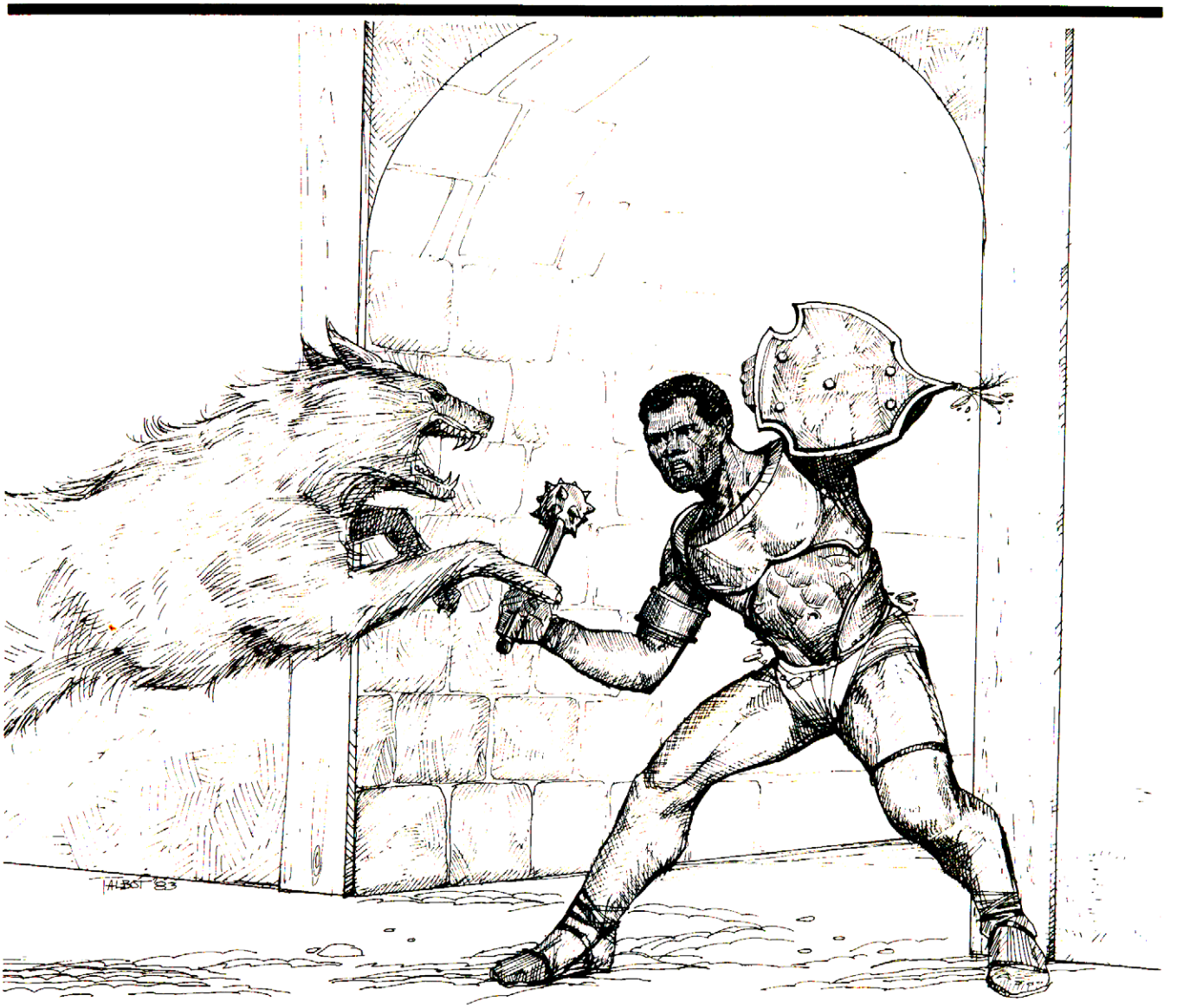
Powers & Perils®

THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS FANTASY ROLE PLAYING GAME



BOOK THREE

The Creature Book

This book contains the basic encounter system for three, distinct planes of existence. The initial section of the book covers the general encounter system. This is followed by an introduction to the Three Worlds including descriptive sections on the basic conditions that apply in these areas, the variable effects of time in the worlds and other factors.

Following the description of the Three Worlds are descriptions of every creature and supernatural force that can be encountered, summoned or discovered in the play of this game. Each description lists the physical, magical and psychological attributes of each creature. They specify the aligned orientation and general tendencies of the creature when it is encountered. As a whole, they precisely place it within the environment of the Three Worlds.

Finally, this book contains a section of optional rules that the Referee may use to vary the various statistics of the creatures encountered, customize his own encounter areas or create his own creatures. These rules are entirely optional. They should be used now and then to add spice to your game. Enough said, journey on.

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1) ENCOUNTERS

There are two types of encounters in this game. They are CREATURE ENCOUNTERS and HUMAN ENCOUNTERS. Creature encounter rules are found in this book. For Human encounters, see Book Four.

The general rules and encounter tables that follow apply for both Creature and Human encounters. Rules marked optional in these sections may be used or discarded at the discretion of the Referee. At no time is the Referee required to roll any encounter randomly, or use any encounter system rule that he feels is inappropriate to the situation that the party is currently in. The Referee is always free to set his own parameters and select any encounter that he feels is appropriate given the current situation.

1.1) GENERAL RULES

Each game day is divided into **two** strategic turns of equal length. The first strategic turn represents the Day. The second strategic turn is the Night. All encounter chances that are found in the encounter tables are based on whether it is day or night, in addition to the area that the encounter occurs in.

1.11) STRATEGIC TURN MODES

Each strategic turn the Players will select one of four modes for their party. Unless the party splits into one or more groups, the entire party must commit to ONE of the modes below:

MODE	MODIFIER*
Normal Movement	0
Hunting	−5
Searching	−10
Camped	+5

*The modifier listed in the table above is added to the Referee's roll on the appropriate Encounter Table. The minimum result, due to this modifier, will be **01**.

1.111) NORMAL MOVEMENT

This mode should apply in the day unless the party specifies that they are taking some other action. Normal Movement indicates that the party is moving quickly towards their destination. While doing so, they ignore anything except direct threats to their existence or interesting events that they chance upon.

1.1111) MOVEMENT SPEED

All parties will move **10 miles per strategic turn** on foot, **20** when mounted and **40** when flying. If the party is on foot or mounted, and they travel on a prepared roadway, increase their speed by **50%**. This modifier applies only to Strategic Movement on the Roadway. It has no tactical effect on movement.

OPTIONAL—At the Referee's option, the strategic speed of a person can vary based on his **MR**. If this rule is used, the person may move a number of miles per strategic turn equal to his **MR**.

EXAMPLE—Vlad and Jaxom walk through the Plains. Vlad has an MR of 9, Jaxom's MR is 11. If they stay together, the party can move 9 miles per Strategic Turn. If they split, Vlad moves at this speed and Jaxom can move 11 miles per Strategic Turn.

1.112) HUNTING

The party is searching the local area for food. This entails following game trails, setting snares, gathering edible material, etc. Per hunting party created, the Players will have a chance to find food in the wild. Each party created will have a separate chance of hunting success and of having an encounter. To speed play, the Players involved should roll the chance of hunting successfully while the Referee rolls the chance that they have an encounter.

1.1121) HUNTING SUCCESS

The chance of hunting successfully, per party, is rolled with **D100.** The formula below is used to determine this chance:

Base Chance + (Highest Survival EL* × 3)

*The Highest Survival **EL** for the terrain that the party is actually hunting in.

The Base Chance in the formula above is located in the table below. The Highest Survival **EL** in the formula indicates that the hunting party will only use the **HIGHEST EL** possessed by the members of the hunting party in the formula.

TERRAIN	BASE CHANCE	BASE YIELD
Aerial*	+20%	**
Badlands	30%	2
City	50%	3
City Margins	**	**
Desert	25%	1
Forest	50%	5
Hill	45%	3
Jungle	40%	6
Lower World	**	x2/.5@
Mountain	40%	2
Plains	35%	3
Roadway	25%	1
Ruins	15%	**
Swamp	35%	4
Underground	20%	1
Upper World***	20%	2D6
Waterway	60%	4

*Add the Base Chance to the Base Chance for the terrain that the party is flying over. The increase is only received when the flyer is at an elevation of at least **30** and no more than **120 feet.** It will apply at **1/2** value in Forest, Jungle, Mountains, Ruins and Swamps. It will not apply in Underground, City and Upper World hunting unless the Referee specifies that it does. Any encounter that a flying hunter has will be an Aerial Encounter.

**As listed for the surrounding terrain or, for Aerial, the terrain below.

***Food is only found in Law or non-elemental Elder Regions. Other areas, unless specifically allowed by the Referee, have no edible growing substances or food animals. The food potential of areas that are created by the Referee may be set at his discretion.

@The multiplier to the left of the slash applies in the Elder Lands, areas inhabited by the Sidh and other Elder Races. The multiplier to the right of the slash applies in the Pale of Kototh and all Elemental Kingdoms. In all multiplications using this factor, the result is rounded down. If the final result is zero, no edible food can be found in the area. It is a desicated, withered and noxious area.

EXAMPLE—A Sidh forest has a Base Yield of, 5 x 2, 10. A Troll wood has a Base Yield of, 5 x .5, 2.

1.1122) FOOD POINT YIELD

Depending on how successful a hunting party is, the amount of food (in food points) yielded by hunting is:

A) SUCCESS:
(Base Yield × the number of hunters) + Highest Survival **EL**

B) PARTIAL SUCCESS—Success Yield/3, round up

C) FAILURE—Success Yield/10, round down

1.1123) RESTRICTIONS AND OPTIONS

For a party to have its full chance of hunting successfully it must remain within the strategic hex that it is in for the entire strategic turn. If they do not do so, and decide to hunt as they take Normal Movement, the following restrictions will apply:

A) The hunting encounter chance modifier will apply instead of the normal movement modifier.

B) The chance of hunting success is reduced **50%**, rounded down.

EXAMPLE—A party of three hunts in the Forest. Its highest Forest Survival **EL** is 9. When hunting normally the party has a **77%** chance of Success. If it hunts while moving, the chance of success is **38%**. In either case, success yields **24** food points. Partial Success yields **8** food points. Failure yields **2** food points.

NOTE—*The food yielded by hunting reflects the killing of small game and the gathering of edible plants. Large game is only taken as a result of an encounter or successful tracking after searching for animal signs.*

1.113) SEARCHING

The strategic turn is spent in a single strategic hex systematically searching for a specific place or thing. If the item searched for is present, and the party knows the general area that it is in, they may find it.

1.1131) SUCCESSFUL SEARCHES

The result of searches is determined in the following manner:

A) The Referee will set a Base Chance of success, depending on the size of the item searched for, how well it is hidden and other factors that he considers to be appropriate.

The MINIMUM Base Chance that the Referee may set is **10%**. The MAXIMUM Base Chance that can be set is **80%**.

B) The Player with the Highest Survival **EL** for the terrain that is being searched will roll **D100** and subtract his **EL** from the roll. Any result less than or equal to the Base Chance indicates a successful search. Partial Success means that the party may continue to search during future strategic turns with no reduction in their Base Chance of success. Failure means that the Base Chance is reduced **50%**, rounded down, if the party chooses to continue the search. At any time that the Base Chance reaches zero, the party will give up and is no longer allowed to search that hex for the item that they want to find.

1.1132) Specific things that may be searched for are left to the discretion of the Referee. Possibilities are game trails, natural materials, buildings, animal signs, mineral deposits, etc.

NOTE—*In all cases, the party must have some reason to believe that the item searched for is in the hex that they are searching. Random searches, without this knowledge, should have a Base Chance of 30% or less if the Referee chooses to allow them at all. The Referee may determine what is found by a random search on the table below:*

Roll	Find	Roll	Find
01-25	Food Points**	**71-75**	Mineral Deposit
26-40	Animal Signs	**76 + 77**	Buildings
41-50	Game Trail	**78-82**	Creature Lair
51-65	Creatures	**83-88**	Cave or Cavern
66-70	Natural Material	**89-100**	Other*

*Anything that the Referee desires the party to find.
D100 food points. The type of food is at the Referee's discretion.

1.114) CAMPED

A party is camped when it spends the entire strategic turn resting in a single place. Unless the party specifies otherwise, parties are always considered to be camped during the Night. All parties must camp once every second Strategic turn at a minimum.

OPTIONAL—The Referee may allow parties to ignore the camping requirement above and move on consecutive Strategic turns. If they do so, all party members will become fatigued. Fatigue will reduce all physical characteristics, temporarily, by **15 + DTV** points each strategic turn − 1 that they move without resting. If any two characteristics reach ZERO or less, the person MUST stop and rest. After a strategic turn of rest, all temporary losses are regained by the people involved.

1.1141) SLEEP

When a party is camped at night a maximum of **1/2** of their total number, rounded down, may be awake. All others are asleep. Animals that are with the party are never figured into the total number unless they are guard trained animals.

EXAMPLE—A party consists of 5 men, 2 guard dogs and 5 horses. The total considered is 7. No more than 3 will be awake at any one time.

1.11411) The Players should be required to divide themselves into watches based on the number that can be awake that is determined above. If an encounter occurs, only the watch that is awake at the time, determined randomly, can initially respond to the encounter.

1.11412) WAKING

In an emergency, sleeping party members may attempt to wake up. The chance that they do, rolled each phase, equals:

(W + Em)/2, round up

The following modifiers apply to this chance:

A) There is a discernible noise OR another party member tries to wake the person—**Chance** × 2.

B) There is a discernible noise AND another party member tries to wake the person—**Chance** × **3.**

C) The person suffers an injury while sleeping—Automatically wakes.

Each sleeper is allowed to roll each phase. The chance determined above is always additive. On the first phase after waking the person is allowed to stand and gather his wits. On all phases thereafter he may take any action that he desires.

EXAMPLE—Vobal the Dancer has **W** 24 and **Em** 15. His chance of waking is **20%**. In case **A** it is **40%**. In case **B** it is **60%**. If he fails, on the next phase the chances are **40%**, **80%** and **120%** respectively.

1.1142) If a party remains camped more than one consecutive strategic turn, to gain the rest modifier for healing or for some other reason, they are only required to sleep on the ODD numbered strategic turns, i.e. during the night. On the other turns, all members of the party may be awake. Any that are asleep will have twice the normal chance of waking. Any Character that sleeps during a strategic turn where it is not required will have twice his normal chance of waking during the strategic turns when sleep is required. He is well rested.

NOTE—*The limit in* **1.1141** *reflects a rotating guard scheme. Optionally, the Referee may allow the party one chance in six that the encounter occurs early in the night when all party members would still be awake.*

1.2) ENCOUNTER SET-UP AND SITUATIONS

The following sections detail circumstances that can influence how an encounter is set-up and the rules for setting up an encounter. In all cases, the discretion of the Referee is advised in how he chooses to apply these general rules.

1.21) AMBUSH

Any party may be ambushed by their encounter if it is a creature or Human force that is of a hostile nature. Any party that is using the normal movement, hunting or searching modes during a strategic turn may attempt to ambush any encounter that they have. Camped parties may NOT attempt to ambush but they may be ambushed.

1.211) THE AMBUSH CHANCE

The values given in the table below are the ambush chances that apply for encounters and any party with Survival skill in the terrain where the encounter occurs. If no member of the party has Survival skill in the terrain type, reduce the ambush chance that is listed by **50%**, rounded up.

The chance of a successful ambush equals:

Ambush Chance + Highest Survival EL

The Ambush Chances that apply are:

TERRAIN	CHANCE	TERRAIN	CHANCE
Badlands	25%	Ruins	+10%*
Desert	20%	Swamp	35%
Forest	30%	Underground	20%
Hill	25%	Waterway	25%
Jungle	35%	City**	25%
Mountain	25%	Lower World	+ 5%*
Plains	20%	Upper World	***
Roadway	+10%*		

*The listed factor is added to the chance for the surrounding terrain.

In cities, the Trailing **EL divided by 5, rounded down, may be used in addition to City Survival. Only the Trailing skill of the person with the highest City Survival will apply in this case.

***The Referee will set the chance based on the type of "terrain" that exists. He may set any chance from **5%** to **80%.** Only creatures native to the "terrain", or persons with survival skill in it can attempt an ambush. Novices have no chance whatsoever.

1.2111) If an ambush results, the party that is ambushed is surprised. They will be unable to attack or move during the first phase. They may try to wake up if they are asleep at the time. Subsequently, combat will proceed as normal.

1.2112) If both parties succeed in ambushing, Mutual Avoidance occurs. In this case, there is no encounter.

1.22) AVOIDANCE

If an Ambush does not occur, the Players must decide whether they wish to avoid the encounter or meet it. The chance to avoid an encounter equals:

(Ambush Chance × 3) – the Number of Entities involved

In all cases, Ambush Chance is the chance after all modifiers have been applied. The Entities involved are all persons, animals and creatures excluding those that are unconscious or immobile.

OPTIONAL—If the party attempts to avoid after successfully ambushing they may subtract 20 from their roll for avoidance.

1.221) The amount of information that the Referee gives the party about the impending encounter is entirely at his discretion. He is not required to tell them what it is unless it was ambushed. At most, the Referee should only give clues to its identity.

1.222) If either party avoids successfully, no encounter occurs. Creatures will never choose to avoid if they are in their lair and the party moves in. When an option exists, they will always protect their lair and their young from any possibility of attack. *(The Referee is not required to apply this rule for creatures that are non-mammal or non-avian. When it is applied, it should be applied in a logical manner).*

1.223) If neither party avoids, and no ambush exists, a normal encounter will result.

1.23) ENCOUNTER SET-UP

The following rules detail methods of setting-up in situations that result in an encounter. The Referee may modify these parameters to fit any specific situation that he feels would invalidate the rules below. Never set-up unless an actual encounter occurs.

1.231) NORMAL ENCOUNTERS

When no ambush applies, the Player party will set-up first. All entities in the party should be represented by a counter or a figure. At the Referee's discretion, additional markers may be required to represent items that the party has with them, i.e. food, water, treasures, etc.

If the party is using normal movement they will set-up in a column of march with no more than one hex betweeen party members. If they are hunting, the members of the hunting party will set-up in a staggered line with two to four hexes between each party member. If the party is searching they should set up in a staggered line with three to six hexes between party members. When the party is camped, all members of the party, including animals, will set-up within six hexes of a Referee determined central point.

1.2311) After the Players have set-up, the force encountered will be deployed by the Referee. They will be located **1D6 + 10** hexes away from the closest Character. Their precise deployment is at the discretion of the Referee. In deciding this, the Referee should take the type of creature, its normal hunting methods and the total number encountered into account. Regardless of the distance rolled above, the encounter must be set-up such that at least one member of the force can see, and be seen by, the force that has been encountered.

1.232) AMBUSHED PLAYERS

All rules in **1.31** apply except that the encounter starts **1D6,** or **PMR,** hexes away from the closest party member. In all cases, at least one ambusher must be close enough to move and attack the party during the first phase of the encounter.

