)	D	8	A	8
MR	12 (24) *	NAV	2	C	NA	NF	1D2 *
EnL	150	DTV	0	CDF	8	CL	2
SS	NA			MDV	24	INT	4
		PR	NA	SIZE	4	HC	NA

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

Nindukuggu				Choronzon, Ba-en-kekon			
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	C	NA	NF	1D2*
EnL	100	DTV	0	CDF	6	CL	2
SS	NA			MDV	15	INT	3
		PR	NA	SIZE	3	HC	NA

*As for the Endukuggu

Appearance – Kuggi are among the most feared dwellers in the Abyss. They are composed of darkness. The only variation in color is the deeper black of their eyes and the flashing white of fangs and claws. Both sexes have a winged, anthropoid form. Endukuggu (males) average a height of eleven feet. Nindukuggu (females) are eight feet tall.

Special – Kuggi detest all life. When they are summoned they continue to attack until they are dispelled or no lifeforms remain. (If summoned, as a mark of their God's favor, they kill the summoner last). They cannot be communicated with by any human.

Kuggi can see in any darkness. They automatically see through any concealment or illusion. They take +2 damage from silver and double damage from damage causing light. Both sexes are immune to all Chaos magics. Double their MDV in resisting Elder, Shamanic, and Sidh Magic. They have no advantage against Law, Neutral and Balance magic.

Kuggi cannot die. Excess damage frustrates them. They return to the Upper World as a result. They are able to pass through the earth, as specified for Earth Elementals. (See Gnome). They can also run, fly and swim. They are always in motion, always furious and always deadly.

Gargoyle

Sammael

Male							
AHP	16	OCV	6	DCV	3 (6)	NWI	-2
S	18 (+1)	St	24 (+1)	D	10	A	8
MR	9 (24)	NAV	2	C	22 (+1)	NF	1D6
EnL	47	DTV	-3*	CDF	2	CL	NA
SS	Nocturnal Carnivore			MDV	4	INT	5**
		PR	4	SIZE	2	HC	23%

**If Creature Variation is used the multiplier will affect the INT rating for ONE of the males present. INT can be as high as EIGHT.

Female							
AHP	10	OCV	3	DCV	2 (4)	NWI	0
S	8	St	16 (+1)	D	11	A	6
MR	8 (20)	NAV	0	C	16 (+1)	NF	1D2+1 per male

EnL	32	DTV	-2	CDF	1	CL	NA
SS	Nocturnal Carnivore			MDV	3	INT	4
		PR	4	SIZE	1	HC	16%
Gargoyle King *							
AHP	32	OCV	11	DCV	3(6)	NWI	-4
S	36(+2)	St	48(+2)	D	6	A	5(-1)
MR	8(22)	NAV	4	C	44(+2)	NF	1
EnL	108	DTV	-5*	CDF	4	CL	NA
SS	Nocturnal Carnivore			MDV	4	INT	8
		PR	8	SIZE	3	HC	46%

* x2 normal size

Appearance – Male Gargoyles are humanoid reptiles 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 well and can attain a height of 7 feet.

Female gargoyles are smaller than males. They are not as heavily scaled but furrer. She has a single horn, longer than the male, in the center of the forehead. Her face is rounder and softer. Her average height is between four and five feet. Females fly haltingly. Their wings are short and fragile. Few females can fly more than 6 turns before they must land and rest.

Special – Male Gargoyles may be armed with non-missile weapons. They prefer spears and swords when armed. They have EL1 in any weapon the referee assigns them. Gargoyles are afflicted by sunlight like Demons. They take +2 damage from other light.

Gargoyles enjoy capturing their rivals (humans). Human males are tortured for days. When their screams are no longer amusing they are eaten. Females are taken as slaves. After months of abuse, much of it sexual, they are also eaten. (Female Gargoyles are jealous of human females. They will kill a female prisoner if a safe chance arises.)

Gargoyle Light affliction – +2 damage from light powers. If exposed to daylight they turn to dust.

Ghost				Goddess in Black, Allatu*			
AHP	NA	OCV	NA	DCV	NA	NWI	NA
S	NA	St	NA	D	NA	A	NA
MR	11(20)	NAV	NA	C	NA	NF	1-9 1 10 2D6**
EnL	30	DTV	NA	CDF	NA	CL	1
SS	NA			MDV	10	INT	6
		PR	NA	SIZE	2	HC	NA

* Ghosts are aligned with chaos due to the goddess that controls spirits of this type. Their alignment does not

restrict them to inimical action. The Referee fits the actions of the Ghost to the situation.

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

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

Special – Ghosts are immune to physical damage. They can communicate with the living if they choose. They have MEL10/EL10 Invisibility when they choose to use it. They can only able to take visible form during the night.

Ghosts are repelled by magical light. They are not affected by any other magic except that which is specifically potent against them. They are never affected by magic that 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 a person they have a specific or familial tie to. In all cases they remain near the person, or in the place, they are tied to.

Ghosts cannot 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 disappear. If they succeed they use the body as they wish. (For rules on possession, see Edimmu, Spiritual).

NOTE – Ghosts are not the hateful presence that Edimmu are. They seek the aid of the living, or possession thereof, in order to free themselves from the Middle World. In all cases, the destruction of a specific thing, revenge on a specific person or some other form of release can free the Ghost. In many cases, the Ghost will do anything to free itself from half-life.

Griffin

Murmur

Male							
AHP	25	OCV	7(11)*	DCV	5(9)	NWI	-2
S	28(+1)	St	16(+1)	D	12	A	25(+1)
MR	12(32)	NAV	1	C	54(+3)	NF	1-5 1D2 6-9 1D6** 10 2D6+2***
EnL	70	DTV	-4	CDF	3	CL	NA
SS	Diurnal Carnivore			MDV	7	INT	4
		PR	8	SIZE	3	HC	35%

Female							
AHP	19	OCV	6(10)*	DCV	5(9)	NWI	-2
S	14	St	28(+1)	D	18(+1)	A	28(+1)
MR	12(32)	NAV	1	C	32(+2)	NF	See Male
EnL	48	DTV	-3	CDF	2	CL	NA
SS	Diurnal Carnivore			MDV	6	INT	4
		PR	6	SIZE	2	HC	30%

* () OCV when attacking non-supernatural equines, excluding Demon Steeds, Flaming Steeds, Fay horses, etc.

** The first two encountered are male. The rest are female. They are hunting and/or seeking a lair to breed.

*** If a 10 is rolled the Griffins are in their lair. The first two are male, the next four female and the rest cubs.

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

Special - Griffins attack horses on sight. They kill 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 at least this price.

NOTE - Certain Law nations, Fomoria for example, have a bounty on Griffins. They pay 2GC per head delivered to a royal authority.

Griffins can be encountered as temple guardians and in association with treasure. If they are serving as guardians they are all male and there is a 40% chance they are wearing AV2 barding. (If the treasure is owned by a Korchi royal, the barding will be at least AV3).

