

Elder Creatures

Asrai				Mimir			
AHP	NA	OCV	1(5)***	DCV	-(9)	NWI	-7
S	8	St	12	D	20(+1)	A	55(+3)
MR	-(24)	NAV	0	C	NA	NF	2D6*
EnL	50	DTV	NA	CDF	50**	CL	NA
SS	Nocturnal Carnivore			MDV	10	INT	7
		PR	NA	SIZE	2	HC	NA

*If a 12 is rolled the party spots an Asrai castle at the bottom of the waterway they are near. They are attacked by 12 Asrai soon after. D100 Asrai dwell at the castle.

**Per Asrai killed the player receives 50 experience points and 10 expertise points in the appropriate area.

***When the target is underwater an OCV of 5 applies.

Appearance – Asrai are beautiful blue-skinned, elven women. They are clothed in weeds and reeds. They are unnaturally slim and agile. On the average they are 4 to 5 feet tall.

Special – Asrai do not harm anyone who speaks the Tongue of the Sidh or the Tongue of Elder Water to them unless they violate the Asrai's waters. Entering the water without permission or defiling it in some way is how the water can be violated.

The Asrai's touch is acidic. Anyone hit has the normal healing chance/2 (RD) to heal. All Asrai have a Damage Plus of OCV/2 (RU). Damage scored by the Damage Plus is permanent. It can only be healed by Regeneration spells or the appropriate Priestly magic. Any hit by this touch on metal armor damages the armor. None are deflected by it.

Asrai taken out of contact with water dissolve into nothing. This is the only way to kill them without magic. They must be lifted out of the water completely. Magically any fire, lightning or spell that employs heat kills them if it succeeds. No other magic has any effect. The Asrai are friends of the Afanc and Peist. They are enemies of the Beithir, Cuca and Troid Folk. They are always in the water.

NOTE – Use of her acidic touch is optional for the Asrai. If she chooses, she may touch someone without burning him or her. All Asrai are female.

Barguest				*			
AHP	18	OCV	7	DCV	6	NWI	-3
S	33(+2)	St	25(+1)	D	12	A	20(+1)
MR	16	NAV	2	C	14	NF	1D2*
EnL	50	DTV	-2	CDF	5	CL	NA
SS	Nocturnal Carnivore			MDV	12	INT	6
		PR	NA	SIZE	2	HC	20%

* The titular god of the Barguest was one of those who died in Armageddon.

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

Special – They are totally immune to all Kotothi poisons. Barguests are the ultimate in unsociability. They never aid any creature. Anyone touching them is subject to immediate attack by a blast of power. The blast is an EL3 Lightning Bolt (EL = HPV/5 (RD)). The MEL equals OCV. (MEL7/EL3 for the average Barguest.)

If a situation arises where the referee allows it to be touched the blast does not occur. Any hit in combat is considered a touch. When the blasts use up the EnL they are no longer generated.

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

NOTE - Like all of the Fallen, the lord of the Barguest can be reborn if a quest succeeds. Anyone who has a hand in doing this gains the eternal friendship of all Barguest ... and more. The god's soul is penned in a Chaos hell. All a party need do is gather items needed to unlock his prison, go there, get him and make it out alive. He is powerless and barely aware until he leaves the Chaos realms. The spirit's captor is Adramelech.

BESAMAR Bes, Cedalion **

MALE							
AHP	11	OCV	3	DCV	4	NWI	+2
S	10	St	12	D	14	A	18(+1)
MR	11	NAV	0	C	22(+1)	NF	1-7 1D3 8+9 1D6 10 3D10*
EnL	58	DTV	-2	CDF	2	CL	NA
SS	Nocturnal Omnivore			MDV	8	INT	6
		PR	4	SIZE	1	HC	17%
FEMALE							
AHP	11	OCV	3	DCV	4	NWI	+2
S	9	St	10	D	12	A	16(+1)
MR	11	NAV	0	C	25(+1)	NF	See Male
EnL	61	DTV	-2	CDF	2	CL	NA
SS	Nocturnal Omnivore			MDV	8	INT	6
		PR	4	SIZE	1	HC	18%

* A Besamar village is found. One third (RD) are adult males. The rest are women (40% (RD)) and children. (If 8 are encountered, 2 are males, 3 are females and 3 are children.)

** 30% of the Besamar honor Bes' son Cedalion despite the fact that he is a Law god.

Appearance - The appearance is as stated for the Dwarf except Besamar are often clean-shaven. Those who have facial hair keep it neatly trimmed. Besamar do not make or wear armor. They wear little more than a loincloth and tend to be obese. This goes for their women and children also.

SPECIAL - Besamar emulate the gentle and joyous nature of their chosen god. There is a 60% chance that any Besamar male is a healer, herbalist, musician, dancer or artisan. Roll for each. Women encountered have a 50% chance of being healers, musicians or dancers. All women have training at easing birthing pains and insuring healthy births.

Though they have forsaken the martial path, Besamar males retain combat skills. They use clubs, spears and crossbows when needed. They are EL 1D6 with these weapons.

Besamar seek to ease mental and physical pain. They do what they can to protect dwarves and men from evil spirits and dangerous beasts. The village elder of any village is a MEL2D6 Ashipu priest of Bes. He may cast 1/2 MEL (RU) Elder spells in addition to priestly magic. His EL is 1D10-1. Roll for each spell.

NOTE -Dwarves consider the Besamar to be tetched heretics. They do not treat them with civility and, when saved by one, are embarrassed. A Besamar village is a place of joy where music, dance and fine amusement is nearly constant.

Centaur

Dionysius

Male							
AHP	20	OCV	6	DCV	6	NWI	-2**
S	18(+1)	St	20(+1)	D	9	A	16(+1)
MR	24	NAV	0	C	42(+2)	NF	1D10
EnL	67	DTV	-4	CDF	2	CL	NA
SS	Inter. Omnivore			MDV	10	INT	5*
		PR	6	SIZE	3	HC	31%
Female							
AHP	20	OCV	5	DCV	7	NWI	-2**
S	12	St	26(+1)	D	12	A	20(+1)
MR	26	NAV	0	C	42(+2)	NF	NA
EnL	67	DTV	-4	CDF	2	CL	NA
SS	Inter. Omnivore			MDV	5	INT	5*
		PR	6	SIZE	2	HC	34%

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

**NWI applies to attacks with hooves only.

Appearance - The Classic centaur. They have the body of a horse and torso, head and arms of a man. They are 5-6 feet at the shoulder and up to 8.5 feet tall at the top of the head. (In general brilliant Centaurs are smaller).