1.233) AMBUSHED ENCOUNTERS

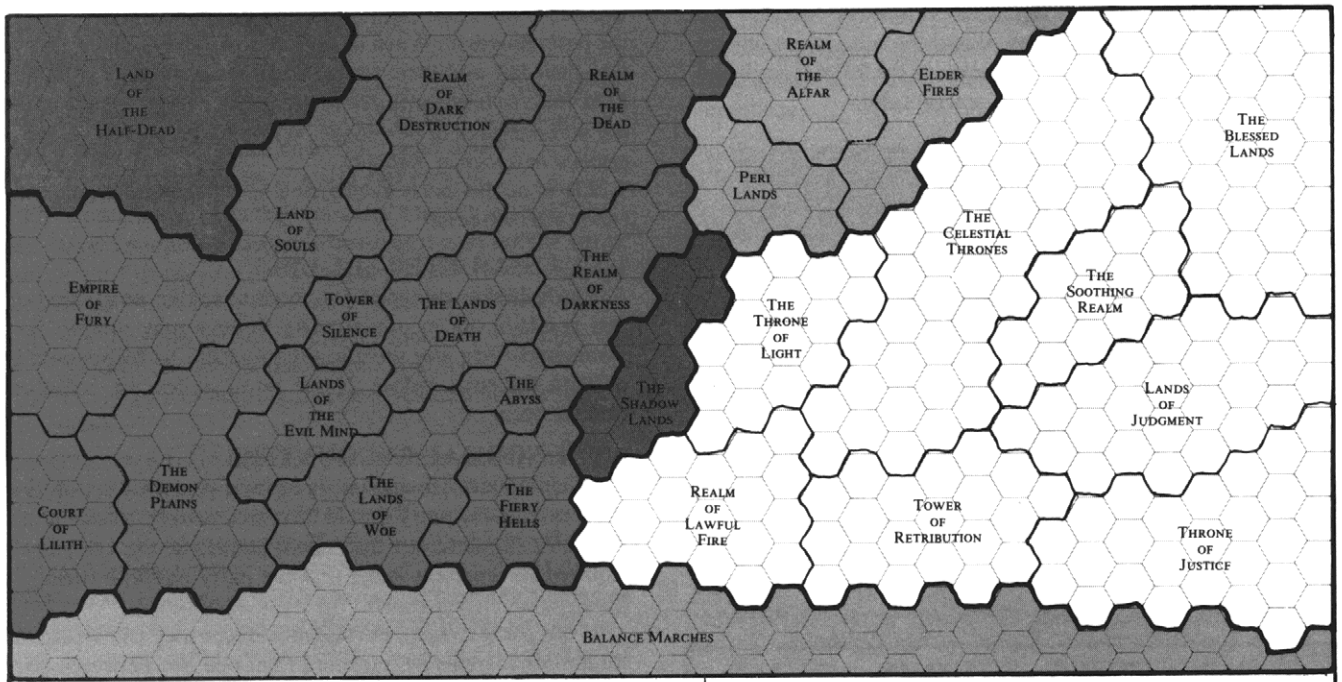
In this case, the Referee will set-up the group encountered by the Players first. The Players will then set-up their forces at a minimum distance from the encounter, as specified by the Referee using rule **1.232.**

NOTE—*To allow for fully-detailed, realistic encounters, the Referee should diagram the area that the encounter occurs in in some way. The diagram created should include any feature that may be of* **tactical** *importance as a defense point, obstruction or avenue of escape that is visually obvious to the Players.*

2) THE WORLDS

The planes of existence in this game are called the UPPER WORLD, the MIDDLE WORLD and the LOWER WORLD. These planes are metaphysical fragments of the one world that was sundered as a result of a war between the Gods. For play, they are separate, distinct environments. Each has its own normal inhabitants and special rules that apply to it. In all cases, the Referee may add to these basic rules as he sees fit.

A SKETCH OF THE UPPER WORLD



NOTE—*In the map above, the distance scale is subjective. It varies with each area as to the distance that one hex represents. In all cases, one hex will equal the distance in that realm that can be traversed in* **TWO** *strategic turns of normal movement.*

ALIGNMENT KEY

Region Type	Color	Region Type	Color
Chaos	Red	Law	White
Balance	Light Gray	Elder	Pink
Un-aligned	Dark Gray		

2.1) THE UPPER WORLD

The Upper World is the home of the supernatural forces of Law, Chaos and Balance. Certain enclaves of Elder forces (Alfar, Elementals, etc) and strange, unaligned forces also exist.

2.11) THE REGIONS OF THE UPPER WORLD

If the Referee wishes to allow adventures in the Upper World, he should prepare a map that precisely details the Regions of that world. Each Region should be divided on the basis of its alignment, the type of God that rules it and the supernatural forces that are its normal residents. The actual parameters of terrain and physical layout are entirely at the discretion of the Referee. The Region created should, physically, bear some relation to the essence of the force that resides in it.

EXAMPLE—The Region of a God of Death would be stunted and lifeless. The Region of a God of Life would be lush and vibrant in every detail. Nothing that is dead would normally be found there, as in the Region of Death, nothing that is truly alive would be a normal resident.

2.111) CHAOS REGIONS

The Regions that are controlled by Chaos are the various Hells, the Abyss and other like areas. In general, the terrain should be twisted, stunted and layed out in a chaotic, nearly senseless, manner. The environmental factors that apply in the Region should be determined based on the force that resides there.

EXAMPLE—In the Realm of Darkness, no light is natural. Normal light, and normal light sources, do not exist. The presence of light, i.e. through the magical creation of it, would serve as a beacon to the Region's residents for violent, hostile action against an invading force. Darkness is total. Light is the enemy.

In the Lands of Death, life is the enemy that attracts its residents. The Region would be twisted, stunted and dead. No non-supernatural life would be encountered in this realm. The forces of death, i.e. demons and beasts with Death powers, are its residents.

2.112) LAW REGIONS

The Heavens are the Regions that are controlled by Law. In general, the terrain has an essence of sterile well-being and order. In special regions, where the character of the ruling God makes the Region lush, the vibrance and beauty is orderly in every detail. As for Chaos, the character of the ruling Gods, their minions and other factors will determine the specific environmental factors that the Referee should establish.

EXAMPLE—In the Throne of Light, there is no Darkness. The presence of Darkness is a blight that is countered vigorously. Though the Region has extensive plains and hills, nowhere is Darkness or Shadow found. The normal residents are supernatural forces that can use Light Powers.

In the Soothing Realm, Law resides in a Region of lush forests, quiet clearings and crystal lakes. The enemy in this realm is pain, injury and insanity. Every item in this land is a soverign remedy for one or more of these enemies. The light itself is healing to both body and mind. This realm is inhabited by the Maskela and other healing forces.

2.113) BALANCE REGIONS

The Regions of Balance are the home of the supernatural forces of Balance. They also will contain supernatural forces of both Law and Chaos. In these Regions both Fate and Time are capricious in the extreme. Both fluctuate extensively and unpredictably. Nowhere in these lands is either constant.

2.1131) FATE FLUCTUATION

To simulate this factor, the Referee will roll **1D10** and **1D6** every strategic turn. If the **1D6** roll is less than the **1D10** roll, fate fluctuates.

With fluctuation, if the number rolled on the **1D6** is **EVEN** the value of the **1D10** × **2** is ADDED to all Combat and Magic success rolls. If the number is **ODD,** the same value is SUBTRACTED from these rolls.

In taking all encounter rolls, **1D6** is rolled with **D100.** If the **1D6** is ODD, the current fate modifier is ADDED to the roll. If it is EVEN, the current modifier is SUBTRACTED from the roll. *(This same method of modification can be used for every other roll that is taken in a Balance Region).*

2.1132) TIME FLUCTUATION

The Referee will change the time flow, see section **2.12,** when the roll of **1D10** in **2.1131** above is EVEN. The change can be from any extreme to any other extreme and is not noticeable to the Players unless they detect for it or have innate Time Powers.

EXAMPLES OF BALANCE REGIONS—All Balance Regions are mystic, metaphysical areas with little or no true terrain. Within the marches, the Realm of Power is an area of stars and spirits traversed by roads formed from the substance of astral power. The bodies present, and the pathways, translate from order to chaos without warning or obvious reason.

The Strange Realm, beyond the Fortress of Poteh deep in the Balance Marches, is a place of infinite possibilities. Anything that is unknown to the world can, and does, exist somewhere within this strange, shrouded and infinite realm. It is a land of wild, twisting terrain where the laws of nature may or may not exist at any given moment. *(When time fluctuates, so do the laws of nature, i.e. gravity, laws of mass and energy, etc).*

2.114) ELDER REGIONS

The enclaves of the Elder Races, and other Elder Forces, contain terrains essentially identical to like realms in the Lower World. Within each region, only the resident race and its allies are commonly found.

EXAMPLE—The Realm of Elder Fire is a mountainous, volcanic region that contains fountains, rivers and seas of intense, generally smokeless, flame. The residents live in the flame. They are commonly elementals and creatures that are immune to fire.

The Realm of the Alfar is a land of wild, lush forest and beautiful hills. It is commonly protected from invaders by the constant vigilance of the Alfar, their allies and their magics. It is a beautiful realm of great wealth and awesome beauty.

2.115) OTHER REGIONS

Other Regions are minor areas that are not solidly aligned with a particular alignment. In general, they are mystic areas that tend to be exceptionally hostile to interlopers. The Referee may create any Regions of this type that he desires. Any Regions that are created should have special laws that are unique to them. They should derive their power from forces that are not *precisely* included in one of the other alignments. In all cases, the Referee has complete discretion in creating these areas.

EXAMPLE—The Land of Shadow is hostile to both light and darkness. The twisted, psychotic terrain is bathed in shadow, yet has no light or darkness. The essence of this mystic shadow allows for the creation of any conceivable thing from it. It leeches light, darkness and life from those that enter it. It is hostile to all solid forms except those with Shadow Powers.

The Land of the Half-Dead is a land where the spirits of those who sleep live their dream-lives. In this land, nothing and everything occupy one space. Everything can be fought, nothing is real. Any damage suffered by those that enter this land is suffered by the spirit. All damage is Energy Level damage. The "reality" of the realm can kill, but it cannot injure anything physically.

NOTE—*These are only sketches. Unless the Referee wishes to detail the various realms that are contained in the sketch, it is not suggested that Upper World adventures be undertaken. This suggestion is especially true until the Players become familiar with these rules and the options that are available to them. The Upper World is, by far, the most deadly and terrible place that any party could ever consider adventuring in. It is not a place for starting Characters or novices.*

2.12) TIME IN THE UPPER WORLD

Time varies to an exceptional degree, from Region to Region, in the Upper World. The basic correspondence between Upper World time and Middle World time is:

40 Upper World Days = 1 Middle World Day

The Referee can use the table below to vary this correspondence, for each Region, in either direction. To use the table, roll **1D10** twice.

UPPER WORLD TIME TABLE

ROLL	1-6	7-10
ROLL	UPPER WORLD DAYS TO MIDDLE WORLD DAYS	UPPER WORLD DAYS TO MIDDLE WORLD DAYS
1	10 to 1	1 to 2
2+3	20 to 1	1 to 4
4-6	40 to 1	1 to 8
7+8	80 to 1	1 to 16
9	160 to 1	1 to 32
10	320 to 1	1 to 64

EXAMPLE—The ratio for the Tower of Silence is **80** Upper World Days per Middle World Day. A Character that is trapped in this tower for **2** days, and escapes to the Middle World, will find that only **36** minutes have passed in Middle World time.

EXAMPLE—A ratio of **1** Upper World Day to **16** Middle World Days indicates that for each day that a Character spends in this Upper World region, **16** days pass in the Middle World.

2.121) Natives of the Middle World, who enter the Upper World, age relative to the time that passes in the Middle World. In the first example above, the Character ages 36 minutes.

NOTE—*The Referee may set any ratio for a Realm that he creates. You are never restricted to the ratios in the preceding table. He may vary the effect of 2.121 as he wishes to do so.*

2.13) SUPERNATURAL FORCES (OPTIONAL)

All values for Supernatural forces that are encountered in the Upper World are **TWICE** those listed in the Creature List. If the Creature Variation system is used, this doubled value is used as the average value for the supernatural force concerned.

NOTE—*Supernatural forces that enter the Middle World do so at a reduced potency level. This resulted from the division of the world, the efforts of Balance and the stress of operating in a metaphysically hostile plane.*

2.14) THE UPPER WORLD GODS

These rules do not contain the complete cosmology for the three worlds. If you wish to allow Players to encounter, worship and otherwise interact with Gods, the Referee must establish the parameters that will apply.

2.141) CREATING A GOD

In all cases, Gods are derived from specific natural and supernatural forces of existence. The Spell list, located in Book Two, may be used as an aid in determining which powers should be controlled by the Gods of each alignment. Antagonisms between Gods should be based on conflicts between the powers that are assigned to them and any historical background that the Referee chooses to create.

EXAMPLE—A God of Death and Destruction would be a Chaos God. He would be especially hostile to any God of Life or Creation. He would be friendly towards any God who, through the powers assigned to him, has a hand in causing Death, except where historical conflicts between them create an exception to this rule.

2.2) THE MIDDLE WORLD

The Middle World is the dimension that separates the Upper World from the Lower World, in a metaphysical sense. It is influenced by the forces of both these worlds. It is the homeland of the Human race and normal creation. It has its own physical laws which apply to all areas of the world at all times. Unless magical exceptions are created, no area of the Middle World will have the variable time and fate fluctuations that are common in the Upper and Lower Worlds.

2.21) Unless the Referee decides otherwise, all parties must start in the Middle World. In any case, any party that contains a human Character should start in the Middle World unless the Referee decides otherwise. *(This is done to improve the chance of Player survival. Both the Upper and Lower Worlds are exceptionally dangerous and should never be risked by starting Characters).*

2.22) TIME IN THE MIDDLE WORLD

The Middle World Day is the basic time factor in this game. All creatures native to the Middle World, including humans, age relative to the number of Middle World Days that they have existed. Other Character types (Elves, Faerries, Dwarfs) age relative to Lower World time. Thus, from a Middle World perspective, they are only minimally affected by the passage of time.

2.23) CREATURES

The basic values that are found in the Creature List apply in Middle World encounters. If the Creature Variation system is used, these values may vary.

2.24) CREATING THE WORLD

The Referee is responsible for creating the world that will be used in his campaign. This world should contain the terrain types listed in the encounter table section, cities and distinct cultural groups. All parameters of this environment are left to the discretion of the Referee. In creating your lands, some effort should be made to form a land mass that is geologically sound. In the formation of cultures, the culture should be governed by a consistent set of operating parameters that may or may not be unique to it.

NOTE—*The time and effort that is expended in creating a world will have a direct effect on the enjoyability of your campaign. Other features that you may wish to design into your world are special encounter areas, criminal guilds whose power is multi-national and other features that will add spice to your Players' lives.*

2.3) THE LOWER WORLD

The Lower World is the home of the Elder Races and the Kotothi. The layout of the land varies with the terrains that are inhabited by the race that controls the particular area, as specified for Upper World Regions.

2.31) TIME IN THE LOWER WORLD

The basic time correspondence that applies in the Lower World is that **1** Lower World Day equals **100** Middle World Days. Natives of the Middle World that enter the Lower World will age relative to the passage of time in the Lower World until they leave this land. On their return to the Middle World, they will IMMEDIATELY age the number of days that are appropriate for the time that has passed in the Middle World.

EXAMPLE—A Character spends **40** days in the Lower World. While there, he ages **40** days. On his return to the Middle World, unless he is protected in some way, he will immediately age **3960** days.

NOTE—*The Referee may choose to ignore this age increase if he so desires.*

2.311) The Referee may vary the time correspondence above. If he chooses to do so, he will roll **1D10** × **20** days for the number of Middle World days that pass PER day that is spent in the Lower World Region.

2.32) REGIONS OF THE LOWER WORLD

In general, each major race has its own Region or Nation. The terrain in the Region consists of the terrain types that the given race can be encountered in in the Middle World. It will contain no other terrain types within its boundaries.

EXAMPLE—An Elven Region of the Lower World consists of great expanses of forest and rolling hills. A Dwarf kingdom contains Mountains, Hills and Badlands. A Troll kingdom contains Badlands, Hills, Mountains and Swamp.

2.321) ELEMENTAL KINGDOMS

Elemental Regions exist in the Lower World. The terrain of these areas, as specified in the Upper World descriptions, is composed of the reigning element or materials that have a special relationship to that element. Its normal denizens are Elementals of the element, creatures that have innate powers in controlling that element and other forces that are related to the element.

EXAMPLE—The Kingdom of Fire consists of lakes of fire, volcanic peaks and spouts of pure fire. It is inhabited by Fire Elementals, creatures that have natural power over elemental fire and creatures with innate fire powers.

2.33) CREATURES (OPTIONAL)

All Creatures that are encountered in the Lower World will be at DOUBLE the value listed for them in the Creature List.

2.331) RESTRICTION

No creature that is aligned with Law, Chaos or Balance can be encountered in the Lower World. They are restricted from it by the expressed will of the Gods.

Any animals that are encountered in the Lower World are TONAHS. Normal animals are only encountered in the Middle World.

At the Referee's option, human settlements can be encountered in the Lower World. All such settlements will be tribal in nature. Shamans will be the only magic-users that will be encountered among them.

All such villages, which are extremely rare, are inhabited by the descendants of humans that were brought into the Lower World to serve the race that controls the Region that they are in. The race which most commonly takes such servants is the Sidh, especially Faerries.



A late-night visitor

3) ENCOUNTER TABLE SECTION

The following tables list likely encounters given the terrain region that the Party is in. Each table contains a chance of an encounter occurring and a table to determine the specific encounter if it is a Creature. If a Human encounter results see the Human encounter section in Book Four.

3.1) CLARIFICATION

The tables that follow are listed in alphabetical order by terrain type. Where the entry found in the Creature Table is

WORD, WORD

the first word indicates the section that is referred to in the Creature List. The second word indicates the specific creature of that type that is encountered.

EXAMPLE—Elementals, Air. The encounter is an Air Elemental. To find the description, go to the Elementals section and find Air Elementals.

3.11) TERRAIN REGIONS (OPTIONAL)

At the Referee's discretion, he may divide his world into terrain regions where only the dominant encounter chart is used. In this case, the type of terrain that comprises **50%** or more of the hexes in the Region is the dominant terrain.

EXAMPLE—If a Region is 60% Mountain and 40% Hills, the Mountain table would be used for all hexes in the Region.

NOTE—*The Referee is NEVER required to determine the encounter that occurs randomly. These tables are provided as a Referee aid. He may use them to save time. He is not required to do so. In adventures where the party enters lands that are controlled by specific forces, he should not do so.*

3.12) ENCOUNTER SITUATIONS

The exact placement of the party, and the force that opposes them, is crucial to any encounter. The Referee should consider any special factors that apply to the situation in deciding where the enemy will appear. The following general suggestions may help in this:

A) Before placing the enemy, draw the terrain that the encounter will occur in.

B) Consider any maneuvers that the attackers would be likely to try in assaulting the party attacked. Few creatures attack without regard to the losses that they may suffer. If the attacker is intelligent, or a hunting carnivore, and it is not viciously hostile for some reason, they should attack in a relatively intelligent manner that is designed to minimize the casualties that they will suffer or threaten the enemy into flight.

C) In underground situations, or other areas where the party has obscured vision, the party should never be allowed to see more than they are physically capable of seeing with their Characters. Only place creatures on the board that can actually be seen by a Character. As creatures move out of sight, remove them from the board and keep track of them without allowing the the Players to know where they are.

D) In setting-up both the Players and the encounter, be sure to indicate any item that may be of value to them with a figure or counter. In example, if hunting carnivores attack a Player camp, the food stores and animals in that camp should be indicated. In most cases, they will be of more interest to the hunters than the Players themselves will be.

NOTE—*At all times the Referee must remember that his is the final word in any events that occur in an encounter. To a large extent, the amount of thought that he puts into each encounter will have a direct correlation to the amount of enjoyment that will be derived from it.*



A Harab-serapel, one of the Ravens of Death

3.2) THE ENCOUNTER TABLES

AERIAL ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY		
CREATURE	HUMAN	NONE
01-14	15	16-100
NIGHT		
CREATURE	HUMAN	NONE
01-09	10	11-110

Aerial encounters are possible when BOTH parties are in the air. In addition to the Aerial encounter roll, the Referee should also roll for the terrain below the flyers to see if they spot anything on the ground.

CREATURE TABLE

DAY		NIGHT	
ROLL	CREATURE	ROLL	CREATURE
01+02	Demons, Storm	01-04	Demons, Storm
03	Dragons, Dragon	05-10	Demons, Terrestrial
04	Dragons, Elder	11+12	Dragons, Elder
05+06	Elementals, Air	13	Dragons, Dragon
07	Giants, Storm*	14	Elementals, Air
08+09	Jinn Races, Peri	15-20	Gargoyle
10	Pegasi	21	Giants, Storm*
11-16	Roc	22-25	Jinn Races, Ifreet
17-22	Vily, Aerial	26-30	Jinn Races, Jinn
23-35	Animals, Eagle	31-33	Jinn Races, Peri
36-45	Animals, Falcon	34-38	Vily, Aerial
46-56	Animals, Hawk	39-45	Bouba
57-66	Griffin	46-52	Faerry
67-77	Hippogriff	53-62	Sprite
78+79	Ahuras, Ahura	63-70	Animals, Hawk
80	Demons, Disease	71+72	Ahuras, Ahura
81+82	Flaming Steed	73+74	Soul Daiva
83	Merkabah	75-80	Akhkharu, Vampire Bat
84	Ahuras, Kerubim	81	Akhkharu, Vampire
85-93	Fire Snake	82	Baobhan Sith
94-97	Wyvern	83-85	Demons, Harab Serapel
98+99	Chimearas, Chimeara	86+87	Demons, Disease
100	Chimearas, Chimana	88	Merkabah
		89-92	Fire Snake
		93-98	Tonah, Bird form only
		99+100	Wyvern

*If Storm Giants are encountered aerially, the encounter occurs at their lair.