NOTE - Griffins are used extensively in A'Korchu. Only the God Emperor's own or nobles with his permission may use the beast. It is considered to be a royal animal.

Gwyligi				Ba-en-kekon			
AHP	32	OCV	11	DCV	7	NWI	-4
S	30(+1)	St	60(+3)	D	10	A	22(+1)
MR	18	NAV	3	C	38(+2)	NF	1D2*
EnL	74	DTV	-5*	CDF	8	CL	1
SS	Nocturnal Carnivore			MDV	12	INT	6
		PR	15	SIZE	2	HC	49%

Appearance – This creature is called the Dog of Darkness. It is a black hound composed of solidified darkness. The only color it has is in its fiery red eyes. The average dog is a bit more than thirty inches at the shoulder and four feet long.

Special - The hound is afflicted by light (2*EL damage increase). It is never encountered during the day. If

summoned during the day, it will be hostile to the caster. If there is no shaded area for it to appear in the summoning automatically fails abysmally.

Magic and metal weapons can harm Gwyligi. Nothing else has any affect. Bladed weapons with silver in the blade score normal damage. All other weapons score half damage (RD). The hound is immune to all Chaos magic except summoning. Other magic, except Light spells, scores 50% damage (RD). If the spell is not one that scores damage, the hound has THREE times MDV against it.

The Dogs have two innate magical powers at MEL8/EL4. Their howl paralyzes anyone within FIVE hexes. The duration of the paralysis is eight hours. One roll is taken per enemy who can hear every encounter.

The gaze of the hound can stun anyone who meets it. Each person fighting rolls W*2 every turn. If they fail the roll the spell has a chance to affect them. Those who are stunned are incapable of meaningful action for eight phases whether they are attacked or not.

Hippogriff				Murmur			
AHP	18	OCV	5	DCV	5(9)	NWI	0
S	15	St	21(+1)	D	12	A	16(+1)
MR	20(36)	NAV	0	C	29(+1)	NF	2D6
EnL	38	DTV	-3	CDF	2	CL	NA
SS	Diurnal Carnivore			MDV	3	INT	3
		PR	4	SIZE	3	HC	25%

Appearance – Hippogriff have the head and wings of an Eagle and the body of a horse. Griffins sire them on horses. They are sterile unless magically modified to allow propagation.
Special – Hippogriffs dine on horses and men. They attack at any opportunity. If captured they can be trained to serve as mounts. As with all carnivorous mounts, the rider must be careful in handling the creature. In an area that would be interested (chaos cultures) an untrained Hippogriff sells for 4 Gold coins. (See husbandry in book one for details on training animals and creatures).

Lalassu				Az, Lyssa			
AHP	NA	OCV	NA	DCV	NA	NWI	NA
S	NA	St	NA	D	NA	A	NA
MR	14	NAV	NA	C	NA	NF	1
EnL	60	DTV	NA	CDF	NA	CL	NA
SS	NA			MDV	15	INT	8
		PR	NA	SIZE	2	HC	NA

Appearance – Lalassu are pale women with extreme beauty (Appearance 3D10+90). They dress in flowing white gowns and are only encountered at night.

Special – MEL8/EL8 Insanity can affect any person that speaks to a Lalassu. If he is affected the Lalassu possesses him. The only cure for her possession is Death.

Persons taken by a Lalassu gain MEL5/EL5 Innate ability in Terror, Disorder and Darkness Powers. They are required to attack any sentient creature they encounter. Per day of possession the victim loses 1D6 energy points. When his or her EnL reaches zero he is dead. The Lalassu departs and goes to find a new home.

Lalassu can be affected by a Dispel/Banish spell when she is not possessing a victim. When she is an Exorcism spell can banish her if the victim's remaining energy level is higher than 50% of her energy level (RD). Nothing else has any affect.

Lammashata				Abaddon, Rahab, Ba-en-kekon			
AHP	21	OCV	5 (10) *	DCV	8 (11)	NWI	-10
S	11	St	6	D	25 (+1)	A	38 (+2)
MR	12 (28)	NAV	4	C	NA	NF	1
EnL	80	DTV	0	CDF	6	CL	2
SS	NA			MDV	12	INT	8
		PR	NA	SIZE	2	HC	30%

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

Appearance – Lammashata are the Handmaidens of Death. They are sword-armed amazons 6-7 feet in height. Their facial features and body, though human in form, are horror. They drip a bloody ichor with a nauseating scent from every pore. Finally, they have wings of Darkness (a gift from the god of Darkness).

Special – Lammashata are called "the sword that splits the skull". They are the servants of death and friends of destruction. Any hit scored by one does double damage unless the victim is wearing magic armor. If damage is scored, the person hit must roll against MEL6/EL2 Hand of Death. If success results he dies.

When a Lammashata kills a target with her power she regenerates all of her hit points. To dispel a Lammashata her HPV must be inflicted as damage. Only the person that summons her, if she was summoned, can dispel her in any other way.

NOTE – Any person killed by a Lammashata is permanently dead. His soul is consumed. Nothing remains to recall or resurrect.

Lich

Murmur, Nergal

A Lich is a human wizard who has completed the Rite of Lichcraft on himself. Liches appear to be dry, desiccated,

human corpses. Most wear featureless black robes. See Lichcraft in Book 2 to determine its attributes.

All Liches are emotionless, calculating, power-hungry wizards that have traded their humanity for immortality and power. Self-interest motivates them. They seek successes that enhance the might of Nergal, Murmur and other gods who offer power, especially in Necromancy. Their single goal is to increase their own power.

Manticore				Mastema			
AHP	25	OCV	8	DCV	6	NWI	-5
S	32(+2)	St	25(+1)	D	10	A	22(+1)
MR	20	NAV	2	C	43(+2)	NF	1-7 1 8+9 1D3 10 3
EnL	68	DTV	-4*	CDF	7	CL	NA
SS	Nocturnal Carnivore			MDV	7	INT	5
		PR	6	SIZE	2	HC	34%

Appearance - Manticores have the body of a lion. Their head is a vilely distorted human. Its mouth is filled with three rows of razor sharp teeth. The tail is scaled and ends in a large ball that is festooned with poison darts.

Special - The creature's first attack is to whip its tail at the enemy. This unleashes poison darts. Each person encountered is the target of 1D6+1 darts per Manticore.

The range fraction is determined as for a Heavy Crossbow. All of the darts are immediate death poison. The base is BL4. Per dart that scores damage, add TWO to the BL to determine the line (i.e. if three score damage roll once for BL8). The damage scored by each dart is 1D6 + SB. No dart attack is allowed after the initial volley. It engages in melee attacks from that point. Claws, mouth and tail can be used. Each manticore gets three attacks per melee phase.

Manticore feed on humans only. Any person killed is devoured totally. Everything, from the bones to their possessions, is eaten. There is never a scrap left. They are only encountered in the forest.