Brilliant Centaur							
AHP	14	OCV	3	DCV	5	NWI	-1**
S	12	St	13	D	15	A	16(+1)
MR	20	NAV	0	C	31(+2)	NF	NA
EnL	80	DTV	-2	CDF	2	CL	NA
SS	Inter. Omnivore			MDV	10	INT	7
		PR	4	SIZE	2	HC	22%

Special – Centaur do not suffer fatigue from damage until they are unconscious. When they are encountered 20% (RU) are armed with a bow and 1D10+10 arrows in a quiver. All have a boar spear. All males will also have a shield (AV8). At no time will they be armored. Their EL with these items is 3.

If a 10 is rolled in the number found above, a Centaur camp is found. Roll 2D10 and add the result to the ten already present. 30% of those present are male (RU), 30% are female (RD) and the rest are children. In addition to the Centaurs the camp contains:

% Chance	Creature	Number Present
25	Dryads*	1D3
40(80)	Satyrs	1D2(1D6)
30(60)	Humans	1D6(2D6)

*If Dryads are found in the camp it is sacred. Double the number of Centaurs present. One of the Centaurs there will be brilliant. Use the parenthesized values to determine the number of Satyrs and Humans present.

A human in a Centaur camp is a visitor or a captive. Roll 1D2*. If they are captive there is an 80% chance they are female.

Except for brilliant members, Centaurs are licentious, short-tempered and emotional. When a decision must be made on non-emotional grounds they are somewhat ponderous about their reactions. When emotions make the choice they are decisive. They are quick to anger and horribly violent when aroused.

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

Dryad				Ceres			
AHP	9	OCV	2	DCV	3	NWI	+3
S	11	St	11	D	11	A	12
MR	11	NAV	0	C	14	NF	1D6
EnL	50	DTV	-1	CDF	4	CL	NA
SS	Nocturnal Fructivore			MDV	6	INT	6
Ap	D100+25	PR	0	SIZE	2	HC	13%

*A Dryad in her grove has a healing chance of 65%. A Hamadryad in her tree heals automatically.

Appearance –Dryads are human females dedicated to the service of the sacred forests of the Middle World. They dress in flowing white garments and are always beautiful.

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

Hamadryad				Ceres			
AHP	13	OCV	3	DCV	4	NWI	+3
S	14	St	15	D	14	A	18(+1)
MR	12	NAV	0	C	23(+1)	NF	1D3
EnL	72	DTV	-2	CDF	6	CL	1
SS	Nocturnal Fructivore			MDV	10	INT	7
Ap	D100+50	PR	2	SIZE	2	HC	18%

Special – Dryads cast Fascination at MEL5/EL5. Hamadryads cast it at MEL8/EL8. They can communicate with any wild animals without the use of magic. All Dryads have the equivalent of Empathic Power with a rating of 2D6+24.

If a Dryad is taken from her grove, she loses 1D6 energy points per day until she dies. The creatures of her forest may rescue imprisoned Dryads. On any encounter in the forest subtract 15 from the encounter roll. The net roll of zero or less indicates the encounter is with 1D6 Tonah of a random type and 3 normal animals of the type per Tonah. All creatures encountered in this way fight until they are killed or the Dryad is free. In melee combat, Dryads do unarmed damage. They have no combat skills.

Hamadryads are tied to an individual tree. They live within that tree. They lose 1D6 energy points per hour if taken from it. Anything that happens to the tree happens to her. The Hamadryad is capable of Insubstantiability at MEL8/EL8. This skill is only used for her to enter the tree and reside there. Any man she has fascinated, that she touches, can also be affected. He will enter the tree and remain until she no longer desires his company. Men will be taken in this way if their Appearance or less is rolled on D100. If taken they are kept AHP/10 (RU) days.

NOTE – These groves are the only place where Dryads and Hamadryads are encountered. They also contain other creatures. (See Centaurs for the chance that other creatures exist. Centaurs are always present.)

Dwarf				Goibniu, Dvalinn			
AHP	11	OCV	3	DCV	2	NWI	+2
S	15	St	14	D	10	A	12
MR	9	NAV	0	C	15	NF	1-5 1D3 6-9 2D6 10 3D10*
EnL	51	DTV	-1	CDF	1	CL	NA
SS	Nocturnal Omnivore			MDV	4	INT	6
		PR	2**	SIZE	1	HC	15%

*Roll 1D10. A 1-8 indicates a war band. Their leader is an elite warrior. On a 9+10 they guard the entrance to a Dwarf village (9) or city (10). Ten percent of those found (RU) are elite warriors. The population is ten dwarfs per guardian encountered, i.e. if there are 16 guardians there are 160 Dwarfs in the city. In the Lower World double the number of dwarfs encountered and the number of residents present.

** Regardless of stats the minimum PR for any Dwarf is 2.

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

Dwarf, Elite Warrior				Goibniu, Dvalinn			
AHP	22	OCV	7	DCV	3	NWI	+2
S	30(+1)	St	28(+1)	D	13	A	16(+1)
MR	10	NAV	0	C	30(+1)	NF	NA
EnL	66	DTV	-3	CDF	3	CL	NA
SS	Nocturnal Omnivore			MDV	4	INT	6
		PR	4	SIZE	1	HC	29%

Special – Dwarfs are resistant to Poison, Disease and Plaque. Triple MDV in resisting these powers. Their PR is double the value determined by their bonuses. They are also resistant to Fire. Damage taken from fire, excluding Astral Fire, is reduced 50% (RD).

All Dwarves speak Dwarf Elder and the Tongue of Dvalinn. Dwarf elder is related to the common Elder tongue and the Tongue of the Faerry Sidh. The Tongue of Dvalinn is only used with another Dwarf. It is their magical tongue and sacred to them. No Dwarf will ever lie while speaking this tongue. They will not speak it to a non-dwarf. Such a person's use of Dvalinn's tongue is considered to be heresy. Their reaction will not be pleasant.

Magic in Dwarfdom is taught to skilled armorers when they reach EL60 or higher. It allows them to place permanent magics on items and add permanent defenses to a city or forge. It is rarely used to cast any magic other than such rites. (Dwarves frown on such debasement of sacred rites. It is moral only in

dire emergencies). When a city is found 2D6 of the Dwarves present are Rune Masters.

Dwarf Rune Master				Dvalinn			
AHP	27	OCV	10	DCV	4	NWI	+2
S	36(+2)	St	35(+2)	D	16(+1)	A	19(+1)
MR	10	NAV	0	C	36(+2)	NF	NA
EnL	72	DTV	-4	CDF	5	CL	NA
SS	Nocturnal Omnivore			MDV	10	INT	6
		PR	8	SIZE	1	HC	36%

NOTE – A Dwarf character that reaches EL60 or higher as an armorer can become a Rune Master. He must complete a 150 expertise point and twelve month training session. After he does he is a Rune Master. He can use Elder magics and Permanent Magics as a magic-user. Any Dwarf who becomes a Rune Master increases his station to 6 if it is lower.