BADLANDS ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

Creature	Human	None
01-09	10-20	21-100

NIGHT

Creature	Human	None
01-15	16-20	21-100

CREATURE TABLE

DAY		NIGHT	
Roll	Creature	Roll	Creature
01-03	Animals, Cliff Bear	01-04	Scorpion Beast
04-10	Animals, Antelope	05-09	Searbhani
11+12	Animals, Hyena	10-13	Te'sla
13-17	Animals, Waste Lion	14-18	Trolls, Rock Troll
18+19	Earth Eater	19-25	Trolls, Troll
20-23	Animals, Tiger	26+27	Akhkharu, Vampire Worm
24	Basilisk	28-31	Animals, Cliff Bear
25+26	Giants, Earth	32-40	Tonah
27	Dragons, Dragon	41-44	Animals, Hyena
28-31	Animals, Eagle	45-48	Animals, Wolf
32-36	Animals, Mustang	49-52	Animals, Tiger
37-41	Animals, Steppe Pony	53	Basilisk
42-44	Chimearas, Chimeara	54	Animals, Mustang
45+46	Chimearas, Chimana	55+56	Animals, Steppe Pony
47	Dragons, Wyrm	57-60	Barguest
48	Giants, Fire	61-63	Animals, Asp
49-52	Giants, Hill	64-66	Cu Sidhe
53-60	Great Ape	67-71	Daoine Sidhe
61	Great Serpent	72-80	Dwarf
62-66	Griffin	81	Demons, Disease
67-69	Hippogriff	82-84	Demons, Terrestrial
70-75	Orchi	85	Dragons, Wyrm
76-83	Roc	86-89	Gargoyle
84-86	Scorpion Beast	90	Giants, Earth
87-95	Te'sla	91	Giants, Fire
96-100	Wyvern	92-94	Giants, Hill
		95	Giants, Storm
		96-98	Great Ape
		99+100	Great Serpent

CITY MARGIN ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

Creature	Human	None
01-05	06-20	21-100

NIGHT

Creature	Human	None
01-09	10-15	16-100

Any area within FIVE miles, or population divided by 2000 miles, rounded up, of a city is City Margin terrain. The close proximity of these concentrations serves to limit the normal encounters that can occur in the area. Most creatures avoid such places whenever possible.

CREATURE TABLE

DAY		NIGHT	
Roll	Creature	Roll	Creature
01-15	Animals, Dog*	01-05	Animals, Wolf
16-25	Animals, Goat	06-15	Animals, Dog*
26-33	Animals, Cat	16-25	Animals, Cat
34-45	Animals, Horse*	26	Demons, Disease
46-50	Animals, Mule	27-30	Demons, Decay
51-56	Animals, Ox	31-35	Other Animals***
57-65	Animals, Hawk	36-38	Ghost
66-73	Animals, Eagle	39-48	Demons, Terrestrial
74-76	Animals, Wolf	49+50	Edimmu
77-88	Other Animals**	51-55	Jinn Races, Jinn
89	Demons, Disease	56+57	Soul Daiva
90-95	Animals, Deer	58	Lalassu
96-100	Closest Terrain***	59	Akhkharu, Vampire
		60-80	Tonah
		81-100	Closest Terrain***

*As for City can include wild animals.
**As for City except the animal can include wild animal forms.
***Re-roll on the terrain chart for the non-city terrain that the City Margin is located in.

CITY ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

Creature	Human	None
01-03	04-30	31-100

NIGHT

Creature	Human	None
01-05	06-25	26-100

The table to the right is used for all civilized, human population centers. If any party member is obviously foreign or wealthy, the human encounter chance, day and night, becomes **04-45/06-40.** If both factors apply, they become **04-60/06-50.** If any members of the party are physically intimidating or heavily armored, reduce the modified chance of a human encounter by **15.**

EXAMPLE—Vlad and Jaxom enter a strange city. Both are obviously foreign as they do not speak the language well. Jaxom is obviously wealthy because he is wearing Plate Mail. At night, the human encounter chance is **06-50.** This is reduced to **06-35** because Jaxom is in Plate Mail and Vlad is over seven feet tall, i.e. physically intimidating.

CREATURE TABLE

DAY		NIGHT	
Roll	Creature	Roll	Creature
01-20	Animals, Horse*	01+02	Akhkharu, Lamia
21-40	Animals, Dog*	03-09	Akhkharu, Vampire
41-50	Animals, Cat	10-28	Animals, Cat
51-53	Demons, Disease	29-40	Animals, Dog*
54	Akhkharu, Vampire**	41-45	Demons, Disease
55	Akhkharu, Lamia**	46-52	Demons, Decay
56-65	Animals, Mule	53-60	Other Animals***
66-75	Animals, Donkey	61-70	Demons, Terrestrial
76-85	Animals, Goat	71-82	Ghost
86-100	Other Animals***	83-95	Jinn Races, Jinn
		96	Lalassu
		97-99	Demons, Hellhound
		100	Barguest

*The Referee will select the type that is encountered.
**The encounter is with the diurnal resting place of the creature. Thralls of the creature will be in the vicinity to protect their master.
***Any other common animal that could be found in a city. Examples are various fowl, cattle, rats, etc.

DESERT ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

Creature	Human	None
01-06	07-15	16-100

NIGHT

Creature	Human	None
01-16	17-25	26-100

CREATURE TABLE

DAY		NIGHT			
Roll	Creature	Roll	Creature		
01-07	Animals, Boar	01-04	Akhkharu, Vampire Worm	51	Dragons, Dragon
08-17	Animals, Camel	05-07	Animals, Asp	52	Dragons, Wyrm
18-33	Animals, Mustang	08-16	Animals, Boar	53-59	Gargoyle
34-43	Animals, Desert Lion	17-21	Animals, Hyena	60 + 61	Giants, Fire
44	Basilisk	22-27	Animals, Antelope	62-65	Jinn Races, Ifreet
45-52	Animals, Eagle	28-30	Animals, Deer	66-70	Jinn Races, Jinn
53	Demons, Disease	31-35	Animals, Desert Lion	71	Jinn Races, Peri
54 + 55	Dragons, Dragon	36	Basilisk	72-75	Scorpion Beast
57	Griffin	37-40	Bouba	76-82	Scorpion People
58-60	Hippogriff	41 + 42	Dark's Serpent	83	Serpent Women
61-70	Roc	43	Demons, Disease	84-88	Te'sla
71-77	Scorpion Beast	44-46	Demons, Heliophobic	89 + 90	Wyvern
78-83	Wyvern	47-50	Demons, Terrestrial	91-95	Animals, Wild Dogs
84-86	Jinn Races, Peri			96-100	Tonah
87-95	Animals, Antelope				
96-100	Animals, Wild Dog				

FOREST ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

Creature	Human	None
01-10	11-25	26-100

NIGHT

Creature	Human	None
01-20	21-25	26-100

CREATURE TABLE

DAY

Roll	Creature	Roll	Creature
01 + 02	Ahuras, Vereghina	47-50	Giants, Forest
03-06	Animals, Bear	51-55	Orchi
07-10	Animals, Boar	56-60	Centaur
11 + 12	Animals, Wild Dog	61-63	Dae'ta A'miri
13-18	Animals, Wolf	64	Demons, Disease
19	Animals, Zehani Wolf	65	Dragons, Dragon
20-25	Animals, Deer	66-68	Dryad
26-28	Animals, Antelope	69-72	Fire Snake
29 + 30	Animals, Wild Cat	73-78	Great Apes
31	Animals, Eagle	79	Minotaur
32 + 33	Animals, Hawk	80	Pegasi
34-37	Animals, Tiger	81-85	Satyr
38-40	Bush Warrior	86	Serpent Women
41 + 42	Animals, Falcon	87-94	Vily, Forest
43-45	Fay Horse	95-100	Great Spider
46	Great Serpent		

Due to the sheer weight of night encounters that can occur in the Forest, the Creature Tables for the night are divided into two separate tables. Roll **1D2.** If a **1** results, use **Table A.** If a **2** results use **Table B.**

NIGHT

TABLE A

Roll	Creature
01-04	Animals, Wild Cat
05-09	Animals, Bear
10-12	Animals, Boar
13-15	Animals, Wild Dog
16-20	Animals, Wolf
21	Animals, Zehani Wolf
22-25	Animals, Deer
26 + 27	Animals, Antelope
28	Unicorn
29-32	Animals, Tiger
33-41	Centaur
42-44	Dryad
45-51	Great Ape
52	Great Serpent
53-55	Minotaur
56	Pegasi
57-61	Satyr
62	Serpent Women
63-67	Demons, Terrestrial
68	Demons, Disease
69 + 70	Giants, Storm
71-75	Orchi
76-78	Dae'ta A'miri
79-82	Great Spider
83-86	Scorpion Beast
87	Dae'ta Koti
88-96	Tonah
97-100	Vily, Forest

TABLE B

Roll	Creature
01	Demons, Disease
02-09	Fay Horses
10 + 11	Baobhan Sith
12-16	Bush Warrior
17-21	Cait Sith
22-30	Daoine Sidhe
31-34	Giants, Forest
35	Dragons, Wyrm
36-40	Molani
41-45	Ogre
46-49	Cu Sidhe
50-54	Cu Sith
55-64	Elf
65-68	Goblin
69-71	Searbhani
72-74	Sidh Boar
75-78	Sprite
79-83	Trold Folk
84-88	Trolls, Wood Troll
89	Unicorn
90-97	Faerry
98-100	Vily, Forest

GUARDIAN ENCOUNTERS

The table below lists common Guardians of treasure. It may be used by the Referee to assign a random guardian to a treasure that he has created, or to select a guardian of his choice. *(If the Referee chooses to select a guardian, he may also use the Treasure Relevant Creature list in Book Four).*

GUARDIAN TABLE

Roll	Guardian	Common Settings*
01-03	Ahuras, Ahura	Sacred Area, Temple
04-06	Ahuras, Kerubim	Sacred Area, Temple
07-09	Akhkharu, Immortal	Crypt, Underground shrine
10-12	Alal	Temple, Open shrine
13-16	Zehani Wolf	Cave
17-20	Beasts, Corruption	Enclosed area, Temple
21-24	Beasts, Disorder	Enclosed area
25-27	Beasts, Fiery Hate	Enclosed area
28-30	Beasts, Terror	Enclosed area, Altar
31 + 32	Beasts, Kekoni	Altar
33-36	Bouba	Cave, Corridor
37-40	Beithir	Lake, River
41 + 42	Dark's Serpent	Desert cave, Ruin
43-45	The Dead	Cemetery, Ruin
46-48	Demons, Decay	Crypt, Mausoleum
49 + 50	Demons, Heliophobic	Any lightless area
51-54	Demons, Hellhound	Underground, Roadway
55-58	Demons, Nergali	Underground, Temple
59-63	Demons, Terrestrial	Any setting
64-67	Dragons, Dragon	Cave, Ruin
68-70	Dragons, Wyrm	Any setting
71-75	Dwarf	Dwarf city, Underground
76-78	Cu Sith	Forest, Elf or Faerry palace
79 + 80	Cu Sidhe	Daoine Sidhe castle
81-83	Hydra	Cave, Temple, Swamp
84-87	Griffin	Cave, Temple
88-90	Lammashta	Altar
91-94	Mushrussu	Temple
95 + 96	Elementals	Any setting**
97 + 98	Edimmu	Barrow, Crypt, Mausoleum
99	Molani	Any setting
100	Sentinel Beast	Altar, Temple

*Areas where the creature specified is most likely to be serving as a guardian. If any setting is listed, there are no restrictions.

**Elementals that are found as guardians will be activated by violation of a ward on the area. They will be in a container as specified in the Elementals section.

HILL ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

Creature	Human	None
01-10	11-25	26-100

NIGHT

Creature	Human	None
01-20	21-30	31-100

CREATURE TABLE

DAY		NIGHT	
Roll	Creature	Roll	Creature
01-06	Vily, Hill	01-04	Vily, Hill
07-09	Wyvern	05-13	Trolls, Troll
10-14	Roc	14-18	Trolls, Rock Troll
15-17	Orchi	19-22	Searbhani
18-21	Hippogriff	23-26	Ogre
22-25	Griffin	27-29	Jinn Races, Ifreet
26 + 27	Great Serpent	30 + 31	Great Serpent
28-30	Ahuras, Vereghina	32-35	Animals, Boar
31-34	Animals, Boar	36-39	Animals, Wolf
35-37	Animals, Wolf	40-44	Animals, Deer
38-48	Animals, Deer	45-47	Animals, Lion
49-55	Animals, Eagle	48	Animals, Waste Lion
56-60	Animals, Goat	49 + 50	Athach
61-65	Animals, Lion	51-53	Cait Sith
66	Animals, Waste Lion	54-60	Cu Sidhe
67-73	Animals, Mustang	61	Demons, Disease
74 + 75	Athach	62-66	Demons, Terrestrial
76	Dragons, Wyrm	67	Dragons, Dragon
77 + 78	Chimearas, Chimeara	68	Dragons, Wyrm
79	Demons, Disease	69-80	Dwarf
80	Dragons, Dragon	81-83	Elf
81-83	Giants, Earth	84	Fay Horses, Fay Horse
84-90	Giants, Hill	85 + 86	Gargoyle
91-99	Great Ape	87	Giants, Earth
100	Giants, Storm	88-92	Giants, Hill
		93	Giants, Storm
		94-96	Goblin
		97	Great Ape
		98-100	Tonah

JUNGLE ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

Creature	Human	None
01-10	11-20	21-100

NIGHT

Creature	Human	None
01-15	16-20	21-100

CREATURE TABLE

DAY

Roll	Creature	Roll	Creature
01-08	Animals, Asp	50-56	Fire Snake
09-13	Animals, Tiger	57	Dragons, Dragon
14-22	Animals, Swamp Buffalo	58-69	Great Ape
		70 + 71	Great Serpent
23-28	Bush Warrior	72-79	Molani
29-31	Dae'ta A'miri	80-85	Great Spider
32-37	Dae'ta Koti	86 + 87	Serpent Women
38 + 39	Demons, Disease	88-94	Animals, Boar (x2)*
40-48	Dirailla'ta	95-99	Animals, Antelope
49	Dragons, Wyrm	100	Bouba

NIGHT

Roll	Creature	Roll	Creature
01-10	Animals, Asp	55	Dragons, Dragon
11-18	Animals, Leopard	56-65	Great Ape
19-25	Bush Warrior	66-70	Great Serpent
26-29	Dae'ta A'miri	71-78	Molani
30-33	Dae'ta Koti	79-85	Great Spider
34-39	Demons, Terrestrial	86-88	Serpent Women
40-42	Demons, Disease	89-93	Animal, Boar (x2)*
43-48	Dirailla'ta	94-98	Tonah
49	Dragons, Wyrm	99 + 100	Bouba
50-54	Fire Snake		

*The Jungle boar is twice the size of the normal creature. Multiply the **AHP**, **CV** and **S** listed for it by **2**. All other factors will remain the same unless the Referee chooses to reduce the Speed, **A** and **D** or increase the **DTV**.

LOWER WORLD ENCOUNTERS

BASE ENCOUNTER CHANCE

Creature	Human	None
01-24	25	26-100

The Lower World is a twilight world of great peril. The tables below are divided into THE ELDER LANDS, THE PALE OF KOTOTH and ELEMENTAL KINGDOMS. The Elder Lands are areas that are ruled by the Sidh and other Elder races. The Pale of Kototh is the area that is governed by Kototh, his children and the races that they have spawned. Elemental Kingdoms are areas that are composed of pure elements, and populated by Elementals and creatures that are tied to the element that dominates the area. For further details on setting-up these areas see **1.3.**

CREATURE TABLE

THE ELDER LANDS		THE PALE OF KOTOTH	
Roll	Creature	Roll	Creature
01-08	Fay Horses*	01-05	Baobhan Sith
09-20	Tonah*	06-10	Cu Sidhe
21+22	Alfar	11-15	Dae'ta Koti
23-26	Afanc	16-18	Dragons, Elder*
27-30	Cait Sith	19+20	Earth Eater
31-39	Centaur*	21-23	Giants, Earth*
40-43	Cu Sith	24-26	Giants, Fire*
44-51	Dwarf*	27-31	Giants, Forest
52+53	Dryad**	32-36	Giants, Hill
54-62	Elf*	37	Minotaur
63-67	Asrai*	38-42	Giants, Mountain*
68-71	Searbhani	43-47	Great Serpent*
72-75	Satyr	48-53	Grundwergen
76-78	Sidh Boar	54-62	Sprite*
79+80	Unicorn	63-65	Wyvern
81-90	Faerry*	66-70	Great Spider
91-95	Peist	71-76	Trolls, Wood Trolls
96-100	Vily*	77-82	Trolls, Trolls*
		83-88	Trold Folk*
		89+90	Trolls, Rock Troll*
		91-95	Goblin
		96	Beithir
		97-100	Daoine Sidhe*

*Races so marked can control realms that are organized kingdoms which include secondary creatures as allies and servants.

These are Hamadryads. Double the values listed for the Dryad, including all magical values. Hamadryads are supernatural tree spirits. They are not human though they have Humanoid form. They are tied to a specific tree. If it dies, they die. Until it dies, they cannot die. All can use **MEL10/EL8 Insubstantiability to enter, and exist in, their tree. All Hamadryads are female.

ELEMENTAL KINGDOMS

Roll	Creature
01-60	Elemental (Roll 1D3*. 1 = Earth, 2 = Fire and 3 = Water. No Air Elementals inhabit the Lower World unless the Referee makes special provisions for them in his game)
71-100	Elemental Creature***

***A Creature that is innately capable of using the element that the encounter occurs in. In all cases, the creatures **EL** is increased by **2** when he is in an area that is composed of his element.

EXAMPLE—A Character can use Fire Powers, innately, at **EL3.** When he is in the Realm of Fire, his **EL** is **5** because of the enormous concentration of Fire Mana that surrounds him.



A Cliff Bear poised for battle

MOUNTAIN ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

Creature	Human	None
01-10	11-25	26-100

NIGHT

Creature	Human	None
01-20	21-30	31-100

CREATURE TABLE

DAY		NIGHT	
Roll	Creature	Roll	Creature
01-03	Ahuras, Vereghina	01-05	Animals, Boar
04-07	Animals, Boar	06-08	Animals, Zehani Wolf
08-11	Animals, Zehani Wolf	09-15	Animals, Goat
12-19	Animals, Cliff Bear	16-20	Animals, Lion
20-25	Animals, Eagle	21-25	Animals, Wild Cat
26-32	Animals, Goat	26+27	Athach
33-36	Animals, Lion	28-33	Daoine Sidhe
37-40	Animals, Hawk	34	Demons, Disease
41	Athach	35+36	Demons, Fiery Spirit
42-44	Chimearas, Chimana	37-42	Demons, Terrestrial
45	Demons, Disease	43	Dragons, Dragon
46	Dragons, Dragon	44+45	Dragons, Elder
47	Dragons, Elder	46-56	Dwarf
48-54	Fire Snake	57-59	Norggen
55+56	Giants, Earth	60-63	Fire Snake
57-61	Giants, Mountain	64-68	Gargoyle
62	Giants, Fire	69	Giants, Earth
63-68	Great Ape	70+71	Giants, Fire
69	Great Serpent	72-74	Giants, Mountain
70-73	Hippogriff	75	Giants, Storm
74-77	Griffin	76-83	Goblin
78+79	Chimearas, Chimeara	84+85	Great Ape
80-83	Orchi	86	Great Serpent
84-88	Roc	87	Ogre
89-93	Wyvern	88+89	Searbhani
94-98	Vily, Mountain	90-92	Trolls, Rock Troll
99+100	Vily, Aerial	93-96	Trolls, Troll
		97	Vily, Mountain
		98-100	Tonah

PLAINS ENCOUNTER

BASE ENCOUNTER CHANCE

DAY

Creature	Human	None
01-07	08-20	21-100

NIGHT

Creature	Human	None
01-12	13-20	21-100

CREATURE TABLE

DAY		NIGHT	
Roll	Creature	Roll	Creature
01	Giants, Storm	01-03	Giants, Storm
02-07	Vily, Aerial	04-06	Vily, Aerial
08-13	Animals, Boar	07-13	Animals, Boar
14-20	Animals, Wild Dog	14-18	Animals, Wild Dog
21-27	Animals, Wolf	19-23	Animals, Wild Cat
28-37	Animals, Deer	24-34	Animals, Wolf
38-47	Animals, Eagle	35-45	Animals, Deer
48-53	Animals, Antelope	46-52	Animals, Lion
54-60	Animals, Lion	53-55	Animals, Antelope
61-70	Domestic Herd*	56-60	Domestic Herd*
71-76	Dae'ta Koti	61-68	Dae'ta Koti
77	Demons, Disease	69	Demons, Disease
78	Dragons, Wyrm	70	Dragons, Wyrm
79 + 80	Dragons, Dragon**	71-80	Te'sla
81 + 82	Earth Eater	81-88	Demons, Terrestrial
83-88	Hippogriff	89-94	Faerry
89	Pegasi	95-98	Ogre
90-92	Griffin	99	Giants, Earth
93-95	Te'sla	100	Orchi
96-98	Animals, Hawk		
99 + 100	Animals, Wild Cat		

*A herd of domestic animals. The Referee will determine the type of creatures that are in the herd and the number of them that are present. Per **10** animals, there should be **one** human or canine guardian, up to a maximum of **50** for any herd.