MER People

When Mer are encountered roll 1D10. On a 1-7 the encounter is Female. 8 or 9 indicates a Male encounter. On a 10 the encounter is a Merman Noble and 1D3* adult Females. NOTE - The Noble is an elder Merman who has earned a position of power. The females with him are concubines or wives. They are in private for mutual enjoyment.

Merman				Court of Tiamat			
AHP	15	OCV	5	DCV	4 (7)	NWI	-2
S	30(+1)	St	20(+1)	D	18(+1)	A	12

MR	10 (24)	NAV	2	C	10	NF	1-5 1 6-9 1D6 10 3D10
EnL	46	DTV	-2	CDF	2	CL	NA
SS	Inter. Carnivore			MDV	6	INT	6
Ap	3D10-5	PR	2	SIZE	2	HC	15%
Mermaid				Court of Tiamat			
AHP	10	OCV	2	DCV	*(9)	NWI	0
S	12	St	13	D	20(+1)	A	24(+1)
MR	*(32)	NAV	0	C	15	NF	1D3*
EnL	51	DTV	-1	CDF	2	CL	NA
SS	Nocturnal Carnivore			MDV	6	INT	6
Ap	D100+40	PR	0	SIZE	2	HC	14%

*Females have fishtails. They are Mermaids. They may not walk on land unless they remove their tail magically. If they do, their MR is 11. They have a DCV of 5.

Merman Noble				Court of Tiamat			
AHP	30	OCV	11	DCV	4(6)	NWI	-4
S	60(+3)	St	40(+2)	D	12	A	8
MR	9(20)	NAV	4	C	20(+1)	NF	1
EnL	56	DTV	-3	CDF	3	CL	NA
SS	Inter. Carnivore			MDV	12	INT	6
Ap	3D10-5	PR	6	SIZE	3	HC	30%

Appearance - Mermen are muscular bipeds. They have scaled skin, pupilless black eyes and large ears that serve a minor function as fins. Most have long, sharpened talons on their hands and feet.

Mermaids are beautiful women from the waist up. From the waist down they have the body of a fish. Most have greenish scales on the fish portion of their anatomy.

SPECIAL - Mer people dwell in caves, ruins and/or elegant cities at the bottom of the ocean. Their culture is a theocratic monarchy that worships the Court of Tiamat. They detest defilers of the water. Most (90%) consider humans to be the worst of that ilk.

Encountered Mermen are hunters or war parties. They are armed with at least a trident. They may also have daggers, nets and small spiked clubs. Mermen do not wear armor. Except when survival demands it, they will not cover their upper body. This is done out of reverence for Kingu and Dagon, the male deities they worship. Mermen have exceptional senses in the water. On the land, they have good hearing but are otherwise limited. Their main sense only functions in water.

Mermaids one encounters are generally gathering or seeking amusement. They enjoy toying with humans. Commonly

their pleasure leads to the human's destruction. All Mermaids are able to use Seduction at MEL4/EL2. 40% of those encountered also use MEL4/EL2 Fascination. Those who do are Priestesses. They also use Tariti (1-60), Qadishtu Mah (61-90) or Urigallu (91-100) magic. Roll D100.

Mermen who encounter human males kill them. If the encounter is a human female, there is a chance they take them captive for amusement before slaughtering them. It is 50+(Appearance-50)%. No Merman suffers a human to live for more than 1D6 days regardless of its sex. Only the order of one of their gods can alter this rule.

Mermaids enjoy snaring and using human males. They hide them in their abode for 3D10 + Appearance days before becoming bored. Once bored, they (1) turn them over to Mermen, (2) eat them or (3) set them free. Roll 1D3* to determine their fate.

NOTE - Undines are outcast elder beings or divine daughters of the gods depending on their relation to the Court of Tiamat. In either case they are separate from Mer society.

Mermaids may remove their tails as specified for the Undine. Priestesses do so at will. Other Mermaids require a Priestess to perform a magical rite that grants the ability to do so.

The ability is granted for a set term (2D6 weeks). The Mermaid must return to the ocean and don her tail before the term ends. If she does not, she becomes a mortal woman. Anyone this occurs to, and any progeny they had, is a heretic and traitor. They are sacrificed painfully on the altar of Kingu if taken by Mer.

NOTE - No excuse is accepted for failure to reclaim the tail.

Mer people breathe water as if it were air. For Mermaids, this ability is only theirs while they wear the tail. If it is removed, they are no longer amphibians. They may only breathe air until donning the tail again.

MER SOCIETY - There are sixteen Mer kingdoms in the oceans of the Middle World. A King rules each. In eleven the King is a hereditary monarch. In two he is the Sangu Mah of Tiamat's temple. In three he is the most powerful warrior. These three realms worship Kingu as the paramount god. The other Mer realms worship Tiamat above all and consider the "Kingu-lovers" to be heretics.

A high council advises the King in all sixteen realms. It is composed of ranking priests, priestesses and the marshal of the realm. In most cases, the King has little option but to heed their advice. Their voice is the word of

the divine. He is its focus. In the two realms where the Sangu Mah rules, he is an absolute Monarch.

Mer society has a stratified caste system. The priests form the nobility. Warriors and skilled entertainers are the middle class. All others are peasants serving the will of their betters. In the three societies where the greatest warrior rules, priests and exceptional warriors are the nobility. Priestesses, unless exceptionally powerful, and other warriors are middle class.

Criminal penalties range from corporal punishment to death. In the case of the most heinous crimes, the penalty is branding and banishment. Male felons are branded on the chest and whipped into the wilds of the ocean. Females are branded on a thigh, as slaves (after their tail is destroyed), and left on the land. Any felon who returns to the realm dies by slow torture on the altar of Tiella.

NOTE - Three Mer Kingdoms exist in the Sea of Tears area. A paramount warrior rules the one in the western part of the Sea. The one in the eastern part serves the Sangu Mah of Tiamat and has relations with Clima. The third resides in the straits and gulf area leading into the sea. It has a hereditary king. Warfare between these realms is common.

MER KINGDOMS OF THE SEA OF TEARS

NATION	WARRIORS	POPULATION	LOCATION
Kinguon	300	2200	Western Sea of Tears
Alnira	500	3400	Eastern Sea of Tears
Pasnu	400	3000	Shazi straits and Gulf

NOTE - The kingdoms above are small. Those located in the greater ocean have more extensive realms and greater populations. The greatest of them, Merania, is located between Fomoria and the Western Continent. It is a hereditary monarchy with a population of 42000 and 6000 warriors. Its realm covers a million square miles, i.e. a thousand miles in any direction from the capital. Now and then Dagon and Oannes visit it.

Orchi				Adramelech			
AHP	46	OCV	14	DCV	6	NWI	-4
S	68(+3)	St	30(+1)	D	16(+1)	A	12
MR	12	NAV	3	C	94(+4)	NF	1D3*
EnL	110	DTV	-6*	CDF	7	CL	NA
SS	Nocturnal Carnivore			MDV	7	INT	4
		PR	10	SIZE	5	HC	62%

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

Special – Orchi are devoted man-eaters who live for millennia. They can sense the presence of humans as for Mana Sensing MEL4/EL4. They automatically track any humans they sense and will eat any they can catch.