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

Number Found	Weapon Types Possible
1D3	Spear, Sword or Axe
2D6	As for 1D3, heavy forms only
3D10	As for 2D6, WSB is one higher than normal*

* If the normal WSB is 1, the dwarf weapon is 2.

All Dwarf armor is one AV level higher than the AV listed in the Armor Table. Shields and helmets are two levels higher. Dwarfs never use any missile weapon except spears, throwing axes and daggers. (The bow is the insidious invention of dishonorable elves). If the Referee allows, Dwarfs may make and use crossbows.

IMPORTANT – Dwarf society places a great emphasis on personal property. Their most heinous crime is theft. No dwarf will steal from another creature without due payment for the item. (Regaining one's own property, with possible interest and definite penalty, is not theft).

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

$$(W+EL)/10 \text{ (RD)}$$

Only male Dwarfs are taught the magical arts. Females are excluded at all levels. (In fact there is no mythological precedent for the existence of female dwarfs. They are added to let female players that want to play Dwarfs do so without mandatory sex reversal. There is a logical assumption that a race, unless it is immortal, must breed. The presence of divergent sexes is likely. Given this assumption, and mythological lore, assume that dwarf females and children are cloistered).

NOTE - Dwarves dislike elves due to past grudges. They will be biased toward them, not hostile. They detest Kotothi humanoids. The slightest affront from such leads to combat.

All Dwarves have a psychotic hatred of Goblins and Bugbears. They can smell them as for Faerry Mana Sensing. Whenever they encounter the fiends, they attack with Uncontrollable Battle Fury.

NOTE - This detection ability is entirely scent related. If another scent overwhelms the dwarf's sense of smell, he will not smell the goblins.

EXAMPLE - A woman, two dwarves and a man walk into a ravine. The woman is wearing strong, cloying perfume. The dwarves are walking on either side of her carrying bushels of flowers she plans to sell. They will not smell the goblins that wait in ambush.

Dzaliri				Gaea			
AHP	14	OCV	4	DCV	5	NWI	0
S	9	St	24(+1)	D	15	A	17(+1)
MR	14	NAV	1	C	20(+1)	NF	1D3+1*
EnL	45	DTV	-2*	CDF	5	CL	NA
SS	Nocturnal Fructivore			MDV	9	INT	5
		PR	4	SIZE	1	HC	22%

* If two are encountered they are both adult (male and female). Each additional one is a child.

Appearance - The normal form of the Dzaliri is a striped, hyena-like, hound with radiant green eyes. They are more than two feet long and a foot tall. When threatened they can take other forms and defend themselves. See special below for details.

Special - Dzaliri do not seek combat. When forced to fight, they defend their food source and themselves against any attack. The primary defense is shapechanging. All are capable of taking one of two shapes.

The first shape is a two foot tall brown man with razor sharp blades for hands. In this form the creature has the values above and an NWI of -8. They can adopt this form as long as their remaining AHP is greater than five.

When AHP is five or less, or the creature chooses to fight defensively, it morphs into a smaller form of itself. This compressed mass has an MR of 10, Size of 0 and 50% of the D and A listed above (RD). It also has an NAV of 6. Dzaliri adopt this form when they face a truly dangerous enemy or are damaged to the point where they wish to flee.

Dzaliri who are in their DTV, and still alive, have a third option. They may use MEL6/EL4 Mind Burn on the attacker in range who scored the most damage on them. If none of the people in range hit the creature, it can burn whomever it wishes. Using this ability kills the Dzaliri. It is instinctive and must be used when damage warrants it.

NOTE - Dzaliri have a blood tie to all Gnomes. Unless forced to do so, they never harm a dwarven being. Any request made to them by Gnomes is heeded. It is possible for Dwarves to domesticate this creature. Few do. Now and then (20% chance) 1D3 of them will be pets in a Besamar village.

Elementals

(The basic forms that can be encountered or summoned)

Appearance - Roll 1D6

ROLL	ELEMENTAL TYPE and DESCRIPTION
1	Sylph - Handsome humanoid 6-7 feet in height. Winds constantly swirl around them. Their hair is always blowing and their eyes sparkle with lightning.
2+3	Wind - Vortex 2D10 feet in diameter. They swirl at a

	constant cyclonic rate casting strong winds from them.
4-6	Cloud – Dark menacing clouds up to 60 feet in diameter. Emotional state of elemental can be taken from the cloud form. It attacks as a Thunderhead.

Special - () OCV and DCV applies when the air elemental is in the air.

Sylphs				Domiel, Ben Nez, Uriela			
AHP	15	OCV	5(10)*	DCV	5(14)	NWI	0
S	18(+1)	St	24(+1)	D	16(+1)	A	40(+2)
MR	10(52)	NAV	0	C	NA	NF	1D3*
EnL	35	DTV	0	CDF	6	CL	1
SS	NA			MDV	10	INT	7
		PR	NA	SIZE	2	HC	NA

Sylphs are intelligent. They can control and summon Wind or Cloud elementals. All Sylphs use Storm and Aerial powers at MEL8/EL4. They cannot be affected by either. In general, they are neutral to man but can be influenced or compelled to aid him.

Sylphs have been known to develop friendships with special humans and Sidh beings. Such relationships are rare. When they occur, they last as long as the Sylph's friend remains alive. They are not fickle about such things. A bond made is eternal. In all other interactions, Sylphs tend to be capricious. Unless sternly controlled they act as they deem appropriate or to amuse themselves.

Wind Elementals				Domiel, Uriela			
AHP	30	OCV	10(20)*	DCV	7(14)	NWI	0
S	NA	St	NA	D	16(+1)	A	20(+1)
MR	10(52)	NAV	0	C	NA	NF	1D2*
EnL	25	DTV	0	CDF	7	CL	1
SS	NA			MDV	10	INT	2
		PR	NA	SIZE	Dia/4*	HC	NA

Wind elementals are living tornadoes. They use the Wind spell from Storm Powers outside the vortex. The Whirlwind spell from Desert Powers applies within it. Any creature in its path is attacked. The strength of the powers is MEL8/EL4. They cannot be damaged by a non-magical weapon. The only spell that affects them is Dispell/Banish. They are hostile to man.

Cloud Elementals				Domiel, Ben Nez, Uriela			
AHP	15	OCV	6(12)	DCV	7(14)	NWI	0
S	NA	St	NA	D	16(+1)	A	40(+2)
MR	10(52)	NAV	0	C	NA	NF	1D3*
EnL	20	DTV	0	CDF	4	CL	1
SS	NA			MDV	10	INT	1
		PR	NA	SIZE	Dia/4*	HC	NA

* Divide the diameter of the elemental by 4 (RU).