**Dragons that are encountered in this way are hunting. No Dragon can be encountered in its lair in the plains. The same does not apply for Wyrms.

ROADWAY ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

Creature	Human	None
01-06	07-30	31-100

NIGHT

Creature	Human	None
01-12	13-20	21-100

These are encounters that occur on the road itself.

CREATURE TABLE

DAY		NIGHT	
Roll	Creature	Roll	Creature
01-06	Animals, Cat	01-10	Animals, Cat
07-15	Animals, Dog*	11-15	Animals, Dog*
16-30	Animals, Horse*	16-25	Animals, Horse*
31-35	Animals, Donkey	26-30	Animals, Wolf
36-40	Animals, Ox	31-33	Animals, Lion
41-50	Animals, Eagle	34	Demons, Disease
51-58	Animals, Hawk	35-40	Demons, Hellhound
59-66	Animals, Falcon	41-50	Demons, Terrestrial
67-80	Other Animals**	51-59	Tonah
81-100	Closest Terrain***	60	Akhkharu, Vampire
		61-100	Closest Terrain***

*As for City.
**As for City Margins.
***As for City Margins.

RUIN ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

Creature	Human	None
01-07	08-15	16-100

NIGHT

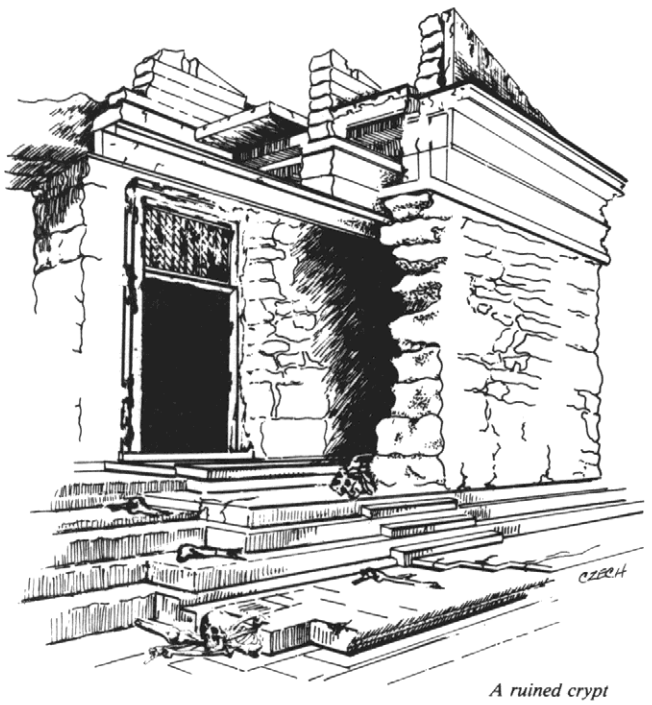
Creature	Human	None
01-15	16-20	21-100

Encounters that occur in ruined population centers that are no longer inhabited by large concentrations of people.

CREATURE TABLE

DAY		NIGHT	
Roll	Creature	Roll	Creature
01	Dragons, Dragon	01	Dragons, Dragon
02	Dragons, Elder	02	Dragons, Elder
03	Dragons, Wyrm	03	Dragons, Wyrm
04-08	Animals, Cat	09-16	Animals, Cat
09-15	Animals, Dog*	17-20	Animals, Dog*
16-18	Animals, Hyena	21-30	Animals, Hyena
19-25	Animals, Wolf	31-33	Animals, Wolf
26-35	Animals, Goat	34-40	Animals, Goat
36-38	Animals, Asp	41-48	Animals, Asp
39 + 40	Dae'ta A'miri	49-52	Dae'ta A'miri
41-45	Great Ape	53-60	Great Ape
46	Great Serpent	61	Great Serpent
47 + 48	Dae'ta Koti	62-65	Dae'ta Koti
49 + 50	Demons, Disease	66	Demons, Disease
51	Giants**	67	Giants**
52-80	Other Animals****	68-75	Ghost
81-100	Closest Terrain***	76-80	Edimmu
		81-84	Demons, Hellhound
		85-88	Demons, Terrestrial
		89	Demons, Heliophobic
		90	Soul Daiva
		91-100	Closest Terrain***

*As for City.
**The Giant type that is native to the surrounding terrain is encountered.
***As for City Margins.
****As for City Margins.



A ruined crypt

SWAMP ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

Creature	Human	None
01-12	13-20	21-100

NIGHT

Creature	Human	None
01-20	21-25	26-100

CREATURE TABLE

DAY		NIGHT	
Roll	Creature	Roll	Creature
01-04	Dirailla ta	01-07	Dirailla ta
05-09	Animals, Deer	08-12	Grundwergen
10-17	Animals, Wild Cat	13-15	Animals, Wild Cat
18-23	Animals, Eagle	16-20	Daoine Sidhe
24-26	Demons, Disease	21-27	Trold Folk
27-33	Animals, Falcon	28-31	Cu Sidhe
34-36	Dae'ta A'miri	32+33	Dae'ta A'miri
37	Dragons, Dragon	34	Dragons, Dragon
38-40	Beithir	35-39	Trolls, Wood Troll
41-45	Afanc	40	Afanc
46	Asrai	41-45	Asrai
47-50	Akhkharu, Vampire Worm	46-51	Sprite
51-54	Animals, Leopard	52-54	Animals, Leopard
55-62	Animals, Swamp Buffalo	55-58	Animals, Swamp Buffalo
63-65	Asaghi	59-63	Faerry
66-70	Molani	64-66	Molani
71	Athach	67-70	Beithir
72	Elementals, Water	71	Elementals, Water
73-80	Fire Snake	72-75	Animals, Deer
81-83	Hydra	76	Hydra
84-90	Peist	77-80	Peist
91-95	Serpent Women	81+82	Asaghi
96+97	Dae'ta Koti	83	Athach
98-100	Great Serpent	84-86	Barguest
		87	Dae'ta Koti
		88	Great Serpent
		89+90	Cait Sith
		91+92	Fire Snake
		93-96	Goblin
		97	Serpent Women
		98	Baobhan Sith
		99+100	Tonah

UNDERGROUND ENCOUNTERS

BASE ENCOUNTER CHANCE

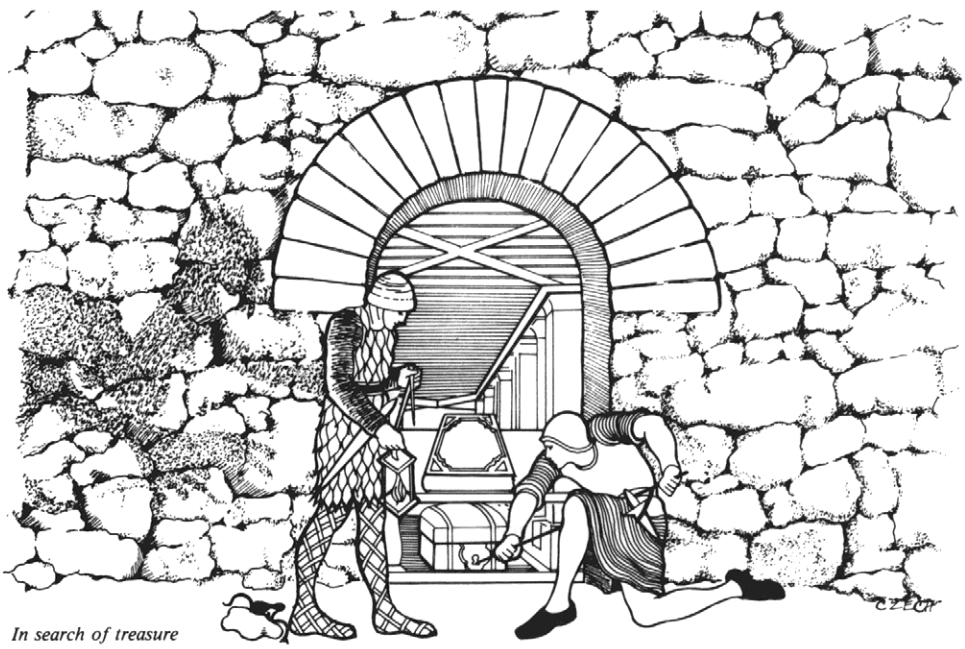
Creature	Human	None
01-21	22-25	26-100

CREATURE TABLE

	1-3	4-6	
Roll	Table A		Table B
01-05	Trolls, Rock Troll	01	Akhkharu, Vampire*
06-09	Trolls, Troll	02-10	Akhkharu, Vampire Bat
10-12	Animals, Wolf	11-16	Animals, Asp
13+14	Baobhan Sith	17-20	Animals, Zehani Wolf
15+16	Cait Sith	21	Dark's Serpent
17-21	Dae'ta Koti	22+23	Demons, Disease
22-26	Cu Sidhe	24+25	Demons, Heliophobic
27+28	Daoine Sidhe**	26-29	Demons, Harab Serapel
29-33	Dirailla ta	30-33	Demons, Hellhound
34	Dragons, Elder	34	Dragons, Dragon
35-40	Dwarf	35-39	Demons, Subterranean
41	Elementals, Earth	40-47	Demons, Terrestrial
42	Elementals, Fire	48-50	Edimmu
43+44	Giants, Earth	51-60	Gargoyle
45	Giants, Fire	61	Lalassu
46	Giants, Mountain**	62	Lammashta
47-51	Goblin	63-68	Bouba
52+53	Gorgon	69-73	Mushrussu
54-58	Great Ape	74-76	Serpent Women
59	Great Serpent	77-80	Were-creature
60-62	Great Spider	81+82	Zehani
63-66	Griffin	83	Sentinel Beast**
67+68	Hydra**	84-88	Animals, Bear
69-73	Minotaur	89-91	Animals, Wild Dog
74-76	Norggen	92-95	Animals, Leopard
77-80	Ogre	96-99	Animals, Tiger
81-85	Tonah	100	Tonah
86+87	Vily, Forest		
88+89	Vily, Hill		
90-92	Wyvern		
93-96	Animals, Cliff Bear		
97-100	Animals, Waste Lion		

*If the encounter occurs in the Day, the Vampire is in repose. He will be guarded by human thralls at this time.

**The creature is automatically in his lair. See Book Four for the treasure that will be present.



In search of treasure

UPPER WORLD ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-15	**None**	**16-100**

NIGHT

CREATURE	HUMAN	NONE
01-15	**None**	**16-100**

Day and night do not truly apply in the Upper World. When adventures in the Upper World occur, the Referee should select the encounter based on the metaphysical area that the party is in AND what, if anything, they may have attracted through their actions. In all cases, unless the Referee chooses to create special situations, only Supernatural forces of the alignment that controls the Region that the party is in will be encountered.

The table below lists the creatures that can be encountered in the Regions that are detailed on the map in section **2.**

REGION	POSSIBLE ENCOUNTERS
The Blessed Lands	Ahura, Lawful Spirits
The Soothing Realm	Maskela
Throne of Justice	Amaliel, Ahura
Throne of Light	Kerubim, Ahura, Angels of Fury
Realm of Lawful Fire	Hafaza, Mushrussu, Ahura, Dragon
Land of Judgment	Hafaza, Amaliel, Angels of Fury
Tower of Retribution	Ahura, Kerubim, Vereghina
Celestial Thrones	Ahura, Kerubim, Flaming Steed
Realm of the Alfar	Alfar, Fay Horse, other Sidh creatures and races.
Elder Fires	Fire Elementals
Peri Land	Peri, Ifreet, Jinn
Shadow Lands	Shadow Warriors
Balance Marches	Merkabah, Zehani, Asaghi, Dragon, A'Equin
The Abyss	Beasts of Chaos, Endukuggu, Nindukuggu
Realm of Darkness	Kekoni, Heliophobic Demons, Dark's Serpent
Lands of Death	Alal, Lammashta, Disease Demon, Harab Serapel
Realm of the Dead	The Dead, Nergali, Ghosts, Decay Demon
Lands of Woe	Ghosts, Terrestrial Demon
Court of Lilith	Immortal Akhkharu, Incubi, Succubi
Realm of Dark Destruction	Alal, Heliophobic Demons
Empire of Fury	Storm Demons, Dragons
The Demon Plains	Decay Demon, Demon Steed, Harab Serapel
Land of Souls	Soul Daiva
Land of the Evil Mind	Any Supernatural force of Chaos
The Fiery Hells	Hellhound, Fiery Spirit
Tower of Silence	Kekoni, Lalassu

WATERWAY ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-09	**10-25**	**26-100**

NIGHT

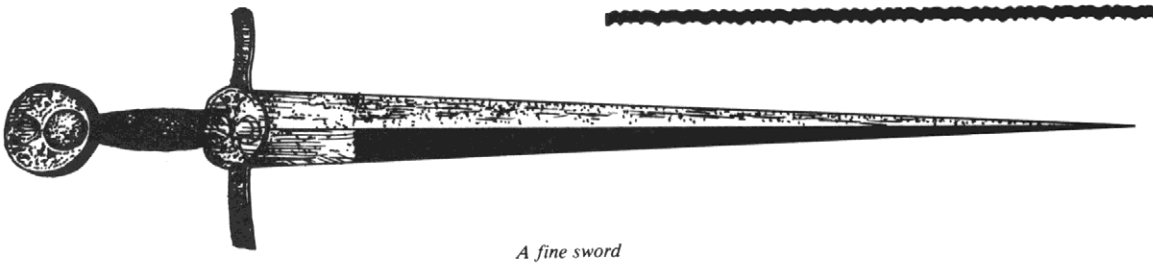
CREATURE	HUMAN	NONE
01-18	**19-25**	**26-100**

When a party moves along a Waterway, i.e. Lake, River, etc, the Referee will roll **1D10** after determining that there is an encounter. If the roll is a **1-5,** roll on the table for the surrounding terrain. On a **6-10,** roll on the table below.

CREATURE TABLE

DAY		NIGHT	
ROLL	CREATURE	ROLL	CREATURE
01-08	Afanc	**01-03**	Afanc
09 + 10	Ahuras, Maskela	**04 + 05**	Ahuras, Maskela
11-13	Asrai	**06-12**	Asrai
14-16	Athach	**13-17**	Athach
17-20	Beithir	**18-20**	Baobhan Sith
21-25	Centaur	**21-23**	Beithir
26	Chimearas, Chimana	**24-27**	Cait Sith
27	Chimearas, Chimeara	**28-31**	Cu Sidhe
28	Hydra	**32-35**	Cu Sith
29	Demons, Disease	**36 + 37**	Demons, Disease
30-35	Dirailla ta	**38-42**	Demons, Terrestrial
36	Dragons, Dragon	**43**	Dragons, Dragon
37	Dragons, Wyrm	**44**	Dragons, Wyrm
38	Elementals, Water	**45**	Elementals, Water
39	Giants, Storm	**46-48**	Fay Horse
40-45	Molani	**49-52**	Goblin
46-49	Mushrussu	**53**	Great Spider
50-54	Ogre	**54-58**	Grundwergen
55-59	Orchi	**59 + 60**	Hydra
60-63	Peist	**61**	Pegasi
64-70	Roc	**62-67**	Peist
71-73	Serpent Women	**68-70**	Serpent Women
74-77	Vily, Water	**71-76**	Sprite
78-80	Fay Horse	**77-82**	Tonah
81-88	Animals, Zehani Wolf	**83-88**	Trold Folk
89-92	Zehani	**89-91**	Trolls, Troll
93-97	Animals, Wild Cat	**92**	Unicorn
98-100	Animals, Deer	**93-96**	Vily, Water
		97-100	Zehani

NOTE—*The preceding encounter tables are a system for determining random encounters in various environments. The Referee is free to ignore these tables and set up the encounters in any way that he sees fit. If he creates any special encounter areas, these tables SHOULD BE ignored for that area.*



A fine sword

4) THE CREATURE LIST

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

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

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

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

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

NWI—The Natural Weapon Index of the creature. The value listed is added to the creature's attack roll in combat. Where varying values are specified, the meaning of the variation will be found in the section that details the creature.

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

St—The creature's Stamina and Stamina Bonus are found here.

D—The Dexterity and Dexterity Bonus of the creature.

A—The Agility and Agility Bonus possessed by the creature.

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

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

MDV—The creature's Magic Defense Value.

NF—The Number Found. This factor gives the number of creatures that are likely to be encountered for each creature type.

EnL—The Energy Level of the creature. Where the creature can cast magic, innately or as a magic-user, the listed energy level will also be its Casting Ability unless the section specifies otherwise.

CDF—The Creature Difficulty Factor. This factor rates the difficulty that the Player's are likely to have in destroying the creature and is used in awarding experience points when they combat it.

CL—The Contact Level of the creature. If a value other than **NA** is listed, the creature is a supernatural force in its alignment.

DTV—The creature's Damage Tolerance Value. If an asterisk is present in this area, the creature does not suffer unconsciousness as a result of excess damage. It will continue to fight until it is subdued or killed.

HC—The Healing Chance of the creature. The Healing Chance is only listed for creatures that, at least potentially, can serve one of the Character races voluntarily or under compulsion.

INT—The basic intellect of the race. This factor is added to give the Referee an indication as to how the creature should be played. The lowest intellect rating given is **1.** The highest is **10.** Gross meanings of the values are:

RATING	DESCRIPTION
1	Totally instinctive
2	Gross, stupid
3	Unintelligent
4	Flashes of intellect
5	Semi-intelligent, crude intellect, minimal culture.
6	Human level of intellect
7	Highly intelligent
8	Brilliant
9	Highly Brilliant
10	Supernaturally Brilliant

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

SS—The creature's Survival Strategy. The Survival Strategy of a race tells the time of day that it is actively seeking food AND the type food that it seeks. Where **NA** is listed, the creature is supernatural and its survival strategy has no meaning to any encounters that a Player may have with it. Where a supernatural creature, or other creature, is listed as a Parasite, it exists by draining the blood and/or energy from other beings.

NOTE—*The Referee is free to modify any statistics that he wishes to. If, in his opinion, some important factor has been overlooked, he is completely free to add it himself.*

4.2) THE CREATURES

The majority of the creatures that are listed below are derived from historical myth and religion. All values that are immediately pertinent to using the creature in an encounter situation are listed in its description. The Referee is free to add to this list at his discretion.

A'EQUIN **ALIGNMENT—Balance**

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

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

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

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

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

AFANC — **ALIGNMENT—Elder**

AHP 16	**OCV** 6	**DCV** 4(10)	**NWI** −3
S 20(+1)	**St** 35(+2)	**D** 16(+1)	**A** 22(+1)
MR 9(36)	**NAV** 1	**MDV** 5	**NF** 1D6
EnL 25	**CDF** 3	**CL** NA	
DTV −3	**HC** NA	**INT** 5	

SS Diurnal Omnivore

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

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

AHURAS

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

AHURA — **ALIGNMENT—Law**

AHP 25	**OCV** 11(17*)	**DCV** 7(12)	**NWI** 0
S 35(+2)	**St** 80(+4)	**D** 40(+2)	**A** 40(+2)
MR 12(39)	**NAV** 2	**MDV** 16	**NF** 1D3
EnL 75	**CDF** 6	**CL** 1	
DTV −4*	**HC** NA	**INT** 8	

SS NA

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

APPEARANCE—Ahuras are radiant, handsome figures six to seven feet in height. They are winged, robed in white and bathed in radiant light. When encountered they will be armed with a Sword and a Spear. Both are **MEL8/EL4** magic weapons for hit chance and damage plus.