An Orchi's horn is valued for use in potions to promote longevity and sexual potency. Any horn taken can be sold for 3GC. In Katai or Chunrey, they bring no less than 25GC. NOTE – Orchi who catch an exceptionally beautiful woman, Appearance 80 or more, keep her for 3D6 days before eating her. Their use of her during that time is lewd, foul and punishing. Unless her Stamina is exceptional, she will die before he decides she has been tenderized enough.

Osnada				Alignment – Chaos			
AHP	25	OCV	9	DCV	10	NWI	-4
S	20(+1)	St	52(+3)	D	20(+1)	A	35(+2)
MR	32	NAV	0	C	28(+1)	NF	NA
EnL	37	DTV	-5*	CDF	3	CL	NA
SS	Nocturnal Carnivore			MDV	4	INT	3
		PR	8	SIZE	2	HC	40%

Appearance – This ostrich like bird possesses a piercing beak and heavy talons. It is generally black. Its beak and talons are pure white. They average four feet at the shoulder.

Special – An Osnada fixates on the first thing it sees on hatching. If one acquires the egg of one, the hatchling obediently serves the first one it sees. It never obeys anyone else for any reason and attacks anyone who kills its “mother” with uncontrollable battle fury.

EXAMPLE – Asno the Luckless acquires an egg. As it is hatching, his dog enters the room. The dog is the one the bird sees first. It will do anything the dog asks.

Osnada are only encountered as the mounts of Dalhan unless one adventures in the Upper World. If their rider is slain they attack the slayer with Uncontrollable Battle Fury until they are dead or the killer is.

Poltergeist				Goddess in Black, Allatu*			
AHP	NA	OCV	NA	DCV	NA	NWI	NA
S	NA	St	NA	D	NA	A	NA
MR	11(20)	NAV	NA	C	NA	NF	1
EnL	30	DTV	NA	CDF	NA	CL	2
SS	NA			MDV	10	INT	1D3+4
		PR	NA	SIZE	2	HC	NA

Appearance – As specified for a Ghost except the Poltergeist's face is contorted with hate and it may be surrounded by a bluish corona of power.

SPECIAL - In addition to the Ghost's attributes, Poltergeists are capable of MEL6/EL3 Telekinesis. They remain among the living out of hatred or for vengeance. They never seek to possess the living. Their goal is to annoy, maim or kill anyone who trespasses on them.

Poltergeists are tied to a specific thing. Generally it is a part of their former body but it can be anything. For the spirit to be laid, that item must be found and destroyed completely with fire. Until it is they return to their abode each night, whether they are dispelled or not.

EXAMPLE - The tortured King of Salaq is tied to his decapitated skull, which rests on his former throne. To lay him the skull must be burned to ash. As long as any bone fragments remain, he returns each night.

Pseudothei				Belzaboul			
AHP	19	OCV	7	DCV	2	NWI	+2
S	31(+2)	St	20(+1)	D	15	A	14
MR	10	NAV	0	C	25(+1)	NF	1
EnL	61	DTV	-3	CDF	6	CL	1
SS	Inter. Omnivore			MDV	10	INT	6
		PR		SIZE	2*	HC	23%

* The size varies with that of the god it pretends to be. If said god is gigantic, so is the devil.

Appearance - Their appearance varies. It is a lesser devil that adopts a shape that aids in its effort to delude mortals into worshipping it. Its true form is an emaciated, elderly devil with soft scales and hideously distended features. They have stubs where wings should be.

SPECIAL - The goal of Pseudothei is to gather as many worshippers as possible. In doing so, they and the Court of Sammael grow stronger. All have an E of 60 and Em of 40. They are skilled in Rhetoric and Oratory.

Pseudothei cast Suggestion, Delusion and Fascination at MEL8/EL4. In addition, they cast illusions that make them seem to have the powers the god they seem to be must have. EXAMPLE - If the devil is pretending to be a fire god he can cast an illusion of fire powers or other fire magic.

Breaking their hold on worshippers requires they be forced to adopt their true form in the presence of their flock. Being cut with silver or affected by a Revelation spell can force this change for 1D6 turns (for silver) or 1D6 + EL turns for Revelation.

Until worshippers see the Pseudothei is a false god they defend it fanatically. Anyone who offers him harm, without proving the truth, is slaughtered out of hand or taken captive (depending on the nature of the culture). When a Pseudothei is encountered he is with 2D10 - 7 worshippers.

If the result is zero or less, he is alone. If so, he is starting his cult. He will attempt to recruit the party encountered.

Qutrub

Seth, Moloch

Male							
AHP	11	OCV	3	DCV	3	NWI	-2
S	10	St	14	D	13	A	14
MR	11	NAV	0	C	20(+1)	NF	1-6 1D3*** 7-9 1D6+1** 10 3D6*
EnL	56	DTV	-1	CDF	2	CL	NA
SS	Nocturnal Scavenger			MDV	5	INT	6
		PR	2	SIZE	2	HC	17%

* A Qutrub lair. 60%(RU) are male. 40%(RU) are female.

** 60% (RU) are male.

*** All are female.

Female							
AHP	9	OCV	2	DCV	5	NWI	0
S	10	St	12	D	16(+1)	A	16(+1)
MR	12	NAV	0	C	14	NF	See Male
EnL	50	DTV	-1	CDF	2	CL	NA
SS	Nocturnal Scavenger			MDV	5	INT	6
		PR	2	SIZE	2	HC	13%

Appearance - The general appearance of the Qutrub is human. All are filthy with running sores on their face and body. They are noted for long, black claws and glowing green eyes.
Special - Qutrub take the shape of any desert animal except desert lions. The animal chosen will not have the sores and filth of the creature. They are capable of concealing their sores magically for two hours each night. When they do they can pass as human by hooding their eyes and covering their claws.

These demonic creatures are grave robbers and ghouls. They consume the dead. They also eat children and sacrifice them to Moloch.

Qutrub lure travelers into the desert to be devoured. They have been known to prostitute themselves to accomplish this goal. They are both sexes and generally inhabit lonely places and graveyards.

NOTE - A Qutrub male concealed as a human has an Appearance of 3D10. A female's appearance is 3D10*2.