Cloud elementals are a cloud or creature formed from the substance of clouds. They are hostile to man. It uses the Storm Powers Thunderhead at MEL4/EL2 attacking anyone that fails to avoid it. It cannot be harmed by non-magical weapons.

NOTE – Sylphs have a solid form and can be damaged. Wind and Clouds can only be damaged by magical weapons. No other powers, including spells that inflict damage, have any effect.

EARTH ELEMENTALS

Appearance – Roll 1D6

ROLL	ELEMENTAL and DESCRIPTION
1	Gnomes are dark-skinned, wizened and gnarled Dwarfs. They are 3-4 feet in height and dress in dull shades of brown.
2-5	Living Earth is composed of earth, stone, etc. The shape of the elemental is up to the Referee. They have a maximum diameter of 15 feet and height of 25 feet.
6	Son of Gea is a gigantic humanoid up to 20 feet tall. They have a somewhat knobby, stone appearance to their body. Their hair and general color is the color of the earth.

SPECIAL – The () OCV is used while the elemental is in contact with the earth.

Gnomes, Common				Domiel, Gaea, Goibniu			
AHP	19	OCV	7(11)	DCV	4	NWI	0
S	16(+1)	St	32(+2)	D	18(+1)	A	10
MR	10	NAV	1	C	28(+1)	NF	1D3*
EnL	77	DTV	-4	CDF	4	CL	1
SS	NA			MDV	15	INT	7
		PR	12	SIZE	1	HC	30%
Gnomes, Great				Domiel, Gaea, Goibniu			
AHP	37	OCV	13(20)	DCV	7	NWI	-1
S	32(+2)	St	60(+3)	D	36(+2)	A	20(+1)
MR	12	NAV	2	C	56(+3)	NF	1
EnL	120	DTV	-6	CDF	8	CL	2
SS	NA			MDV	15	INT	8
		PR	24	SIZE	1	HC	58%

Gnomes are the craftsmen of the Earth. All are male. They are as skilled as Dwarfs in crafting any item. They are unfriendly in dealings with humans unless the person has a history of proper dealing with the earth. Gnomes are the guardians of the hidden treasures of the Earth. If a Gnome can be compelled to do so he can tell the location of great treasures. He will never reveal such information willingly.

All Gnomes pass through the earth as if it were air. They are intelligent. Common gnomes have no magical skills other than those used in earth moving and construction. Wizards commonly

summon them to build structures and mine. They exact a price in wealth for any such service. All are totally immune to Earth, Desert and Fire powers.

Great gnomes are the princes of the race and, as they see it, lords of the earth. All use General magic and Earth Powers at MEL8/EL4. They have all the abilities of other gnomes and are much better and faster in their use. All such gnomes have a reverent tie to Gaea, their mother. They are distinguished from common gnomes by finer garb and the blazing power that burns in their eyes. Such gnomes possess an immense amount of knowledge about the earth, gem lore, natural science and other such things.

Living Earth Elementals				Domiel, Gaea			
AHP	30	OCV	12(18)	DCV	5	NWI	-6
S	60(+3)	St	60(+3)	D	6	A	6
MR	12	NAV	4	C	NA	NF	1
EnL	24	DTV	0	CDF	7	CL	1
SS	NA			MDV	10	INT	1
		PR	NA	SIZE	8	HC	NA

Living Earth is immensely powerful. To destroy one in combat every hit it takes must be inflicted in one phase. Anything less has no affect. They have total immunity to Earth, Desert and Fire powers. They move in the earth as if it were air. They can be used to slaughter living beings and/or undermine buildings, collapse tunnels, etc (as for MEL8/EL4 Destruction). They are a barely aware force of destruction.

Non-magical weapons score 50% damage (RD) on this elemental. Other weapons and spells that can affect them do normal damage. No spell that affects the mind has any affect.

Sons of Gaea				Domiel, Gaea			
AHP	40	OCV	13(20)	DCV	6	NWI	-4
S	60(+3)	St	48(+2)	D	8	A	10
MR	15	NAV	5	C	NA	NF	1
EnL	30	DTV	0	CDF	6	CL	2
SS	NA			MDV	10	INT	5
		PR	NA	SIZE	7	HC	NA

Sons of Gaea regenerate 4 hit points per phase (MDV/3 (RU)) while they are in contact with the earth. While contact is maintained they never suffer fatigue. To kill a Son it must be lifted off the earth and held there. The weight that must be lifted is 240 pounds. Per phase out of contact he loses 2D6 energy points. When EnL = 0 or less he dies.

If the elemental is killed by the accumulation of the damage it regenerates at twice the normal speed until it regains consciousness. At that point it returns to the attack. Sons of Gaea are somewhat intelligent. They are totally immune to Earth

and Desert powers. They are hostile to all life except Dzaliri, Earth Elementals or entities with innate Earth Powers. Regardless of these factors, they are always hostile to those oriented to Chaos.

Fire Elementals

Appearance - Roll 1D6

ROLL	ELEMENTALS and DESCRIPTION
1-4	Salamanders are lizard like creatures 6-9 inches long. It is a bright red being composed of fire.
5	Volcanic Elementals are an amorphous elemental up to 25 tall and 20 feet in diameter. It is searing lava with the residue of destroyed earth in it.
6	Fire Lords are large humanoid figures 8-9 feet tall. They are composed of white-hot flame. Their eyes and hair are a cooler, red flame of variable intensity.

Special -

Salamander				Domiel, Girra			
AHP	10	OCV	3	DCV	8	NWI	-4
S	11	St	20(+1)	D	32(+2)	A	16(+1)
MR	24	NAV	0	C	9	NF	1D3*
EnL	13	DTV	0	CDF	4	CL	1
SS	NA			MDV	6	INT	2
		PR	NA	SIZE	0	HC	NA

Any hit scored by a salamander has MEL4/EL1 Fire Dart affects. Unless compelled to attack a living target they only set inanimate objects aflame. They are immune to all types of fire except Astral Fire. In general they move randomly torching what they touch.

Volcanic				Domiel, Girra			
AHP	25	OCV	9	DCV	4	NWI	-3
S	22(+1)	St	52(+3)	D	16(+1)	A	8
MR	12	NAV	0	C	26(+1)	NF	1D3+1*
EnL	27	DTV	0	CDF	6	CL	1
SS	NA			MDV	12	INT	1
		PR	NA	SIZE	8	HC	NA

These elementals use MEL6/EL2 Fire Balls and Fire Swarms. It uses one of these powers at least once per turn. On any phase it does not do so any hit scored in melee inflicts double damage. They can't be affected by any fire except Astral Fire. They detest animate life. They will attack it as long as they may.