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

AMALIEL — **ALIGNMENT—Law**

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

SS NA

*As for Ahura.

APPEARANCE—Amaliel have the general appearance of Ahuras. They are heavily muscled and up to eight feet in height. Their eyes burn with unquenchable fire.

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

Amaliel are intelligent. They exhibit no fluency in the language of men. They are the chastisers of the unlawful.

ANGELS OF FURY — **ALIGNMENT—Law**

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

SS NA

*The parenthentical OCV applies when they are fighting Beasts of Chaos, Endukuggu and Nindukuggu.

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

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

HAFAZA — **ALIGNMENT—Law**

AHP 28	**OCV** 9(14*)	**DCV** 12	**NWI** 0
S 40(+2)	**St** 20(+1)	**D** 40(+2)	**A** 40(+2)
MR 16	**NAV** 8	**MDV** 12	**NF** 1D2
EnL 100	**CDF** 7	**CL** 2	
DTV −7*	**HC** NA	**INT** 7	

SS NA

*The parenthentical value applies against Kekoni and Dark's Serpents.

APPEARANCE—Hafaza are clothed in fire-red chainmail. They appear as humanoid forms composed entirely of fire. They are seven to eight feet in height.

SPECIAL—Hafaza are totally immune to any damage from Fire. Their presence automatically negates any Darkness Power within **20** hexes of their location. After all modifiers, they will score double damage whenever they score a hit in combat. All are capable of casting Fire Darts at **MEL8/EL3.** Fire damage is not doubled as specified above. They understand all human tongues and will protect humans from forces that use Darkness Powers. All Hafaza are armed with a mace. The mace has twice the normal weight, three times the listed fatigue value and a **+3 WSB.** Their **EL** in the weapon is **12.**

KERUBIM — **ALIGNMENT—Law**

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

SS NA

*As specified for the Ahura.

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

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

MASKELA — **ALIGNMENT—Law**

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

SS NA

*Double the DCV against any Chaos aligned attacker.

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

SPECIAL—Maskela use all law Healing spells at **MEL18/EL9.** When their power is used for Revivification or Resurrection, the **EL** is **four** instead of nine. They understand all human tongues.

VEREGHINA — **ALIGNMENT—Law**

AHP 24	**OCV** 11(17)*	**DCV** 7	**NWI** −5
S 25(+1)	**St** 120(+5)	**D** 14	**A** 16(+1)
MR 18	**NAV** 4	**MDV** 6	**NF** 1D3
EnL 50	**CDF** 9	**CL** 1	
DTV −9*	**HC** NA	**INT** 3	

SS Intermediate Herbivore.

*The parenthetical OCV applies to any enemy that the Vereghina tracks down and fights.

APPEARANCE—The Vereghina are immense, calf-sized boars. They have glowing red eyes and tusks of hardened silver. They are up to five feet long, as much as three feet at the shoulder and can weigh more than eight hundred pounds.

SPECIAL—Vereghina are infallible trackers. They have **MEL12/EL10** ability with the Tracking spell. They track persons that they are set on who are aligned with Chaos or an offense to law. In either case, they stay on the trail until the target is killed or they are. Even if they are banished, they will return someday to continue the chase.

AKHKHARU

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

IMMORTAL AKHKHARU — **ALIGNMENT—Chaos**

AHP 45	**OCV** 18	**DCV** 12(19)	**NWI** −7
S 130(+5)	**St** 90(+4)	**D** 30(+1)	**A** 40(+2)
MR 13(48)	**NAV** 12	**MDV** 20	**NF** 1
EnL 200	**CDF** 11	**CL** 2	
DTV 0	**HC** NA	**INT** 6	

SS Nocturnal Parasite

APPEARANCE—The Immortal Akhkharu are the consorts of their Goddess and rulers of the vampiric. They are incredibly robust, lion-headed figures with the wings of the bat and incredibly vicious fangs and claws. On the average, they are seven to nine feet in height. *(One of the seven, the Prince that rules the Immortals, could be over twelve feet in height).*

SPECIAL—Immortal Akhkharu use Fascination at **MEL12/EL6**. Any creature that is affected becomes their thrall and cannot resist them, ever. While enthralled in this way, the victim is totally immune to any other Fascination spell.

Immortal Akhkharu will always fascinate victims before draining their blood. Their first hit on a fascinated target will affect both the **HPV** and the **Energy Level** of the target. The loss inflicted on each by the first hit is determined on the Combat Table as normal. On each subsequent hit, one per phase automatically until the Akhkharu is driven away or the victim is dead, TWICE the value determined for the first hit is subtracted from the Energy Level only.

Immortal Akhkharu hunger until they drain a number of energy points equal to their Energy Level. They will continue any attacks until the victim is dead OR they are sated. Any victim that is drained, but not killed, is the permanent thrall of the Immortal. Any that are killed by draining will become Vampires (males) or Lamias (females).

EXAMPLES—An Immortal attacks a person with an Energy Level of 40. He scores a Deadly Hit, doing 32 hits, on the combat table. The Energy Level is reduced to 8. If the Character is still alive after taking 32 hits to his HPV, on the next phase the Immortal Akhkharu will kill him, draining up to 64 energy points.

LAMIA — **ALIGNMENT—Chaos**

AHP 12	**OCV** 9	**DCV** 7	**NWI** −4
S 60(+3)	**St** 60(+3)	**D** 16(+1)	**A** 25(+1)
MR 12	**NAV** 5	**MDV** 10	**NF** 1
EnL 50	**CDF** 5	**CL** NA	
DTV 0	**HC** NA	**INT** 6	

SS Nocturnal Parasite

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

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

VAMPIRE — **ALIGNMENT—Chaos**

AHP 12	**OCV** 10	**DCV** 8(13)	**NWI** −5
S 80(+4)	**St** 70(+3)	**D** 20(+1)	**A** 30(+1)
MR 12(36)	**NAV** 7	**MDV** 15	**NF** 1
EnL 80	**CDF** 6	**CL** NA	
DTV 0	**HC** NA	**INT** 6	

SS Nocturnal Parasite

APPEARANCE—As for the Lamia except Vampires are male.

SPECIAL—Vampires use Fascination at **MEL8/EL4**. They use the basic rules listed for the Immortal Akhkharu in draining blood and energy. They are not, however, required to kill until they reach satiation, as are other vampiric creatures.

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

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 cloud of mist are as listed for the Lamia. The Vampire can only fly when he is in Owl or Bat form. When he is in wolf form his ground speed is doubled. When he is a rat, it is reduced by **50%**. A vampire may only drain blood and energy when he is in the form of a man. The same limit applies to his use of Fascination and any languages that he can speak.

A Vampire retains all knowledge that he had as a human. He may not use any magical knowledge that he possesses unless he is sated and the spell is derived from Chaos. This restriction does not apply to the Fascination talent derived from being a vampire.

Vampires are capable of summoning and controlling any creature that they can take the shape of. The number of creatures that are summoned by the vampire's call are:

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

In all cases, the Referee must determine that the area where the Vampire is making his summons logically would contain the appropriate creatures to answer. If not, no summons would be issued. No more than one type of creature may be present at one time. No more than ONE call worth of that creature can be in the area.

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

GENERAL NOTES

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

Lamia and 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 separately.
C) The body must be burned.

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

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

RESTRICTIONS

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

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

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

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

VAMPIRE BAT — ALIGNMENT—None

AHP 2	**OCV** 1	**DCV** 4(8)	**NWI** 0
S 1(−1)	**St** 8	**D** 6	**A** 60(+3)
MR 2(24)	**NAV** 0	**MDV** 1	**NF** 2D10
EnL 12	**CDF** 1	**CL** NA	
DTV −1	**HC** NA	**INT** 2	

SS Nocturnal Parasite

APPEARANCE—A large, brown or black bat with pronounced fangs. *(When a vampire takes bat form he will be a black vampire bat).* Vampire Bats have an average wingspan of thirty inches and an average body length of nine inches.

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

To remove a bat that is drinking blood, it must be torn off. This will damage the bat and the person that it is torn off of. Both the Bat and person will take one hit point.

Vampire Bats are not affected by any obscured vision or darkness in seeking their targets. Unless they are imbedded in a victim, they will have a **60%** chance to dodge **any blow** that is aimed at them while they are flying. They may not dodge and attack in the same phase. As a rule, Vampire Bats prefer the blood of horses and other large mammals. Unless they are exceptionally hungry or angry, they will not attack human-form creatures.

VAMPIRE WORM — ALIGNMENT—None

AHP 2	**OCV** 1	**DCV** 2(3)	**NWI** 0
S 1(−1)	**St** 4(−1)	**D** NA	**A** 8
MR 7(12)	**NAV** 0	**MDV** 0	**NF** 2D6
EnL 10	**CDF** 1	**CL** NA	
DTV 0	**HC** NA	**INT** 1	

SS Nocturnal Parasite

APPEARANCE—A pale worm three to four inches in length. As it feeds, it grows and reddens. Fully fed, it is a bright scarlet worm three times its normal size.

SPECIAL—As for the Vampire Bat. In addition, if the target hit is asleep or unaware he will not realize that he is being drained unless he wakes or somehow becomes aware, i.e. notices, of the growing creature. Yanking the worm from a victim will always kill the worm. If success is rolled on **BL1** of the Magic Table, the victim of worm-bite will suffer from an **EL2** Disease. When the duration ends, **2D6 1/2** normal size worms will burrow out of his body. In doing so they will score two hits per worm on the **HPV** and **Energy Level** of the victim.

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

ALAL — ALIGNMENT—Chaos

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

SS NA

APPEARANCE—The Alal is a darkly robed rider with any weapons that the Referee desires. The robe is hooded. No face is visible within it. The Alal is always encountered mounted on a Demon Steed. The average height of the Alal is seven feet.

SPECIAL—Alal use Destruction at **MEL10/EL10.** Whatever weapon they are armed with is **EL5** for hit chance and damage plus. Alal understand the language of Chaos-oriented human societies. The goal of the Alal **whenever** he is summoned is to kill and destroy as much as possible. It will always attack the summoner's enemies . . . first.

ALFAR — ALIGNMENT—Elder

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

SS Nocturnal Omnivore

*Add **CEL** to these values.

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

***Multiply this value times **MEL + 1.**

APPEARANCE—Alfar have an Elven appearance that is perfect and unmarred in any way. All members of the race are six to seven feet in height. They exude the power of the Sidh. They are the elite of the Sidh, the children of the Sidh Gods themselves.

SPECIAL—All Alfar have the innate ability to use **ALL** Sidh Magics and Interworld travel. Their **MEL** equals **1D10 + 2.** Their **EL** in any skills that they have is **1/2** the **MEL,** rounded up.

The **CEL** of an Alfar equals the roll of **2D6.** Their **EL** with any weapons that they possess equals their **CEL.**

All Alfar are afflicted by Iron. Any damage caused by Iron or Steel weapons is increased by two hit points, after **AV** subtraction, if the net damage scored is greater than zero.

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

Alfar have all Common Knowledge of both the Elf and the Faerry. Their normal home is the Upper World. They can be encountered in any of the three worlds.

NOTE—*As Referee you may vary the Alfar's equipment. The items listed above are only a minimum standard for the individual.*

ANIMALS

(The listing below contains the various forms of animal, reptile and other non-fantastic lifeforms that can be encountered as a Creature Encounter. The Referee may add any animals that he desires to this listing).

ANTELOPE — ALIGNMENT—None

AHP 7	**OCV** 2	**DCV** 8	**NWI** 0
S 4(−1)	**St** 13	**D** 30(+1)	**A** 20(+1)
MR 28	**NAV** 0	**MDV** 1	**NF** ROLL
EnL 5	**CDF** 1	**CL** NA	**1-7** 2D10
DTV −1	**HC** 9%	**INT** 2	**8 + 9** D100
SS Diurnal Herbivore			**10** 1D2

Any result other than **1D2** indicates that a head is encountered. If **2D10** are found, see DEER for the sex division. If **D100,** see DONKEY.

ASP — ALIGNMENT—None

AHP 2	**OCV** 1	**DCV** 2	**NWI** 0
S 2(−1)	**St** 8	**D** NA	**A** 10
MR 8	**NAV** 0	**MDV** 1	**NF** 1D6
EnL 3	**CDF** 1	**CL** NA	
DTV 0	**HC** 5%	**INT** 1	

SS Nocturnal Carnivor

APPEARANCE—Varies. These general statistics are used for all, unaligned, non-kotothi, poisonous serpents.

SPECIAL—The Asp is poisonous. Roll **1D10** to determine the **BL** of its poison. Roll another **1D10** to determine the effect of the poison if it succeeds:

ROLL	EFFECT	ROLL	EFFECT
1-5	Death	**9**	Energy Depletion
6-8	Paralysis	**10**	Other, Referee choice

A death poison kills the target. A paralytic poison will keep him totally immobile for a number of hours equal to the **BL x 2.** The energy depletion poison will cause the victim to lose **BL squared** energy points in **2D10** turns. Other indicates that the venom can be given any other effect. These include venoms that induce a coma, venoms that replicate the effect of a magic spell on the victim, etc.

The number of doses that a given asp may use in one day will equal **11-BL** doses. Any hits in excess of this number will not carry poison. In general, the more deadly the poison, the less poison the asp will have.

BEAR — **ALIGNMENT—None**

AHP 25	**OCV** 8	**DCV** 4	**NWI** −3
S 30(+1)	**St** 35(+2)	**D** 10	**A** 14
MR 16	**NAV** 1	**MDV** 6	**NF** Roll
EnL 13	**CDF** 3	**CL** NA	**1-8** 1
DTV −5*	**HC** 33%	**INT** 4	**9+10** 1D3**

SS Diurnal Omnivore

If **1D3 are encountered, the first is an adult female. The others are immature cubs. Reduce the stats above by **50%** for the cubs. Round to the cub's advantage in all cases. (The **DTV** becomes **−3, the NWI** becomes **−2**).

BOAR — **ALIGNMENT—None**

AHP 8	**OCV** 3	**DCV** 5	**NWI** −4
S 9	**St** 18(+1)	**D** 8	**A** 17(+1)
MR 18	**NAV** 0	**MDV** 2	**NF** Roll
EnL 10	**CDF** 1	**CL** NA	**1-7** 2D6**
DTV −2	**HC** 14%	**INT** 2	**8-10** 1D3

SS Nocturnal Herbivore

****60%** of those encountered, rounded down, are piglets. Reduce all statistics as specified for the bear cub. All other boars encountered are mature adults.

CAMEL — **ALIGNMENT—None**

AHP 28	**OCV** 10	**DCV** 6	**NWI** −2
S 32(+2)	**St** 50(+2)	**D** 12	**A** 10
MR 24	**NAV** 0	**MDV** 4	**NF** Roll
EnL 16	**CDF** 3	**CL** NA	**1-5** 1D3*
DTV −3	**HC** 41%	**INT** 3	**6-10** 2D10**

SS Diurnal Herbivore

**A herd is encountered. Sex division parameters are as specified for the DONKEY.

CAT — **ALIGNMENT—None**

AHP 4	**OCV** 1	**DCV** 5	**NWI** +2
S 3(−1)	**St** 6	**D** 13	**A** 20(+1)
MR 16	**NAV** 0	**MDV** 2	**NF** 1D3*
EnL 5	**CDF** 1	**CL** NA	
DTV 0	**HC** 5%	**INT** 3	

SS Nocturnal Carnivore

The statistics for the domestic cat.

CLIFF BEAR — **ALIGNMENT—None**

AHP 32	**OCV** 10	**DCV** 4	**NWI** −5
S 44(+2)	**St** 25(+1)	**D** 8	**A** 9
MR 12	**NAV** 2	**MDV** 5	**NF** Roll
EnL 18	**CDF** 4	**CL** NA	**1-8** 1
DTV −6*	**HC** 35%	**INT** 4	**9** 1D2**

SS Diurnal Carnivore — **10** 1D6+1***

**A breeding pair without cubs.

***A breeding pair. The first two are adults. Any others are cubs. Both adults will be extremely aggressive and protective of their cubs. The cubs are inquisitive, friendly young creatures. Reduce statistics as specified for the bear cub.

DEER — **ALIGNMENT—None**

AHP 10	**OCV** 2	**DCV** 6	**NWI** 0(−4)*
S 12	**St** 14	**D** 13	**A** 18(+1)
MR 25	**NAV** 0	**MDV** 1	**NF** Roll
EnL 6	**CDF** 1	**CL** NA	**1-5** 1
DTV −2	**HC** 13%	**INT** 2	**6-9** 1D3**

SS Intermediate Herbivore — **10** 2D6***

*The value in parentheses is used by males when they hit on the charge. At all other times the zero applies.

**The first is an adult female. The others are young, reduce values as specified for the bear cub.

***This is a rutting group. There is one male, the rest are females. The male will be very aggressive towards anything that threatens his harem.

NOTE—*When a single deer is encountered there is a two-thirds chance that it is a male.*

DESERT LION — **ALIGNMENT—Chaos**

AHP 20	**OCV** 5	**DCV** 5	**NWI** −3
S 30(+1)	**St** 12	**D** 14	**A** 17(+1)
MR 20	**NAV** 1	**MDV** 4	**NF** Roll
EnL 12	**CDF** 3	**CL** NA	**1-7** 1D3
DTV −2	**HC** 21%	**INT** 4	**8-10** 2D6+2*

SS Nocturnal Carnivore

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

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

DOMESTIC DOGS

DOG I — **ALIGNMENT—None**

AHP 6	**OCV** 3	**DCV** 4	**NWI** +1
S 8	**St** 20(+1)	**D** 10	**A** 12
MR 17	**NAV** 0	**MDV** 1	**NF** 2D6*
EnL 2	**CDF** 1	**CL** NA	
DTV −2	**HC** 14%	**INT** 3	

SS Diurnal Carnivore

*A randomly encountered pack. This class of dog should be used for all street curs and wandering domestic dogs that are encountered.

DOG II — **ALIGNMENT—None**

AHP 9	**OCV** 3	**DCV** 4	**NWI** 0
S 12	**St** 30(+1)	**D** 12	**A** 15
MR 20	**NAV** 0	**MDV** 2	**NF** 1D10*
EnL 4	**CDF** 1	**CL** NA	
DTV −2	**HC** 21%	**INT** 3	

SS Diurnal Carnivore

*When dogs are encountered as guardians of a domestic herd, this number should be found. This class of dog is used in hunting and to guard herds, dwellings, etc.

DOG III — **ALIGNMENT—None**

AHP 10	**OCV** 4	**DCV** 5	**NWI** −1
S 16(+1)	**St** 24(+1)	**D** 13	**A** 18(+1)
MR 18	**NAV** 0	**MDV** 3	**NF** 1D3**
EnL 6	**CDF** 1	**CL** NA	
DTV −3	**HC** 20%	**INT** 4	

SS Diurnal Carnivore

**When dogs are encountered guarding wealthy residences and military establishments. Dogs of this class are highly-trained war dogs. They are trained to serve as guardians, obey various commands and to kill.

DONKEY — **ALIGNMENT—None**

AHP 6	**OCV** 2	**DCV** 4	**NWI** 0
S 10	**St** 14	**D** 10	**A** 11
MR 18	**NAV** 0	**MDV** 1	**NF** 2D6*
EnL 2	**CDF** 1	**CL** NA	
DTV −1	**HC** 12%	**INT** 3	

SS Diurnal Herbivore

*When a herd is encountered in the wild state, or otherwise. For domestic herds, multiply the number found above times **1D6. 20%** of the herd members are male, **30%** are female and **50%** are young *(For males and females, round down. Regardless of rounding, at least one adult female must be present in a herd).*

DRAFT HORSE — **ALIGNMENT—None**

AHP 25	**OCV** 8	**DCV** 4	**NWI** 0
S 32(+2)	**St** 39(+2)	**D** 10	**A** 10
MR 20	**NAV** 0	**MDV** 2	**NF** 1* or 3D10**
EnL 14	**CDF** 3	**CL** NA	
DTV −3*	**HC** 36%	**INT** 2	

SS Diurnal Herbivore

*A single animal in the city or elsewhere.