Rakshasha

Green							
AHP	20	OCV	8	DCV	5(7)	NWI	-4
S	51(+3)	St	16(+1)	D	16	A	18(+1)
MR	12(22)*	NAV	2	C	21(+1)	NF	1-7 1

							8+9 1D3 10 1D6+1
EnL	57	DTV	-3	CDF	6	CL	NA
SS	Nocturnal Omnivore			MDV	12	INT	6
		PR	6	SIZE	2	HC	19%
Blue							
AHP	20	OCV	6	DCV	7 (9)	NWI	-1
S	15	St	34 (+2)	D	32 (+2)	A	35 (+2)
MR	13 (26) *	NAV	0	C	32 (+2)	NF	1-7 1 8+9 1D6 10 2D6+1
EnL	81	DTV	-3	CDF	6	CL	NA
SS	Nocturnal Omnivore			MDV	12	INT	7
		PR	12	SIZE	2	HC	33%
Yellow							
AHP	20	OCV	7	DCV	6 (8)	NWI	-3
S	32 (+2)	St	16 (+1)	D	20 (+1)	A	20 (+1)
MR	12 (22) *	NAV	1	C	32 (+2)	NF	1-6 1 7-9 1D3+1 10 2D6
EnL	68	DTV	-2	CDF	6	CL	NA
SS	Nocturnal Omnivore			MDV	10	INT	6
		PR	6	SIZE	2	HC	24%

* () MR is in bird form only.

Appearance - Rakshasha are shape changers. Their native form is humanoid and skeletal with a large belly. They have vertical slits for eyes and matted hair. The color they exhibit is yellow, blue or green (depending on their tribe). Roll 1D3. In any given encounter all those found are the same color. Their fingernails are poison to humans and blood red.

Special - The alternate forms a Rakshasha takes are a dog, owl or vulture. The form has a hint of the creature's hue to it, i.e. a blue Rakshasha is a faintly blue owl, dog or vulture. Wounds inflicted by their claws carry BL8 Slow Death poison.

They are capable of a form of limited possession of humans. The affect is an MEL6/EL3 Insanity or Disease spell at the Rakshasha's option. They must touch the human to utilize it.

The Rakshasha are mischievous creatures that feed on humans and contaminated food. They enjoy destroying sacrifices and often inhabit cemeteries. They can sometimes be friendly toward humans and often collect treasure they like. If the human is interesting, and they are well fed at the time, this can be so.

Rakshasha are the eternal enemies of the Law god Gavreel. Use of a sigil bearing his mark can repel them (50% chance. If the sigil is magical, 80% chance). It also earns the person using it their eternal enmity. Defiling an altar of Gavreel or slaughtering one of his creatures while they watch is a possible way to earn their friendship (+20 on Influence chance).

NOTE - If Creature Variation is used take the positive multiplier times all stats if the Rakshasha is larger than normal size. If he is double normal, he is a Rakshasha King and can use Chaos magic at MEL12/EL6. The maximum INT for a Rakshasha is 9. His Size is +1. OCV, DCV, EnL and DTV must be calculated.

Blue King							
AHP	41	OCV	13	DCV	12 (17)	NWI	-2
S	30 (+1)	St	68 (+3)	D	64 (+3)	A	70 (+3)
MR	26 (52) *	NAV	0	C	64 (+3)	NF	1
EnL	145	DTV	-7	CDF	11	CL	NA
SS	Nocturnal Omnivore			MDV	24	INT	9
		PR	24	SIZE	3	HC	66%

Touch power and Chaos magic = MEL12/EL6

Rock Troll				Mallen Trow, Sammael			
AHP	40	OCV	14	DCV	2	NWI	-6
S	80 (+4)	St	40 (+2)	D	4 (-1)	A	6
MR	10	NAV	2	C	40 (+2)	NF	1-9 1D2* 10 1D6
EnL	56	DTV	-4*	CDF	4	CL	NA
SS	Nocturnal Carnivore			MDV	6	INT	4
		PR	8	SIZE	3	HC	40%

Appearance - Rock Trolls are powerful, cruel and vicious. They have the facial appearance of the Troid Folk, bestial thickness of the Ogre and the musculature of the Troll. They are devoted eaters of any non-Kotothi or non-Chaos humanoid. On the average they are 8-10 feet in height.

Special - Rock Trolls are turned to stone by any magical light that succeeds against them. The duration is as for a Petrification spell with the EL of the light used. Rock Trolls detest light. They are never encountered above ground during the day. They may be armed with clubs, stone axes and spears when encountered.

NOTE - Rock Trolls are also turned to stone by sunlight. In that case, the affect is permanent.

Scorpion Beast				Seth			
AHP	19	OCV	8	DCV	4	NWI	-3
S	32 (+2)	St	34 (+2)	D	10	A	12
MR	18	NAV	0	C	10	NF	1D2 (2D6) *

EnL	14	DTV	-3	CDF	6	CL	NA
SS	Nocturnal Carnivore			MDV	4	INT	2
		PR	4	SIZE	2	HC	22%

*The initial encounter is 1D2 creatures. The entire hunting pack consists of 2D6 creatures. When the encounter starts the beasts let out a high pitched whine to call the pack. 1D3 reinforcements arrive each turn until the entire pack is present.

If the encounter continues for more than 15 turns, other hunting packs and/or Scorpion People (in the appropriate terrain) can be attracted (60% chance). They will not arrive in time for the encounter but will prowl the area if the party survives. Roll an additional 1D3 encounter rolls subtracting 20 from the roll for each. If the result is 0 or less the encounter is more of these creatures or Scorpion people. Roll 1D2.

Appearance – This 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 inflicts damage. It eats metal at twice the rate specified for Great Serpent slime (see Great Serpent). Animate creatures that are damaged when it hits suffer double damage if success is rolled with BL7. The victim adds his Poison Resistance to his roll. MDV does not apply. Extra damage that is taken is not taken as armor damage as well.

Scorpion Beasts serve Scorpion People like dogs and horses serve humans. They have EL4 immunity to acid and Desert Powers.

Scorpion People

Seth

Male							
AHP	15	OCV	5	DCV	4	NWI	0
S	18(+1)	St	27(+1)	D	8	A	14
MR	12	NAV	1	C	15	NF	2D6 per female*
EnL	40	DTV	-2*	CDF	2	CL	NA
SS	Nocturnal Carnivore			MDV	2	INT	5
		PR	2	SIZE	2	HC	21%
Female							
AHP	9	OCV	3	DCV	5	NWI	0
S	10	St	16(+1)	D	16(+1)	A	21(+1)
MR	13	NAV	0	C	10	NF	1D2*
EnL	59**	DTV	-1	CDF	**	CL	NA
SS	Nocturnal Carnivore			MDV	**	INT	7

		PR		SIZE	2	HC	13%
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**MEL equals AHP/2 (RU). EnL equals EnL + (MEL*5). The CDF equals 1+(MEL/2) (RU). MDV = MEL*2

Appearance – Scorpion Men have the head and body of a Scorpion. They average six feet in height and walk upright. They have 2 legs, 2 arms and a stub where a tail should be. All are the thralls of the female they follow. When encountered, they are armed with a javelin and a club. One male in the group is finely dressed and armed with a magic weapon of the Referee's choice. He is the favorite of the Clan Matriarch.

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

NOTE – The females amputate the male's tail at birth.

Special – Scorpion Men have EL3 immunity to acids and Desert Powers. All Scorpion Women are magic-users. Their EL equals 1/2 MEL (RU). They can use Desert Powers, Storm Powers and Earth Powers. The Referee is free to create Grand Matriarchs whose knowledge and power exceed 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 it is an addictive aphrodisiac. On any other creature it has the affect of EL8 Insanity. The BL equals **20 - MEL**. The minimum is BL0.