Fire Lords				Domiel, Girra, Keiran			
AHP	21	OCV	9	DCV	6	NWI	-3
S	22(+1)	St	42(+2)	D	16(+1)	A	16(+1)
MR	13	NAV	2	C	20(+1)	NF	1D3+1*
EnL	56	DTV	-3*	CDF	6	CL	2
SS	NA			MDV	12	INT	6
		PR	NA	SIZE	3	HC	NA

Fire Lords use Fire Powers and Flaming death at MEL8/EL4. They are neutral to humanity and are often the guardians of treasure. Any hit they score does double damage. They have the ability to control other Fire Elementals and communicate with any creature that has innate Fire Powers except for the Fiery Spirit.

They will not attack a creature they can communicate with. A summoner who attempts to compel them to do so will automatically lose control of the Fire Lord. If they face a Fiery Spirit, they attack with Uncontrollable Battle Fury.

Water Elementals

Double OCV when in water

Appearance - Roll 1D6

ROLL	ELEMENTAL and DESCRIPTION
1+2	Water Serpents are large creatures up to 30 feet in length. They are blue or green in color, depending on whether they inhabit fresh (blue) or salt (green) water. In both cases they have small, hooked horns, placid green eyes and heavy multi-hued scales.
3-5	Undines are female. They have the appearance commonly attributed to Mermaids. Their upper body, hands and head are human. Their lower quarters are the tail of a fish. They are extremely beautiful and seductive. All have pointed teeth and are carnivorous.
6	Water Beasts are immense many tentacled beasts of varied and universally terrifying form. They are wreckers of ships, the devourers of the living and the dead. They can reach the diameter or length, depending on form, of 200 feet. They can only be summoned or encountered at sea.

Special -

Water Serpent - Encountered				Domiel, Zu, Manakel			
AHP	25	OCV	8	DCV	5(12)	NWI	-2
S	36(+2)	St	24(+1)	D	20(+1)	A	25(+1)
MR	8(42)	NAV	2	C	40(+2)	NF	1D2*
EnL	121	DTV	-3	CDF	7	CL	NA
SS	Inter. Carnivore			MDV	19	INT	9
		PR	9	SIZE	5	HC	32%
Water Serpent - Summoned				Domiel, Zu			
AHP	50	OCV	15	DCV	8(16)	NWI	-4
S	72(+3)	St	48(+2)	D	40(+2)	A	50(+2)
MR	10(48)	NAV	4	C	80(+4)	NF	1
EnL	180	DTV	-6	CDF	13	CL	2
SS	Inter. Carnivore			MDV	38	INT	10
		PR	18	SIZE	8	HC	64%

Water Serpents are green and have Sea Powers if encountered or summoned at sea. They are blue with Water powers when encountered in fresh water. The encountered are MEL8/EL5 in either case. If treated with respect, they are generally friendly. They have a thirst for knowledge and can be unpredictable and treacherous when they have a chance to gain it from those they encounter. (Like in the Gilgamesh saga).

An effort to summon a Water Serpent can only be attempted at sea. The answering serpent has Sea Powers, the ability to cast any Elder magic and any other knowledge the Referee wishes. It is MEL16/EL10 with any magic it uses. Such serpents are demigods. They are more unpredictable than their encountered children.

Undine				Domiel			
AHP	10	OCV	2	DCV	7(14)	NWI	-1
S	9	St	8	D	40(+2)	A	50(+2)
MR	8(42)	NAV	1	C	24(+1)	NF	1D3*
EnL	60	DTV	-2	CDF	4	CL	NA
SS	Inter. Carnivore			MDV	12	INT	6
		PR	2	SIZE	2	HC	16%

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

NOTE - In some myths Undines can remove their tail and walk on two legs. Unless they remove the tail they cannot move on land. Any person that takes an Undine's tail makes her his powerless slave. If she regains it, she flees to the ocean at once. After she is safe she considers the vengeance due her captor.

Water Beast				Domiel			
AHP	48	OCV	16	DCV	3(9)	NWI	0
S	72(+3)	St	60(+3)	D	10	A	13
MR	0(30)	NAV	6	C	60(+3)	NF	1
EnL	64	DTV	-6*	CDF	5	CL	2
SS	Inter. Carnivore			MDV	10	INT	2
		PR	18	SIZE	Up to 33	HC	60%

Each beast has 2D6 tentacles. Per 2 tentacles (RU) they receive one double damage attack. They have little intellect and are always hostile to any life that does not exist naturally in the water.

NOTE- The Lord of Elemental Water was killed by Tiamat in Armageddon. His rebirth would annoy her greatly.

General Notes

Intelligent Elementals have personalities akin to the Elder races if they are not hostile. If hostile they react as for the Kotothi. No elemental can be damaged by its own element. Fire elementals are immune to fire, water is immune to water, etc. The primary enemy of an Elemental is an Elemental of another element. When elemental combat occurs they fight with uncontrollable battle fury and the DCV is modified by the factor in the table below depending on the types involved.

Elemental Type

	Fire	Air	Earth	Water
Fire vs.	N	*2	*1	*.5
Air vs.	*.5	N	*2	*1
Earth vs.	*1	*.5	N	*2
Water vs.	*2	*1	*.5	N

EXAMPLE - A Fire elemental battles an Air elemental. The Fire elemental's DCV is doubled. The Air elemental DCV is reduced 50% (RU).

Captured or imprisoned elementals are of great value. They must be subdued and placed in a magical container created for that type of elemental. Once done any magic-user that has the container can control it. If not the elemental can do nothing while it is contained. If the jar is opened and no control is held the elemental will attack any creature it sees with uncontrollable battle fury.

An elemental jar is worth 1GC per hit point the resident elemental can take. Maintenance of the jar with the elemental inside requires 1 mana point per day for 14 consecutive days once per year. A permanent spell can be crafted to do this maintenance if the magic user wishes.

NOTE - At the referee's discretion any intelligent elemental can be outfitted with arms and any armor he sees fit if he is humanoid. Any items he has are magical. There is a 60% chance

that the item can cast some or all of the powers the elemental casts naturally.

Harboul				Mimir			
AHP	14	OCV	3	DCV	2(6)	NWI	0
S	12	St	6	D	8	A	24(+1)
MR	4(21)	NAV	0	C	38(+2)	NF	1-5 1D2 6-9 1D6 10 2D10
EnL	63	DTV	-2	CDF	2	CL	NA
SS	Nocturnal Carnivore			MDV	3	INT	5
		PR	6	SIZE	1	HC	22%

Appearance - Harboul are large frogs some two feet at the shoulder. They have long adhesive tongues. Their forearms are covered with thin spines. They consume prey by swallowing it whole.

Special - The adhesive of the Harboul tongue is magical poison (BL2). It strikes the target when the frog's tongue wraps around it. Anyone affected falls asleep for four hours. If they are Size 0 or 1 they will be in the Harboul's belly before they wake unless something stops the frog from consuming them.