**When the encounter is a domestic herd comprised of these animals. Sex parameters are as for the donkey. Reduce foal values as specified for the bear cub.

EAGLE — **ALIGNMENT—None**

AHP 10	**OCV** 3(6*)	**DCV** 1(6)	**NWI** 0(−5)
S 20(+1)	**St** 12	**D** 10	**A** 14
MR 4(30)	**NAV** 0	**MDV** 2	**NF** Roll
EnL 12	**CDF** 1	**CL** NA	**1-6** 1
DTV −2	**HC** 16%	**INT** 3	**7-9** 1D2
SS Diurnal Carnivore			**10** 1D3+2**

*The parenthesized values are used when the Eagle hits in a phase where it dives on its target.

**The first two are adults. The others are nestlings or eggs at the Referee's discretion.

SPECIAL—If the Eagle scores any hit at the end of a dive add two to its **SB.**

FALCON — **ALIGNMENT—None**

AHP 5	**OCV** 1(3)	**DCV** 2(9)	**NWI** +2(−3)
S 8	**St** 10	**D** 12	**A** 28(+1)
MR 3(36)	**NAV** 0	**MDV** 2	**NF** Roll
EnL 6	**CDF** 1	**CL** NA	**1-6** 1
DTV 0	**HC** 9%	**INT** 3	**7-9** 1D2
SS Diurnal Carnivore			**10** 1D3+2*

*As for the Eagle.

The special rules listed for the Eagle apply to the Falcon as well.

GOAT — **ALIGNMENT—None**

AHP 6	**OCV** 2	**DCV** 5	**NWI** 0(−2*)
S 6	**St** 15	**D** 14	**A** 17(+1)
MR 20	**NAV** 0	**MDV** 1	**NF** Roll
EnL 2	**CDF** 1	**CL** NA	**1-7** 1
DTV −1	**HC** 11%	**INT** 2	**8-10** 1D10**

SS Diurnal Herbivore

*When a male hits on the charge the parenthesized **NWI** is used.

**A herd, sex division and domestic size as specified for the Draft Horse.

HAWK — **ALIGNMENT—None**

AHP 8	**OCV** 2(4)	**DCV** 2(8)	**NWI** +1(−4)
S 14	**St** 13	**D** 12	**A** 17(+1)
MR 4(32)	**NAV** 0	**MDV** 3	**NF** Roll
EnL 12	**CDF** 1	**CL** NA	**1-7** 1
DTV −2	**HC** 14%	**INT** 3	**8-10** 1D3+2*

SS Diurnal Carnivore

*As for the Eagle.

All special rules listed for the Eagle apply to the Hawk as well.

HYENA — **ALIGNMENT—None**

AHP 12	**OCV** 3	**DCV** 4	**NWI** 0
S 13	**St** 15	**D** 14	**A** 15
MR 16	**NAV** 0	**MDV** 2	**NF** Roll
EnL 6	**CDF** 2	**CL** NA	**1-6** 3D10**
DTV −2	**HC** 14%	**INT** 3	**7-10** 2D6

SS Nocturnal Carnivore and Scavenger.

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

LEOPARD — **ALIGNMENT—None**

AHP 18	**OCV** 5	**DCV** 7	**NWI** −2
S 27(+1)	**St** 11	**D** 15	**A** 20(+1)
MR 28	**NAV** 0	**MDV** 4	**NF** Roll
EnL 10	**CDF** 2	**CL** NA	**1-8** 1
DTV −2	**HC** 19%	**INT** 3	**9+10** 1D2+1*

SS Intermediate Carnivore

*The first is an adult female. The others are cubs. Reduce values as specified for the bear cub.

SPECIAL—The speed listed is for a dead run. After three turns,this can no longer be maintained. Reduce speed by **40%** after running. To Leopards, dog flesh is a delicacy of the highest magnitude. The Referee may use this information as he sees fit.

LION — **ALIGNMENT—None**

AHP 19	**OCV** 5	**DCV** 5	**NWI** −3
S 20(+1)	**St** 10	**D** 12	**A** 14
MR 21	**NAV** 1	**MDV** 3	**NF** Roll
EnL 10	**CDF** 2	**CL** NA	**1-6** 1
DTV −4	**HC** 15%	**INT** 3	**7-9** 1D3+1
SS Diurnal Carnivore			**10** 2D10+1*

*A pride. Sex division is as specified for the Desert Lion.

SPECIAL—As for Leopards except only two turns at full speed are allowed. Lions have no culinary preferences beyond fresh meat.

MULE — **ALIGNMENT—None**

AHP 13	**OCV** 5	**DCV** 4	**NWI** 0
S 22(+1)	**St** 25(+1)	**D** 10	**A** 9
MR 17	**NAV** 0	**MDV** 3	**NF** 1D3*
EnL 6	**CDF** 2	**CL** NA	
DTV −2	**HC** 24%	**INT** 2	

SS Diurnal Herbivore

No wild form of the mule exists. All mules are immune to the Sidh Magic Wildness spell.

OX — **ALIGNMENT—None**

AHP 28	**OCV** 10	**DCV** 4	**NWI** 0(−4*)
S 40(+2)	**St** 36(+2)	**D** 8	**A** 6
MR 16	**NAV** 1	**MDV** 3	**NF** 1D3*
EnL 16	**CDF** 3	**CL** NA	
DTV 0	**HC** 38%	**INT** 1	

SS Diurnal Herbivore

*The parenthesized **NWI** value applies when the Ox hits on a charge or tramples its enemy.

RIDING HORSES

RIDING HORSE I (Steppe Pony) — **ALIGNMENT—None**

AHP 14	**OCV** 3	**DCV** 5	**NWI** 0
S 15	**St** 14	**D** 10	**A** 14
MR 24	**NAV** 0	**MDV** 1	**NF** Roll
EnL 6	**CDF** 2	**CL** NA	**1-7** 1D3
DTV −2	**HC** 15%	**INT** 2	**8-10** 3D10*

SS Diurnal Herbivore

*A herd. For Wild Horses, no more than **10%** rounded up are adult males. Otherwise, use the parameters listed for the Donkey.

RIDING HORSE II (Mustang) — **ALIGNMENT—None**

AHP 15	**OCV** 4	**DCV** 6	**NWI** 0
S 16(+1)	**St** 15	**D** 11	**A** 15
MR 26	**NAV** 0	**MDV** 2	**NF** As for
EnL 8	**CDF** 2	**CL** NA	Riding Horse I.
DTV −2	**HC** 16%	**INT** 2	

SS Diurnal Herbivore

RIDING HORSE III — **ALIGNMENT—None**

AHP 17	**OCV** 6	**DCV** 7	**NWI** 0
S 18(+1)	**St** 17(+1)	**D** 13	**A** 17(+1)
MR 28	**NAV** 0	**MDV** 2	**NF** As for
EnL 8	**CDF** 2	**CL** NA	Riding Horse I.
DTV −2	**HC** 18%	**INT** 2	

SS Diurnal Herbivore

RIDING HORSE IV — **ALIGNMENT—None**

AHP 20	**OCV** 6	**DCV** 9	**NWI** 0
S 21(+1)	**St** 18(+1)	**D** 16(+1)	**A** 20(+1)
MR 32	**NAV** 0	**MDV** 3	**NF** As for
EnL 10	**CDF** 2	**CL** NA	Riding Horse I.
DTV −3	**HC** 20%	**INT** 3	

SS Diurnal Herbivore

NOTE—*Horses of Riding Horse IV quality are carefully bred, rare animals. Their herds should be 1/2 the standard size, rounded up, and heavily guarded.*

SWAMP BUFFALO — **ALIGNMENT—None**

AHP 23	**OCV** 7	**DCV** 5	**NWI** 0(−2)*
S 30(+1)	**St** 26(+1)	**D** 10	**A** 10
MR 18	**NAV** 2	**MDV** 3	**NF** Roll
EnL 14	**CDF** 3	**CL** NA	**1-5** 1D6
DTV −3*	**HC** 28%	**INT** 2	**6-9** 2D10**
SS Diurnal Herbivore			**10** D100**

*The parenthesized value should be used when the animal hits on a charge.

Herds. **10% rounded down are male, **40%** rounded up are calves. The remainder, at least one per herd, are adult females.

NOTE—*These statistics are also used for domestic cattle. The Referee may use them to represent any large, bovine form that he creates for his game.*

TIGER — **ALIGNMENT—None**

AHP 24	**OCV** 6	**DCV** 6	**NWI** −5
S 28(+1)	**St** 14	**D** 13	**A** 17(+1)
MR 24	**NAV** 0	**MDV** 5	**NF** Roll
EnL 15	**CDF** 3	**CL** NA	**1-7** 1
DTV −3	**HC** 21%	**INT** 3	**8+9** 1D3
SS Intermediate Carnivore			**10** 1D3+1*

*One is an adult female, the others are cubs. Reduce the statistics as specified for bear cubs.

SPECIAL—As for the Leopard. Allow four turns at full speed instead of three. Tigers are efficient hunters, expending as little energy as possible. When older, they have a marked tendency to become man-eaters.

WAR HORSES

WAR HORSE I — **ALIGNMENT—None**

AHP 15	**OCV** 4	**DCV** 5	**NWI** 0(−1)*
S 18(+1)	**St** 15	**D** 9	**A** 11
MR 21	**NAV** 0	**MDV** 2	**NF** As for
EnL 8	**CDF** 2	**CL** NA	Riding Horse I.
DTV −2	**HC** 17%	**INT** 2	

SS Diurnal Herbivore

*The parenthesized **NWI** applies on charges and trample attempts.

SPECIAL—This animal is trained to operate in combat.

WARHORSE II (Steppe Horse) — **ALIGNMENT—None**

AHP 17	**OCV** 6	**DCV** 5	**NWI** 0(−2)*
S 20(+1)	**St** 16(+1)	**D** 10	**A** 12
MR 23	**NAV** 0	**MDV** 3	**NF** As for
EnL 10	**CDF** 2	**CL** NA	Riding Horse I.
DTV −3	**HC** 18%	**INT** 2	

SS Diurnal Herbivore

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

SPECIAL—As for Warhorse I. This does not apply to Steppe Horses unless they have been tamed and trained.

WARHORSE III — **ALIGNMENT—None**

AHP 20	**OCV** 6	**DCV** 6	**NWI** 0(−3)*
S 23(+1)	**St** 18(+1)	**D** 12	**A** 14
MR 26	**NAV** 0	**MDV** 4	**NF** As for
EnL 12	**CDF** 2	**CL** NA	Riding Horse I.
DTV −3	**HC** 21%	**INT** 3	

SS Dirunal Herbivore

*As for Warhorse I.

SPECIAL—As for Warhorse I.

WARHORSE IV — **ALIGNMENT—None**

AHP 24	**OCV** 7	**DCV** 7	**NWI** −1(−4)*
S 27(+1)	**St** 21(+1)	**D** 15	**A** 17(+1)
MR 28	**NAV** 0	**MDV** 5	**NF** As for
EnL 15	**CDF** 3	**CL** NA	Riding Horse I.
DTV −4	**HC** 24%	**INT** 3	

SS Diurnal Herbivore

*As for Warhorse I.

SPECIAL—As for Warhorse I. This is the ultimate in finely bred war horses. They should be extremely rare and expensive animals. *(In medieval cultures, the ransom for a fine horse such as this would often be more than the ransom for its rider. They are highly prized).*

WASTE LION — **ALIGNMENT—Kotothi**

AHP 24	**OCV** 8	**DCV** 6	**NWI** −3
S 35(+2)	**St** 20(+1)	**D** 10	**A** 13
MR 18	**NAV** 4	**MDV** 8	**NF** Roll
EnL 28	**CDF** 4	**CL** NA	**1-8** 1
DTV −4*	**HC** 28%	**INT** 4	**9+10** 1D3+2*

SS Intermediate Carnivore

*The first two are mature adults. The others are cubs. Reduce all values, except **NAV**, as specified for the bear cub.

SPECIAL—Shamans who take the Waste Lion as their Tonah are automatically aligned with the Kotothi. This "tonah" is a son of Kototh. The Kotothi aligned Shaman must be hostile to all Elder and Law creatures.

The hide of the Waste Lion can be sold for **8GC**, or the equivalent, in any market. It is highly prized.

WILD CAT — **ALIGNMENT—None**

AHP 6	**OCV** 2	**DCV** 6	**NWI** −1
S 10	**St** 9	**D** 18(+1)	**A** 20(+1)
MR 18	**NAV** 0	**MDV** 4	**NF** Roll
EnL 4	**CDF** 1	**CL** NA	**1-6** 1
DTV −1	**HC** 10%	**INT** 3	**7-10** 1D6+1*

SS Nocturnal Carnivore

*The first two are adults, the remainder are kittens. Reduce kitten values as specified for the bear cub.

WILD DOG — **ALIGNMENT—None**

AHP 8	**OCV** 3	**DCV** 4	**NWI** 0
S 10	**St** 25(+1)	**D** 11	**A** 14
MR 18	**NAV** 0	**MDV** 3	**NF** Roll
EnL 3	**CDF** 1	**CL** NA	**1-7** 2d6*
DTV −2	**HC** 18%	**INT** 3	**8-10** 2D10**

SS Diurnal Carnivore

*A hunting pack. All are adults.

The pack den. **30%, rounded up, are adults guarding the pups. The remainder are pups with values reduced as specified for bear cubs.

WOLF — **ALIGNMENT—None**

AHP 15	**OCV** 6	**DCV** 5	**NWI** −2
S 16(+1)	**St** 34(+2)	**D** 14	**A** 18(+1)
MR 18	**NAV** 0	**MDV** 8	**NF** Roll
EnL 24	**CDF** 2	**CL** NA	**1-8** 2D6*
DTV −3	**HC** 25%	**INT** 4	**9+10** 2D10**

SS Intermediate Carnivore

*A hunting pack. All are adults.

**50% of those encountered, rounded down, are adults. The remainder are pups. Reduce all values as specified for the bear cub.

ZEHANI WOLF — **ALIGNMENT—Balance**

AHP 20	**OCV** 8	**DCV** 5	**NWI** −1
S 24(+1)	**St** 53(+3)	**D** 12	**A** 15
MR 20	**NAV** 0	**MDV** 12	**NF** Roll
EnL 32	**CDF** 2	**CL** NA	**1-9** 1D3*
DTV −3	**HC** 39%	**INT** 5	**10** 2D6**

SS Nocturnal Carnivore

The den. If four or less are found, they are all pups. If more than four are found, **20% of those found, rounded up, are adults. The remainder are pups with values reduced as specified for the bear cub.

APPEARANCE—A large, silver-maned wolf with glowing red eyes.

SPECIAL—The Zehani Wolf is the favored of the Zehani. It was given intelligence by these creatures and serves Balance with a whimsical fanaticism.

NOTE—*All animals above, that are not specifically described, have the appearance of the Earth equivalent. The Referee is free to add other animals if he sees fit to do so.*

OPTIONAL—It is suggested that the **OCV** of Herbivores that are not war-trained and not male adults be reduced **50%**, rounded up.

EXAMPLE—Using this rule, a Swamp Buffalo bull retains an **OCV** of **7**. Cows however will have an **OCV** of **4**.

GENERAL NOTES

The Referee should make an effort to suit the actions of animals that are encountered to the motivations that they operate under. The following basic rules can be used to aid in this effort:

A) HERBIVORES—Herbivores attempt to avoid contact with potential predators, including humans, if it is at all possible to do so. If they are tame, they will shy from humans.

When unable to avoid, herbivores will operate in a defensive manner, through flight or formation, until they are able to escape or the threat is ended. In general, taking the herd as a whole, it is up to the young to escape on their own. The mother will care for them but she will seldom risk her life to save theirs. *(In cases where a solitary female of the species is caring for her own young, she is much more likely to risk injury to protect them).*

B) CARNIVORES—Carnivores avoid confrontation with humans unless they are very hungry or their young are threatened. In no case will the large carnivores go out of their way to avoid conflict unless they are physically threatened and outnumbered. No carnivore will avoid conflict if the impinging party is a direct threat to the animal's young. In all cases, they will fight until they are dead or the young are safe.

NOTE—*As a general rule, the more intelligent the animal the more likely it is to fight to protect its young. This may be simulated with an* **INT+4** *roll for Carnivores or Omnivores and an* **INT+2** *for Herbivores on* **1D10.** *If the roll equals the value determined, or less, the adult fights. If not, the adult will not risk death for its young.*

ASAGHI — **ALIGNMENT—Balance**

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

SS NA

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

SPECIAL—The Asaghi are highly intelligent. All Characters, regardless of their tongue, understand the Asaghi as if it was speaking a related tongue.

Asaghi suffer double damage from Desert and Storm Powers. They are immune to all Balance Powers, i.e. all spells contained in the Balance spell list.

When the damage that an Asaghi is capable of taking is inflicted on it, it is driven into another plane of existence. Any damage that is scored with non-magical weapons is reduced **50%**, rounded down.

Asaghi cast Planar Travel spells at **MEL6/EL6.** They cast Major Illusions at **MEL6/EL3.** When they are attacked by Law or Chaos magic their **MDV** is doubled.

An Asaghi can only be killed if, when it goes into another plane, it is followed and its **HPV** is re-inflicted on it. In this case only, it will be truly dead. The robes of the Asaghi can be sold to any magic-user that knows Planar Travel spells for at least **10GC.** *(They will increase his* **EL** *in these spells by* **ONE** *when he wears them).*

ASRAI — **ALIGNMENT—Elder**

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

SS Nocturnal Carnivore

*If a **12** is rolled the party has spotted an Asrai castle at the bottom of the waterway that they are near just prior to the attack.

Per Asrai that a person kills, he will receive **50 experience points and **10** expertise points in the appropriate areas.

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

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

SPECIAL—The Asrai will not harm anyone that speaks the Tongue of the Sidh unless that creature violates the Asrai's waters without permission.

The touch of the Asrai is acidic. Anyone that is hit by them has **1/2** his normal healing chance, rounded down, in healing the damage that is inflicted. In addition, all Asrai receive a Damage Plus equal to **OCV/2,** rounded up. The hit points inflicted by this damage plus are permanent. They can only be healed by Regeneration or a Healing Light spell. All hits that are scored by their touch on metal armor will count as damage to the armor. None are deflected by it.

An Asrai that is taken out of contact with the water dissolves into nothing. This is the only way to kill them without magic. They must be bodily lifted out of the water. Magically, any fire, lightning or other spell that employs heat will kill them automatically if it succeeds. No other magic will have any effect whatsoever on them. The Asrai are the friends of the Afanc and the Peist. They are enemies of the Beithir and Trold Folk. They are always in the water.



A Barguest enraged

ATHACH — **ALIGNMENT—Kotothi**

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

SS Nocturnal Carnivore

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

SPECIAL—The Athach has extremely poor eyesight. The **NWI** listed above exists to reflect this factor. He is never affected by Night or Obscured vision because his vision is always obscured. The Athach's primary sense for finding prey is its sense of smell. Giants of this type are noted for throwing large stones in attacking their prey. Boulders that they select will weigh an average of thirty pounds, i.e. fifteen to forty-five pounds.

BAOBHAN SITH — **ALIGNMENT—Kotothi**

AHP 5	**OCV** 4(8*)	**DCV** 6(10)	**NWI** 0(−4*)
S 35(+2)	**St** 20(+1)	**D** 18(+1)	**A** 36(+2)
MR 7(28)	**NAV** 2	**MDV** 9	**NF** 1D3*
EnL 50	**CDF** 4	**CL** NA	
DTV −5*	**HC** NA	**INT** 6	

SS Nocturnal Parasite

*The parenthesized values apply when fascinated targets are attacked.

APPEARANCE—Baobhan Sith appear to be tall faerries. All of them are females with pale skin and ruddy cheeks. They are extremely beautiful. They commonly dress in diaphonous white or green garments.

SPECIAL—All Baobhan Sith are winged flyers. They have all of the common knowledge of the Faerry. They have Vampiric powers as specified for the Akhkharu, Lamia. They may not take mist form. Any hit that is scored on them with an Iron weapon banishes them. No person that is affected by their power can attack them for any reason.

BARGUEST — **ALIGNMENT—Elder**

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

SS Nocturnal Carnivore

APPEARANCE—Barguests are darkly furred hounds whose eyes blaze with fiery intensity and power. They average two to three feet at the shoulder. They have powerful jaws and cruelly clawed paws.