(Potency decreases as the Scorpion Woman ages. It is linked to her sexual potency. The less fertile the woman, the less potent the poison).

Grand Matriarch				The Eldest Scorpion			
AHP	18	OCV	7	DCV	2	NWI	0
S	20(+1)	St	32(+2)	D	8	A	6
MR	9	NAV	0	C	20(+1)	NE	NA
EnL	194	DTV	-3	CDF	12	CL	NA
SS	Nocturnal Carnivore			MDV	44	INT	8
MEL/EL	22/11	PR	6	SIZE	2	HC	26%

NOTE – The matriarch is millennia old. She is capable of all Chaos and General magics. Her poison is BL0. She has many immunities, magic items and high invulnerability. She resides in an ancient fortress in the Desert of Sighs.

The society of the Scorpion People is a matriarchy. Women command. They control Scorpion Beasts, Desert Lions and minor poisonous creatures of the desert, i.e. insects, spiders, etc. They are the most powerful forces of Chaos in

the desert. The oldest matriarch (shown above) is as ageless as the desert and older than death.

Serpent Women				Seth, Ba-en-kekon			
AHP	12	OCV	3(6)*	DCV	3(4)	NWI	+3(-8)*
S	12	St	11	D	12	A	14
MR	12(8)*	NAV	0(4)*	C	25(+1)	NF	1D3
EnL	61	DTV	-2	CDF	**	CL	NA
SS	Nocturnal Carnivore			MDV	9	INT	6
		PR	2	SIZE	2(4)*	HC	18%

*The () values apply when the woman is in serpent form.

** CDF is 2 + (MEL/2(RU))

Serpent Queen				Seth			
AHP	24	OCV	7(14)*	DCV	3(6)	NWI	+2(-16)*
S	24(+1)	St	22(+1)	D	6	A	7
MR	11(7)*	NAV	0(8)*	C	50(+2)	NF	1
EnL	99	DTV	-4	CDF	10	CL	NA
SS	Nocturnal Carnivore			MDV	18	INT	7
MEL	15	PR	6	SIZE	2(5)*	HC	18%

Appearance – In human form, the Serpent Woman is seductive and beautiful. She is dressed in a clinging green sheath and is sinuous in her movements. On 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 scales. She revels in the consumption of warm human flesh.

NOTE – The sheath is a part of the serpent woman. When she changes to a serpent it fades into the new form. On changing back, she is dressed again. When she is in human form, she can remove it if she wishes. If she changes form as a nude woman, her NAV is 2.

Special – Serpent Woman are innately capable of taking the form of a large python. To kill her the entire HPV must be inflicted in one phase. If not she regenerates any damage taken. If the damage renders her unconscious, she does not regenerate until she heals enough to wake normally. (Eleven points or less no damage. 12 -14 unconscious. 15 or more dead.)

There is a 20% chance, per woman encountered, that one 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 MEL (RU). Serpent woman are totally immune to the spells listed above. If they are a magic-user, they 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.

The paramount Queen of all Serpent women (shown above) resides in the deserts of L'p'nth. She is blessed by Seth and sometimes his concubine. Her home is the repository of great treasure. Slaying her, and burying her with non-Chaos rites, will end the regeneration ability of her race for all time. She is defended. She also has EL7 Immunity to Law, Balance, Elder and Sidh magic. Her El with Darkness Powers, Hell Powers and Necromantic Powers is eight.

Sernemu

Seth, Nergal, Murmur

Male							
AHP	15	OCV	4(6)*	DCV	2(3)	NWI	+2(-4)*
S	20(+1)	St	15	D	10	A	12
MR	10(7)*	NAV	0(3)*	C	25(+1)	NF	1-7 1D2 8+9 1D6 10**
EnL	61	DTV	-2*	CDF	3	CL	NA
SS	Nocturnal Carnivore			MDV	8	INT	6
		PR	2	SIZE	2(4)	HC	20%
Female							
AHP	13	OCV	3(5)*	DCV	3(4)	NWI	+3(-6)*
S	14	St	10	D	18(+1)	A	21(+1)
MR	12(9)*	NAV	0(2)*	C	24(+1)	NF	***
EnL	73	DTV	-2*	CDF	5	CL	NA
SS	Nocturnal Carnivore			MDV	12	INT	7
		PR	2	SIZE	2(4)	HC	17%

* Value in serpent form.

** A village is found. Roll 2D10 on the table below.

ROLL	Male	Female	ROLL	Male	Female
2+3	5D10	3D6+4	12+13	-	1D6+2
4-7	3D6+3	2D6+2	14-18	1D3+5	1D2
8-11	2D10	1D3	19+20	1D2	2D6

Sernemu villages appear to be human on the surface. Visitors who pass the night tend to have fatal surprises before dawn. If less than 20 Sernemu are present the village is a tent camp. Otherwise it is a group of permanent structures with a curtain wall. If a permanent village is found, one of the females present is a Queen.

Sernemu Queen							
AHP	24	OCV	7(11)*	DCV	3(4)	NWI	+2(-12)*
S	28(+1)	St	20(+1)	D	12	A	14
MR	11(8)*	NAV	0(4)*	C	48(+2)	NF	1
EnL	112	DTV	-4*	CDF	9	CL	NA
SS	Nocturnal Carnivore			MDV	24	INT	8

MEL	12	PR	2	SIZE	2 (4)	HC	34%
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Appearance - In human form the appearance of the Sernemu equals 5D10+60. They are beautiful but most do not have the divine excellence of their mother's race (Serpent women). As serpents they are nearly identical except their scales are all black. Few of them (5% of the women and all Queens) have the magic sheath of serpent women. Their clothes do not change with them.

SPECIAL - Sernemu do not automatically recover damage. They must roll double their Healing Chance to gain that benefit. If the roll succeeds they have the Serpent Woman ability for the entire battle. If not, they do not have it.

Male Sernemu are totally immune to pain and have EL6 Immunity to any spell that affects the mind. Most are hostile to humans, especially wizards, and revel in eating them.

Female Sernemu are intelligent and talented. All cast Hell Powers, Darkness Powers or Necromantic Powers (Roll 1D3*). They are MEL6/EL3 with their power. Those who cast Necromantic Powers are the rulers. Noblewomen of the race cast Necromantic Powers and one of the other two (MEL8/EL4). A Queen casts all three and General magic (MEL12/EL6).

All Sernemu can pass as human for short periods of time. They must dine as a serpent once per month. Digesting the meal, a human or large animal, takes three to four days. During that time they must remain in serpent form.

One other problem exists. Horses and dogs tend to react with fear (horses) or hostility (dogs) when they smell one of them. Given that the bulk of them live in the Kacili desert, this leads to problems.