The Harboul uses its spines as a missile weapon. They are fired with half the range of a normal bow on the Bow line of the Missile Fire table. Each hit scores 1D3+(SB*2) damage. A Harboul can fling 1D6 per phase. He may direct them all at one target or at more than one.

NOTE - Harboul are encountered in Swamps and waterways. They are never found more than two hundred feet away from a body of water willingly. Many humans consider their flesh to be a delicacy. The meat of a Harboul can be sold for 8SC per frog at most markets. If the frog is larger than normal size its meat is worth 4GC.

Haunier				Frey			
AHP	18	OCV	6	DCV	6	NWI	-3
S	32(+2)	St	15	D	12	A	20(+1)
MR	20	NAV	1	C	25(+1)	NF	1-6 1 7-9 1D3 10 2D6*
EnL	50	DTV	-2	CDF	2	CL	NA
SS	Nocturnal Carnivore			MDV	10	INT	5
		PR	2	SIZE	2	HC	20%

* The first four are adults. Any others are pups. One of the adults present is the male pack elder. Pack Elders are capable of MEL6/EL3 Lower World Travel and can speak the Tonah Tongue.

Haunier Pack Elder				Frey			
AHP	27	OCV	9	DCV	8	NWI	-4
S	48(+2)	St	24(+1)	D	18(+1)	A	30(+1)
MR	24	NAV	2	C	36(+2)	NF	1
EnL	72	DTV	-3	CDF	6	CL	NA
SS	Nocturnal Carnivore			MDV	15	INT	6
		PR	6	SIZE	2	HC	30%

Appearance - The Haunier are large, eight-legged hounds with immense emerald eyes. Their fur is light to dark brown. Their paws are large, fiercely clawed pads.

SPECIAL - Each Haunier is allowed two attacks per melee phase because of its extra limbs. When they choose to attack they fight until they or their prey is unable to continue. They only attack to eat or because the existence of their target offends them.

The immense eyes of the hound grant special advantages. It can see in any light from total, magical darkness to the brightest sun. They automatically see any invisible object and master any illusion. Haunier are offended by any being that uses such powers around them. They attack anyone they encounter who uses illusion or invisibility.

Jinn Races

(The Elder races that serve the god Eblis)

Ifreet				Eblis, Jassien el'Cassin			
AHP	40	OCV	12	DCV	3(8)	NWI	-4
S	48(+2)	St	50(+2)	D	9	A	15
MR	8(32)	NAV	2	C	62(+3)	NF	1-5 1 6-9 1D3 10 1*
EnL	88	DTV	-6	CDF	8	CL	1
SS	Nocturnal Omnivore			MDV	20	INT	6
		PR	10	SIZE	6	HC	56%

*The Ifreet encountered has the values listed in the table below. It is a noble of its race.

Ifreet Noble				Eblis, Jassien el'Cassin			
AHP	76	OCV	24	DCV	8(13)	NWI	-8
S	96(+4)	St	88(+4)	D	18(+1)	A	35(+2)
MR	11(36)	NAV	4	C	120(+5)	NF	1
EnL	169	DTV	-10	CDF	16	CL	2
SS	Nocturnal Omnivore			MDV	30	INT	7
MEL	16	PR	18	SIZE	7	HC	56%

The noble is in a prison or container. Releasing it could be to the Character's advantage or a good way to insure death depending on how he handles the situation. Imprisoned Ifreet can use their magic as soon as their heads are exposed to the open air. They are MEL16/EL8 for castable magic and MEL16/EL16 for their innate powers.

Appearance - Ifreet have large, bat-like wings. They are 15-18 feet tall with powerful claws and fangs. Their eyes burn with fire and their stringy hair is ragged and animal like. Ifreet nobles are 19 - 21 feet tall.

Special - Ifreet are invariably hostile to man. Humanity, as seen by them, is mud-born slime best suited for use as fertilizer. Unless the Player can trick the Ifreet into promising safety, he kills a human even if it aids him.

Ifreet use all Elder Magic (as magic-users) at MEL8/EL4. Their casting ability equals their EnL. They use Desert Powers and Fascination (as Innate Powers) at MEL8/EL8. Ifreet cannot be affected by Fire Powers, Desert Powers or Fascination. They can understand key words in any supernatural tongue.

NOTE - Ifreet were the war-caste of the ancient Jinn in the battles to stifle Chaos in the desert. Their major enemies were Scorpion people and beasts. Since the advent of man they have paid limited attention to this ancient enmity. Law and Balance support of the humans harmed many Ifreet and caged many more. They fight man.

Jinn Eblis, Cassiel, Jassien el'Cassin, Ai'jira

Male							
AHP	24	OCV	8	DCV	6(12)	NWI	0
S	30(+1)	St	45(+2)	D	19(+1)	A	63(+3)
MR	10(40)	NAV	0	C	21(+1)	NF	1-5 1 6-9 1* 10 1D10
EnL	70	DTV	-4	CDF	7	CL	1
SS	Nocturnal Omnivore			MDV	10	INT	7
		PR	6	SIZE	2 or 3	HC	33%
Female							
AHP	17	OCV	6	DCV	7(14)	NWI	0
S	15	St	33(+2)	D	52(+3)	A	38(+2)
MR	10(44)	NAV	0	C	20(+1)	NF	As above
EnL	63	DTV	-3	CDF	6	CL	1
SS	Nocturnal Omnivore			MDV	10	INT	7
		PR	6	SIZE	2	HC	27%

*This result indicates a container holding a Jinn is found. The Jinn obeys anyone that releases it and has the container. It takes no personal risk in this service and serves only until it feels the debt is paid. It will not serve if the container is broken or comes under the control of someone other than the original liberator. The stats of a captive Jinn, depending on its sex, are listed below:

Male Elite							
AHP	36	OCV	13	DCV	8(14)	NWI	0
S	44(+2)	St	68(+3)	D	29(+1)	A	95(+4)
MR	14(44)	NAV	0	C	32(+2)	NF	1
EnL	96	DTV	-5	CDF	9	CL	2
SS	Nocturnal Omnivore			MDV	15	INT	8
MEL	9	PR	10	SIZE	3	HC	33%
Female Elite							
AHP	26	OCV	9	DCV	10(17)	NWI	0
S	24(+1)	St	50(+2)	D	78(+4)	A	57(+3)
MR	14(48)	NAV	0	C	30(+1)	NF	1
EnL	94	DTV	-4	CDF	8	CL	2
SS	Nocturnal Omnivore			MDV	15	INT	8
MEL	9	PR	6	SIZE	2	HC	27%

All agreements of this type have specific terms. The Referee determines what the Jinn agrees to do. Any violation of the terms results in the Jinn leaving or attacking. The Referee ejudicates this. No Jinn will serve a mortal willingly for more than 12 months.