SPECIAL—Barguests are totally immune to all Kotothi poisons. They are the ultimate in unsociability. They will never voluntarily aid any other creature. Any person that touches a Barguest is subject to immediate attack by their Force Blast. The value of this blast is as for a Lightning Bolt. Its **EL** equals **HPV/5,** rounded down. The creature's **MEL** equals its **DCV.**

If, for a Referee determined reason, it is willing to be touched, the blast will not occur. Any hit in combat is considered to be a touch. When the blasts created use up the Energy Level of the creature they will no longer be generated by contact.

Barguests are totally silent creatures. They make no vocal noise whatsoever but are intelligent. Of their own choice, they have withdrawn from society with the immoral and treacherous creatures that brought destruction to their world. All other life is in this class to the Barguest.

BASILISK — **ALIGNMENT—Chaos**

AHP 8	**OCV** 2	**DCV** 3	**NWI** −6
S 8	**St** 12	**D** 9	**A** 10
MR 10	**NAV** 2	**MDV** 8	**NF** 1
EnL 80	**CDF** 5	**CL** NA	
DTV 0	**HC** NA	**INT** 1	

SS NA

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

SPECIAL—The Basilisk has the following powers:

A) Any plant touched by it withers and dies, Withering Hand at **MEL8/EL10.**

B) Its breath will smash stones as for **MEL8/EL5** Destruction.

C) Its touch can kill any living creatures. The effect is as for **MEL8/EL4** Hand of Death. No other damage is scored. The target is either killed or uninjured by this touch.

The Basilisk has no effect on supernatural forces or living material that is naturally magical. When it is encountered during the day, reduce all **EL's** by **50%**, rounded up.

BEASTS

(The supernatural, beastly forces that are aligned with the Darker forces of Chaos).

CORRUPTION BEAST — **ALIGNMENT—Chaos**

AHP 15	**OCV** 3(6)*	**DCV** 3	**NWI** −3
S 8	**St** 10	**D** 12	**A** 14
MR 8	**NAV** 3	**MDV** 12	**NF** 1D2*
EnL 180	**CDF** 8	**CL** 3	
DTV 0	**HC** NA	**INT** 9	

SS NA

*When fighting Law-aligned forces, or Humans, the **OCV** equals **6.**

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

SPECIAL—This beast cannot be damaged by non-magical weapons. The beast attacks using Corruption at **MEL12/EL4.** Any damage that the power inflicts on its victims is absorbed into the beast. This immediately increases its **HPV** by the number of points absorbed. If its **HPV** is reduced to zero or less, it is banished.

All Light Powers score double damage on this beast. If its **HPV** is reduced to zero or less by a Light Power spell, it is killed.

BEAST OF DISORDER **ALIGNMENT—Chaos**

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

***OCV** is **11** when the beast fights law aligned forces.

APPEARANCE—This beast is a swirling vortex of limbs, bodies and various organs. These are the bodies of creatures that have been absorbed into the beast. They continually swirl through the dark maelstrom that is the beast's true form. The area of the vortex has a diameter of thirty feet.

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

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

Characters that are absorbed by the beast can be 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. Persons that are trapped in the beast remain part of its evershifting collage forever. Their screams drown in silence for eternity.

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

BEAST OF FIERY HATE **ALIGNMENT—Chaos**

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

*These values apply when the beast is in physical form.

**The parenthesized values apply when the beast is not in physical form.

***When the beast is not in physical form, these values are tripled.

APPEARANCE—In non-physical form, the beast is three to four cubic feet of pulsating red ether that drips blood and fire. In physical form it is a cat-headed, heavily muscled, humanoid form up to nine feet in height. Its form is bathed in putrescent slime and it is totally without fear in combat.

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

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

While in solid form, the beast will not be able to fly, swim or pass through physical obstructions. It will continue to attack until it is banished, destroyed or until all life anywhere is killed. Any wizard that summons this beast will not be destroyed until all life in his immediate vicinity has been.

BEAST OF TERROR **ALIGNMENT—Chaos**

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

*The parenthesized **OCV** applies at night or in darkness.

APPEARANCE—This beast is a winged blob ten to fifteen feet in diameter and five to six feet tall. Reaching out from this mass are **2D10** tentacles of red-speckled blackness. Its body is blacker than the darkest night.

SPECIAL—The presence of this beast has the effect of **MEL9/EL5** Terror on any entity within three hexes. After it has used this power, the beast pursues and attacks its victims. Only Light Powers and Fire Powers can damage it. Nothing else will have any effect whatsoever.

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

KEKONI **ALIGNMENT—Chaos**

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

*The parenthesized **OCV** applies when the Kekoni is fighting during the night or in darkness, other than that of its own creation.

APPEARANCE—A Kekoni is a fluctuating sphere of total darkness with a diameter of ten to fifteen feet.

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

All Light Powers afflict the Kekoni. They will attack any person that uses such powers against them to the exclusion of all others.

GENERAL NOTES

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

BEITHIR **ALIGNMENT—Kotothi**

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

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

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

The hide of the Beithir has a value of **AHP/2,** round down, Silver Coins. Its jewel is worth **AHP Gold Coins** for its value in Permanent Magic. *(It is from the jewel that the Beithir's lightning flows).*



A Bouba

BOUBA **ALIGNMENT—Balance**

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

SS Nocturnal Omnivore

APPEARANCE—The Bouba is a heavily fanged gorilla with large, powerful wings. Its fur is incredibly luxurious, its contenance is terrible to behold. The large males of the species have been known to attain a height of seven to eight feet.

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

BUSH WARRIOR **ALIGNMENT—Balance**

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

SS Noctournal Herbivore

*If the village is reached, an additional **3D10** children are present.

**See Special.

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

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

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

Bush Resin, a sap derived from the Bush Warrior, is a valued healing material. Each warrior that is killed yields **4** doses of the resin. Immature warriors that are killed yield **2** doses each. Any warrior that is killed by fire or lightning yields nothing. The resin is consumed by the flames.

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

The value of Bush Resin, when sold, is **1** Silver Coin per dose. If, at any time, the extracted resin is exposed to unshaded light it is worthless.

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

CAIT SITH **ALIGNMENT—Elder**

AHP 5	**OCV** 1	**DCV** 16	**NWI** +1
S 5(−1)	**St** 8	**D** 30(+1)	**A** 130(+5)
MR 48	**NAV** 0	**MDV** 4	**NF** 1D6
EnL 20	**CDF** 3	**CL** NA	
DTV −1	**HC** 7%	**INT** 6	

SS Nocturnal Carnivore

APPEARANCE—The Cait Sith is the size of a small dog, some nine to twelve inches at the shoulder. It is wholly black in color except for a white spot on its breast. Its ears are pointed with feathery tufts of black fur. Its eyes are intense and intelligent. Its general form is feline in nature.

SPECIAL—Cait Sith can use Mana Reading at **MEL4/EL4.** They have the innate camouflage talents of the Elf, see Common Knowledge in Book One. In general, Cait Sith avoid conflict with enemies that could kill them. When they encounter enemies, they enjoy engaging in the mischievious destruction of their property, misleading them, etc. They will only fight if they are cornered and have no choice.

There is a **30%** chance that one of the cats encountered is a ruler of his clan. If so, it will be *noticeably* larger and will have the following attributes:

A) Double **S, St** and **AHP.** Increase **OCV** by **2.** Increase **NWI** to **0.**

B) The prince will have all innate powers of the Faerry including an innate Sidh Magic power at **MEL5/EL3.** His intellect rating is **7.**

If a Character aids a Cait Sith in some way, and successfully rolls his Influence Chance, he earns the creature's friendship. The cat that he aided will remain with him until it dies or the Character violates a taboo of the Sidh. *(Unless it is killed, the cat will never die before the Character does, if the Character is a human. In human terms, Cait Sith live 150 to 200 years).*

CENTAUR **ALIGNMENT—Elder**

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

SS Intermediate Omnivore

*Exceptional members of the race can be very intelligent. The chance, per encounter, of a brilliant Centaur is **5%.**

****NWI** applies to the blows struck by hooves only.

APPEARANCE—The classical Centaur. Centaurs have the body of a horse with the torso, head and arms of a man. They are five to six feet at the shoulder and up to eight and a half feet at the top of the head. *(In general, brilliant Centaurs will be smaller than this average).*

SPECIAL—Centaurs do not suffer from fatigue until the damage that they have suffered drives them into unconsciousness. They are intelligent. When they are encountered, **20%** of the party rounded up will be armed with a bow and **1D10 + 10** arrows in a quiver. All of the Centaurs will have a boar spear and a shield (**AV8**). At no time will they be armored.

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

% CHANCE	CREATURE	NUMBER PRESENT
25%	Dryads*	1D6
50%	Satyrs	1D3 + 1
30%	Humans	1D6

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

Any Humans in a centaur camp are either visitors or captives. If they are captive, there is an **80%** chance that they are female.

Except for their brilliant members, Centaurs are a licentious, short-tempered and emotional race. When a decision must be made on other than emotional grounds, they are somewhat ponderous in their reactions. When their emotions are aroused, they follow the emotion. They are quick to anger and horribly violent when aroused.

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

CHIMEARAS

(There are two types of Chimeara in this game)

CHIMANA — **ALIGNMENT—Balance**

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

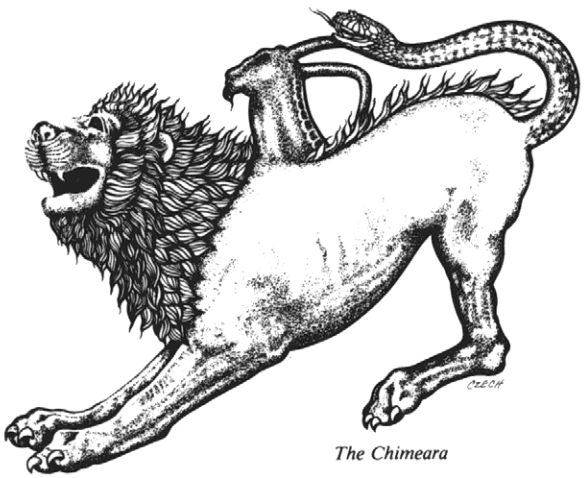
SS Diurnal Omnivore

*The **NWI** applies in Human/Lion/Serpent order.

APPEARANCE—The Chimana have the body of a lion. At the front is the head of a lion. Its tail is a serpent. Growing from the center of the back is the torso, head and arms of a man. They are three feet at the shoulder and five to six feet tall at the top of their human head.

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

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



The Chimeara

CHIMEARA — **ALIGNMENT—Kotothi**

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

SS Nocturnal Carnivore

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

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

SPECIAL—The Goat Head of the Chimeara can breathe fire, as for **MEL6/EL3** Fireballs, in any direction. The serpent head can use up to eight doses of **BL3** Death Poison per encounter. The attacks allowed the Chimeara are identical to the Chimana except that, except for its fire, the goat head can only attack opponents that are on the Chimeara's right flank.

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



A Cu Sidhe and his kill

CU SIDHE — **ALIGNMENT—Kotothi**

AHP 10	**OCV** 3	**DCV** 5	**NWI** 0
S 12	**St** 30(+1)	**D** 10	**A** 24(+1)
MR 20	**NAV** 1	**MDV** 2	**NF** 1D6+1
EnL 9	**CDF** 4	**CL** NA	
DTV −1	**HC** 21%*	**INT** 3	

SS Nocturnal Carnivore

*Only Kotothi aligned Shamans can have these hounds as servants.

APPEARANCE—The Cu Sidhe have a brownish or russet coat. They are exceptionally mangy and give off a foul odor. Their eyes are a sickly, pupilless green. Their canines drip poison and the mouth slavers perpetually. They average two feet at the shoulder and can be up to four feet in length.

SPECIAL—The bite of the Cu Sidhe delivers **BL1** Paralytic Poison at all times. It is injected on any hit that scores damage. If the hound hits, and rolls his Strength or less on **D100,** he hangs on to the target hit. This causes an automatic hit in the next phase and another dose of poison will be administered. To avoid this, the person hit must tear the hound loose by overpowering him.

Cu Sidhe are afflicted by light as specified for Rock Trolls (See Trolls, Rock Troll). They are afflicted by Iron and Steel as specified for the Alfar (See Alfar). They are exceptional trackers. They can track any enemy with the equivalent of **MEL6/EL3** Tracking. If the enemy is a Sidh creature, the tracking ability is **MEL12/EL6.**

CU SITH — **ALIGNMENT—Elder**

AHP 18	**OCV** 6	**DCV** 9	**NWI** −1
S 27(+1)	**St** 28(+1)	**D** 10	**A** 52(+3)
MR 28	**NAV** 0	**MDV** 6	**NF** 1D6
EnL 10	**CDF** 5	**CL** NA	
DTV −3	**HC** 23%	**INT** 5	

SS Nocturnal Carnivore

APPEARANCE—The Cu Sith are the size of a yearling bull. They are green in color. All have an exceptionally long tail that is curled and lies on their back. The enormous paws of the Cu Sith are fully as wide as a man's feet. Its eyes are bright and intelligent.

SPECIAL—The Cu Sith are the servants of the Sidh. They can be encountered in association with both Elves and Faerries. They have the tracking abilties of the Cu Sidhe, with increase received when Kotothi creatures are being tracked. These abilities are used to hunt persons that violate the dwellings of their master.

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

DAE'TA A'MIRI — **ALIGNMENT—Law**

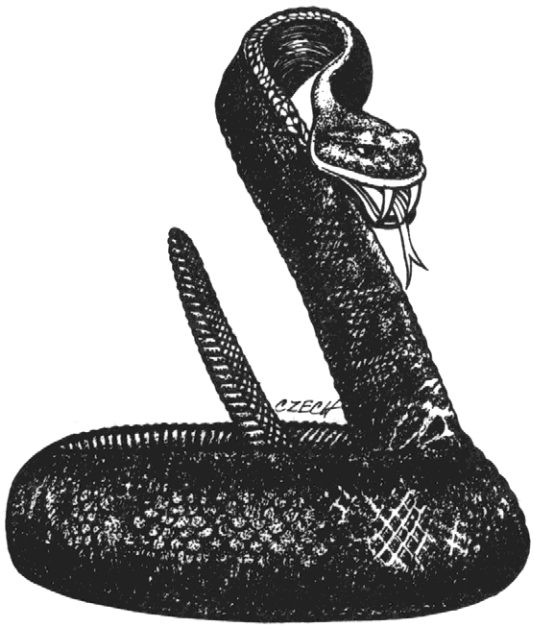
AHP 7	**OCV** 3	**DCV** 10	**NWI** +2
S 10	**St** 22(+1)	**D** 50(+2)	**A** 60(+3)
MR 24	**NAV** 0	**MDV** 3	**NF** 1D3+1
EnL 6	**CDF** 1	**CL** NA	
DTV −2	**HC** 16%	**INT** 3	

SS Nocturnal Carnivore

APPEARANCE—The Dae'ta A'miri are lithe, weasel-like animals eighteen to twenty-four inches in length. They have dark brown fur, flashing red eyes and sharp, pointed teeth.

SPECIAL—Dae'ta A'miri are totally immune to all poisons. When they fight any poisonous serpent, they fight with Uncontrollable Battle Fury. They can sense the presence of serpents as for **EL10** Mana Sensing. Dae'ta A'miri are voiceless, silent creatures. They can be taught to use simple signs to communicate by a person who is skilled in husbandry.

These creatures are also immune to all powers of the Basilisk. They will track and kill any Basilisk that they sense, as for **EL15** Mana Sensing.



A small Dae'ta Koti, poised to strike

DAE'TA KOTI — **ALIGNMENT—Kotothi**

AHP 30	**OCV** 10	**DCV** 3	**NWI** −3
S 60(+3)	**St** 20(+1)	**D** NA	**A** 8
MR 7	**NAV** 2	**MDV** 9	**NF** Roll
EnL 10	**CDF** 4	**CL** NA	**1-6** 1
DTV −2*	**HC** NA	**INT** 6	**7-9** 1D2
SS Intermediate Carnivore			**10** 1D6+1**

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

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

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

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

Any person that is affected by the serpent's paralytic poison is paralysed for twenty-four hours.

Dae'ta Koti have a pronounced aversion to water. They will **never** enter a body of water for any reason. Beyond this neurosis, they are intelligent and quite cunning. As a rule, they prefer to attack from ambush when at all possible.

DAOINE SIDHE — **ALIGNMENT—Kotothi**

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

*This factor is only applied if the creature is fighting without weapons for some reason.

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

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

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

All Daoine Sidhe have the following skills:

A) **EL80** as Musicians.
B) The ability to cause **MEL7/EL7** Disease with their touch.
C) **EL OCV+5** as Archers. The **EL** in any other weapons equals **OCV** for magicians and **DCV** for other Daoine Sidhe.
D) Any hit scored with archery has the effect of **MEL7/EL3** Elf-shot if it scores any damage.
E) All Daoine Sidhe encountered will be armed with an Elven Bow, **1D6+4** arrows dedicated to Elf-shot and an **EL4** Magic Weapon enhanced for Hit Chance and damage plus.

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

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

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

DARK'S SERPENT — **ALIGNMENT—Chaos**

AHP 26	**OCV** 9	**DCV** 6	**NWI** −6
S 70(+3)	**St** 14	**D** NA	**A** 55(+3)
MR 10	**NAV** 2	**MDV** 15	**NF** 1
EnL 60	**CDF** 8	**CL** NA	
DTV −8*	**HC** NA	**INT** 4	

SS Nocturnal Carnivore

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

SPECIAL—The serpent is afflicted by light and silver as specified for the Beasts, *(See Beasts, General Notes).* It can use Fascination, Darkling Light and Pain at **MEL9/EL3.** In general, being a lazy creature, it prefers to fascinate its victims and draw them to it. *(It tends to defend with pain and consume with darkling light).*

DEAD — **ALIGNMENT—Chaos**

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

*Does not apply when the Dead use a weapon to fight.

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

APPEARANCE—Human corpses. The clothing and level of corruption is at the discretion of the Referee. Any that are summoned magically will arrive armed.

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

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

DEMONS

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

DECAY — **ALIGNMENT—Chaos**

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

*The parenthesized **OCV** applies against creatures that can be affected by the demons magical power.

APPEARANCE—Decay demons appear as thin, aged figures five to six feet in height. They wear tattered grey robes and have a skeletal appearance. They are winged, hollow-eyed and humanoid in form.

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

DEMON STEED — **ALIGNMENT—Chaos**

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

APPEARANCE—Coal-black steeds with eyes of fire and hooves of flashing silver. Their breath, emitted through flared nostrils, is fire. Where their hooves strike earth, Lightning Swarms are born. They are a furious, hostile and ravenous creature that only the strongest force can control at any time.

SPECIAL—Demon Steeds are immune to Fire Powers and Storm Powers. When mastered, their rating as a Warhorse is SIX. It can sense the feelings of its master when he is seated on it and will react to them immediately.

On the attack, Demon Steeds can use **MEL2/EL2** Fire Darts. Any person that is within one hex of the steed is subjected to **MEL2/EL1** Lightning Swarms. Only the rider and the steed are immune to this.

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

DISEASE — **ALIGNMENT—Chaos**

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

EnL equals **50 × CL.

APPEARANCE—Disease demons have withered, leathery bodies with contorted, nearly bestial, faces. They are winged and exude a foul odor that may be smelled by those that they choose to attack. On the average, these demons are four to five feet tall.

SPECIAL—Depending on the contact level, the demon has the following power:

CL	SPELL USED
1	MEL 2/EL4 Plague
2	MEL 4/EL6 Disease
3	MEL 6/EL8 Disease

Disease demons are only visible to the person that they choose to attack. For all other persons, they are shielded by **MEL 12/EL10** Invisibility. They are winged flyers. They are not afflicted by light, iron, silver or salt. Unless the characteristic rolls that the Referee deems appropriate are rolled, they can only be fought by the person that they attack. In all cases, when they hit in any way the person must roll to be affected by the spell that they possess. The spell is only used by contact with the target in this way. The only damage that the hit can cause is the disease itself.

FIERY SPIRIT — **ALIGNMENT—Chaos**

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

*The variation multiplier for Strength should be multiplied times Intellect if the Creature Variation system is used. The larger the Fiery Spirit, the smarter it is.