Sernemu are capable of learning any skill possible for a human. The Referee will decide what knowledge they possess when they are encountered. Most dwell in desert and badlands. A good deal of their knowledge should be geared to that fact.

NOTE - The Sernemu are the progeny of Abnaric Elgar on the serpent woman Tiesha or their descendants. They detest him and act against neutral forces when possible. The eldest brother of the children is the god Nergas. While they have no love for him they grant respect when he asks something of them.

Shachihoko				Tiamat, Kingu			
AHP	38	OCV	13	DCV	7	NWI	-3
S	60 (+3)	St	50 (+2)	D	*/24 (+1) **	A	8 (16 (+1)) **
MR	18 (26)	NAV	2	C	40 (+2)	NF	1
EnL	56	DTV	-4*	CDF	6	CL	NA

SS	Nocturnal Carnivore		MDV	6		INT	4
	PR	12	SIZE	8 (3) **	HC	45%	

* Not applicable

** () values apply in tiger form.

Appearance - The Shachihoko is a large sea monster. It has the body of a fish and the head of a tiger. The body is covered with poisonous spikes. The spikes remain when it takes its land form as a large, red tiger.

Special - The creature prowls coastal waterways. At night it often comes to land to hunt. In both forms its body is covered with spikes. They carry BL4 Slow Death poison. Roll D*2 whenever a character scores a hit on the creature. If the roll fails, he must roll against the poison. Whatever the dexterity of the player, a roll from 91-100 requires the poison roll.

Soul Daiva				Vizranuh			
AHP	NA	OCV	11	DCV	-(12) **	NWI	-7
S	150 (+6)	St	100 (+4)	D	80 (+4)	A	40 (+2)
MR	-(28)	NAV	0	C	NA	NF	1
EnL	250	DTV	NA	CDF	*	CL	3
SS	Nocturnal Parasite			MDV	24	INT	6
	PR	NA		SIZE	3	HC	NA

*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 () DCV applies if the party has a weapon that is capable of damaging it.

Appearance - Soul Daivas have no physical form. They appear as a fluctuating field of total blackness 2D10 feet in diameter. In rare cases, and only with the most powerful, Soul Daivas take form. When they do they are a black figure with horns of gold, piercing red eyes and an aura of dark power 1D6+14 feet in diameter.

Special - Soul Daivas exist to feed. They live by absorbing souls, i.e. energy points, from living creatures. They are immune to physical damage. They can only be affected by a Banishment spell intended to banish Chaos. Wizards may communicate with them. The communication is meaningless unless the Wizard offers the Daiva more energy than it could get from the party it is attacking.

Damage scored by a Soul Daiva uses parameters set for the Akhharu, Immortal. Whenever they hit they score both Physical and Spiritual damage. The SB and NWI listed only apply for spiritual damage. They can absorb energy without inflicting physical hits if they wish.

EXAMPLE - Loman the Sorcerer summons a Prince of Daivas. It agrees to hear him in exchange for 20 energy points. He may

inflict 20 hit points in taking them or take only the energy, leaving Loman physically unharmed. The choice is the Daiva's.

The Daiva continues to absorb energy until it reaches its Energy Level. When it does, it disappears. Soul Daivas are capable of passing through any physical obstacle. A weapon that is dedicated to the destruction of Soul Daivas may damage them. 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. That number of hits do not slay it. They are the number it accepts before choosing to seek easier prey. (The AHP of an average Soul Daiva is 70.)

If a party has a weapon with a Soul Daiva in it the weapon absorbs energy when damage is scored. The points absorbed equal the number of hits the weapon scores. Weapons of this type can damage Soul Daivas. (In the Court of Souls it is every Daiva for himself).

Soul Son				Ahriman			
AHP	19	OCV	6	DCV	6	NWI	+3
S	25(+1)	St	25(+1)	D	25(+1)	A	25(+1)
MR	11	NAV	2	C	25(+1)	NF	1-7 1 8+9 1D3 10 3D6
EnL	61	DTV	-3*	CDF	2	CL	NA
SS	Treelike			MDV	10	INT	6
		PR	6	SIZE	2	HC	25%

Appearance - An exact copy of a person damaged by a Tree of Souls. Equipment and clothing is up to the referee. The stats above are a usable value for play. The actual stats possessed equal those of the sire plus an NAV of 2.

SPECIAL - A soul son is dedicated from birth to slay its sire. He subtracts EIGHT from any roll to damage that person and scores +3 hit points each time he hits. If he kills him he gains his knowledge. Essentially, he consumes and enslaves his sire's soul.

Soul sons have the appearance of humanity. They are plants. Each must spend at least one hour a day in full body contact with the earth. They must also spend one hour per day nude to absorb the radiance of the heavens. These may be the same hour if he chooses.

Despite their appearance, the soul son does not have internal organs. They cannot consume food or drink. It can go into their mouth but has nowhere to go from there. They are immune to anything that cannot affect a tree. They take double damage from any fire spell. No soul son will ever be attacked by a servant of Ahriman.

NOTE - Soul sons have working genitalia. Any child they sire will be a Daiva (their son) or a Druga (their daughter). His or her birth kills the mother.

IMPORTANT - Once per year a soul son must spend one week with its mother, the tree who gave him birth. If he fails to do so, or it is no longer alive, he will wilt and die in 1D6+2 weeks unless he finds some magical means of gaining immortality or longevity. (He ages one year per day until he dies of old age.)

Tree of Souls				Ahriman, Vizranuh			
AHP	24	OCV	7	DCV	0	NWI	-6
S	48(+2)	St	NA	D	17(+1)	A	0(-1)
MR	NA	NAV	6	C	NA	NF	1
EnL	150	DTV	NA	CDF	500*	CL	NA
SS	Inter. Parasite			MDV	30	INT	1
		PR	NA	SIZE	8	HC	NA

Appearance - The tree of souls is a large black tree with dark leaves that is generally wrapped by 2D6 green and red vines. A gem of black resin can be found in its taproot. It is singularly effective for many of Chaos' most potent rituals. It can also be used as a sovereign defense against much of the alignment's power when enhanced.

SPECIAL - The resin is called soulheart. Enhanced to aid Chaos it allows the bearer to command Soul Daivas, to a point. It also grants plus 1 EL with any Chaos spell, plus 2 with spells that affect the mind or the EnL and the power to command any soul son borne by the tree.

When it is enhanced to oppose Chaos it is a sovereign defense against the forces of the Court of Ahriman and all Demons. Any of these forces depart on getting within six hexes of the bearer. Regardless of the distance away, they will never attack him. The heart also grants EL4 Immunity against all Chaos powers that affect the mind or the EnL. It must be cut perfectly and set in platinum to be of any value.

NOTE - Any Soul son borne by a tree will know when its heart is taken. They are likely to hunt the defiler of their mother.

The soulheart resin can be sold for no less than 25GC just about anywhere. To get the resin the tree must be cut down. Once it is, the root has to be dug out of the earth. Use of fire to accomplish this ruins the resin. Using lightning to split the trunk has a 50% chance of destroying the resin. The only safe way to cut it is with an axe. Hits scored in using it are one level higher on the table. A deadly is a severe, a severe is normal, etc.