Appearance - Jinn are human form creatures 6-8 feet tall. Males are heavily muscled, agile and handsome. Females are

fascinatingly beautiful, extremely dexterous and cunning. They have a pale or reddish cast to their skin.

Special – Jinn use Elder Magic, as magic-users, at MEL6/EL6 (The elite found in bottles are MEL9/EL9). They do not universally despise humans. Roll a 1D10, a 7 or less indicates the Jinn has condescending respect for humans and will not mistreat one without cause. Any other roll is hatred, as specified for Ifreet. If the Jinn is bottled when found, add one to the roll. Jinn fly with their magic. They are not winged.

NOTE – Jinn are the descendents of the artisans and statesmen of the ancient race. They retain a love of fine crafts, wealth and cunning maneuver. Many females are talented in crafts, entertainment arts and eroticism. A number of them were, and are, the slaves or wives of Ifreet. Those found in bottles were viziers, extremely talented artisans and legendary entertainers.

Peri				Eblis, Ty'ana, Persira			
AHP	19	OCV	5	DCV	8(15)	NWI	+2
S	13	St	21(+1)	D	36(+2)	A	68(+3)
MR	11(48)	NAV	0	C	42(+2)	NF	1
EnL	91	DTV	-4	CDF	7	CL	2
SS	NA			MDV	22	INT	7
		PR	6	SIZE	2	HC	30%

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

Special – The Peri are the Angels of the Jinn. All are female. They are totally immune to Elder Magic. Double their MDV in resisting Law, Chaos and Balance magic. They can use Elder Magic at MEL10/EL5 and have innate power (MEL10/EL10) in Healing, Sustenance and Water from Stone spells. Peri can be benevolent towards humans. Roll 1D10. On a 1-5 the Peri are benevolent. If not they are neutral.

NOTE – The Peri are the royal ladies of the Ancient Jinn and the wives of the God Eblis. The Great Ifreet, found only in the Upper World, may have Peri wives also. Jinn and Ifreet always treat Peri with deference. They are sacred.

General Notes

These races were born of burning heat and smokeless flame through the power of Eblis. They are totally immune to any Fire Spell except Astral Fire.

Salt acts as BL10 Immediate Death Poison if they touch or eat it. Having it thrown at them is not effective unless the Salt is magical. They must willingly reach out and grab it to have a chance of being poisoned.

Whatever the individual hostility of an Ifreet or Jinn situations can arise where they are willing to bargain with mortals. The referee will adjudicate such interaction. It will

only occur when the question discussed is important to the Ifreet or Jinn who is bargaining. In all such cases, Ifreet are short-tempered and Jinn are sly.

Naga (Serpent)				Zu			
AHP	40	OCV	13	DCV	5(8)	NWI	0
S	32(+2)	St	70(+3)	D	NA	A	18(+1)
MR	8(24)	NAV	4	C	58(+3)	NF	1-9 1 10 1D3**
EnL	122	DTV	-6	CDF	12	CL	NA
SS	Inter. Carnivore			MDV	20	INT	8
		PR	18	SIZE	6-9	HC	64%

** A Naga palace is found. One is adult. The others, if any, are juvenile (50% adult size (RU)).

Appearance - The Naga has the form of a serpent (80%) or dragon. In either form they are 2D6 + 15 feet long and have five human heads. If the one encountered is a dragon form, it is ancient and elite.

Naga (Dragon)				Zu			
AHP	60	OCV	19	DCV	9(13)	NWI	0
S	64(+3)	St	80(+4)	D	20(+1)	A	36(+2)
MR	12(32)	NAV	6	C	96(+4)	NF	1-9 1 10 1D3**
EnL	177	DTV	-9	CDF	12	CL	NA
SS	Inter. Carnivore			MDV	20	INT	9
MEL	14	PR	24	SIZE	6-9	HC	88%

Special - This primeval race of beings are bringers of fertility. They are commonly found protecting a spring, well or river. All use Water Powers at MEL14/EL7. Those with dragon bodies have the same power with ALL Elder and General magic. If Creature Variation is used, any smaller than normal size Naga is a Serpent form. All larger ones are dragons.

Nagas reside in sunken palaces in the waterways they ward. There is a 25% chance the palace is near the water instead of in it. All Naga palaces are warded, trapped and the repositories of great wealth. They may contain guardians other than the Naga.

The creatures are noted hoarders. They are not inherently hostile to man but will not tolerate any insult to themselves or assault on their waters. When approached with respect they can be convinced to give minor aid for good purposes (as they see such). They have an inborn racial hatred of all Rakshasha and Asura.

Norggen				Domiel			
AHP	10	OCV	4	DCV	3	NWI	+2
S	16(+1)	St	18(+1)	D	13	A	28(+1)
MR	8	NAV	0	C	6	NF	1D6*
EnL	70	DTV	-2*	CDF	6	CL	NA
SS	Nocturnal Fructivore			MDV	13	INT	8
		PR	4	SIZE	1	HC	12%

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

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

Special – All Dwarves treat Norggen with deference. Kotothi creatures, especially Goblins, hunt them. If a Norggen is treated with respect, and successfully influenced, they answer any question about natural magics, natural materials and curative powers. If they are angered, trespassed on without payment or ignored they use Cold, Plaque and Slay the Tame spells (MEL9/EL5) to exact revenge.

Norggen are never armed. No weapon is ever found in a treasure they are associated with. Any weapon left with them, for whatever reason, is destroyed. If they are unable to destroy it they bury it somewhere.

Pegasus				Alignment – Elder			
AHP	25	OCV	8	DCV	7(10)	NWI	-1(-3)*
S	32(+2)	St	16(+1)	D	19(+1)	A	20(+1)
MR	24(40)	NAV	0	C	52(+3)	NF	1
EnL	68	DTV	-4	CDF	3	CL	NA
SS	Inter. Herbivore			MDV	8	INT	4
		PR	8	SIZE	3	HC	34%

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

Appearance – The Pegasus is a winged stallion 5-6 feet at the shoulder. Its hide and wings are pure white.

Special – The Pegasus is a winged flyer. They are born from the blood of a slain Gorgon. They are immortal, i.e. they cannot die of natural causes but can be killed. They can understand the thoughts of any rider that mounts them, as for the Flaming Steed. To master a Pegasus, the following requirements apply:
A) You must have a magical bridle (EL3 or better)
B) The rider must be stronger than the Pegasus.
C) The rider must have Horsemanship EL12 or better or 3 times the Stamina of the Pegasus and Horsemanship no less than EL6.

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

NOTE – Pegasi are male. If the Referee wishes to create breeding populations, magics are available for creation. The force that creates the females, forming the herd, should be close to the herd as its friend and protector.