1D6+2 phases after a Tree of Souls is attacked 1D6 Daivas appear to defend it. They attempt to kill or drive off anyone who is present. If the attacking group includes a priest or magic user, at least one of the Daivas who comes is a Mor'daeva.

The Tree of Souls is not without its dangers. There is a 30% chance that 1D3 Soul sons are present when it is attacked. Also, the vines shrouding it are capable of attacking any enemy within three hexes of the tree trunk. It strikes as a whip with a +2WSB. Any person damaged rolls against BL10. If affected, they lose 2D10+10 energy points and the hits scored. Each vine present receives an attack. If there are nine, it attacks nine times per phase. IMPORTANT - Only humans are affected by the energy loss above. All others only lose hit points.

Those who lose energy to the tree fuel its designed purpose. Twenty phases after the energy is taken a copy of the person emerges from the tree. He is naked, has all the characteristic values of the energy donor and has an NAV of 2. The goal of this "soul son" is to slay its sire and assume his existence. On success, he gains all knowledge possessed by the donor and begins service as a devoted follower of Ahriman.

There are very few ways to tell a soul son from the person who sired him. They are:

- 1) Soul sons are plant material. They do not bleed.
- 2) A soul son is burned by materials that are blessed by the gods Sraosha or Metatron.
- 3) Soul son's do not eat or eliminate waste. What sustenance they require is provided by contact with the earth and the radiance of heavenly bodies.

NOTE - See Soul Son for more information.

Water Panther				Belphegor, Barbatos			
AHP	20	OCV	6	DCV	8 (10)	NWI	-4
S	48 (+2)	St	12	D	20 (+1)	A	36 (+2)
MR	19 (30)	NAV	2	C	20 (+1)	NF	1
EnL	84	DTV	-1	CDF	2	CL	NA
SS	Nocturnal Carnivore			MDV	16	INT	8
		PR	3	SIZE	2	HC	16%

Appearance - Tall, lithe black panthers that are only encountered under water. All are bipeds. They dwell in lakes and rivers. The greatest have palaces in such places. Most dwell in caves.

Special - These panthers are exceedingly evil. Despite this fact, if influenced successfully, they are powerful forces of knowledge and healing. There is nothing they do not know about herbalism. They use healing at MEL12/EL10 and grant

1D6 points of Knowledge on just about any subject. If compelled to give in any way they hunt the person responsible until he is dead.

Were-creatures

Sin, Lucifer

Normal - MR, DTV, HC

Times 1.5 - DCV, D, A, MDV

Times 2 - AHP, OCV, NWI, S, St, NAV, CDF

NF Roll 1-6 1, 7-9 1D3, 10 2D6

CL NA INT 6

HC & PR are calculated from the resulting stats.

SS Nocturnal Carnivore

SIZE As for the base form

EnL C+(INT*INT)

Appearance -Werereatures have the form of the animal 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 encountered has the form of the animal that is the dominant carnivore in the region.

EXAMPLE - In an area that has no tigers there are no Weretigers. In an area where wolves are endemic Werewolves are encountered.

While they are in their animal form, Werereatures have an uncontrollable lust to kill. By preference they kill humans.

Wolf (Sample)							
AHP	30	OCV	12	DCV	8	NWI	-3
S	32(+2)	St	68(+3)	D	21(+1)	A	29(+1)
MR	18	NAV	0	C	20(+1)	NF	1-6 1 7-9 1D3 10 2D6
EnL	56	DTV	-4*	CDF	4	CL	NA
SS	Nocturnal Carnivore			MDV	14	INT	6
		PR	8	SIZE	3	HC	44%

OPTIONAL - It is possible for a Were-creature to get his power voluntarily. If you choose to employ this option voluntary Were-Creatures do not have uncontrollable blood lust. They operate in their animal form with human intellect and rationality. They still have blood lust but are in control. They will kill as a normal animal, without needless mutilation. As a rule, voluntary Were-creatures prefer to kill humans. When Werereatures are encountered, roll 1D10. A roll of 1-8 indicates that they are the involuntary form. A 9 or 10 are voluntary.

Involuntary Werecreatures have no control over their change. They take animal form at dusk when the moon is full. They return to human form when they die or at dawn. While changed they attack anything. Any damage 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 take animal form at night regardless of the phase of the moon. A Will roll is required not to do so. They retain full memory of the events of the night and are selective in their kills.

Persons that kill an involuntary Were-creature, and are damaged in doing so, take on the curse. Unless the curse is negated, they stalk the night as a Were-Creature with each full moon. If the creature killed is a voluntary Were-Creature this rule does not apply.

Wyrms				Alignment - Chaos			
AHP	100	OCV	27	DCV	2 (5)	NWI	-10
S	125 (+5)	St	45 (+2)	D	NA	A	4 (-1)
MR	4 (16) *	NAV	4	C	230 (+8)	NF	1
EnL	266	DTV	-14*	CDF	14	CL	NA
SS	Inter. Carnivore			MDV	27	INT	6
BL	7	PR	NA	SIZE	7	HC	136%

* () 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. A cloud of toxic vapor surrounds them at all times.

Special - Wyrms breath poison instead of fire. The BL is AHP/15 (RU). Any target that is affected drops dead on the spot. Wyrms are totally immune to the affects of poison.

The Range of the poison is a cone like Fireball whose length equals the Wyrms' BL. The Mana cost to cast it is BL*2. It may not breath its poison 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 Wyrms he breathes the poison that surrounds it. Per turn, or fraction thereof, the person remains in melee they lose 3D10 energy points from the affects of the poison. All characters are allowed to subtract their PR from the loss. If their energy level goes to zero or less they die.

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

Zombie				Murmur			
AHP	10+EL	OCV	7	DCV	0	NWI	0
S	20 (+1)	St	20 (+1)	D	5 (-1)	A	5 (-1)

MR	7	NAV	EL/2 (RU)	C	NA	NF	NA
EnL	0	DTV	0	CDF	1	CL	NA
SS	NA			MDV	*	INT	0
		PR	NA	SIZE	2	HC	0%

* The MDV equals the EL of the spell that created the Zombie. If EL5, MDV is 5 and NAV is 3.

Appearance - An animated human corpse.

Special - The value of a Zombie created by the Black Curse using a normal human. See Black Curse for explicit details.
NOTE - At one point in my campaign, Nilgeranthrib almost was allowed to make a Zombie of one of the more potent fighting characters. The stats for the resulting creature would have been:

Zombie Jaxom							
AHP	73	OCV	15	DCV	3	NWI	0
S	136(+5)	St	108(+5)	D	12	A	28(+1)
MR	10	NAV	6	C	NA	NF	NA
EnL	0	DTV	0	CDF	8	CL	NA
SS	Nocturnal Omnivore			MDV	12	INT	0
		PR	NA	SIZE	2	HC	0%