Satyr				Pan			
AHP	5	OCV	1	DCV	5	NWI	+3
S	5	St	9	D	30(+1)	A	23(+1)
MR	12	NAV	0	C	6	NF	1D3
EnL	31	DTV	-1	CDF	3	CL	NA
SS	Inter. Fructivore			MDV	4	INT	5
		PR	0	SIZE	1	HC	8%

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

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

Satyrs are commonly associated with Centaurs and Dryads. They are renowned players of the pipes. Their music has the affect of a MEL4/EL2 spell on any human. Anyone affected must follow the music until it stops. No affected person can attack the Satyr or resist any actions he takes while playing.

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

NOTE - With the reawakening of the wood Satyrs are found in sacred groves in association with Fauns. They are native to such places.

Simurgh				**			
AHP	50	OCV	15	DCV	5(7)	NWI	-2
S	60(+3)	St	40(+2)	D	10	A	14
MR	15(25)*	NAV	4	C	100(+4)	NF	1
EnL	181	DTV	-7*	CDF	5	CL	NA
SS	Nocturnal Carnivore			MDV	25	INT	9
		PR	12	SIZE	3	HC	70%

*Flight ability is in short range hops only. They cannot stay airborne more than two tactical turns.

** Nergal killed their elder and god in the battles of Armageddon.

Appearance - The Simurgh have the body shape and tail of a peacock. The feathers are beautiful. They are also hard. Their

head is that of a fierce dog and the clawed feet on their body are like those of a lion.

Special - These creatures inhabit waterways in wild areas. They are incredibly ancient beings. The youngest is two millennia old. Simurgh are noted as creatures with vast knowledge. There is little they cannot tell someone, or instruct them in, if they can be communicated with and choose to do so.

NOTE - Simurgh only respond to those who speak the Tongue of the Earth. Any other effort at communication, including magic, is ignored. They are not aggressive beings but will not tolerate insult or attack (as they see such).

Unicorn				Dionysius, Cernunnos			
AHP	17	OCV	6	DCV	18	NWI	0(-6)*
S	24(+1)	St	30(+1)	D	12	A	100(+4)
MR	68	NAV	0	C	14	NF	1
EnL	90**	DTV	-2	CDF	2	CL	NA
SS	Inter. Herbivore			MDV	3	INT	4
		PR	5	SIZE	3	HC	22%

*The () NWI applies if the Unicorn strikes with its horn when charging.

** The Unicorn's mystical ties grant triple EnL.

Appearance - Unicorns are perfectly, proportional horses. They have a long, straight horn with a narrowing spiral on their forehead. The horn is very sharp and strong. Unicorns stand 5.5 to 6 feet at the shoulder. They are white in color.

Special - Unicorns can only be approached by Wood Spirits (Green Lady, Dryad, Faun, etc), Tonahs and virginal human females. They flee any other creature. Virgins may ride a Unicorn if they influence it. Once she mounts it pays no attention to anything else. Anyone that approaches at this time ambushes it. This is the only way a Unicorn can be ambushed.

The horn of a Unicorn, called an Alicorn, is worth 20 Gold Coins if it is taken from the animal while it is alive. It is a powerful material in the creation of healing potions. The Unicorn will die in 1D6 days no matter what steps are taken if the Alicorn is taken. It refuses to continue living.

Unicorns only fight if they are cornered. Any hits they score with their horn, roll 1 or 2 on 1D6, use all modifiers for a Warhorse IV lance charge regardless of the speed the Unicorn is moving. If they are not cornered they flee all encounters except those specified above. At least one is always found in any sacred forest. They will not breed anywhere else.

Water Nymph				Mimir, Zu			
AHP	10	OCV	2(4)*	DCV	7(11)	NWI	0
S	10	St	10	D	33(+2)	A	40(+2)
MR	12(35)	NAV	0	C	20(+1)	NF	1D3*
EnL	56	DTV	-1	CDF	4	CL	NA
SS	Inter. Omnivore			MDV	10	INT	6
Ap	D100+30	PR	2	SIZE	2	HC	15%

* The OCV is 4 in the water.

Appearance - Nymphs appear as immensely beautiful human women. Depending on their nature they are garbed with water plants, fine cloth or completely nude. Unlike their Undine cousins, they do not have pointed teeth or tails.

Special - Nymphs are guardians of a specific body of water. They use Water Powers and Fascination at MEL6/EL4. They expect those who come to their water to treat them with courtesy. When this is the case they can be exceptionally friendly (to the point of passion if a dependable bond is formed).

When it isn't they are exceedingly dangerous and will use any power they can levy to avenge themselves. They will use their powers and the aid of any elder creature near their water. NOTE - If a Water Nymph is taken from her body of water two things happen. She loses 1D6 energy per week and is unable to disobey any command she receives from the person who stole her. This remains so until she dies or is returned to her water.

Wood Nymph				Dionysius, Bacchus, Pan			
AHP	12	OCV	4	DCV	4	NWI	+4
S	11	St	18(+1)	D	14	A	20(+1)
MR	13	NAV	0	C	19(+1)	NF	1D3*
EnL	55	DTV	-2	CDF	5	CL	NA
SS	Vegetarian			MDV	8	INT	6
Ap	D100+20	PR	4	SIZE	2	HC	19%

Appearance - As specified for the Water Nymph. The garments she wears will be bark and/or leaves. Her skin tone and hair are shades of brown and green.

SPECIAL - Wood nymphs care for the forest in which they dwell. The trees and animals are her loves. Each nymph is capable of using 1D3 Elder spells at MEL6/EL3 to protect her home and herself. If they are taken from their wood, or unwillingly stripped by anyone, they lose their power and are the slave of the person responsible.

These nymphs are extremely lascivious. There is a chance they will seek to delude a handsome man into going into the wood with them. Any who succumbs remains with them for 2D6 months unless he is rescued. He will not wish to leave. When the time determined ends, he is found wandering naked outside the forest.

Whatever he had with him when he was taken is lost. He only remembers his time with the nymph in his dreams.

NOTE - The chance a given character is chosen equals his Appearance/2 (RD). If he is taken, the chance he leaves the Nymph with a child equals the number of months he stayed times five. If so, he will not be aware that the pregnancy occurred. (The Referee takes this roll as soon as the man is taken. If the roll indicates pregnancy in three months, he is released in three months regardless of the duration rolled).

EXAMPLE - Stomar the Handsome has an Appearance of 95. The chance he is selected is 48% PER nymph present. Each of them rolls. The first to make it gets him. The nymph wants him for eight months. In rolling the pregnancy chance (40% in this case) the Referee rolls a 17. That means the nymph is impregnated in the fourth month. Stomar is released then. He need not remain another four months.

IMPORTANT - Female children of these unions are blessed and become nymphs. Males are left at the edge of the forest near a human settlement. Those who are found and raised have exceptional talents where nature is concerned.