APPEARANCE—The Fiery Spirit is an immense anthropoid creature up to ten feet in height. It is continually bathed in intense flame. It has the tail of the rat and its face is contorted with the evil and fury that are its substance.

SPECIAL—The Fiery Spirit can use Fire Darts, Fireballs and Fire Swarms *(Roll* **1D3*** *to determine which power it uses)* at **MEL6/EL3.** Any person that moves within melee range of the creature can be affected by **MEL4/EL2** Combustion *(See Fire Powers in Book Two).* If he is affected, he bursts into flame suffering **1D10+2** hits per phase until the fire is doused or he is dead.

The Fiery Spirit is totally immune to all types of fire. Their eyes are the fabled Firestones, a potent item for permanent fire magic. The chance, per eye taken, that the eye can be used in this way equals the **HPV** of the demon. If not, they will only have a monetary value using a value multiplier of EIGHT and a size of medium. If they have magic application, they are automatically large, brilliant and flawless gems. Each Fiery Spirit encountered has two eyes.

HARAB SERAPEL — **ALIGNMENT—Chaos**

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

APPEARANCE—Harab Serapel are large, red-eyed ravens. They have claws of iron and their dark feathers are coated in blood and gore. They are eighteen to thirty inches in height with a wing span of up to five feet.

SPECIAL—Harab Serapel are immune to all forms of magic. They are protected, as for **EL5** Protection, when they are fighting Law-aligned or oriented forces. Whenever they hit, the target hit can be affected by

MEL4/EL3 Hand of Death in addition to any damage that he suffers. For this death chance to exist, damage must be inflicted on the person after all armor modifiers have been applied.

The claws of the Harab Serapel are worth **1GC** each. They are valued death talismans. Each bird has four claws per foot and two feet.



A Heliophobic Demon

HELIOPHOBIC **ALIGNMENT—Chaos**

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

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

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

Heliophobic demons are unable to assume physical form in the presence of any light. If they are summoned to a place that is lighted, and there is a dark place for them to take form, they will materialize in that place and attack the summoner. If no dark place exists, they do not appear whether the spell was a success or not.

The breath of this Demon is **MEL8/EL4** Fog of Death. His touch is **MEL8/EL4** 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 this magic to the summoner's benefit for a period of **1D3*** years. At the end of this period, he owns the summoner and he **will** kill him.

HELLHOUND **ALIGNMENT—Chaos**

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

*The parenthesized intellect is for the single headed form. The other value is for the three-headed hound.

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

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

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

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

NERGALI **ALIGNMENT—Chaos**

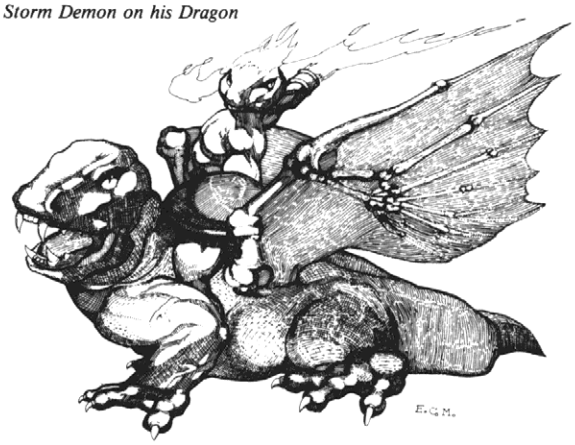
AHP 24	**OCV** 8(12)*	**DCV** 7(12)	**NWI** −3
S 33(+2)	**St** 22(+1)	**D** 15	**A** 26(+1)
MR 12(36)	**NAV** 6	**MDV** 13	**NF** 1D6
EnL 50	**CDF** 3	**CL** 1	
DTV −3*	**HC** NA	**INT** 6	
SS NA			

*The parenthesized **OCV** applies when the demon fights persons that use light or silver against it.

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

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

A Storm Demon on his Dragon



STORM **ALIGNMENT—Chaos**

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

*The parenthesized forces apply when fighting non-Chaos forces of the Storm or persons that can use Storm Powers.

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

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

STORM DRAGON — **ALIGNMENT—Chaos**

AHP 40	**OCV** 13	**DCV** 4(12)	**NWI** −5
S 38(+2)	**St** 55(+3)	**D** 12	**A** 13
MR 10(48)	**NAV** 4	**MDV** 18	**NF** 1
EnL 100	**CDF** 7	**CL** 2	
DTV −6*	**HC** NA	**INT** 7	

SS Intermediate Carnivore

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

SPECIAL—Storm Dragons obey the wishes of their rider completely. They use their powers to aid him. They will not use them independently as long as the rider lives and they are with him. All Storm Drgaons are immune to Storm Powers and can cast them at **MEL6/EL6.** They have no ability with fire or poison, as do normal dragons.

Storm Dragons revel in the destruction of their rider's enemies and the consumption of mortal flesh. In general, they are insatiable.

SUBTERRANEAN — **ALIGNMENT—Chaos**

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

SS NA

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

APPEARANCE—Subterranean demons appear to be blackened, twisted Dwarfs. They are three to four feet in height. They are hairless, gnarled and naked at all times. All are powerfully built, earthy and fearless demons.

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

TERRESTRIAL — **ALIGNMENT—Chaos**

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

SS NA

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

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

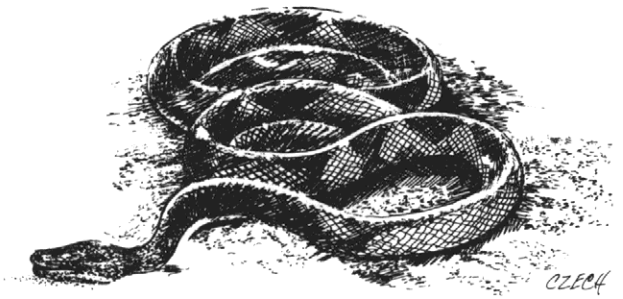
SPECIAL—Terrestrial demons are afflicted by light in the manner specified for the heliophobic demon. They can possess **any** human or animal that they fight, as specified for the Edimmu. The value of their attempt, rolled on the Magic Table, is **MEL6/EL3.**

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

GENERAL NOTES

Demons are adverse to daylight. Double their **MDV** in resisting a summons during the day. If they are summoned, and the Caster loses control, they will surely attack him.

Demons are hostile to mankind. They seek to destroy him, gaining his spiritual power for Chaos, in many ways. In general, they act with some subtlety to draw the human towards the service of Chaos. Where this cannot be done, or where the demon is unintelligent or possessed of some great magical power, they will attack hapless mortals that they chance to encounter. The Referee should keep these proclivities in mind. The watchword of demonic chaos is cunning. If they can create pawns to advance chaos, at little or no cost to themselves, they will surely do so.



A Dirailla-ta

DIRAILLA-TA — **ALIGNMENT—Kotothi**

AHP 6	**OCV** 2	**DCV** 3	**NWI** +3
S 10	**St** 8	**D** NA	**A** 20(+1)
MR 10	**NAV** 0	**MDV** 3	**NF** 1D6+1
EnL 4	**CDF** 1	**CL** NA	
DTV 0	**HC** NA	**INT** 1	

SS Nocturnal Carnivore

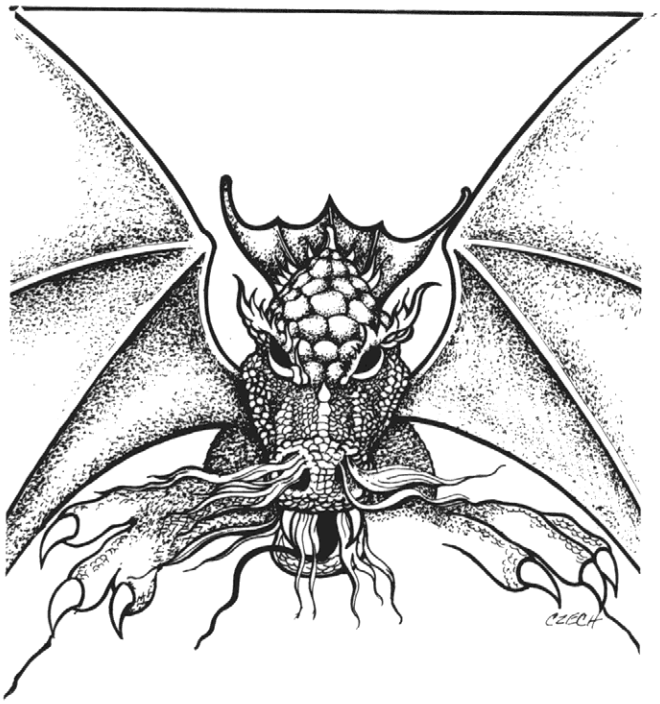
APPEARANCE—A small, ornately-banded serpent some twelve inches in length, on the average. The prime prey of the Dae'ta A'miri.

SPECIAL—The Dirailla-ta have **BL15** Slow Death Poison. Each serpent can inject two doses per combat. They must damage the target hit in order for the poison to have an effect on it.

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



An enraged Terrestrial Demon



DRAGONS

(The major forms of true dragon that can be encountered).

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

SS Diurnal Carnivore

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

NOTE—*If desired, the length of the dragon can be determined by dividing* **AHP/3,** *rounding up and adding the result to the roll of* **1D10.** *Thus the average Dragon above is 26 to 35 feet long. The largest possible upper world Dragon would be 101 to 110 feet long.*

SPECIAL—The Dragon has the following basic abilities:

A) All Dragons breathe fire. Its **MEL** and **EL** equal **HPV/10,** rounded down. The effect is as for a Fireball. The Mana Cost to use the power equal **(EL + 1) × 3.** The Dragon can use the talent at any **EL** equal to or less than his maximum **EL.**

B) All Dragons are natural magicians. If they are not aligned, they do not choose to use this talent. If they are aligned, they may. *(See C below).*

C) There is a **75%** chance that a Dragon is aligned. If it is, roll **1D10** on the table below:

ROLL	ALIGNMENT	ROLL	ALIGNMENT
1-3	Chaos	**9**	Shamanic
4-6	Law	**10**	Balance
7+8	Elder		

Aligned dragons may use any magic of their alignment as natural magicians. Their **MEL** equals **HPV/10,** rounded down. Their **EL** equals **50%** of their **MEL,** rounded down. They will never use any magic from an alignment other than their own. If the Dragon chooses to use magic, the Energy Level listed above should be doubled. In general, they will only use their magic against creatures that can use magic against them or that are immune to fire.

D) Dragons can understand any language that they hear.

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

The basic tendencies that apply for dragons of the various alignments are:

CHAOS—A Chaos Dragon is motivated by greed above all else. It will attack any creature that threatens its hoard or fails to show the Dragon absolute respect and deference.

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

ELDER—See ELDER DRAGON.

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

BALANCE—This Dragon is totally unpredictable. He will generally aid the weak against the strong when he considers such aid to be appropriate. He could easily aid a Character once and then destroy him when next they meet. In general, the more powerful the enemy to be fought, in comparison to the person asking the favor, the more likely that a favor will be granted.

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

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

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

ELDER DRAGON			ALIGNMENT—Kotothi
AHP 88	**OCV** 26	**DCV** 5(9)	**NWI** −8
S 110(+5)	**St** 60(+3)	**D** 8	**A** 6
MR 7(28)	**NAV** 6	**MDV** 30	**NF** 1
EnL 90	**CDF** 18	**CL** NA	
DTV −9*	**HC** 85%	**INT** 8	

SS Nocturnal Carnivore

APPEARANCE—As specified for the Dragon except that the Elder Dragon has three heads and three necks. They alone retain the "pure form" of the first dragons created by Kototh.

SPECIAL—The Elder Dragon is the most ancient of Dragon stock. They are the children of the god Kototh and his great pride. All Elder Dragons breathe fire and can use Elder Magic. The **MEL** and **EL** for these skills are determined as specified for the Dragon.

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

Elder Dragons enjoy the taste of human flesh, especially virginal females. They may aid those that offer a bribe of this kind. Within their alignment, they will aid Kotothi-aligned creatures that show due deference and offer ample reward. They will kill those that don't.

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



A Wyrm

WYRM **ALIGNMENT—Chaos**

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

SS Intermediate Carnivore

*The parenthesized **MR** is the speed for swimming Wyrms. They do not fly.

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

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

The Range for the Wyrm's breath, in a cone as for a fireball, equals the Wyrm's **BL.** The mana cost to cast it equals **BL** × **2.** It may not breathe its poison on an enemy more than once per turn or in any phase that it does anything else.

When any creature enters into melee range with the Wyrm he will breathe the poison that surrounds it. Per turn that a person remains in melee with a Wyrm, he loses **2D10** energy points from the affects of the poison. All Characters are allowed to subtract **Stb** + **CB** from the total loss that they suffer. If their Energy Level is reduced to zero or less, they drop dead on the spot.

NOTE—*Wyrms do not have the magic abilities of the other dragons. They are primarily interested in consuming all the food that they can. They are always ravenous and insatiable while they are awake.*

DRYAD **ALIGNMENT—Elder**

AHP 9	**OCV** 2	**DCV** 3	**NWI** +3
S 11	**St** 12	**D** 11	**A** 12
MR 11	**NAV** 0	**MDV** 6	**NF** 1D6
EnL 30	**CDF** 4	**CL** NA	
DTV −2	**HC** 20%*	**INT** 6	

SS Nocturnal Fructivore

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

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

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

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

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

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

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

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



A valiant Dwarf

DWARF **ALIGNMENT—Elder**

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

SS Nocturnal Omnivore

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

APPEARANCE—The classical Dwarf of norse myth. Dwarfs are three and a half to four feet in height, heavily built and well-muscled. They are commonly bearded with long hair. They are noted for their ability as artisans and warriors.

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

All Dwarfs 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 by Dwarfs when they are speaking to another Dwarf. It is not related to any other language. It

is their magical tongue and is sacred to them. No Dwarf will ever lie when he speaks in this tongue. No non-Dwarf will ever be taught it willingly.

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

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

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

NUMBER FOUND	WEAPON TYPES POSSIBLE	ARMOR TYPE
1D3	Spear, Sword or Axe	Banded Ring Mail (AV3)*
2D6	As for 1D3, heavy forms only	Chainmail (AV4)*
3D10	As for 2D6. WSB is one higher then the weapon's normal WSB.	Platemail (AV5)*

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

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

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

DWARF MAGIC

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

(WILL + EL)/10, round down

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

EARTH EATER — **ALIGNMENT—Kotothi**

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

SS Diurnal Carnivore

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

If the encounter occurs underground or in the lower world **1D3 Earth Eaters are encountered.

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

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

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

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

EDIMMU — **ALIGNMENT—Chaos**

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

*The parenthesized **OCV** applies against persons that attempt to use magic on them or persons that successfully resist a possession attempt.

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

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

SPECIAL—The rules that apply to the Edimmu forms are listed in the sections that follow:

CORPORAL EDIMMU

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

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

SPIRITUAL EDIMMU

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

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

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

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

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

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

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

OPTIONAL—It is possible that the motivation driving a Spectre is a just lust for vengeance. In this case, the Spectre is not as closely tied to Chaos. It will not destroy the spirit that originally occupied the possessed body. Instead, it will trap that spirit within the body when it assumes control. After this spirit has gained his vengeance, he releases the body and leaves. The person left is, thereafter, curably catatonic.

IMPORTANT—No Spectre will **ever** attempt to possess a creature that has a racial intellect of five or less. Spectres will restrict their possession attempts to humans unless the Referee decides otherwise.

ELEMENTALS

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

AIR ELEMENTALS — **ALIGNMENT—Elder**

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

*The parenthesized **OCV** applies when the Elemental is in the air.

**Intellect varies with the type of Elemental. The factors are:

Slyph 7/ Wind 2/ Cloud 1

APPEARANCE:—Roll **1D6:**

ROLL	APPEARANCE AND TYPE
1	The Elemental is a **Slyph.** Slyphs are air Elementals that have a handsome humanoid form six to seven feet in height. Winds swirl about them always. Their hair is constantly blowing and their eyes spark with lightning.
2+3	A **Wind** Elemental. Wind Elementals appear as a vortex **2D10** feet in diameter. They swirl at a cyclonic rate casting strong winds from them.
4-6	**Cloud** Elementals are found. Cloud Elementals are dark, menacing clouds up to sixty feet in diameter. The emotional state of the cloud can be told from the cloud form that it takes. It always attacks as a Thunderhead.

SPECIAL

SLYPHS—Slyphs are intelligent. They can control either Wind or Cloud Elementals when they choose to do so. All Slyphs can use Storm and Aerial Powers at **MEL8/EL4.** They cannot be affected by either of these powers. In general, Slyphs are neutral towards men. They can be influenced, or compelled, to aid him.

WIND ELEMENTAL—This Elemental **is** the wind. It uses the Wind spell from Storm Powers outside of its vortex. Within the area of the vortex, the Whirlwind spell from Desert Powers applies. Any creature within its chosen path, and the range of its power, is attacked in this way. The strength of the powers are **MEL7/EL4.**

The wind cannot be damaged by any non-magical weapon or magic spell. Its base **AHP** is twice that listed in the table above should the party have the proper weapons. *(Also increase OCV to 10(20*) and CDF to 6).*

CLOUD ELEMENTAL—This Elemental is a cloud OR a creature that is formed from the substance of clouds. It is hostile to man. It uses the Storm Powers Thunderhead spell at **MEL4/EL2.** It will attack any man that fails to avoid it. It can only be damaged by magic weapons. No other weapon or power has any effect.

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

EARTH ELEMENTAL — **ALIGNMENT—Elder**

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

*These factors are doubled when the Elemental is in contact with the Earth.

**Intellect varies with the type of Elemental as follows:

Gnome 7/ Living Earth 1/ Son of Gea 5

***When the Elemental is in contact with the earth, its base **OCV** is **12.**

APPEARANCE—Roll **1D6:**

ROLL	APPEARANCE AND TYPE
1	**Gnome.** Gnomes appear to be dark-skinned, wizened and gnarled Dwarfs. They are three to four feet in height and dressed in dull shades of brown.
2-5	**Living Earth.** These Elementals are composed of earth, stone, etc. The shape that this earth mass takes is at the discretion of the Referee. They have a maximum diameter of fifteen feet and a maximum height of twenty-five feet.
6	**Son of Gea.** Gigantic, humanoid form, Elementals up to twenty feet tall. They have a somewhat knobby, stone appearance to their body. Their hair and general color is the color of the earth.

SPECIAL

GNOME—Gnomes are the craftsmen of the Earth. All Gnomes are male. They are fully as skilled as dwarfs in crafting any item. They are invariably hostile or unfriendly in their dealings with humans.

Gnomes are noted as the guardians of the hidden treasures of the earth. If a Gnome can be compelled to do so, he can give Characters knowledge of the location of great treasures. He will NEVER reveal this information willingly.

All Gnomes pass through the earth as if it were air. They are intelligent but have no magic skills, unless the Referee determines otherwise. They are totally immune to Earth Powers, Desert Powers and Fire Powers.

LIVING EARTH—The average Elemental of this type has the **AHP** value listed in the table and twice the base **Strength** and **Stamina.** *(All other base factors remain the same).* To destroy the Elemental in combat, every hit that it can take must be scored on it in **ONE** phase. Anything less has no effect on it. These Elementals are totally immune to Earth Powers, Desert Powers and all Fire Powers. They can pass through the earth as if it were air.

SON OF GEA—These Elementals regenerate damage when they are in contact with the earth. The hit points regenerated, per phase, equal **MDV/3** rounded up. While contact is maintained with the earth, they are immune to fatigue of any kind. They never tire.

To destroy a Son of Gea he must be bodily lifted out of contact with the earth and held there. Per phase that this condition exists, the Elemental loses **2D6** energy points. When his energy level reaches zero or less, he is dead. If the Elemental is killed by the accumulation of damage, it will regenerate at twice its normal speed until it regains consciousness and returns to the attack.

Sons of Gea are somewhat intelligent. They are totally immune to all Earth and Desert powers. They are commonly hostile to all other life except for other Earth Elementals or entities with innate Earth Powers.

FIRE ELEMENTALS — **ALIGNMENT—Elder**

AHP 20	**OCV** 8**	**DCV** 4**	**NWI** −3
S 22(+1)	**St** 52(+3)	**D** 16(+1)	**A** 8
MR 12	**NAV** 0	**MDV** 12	**NF** 1D2*
EnL 36	**CDF** 6	**CL** 1	
DTV 0	**HC** NA	**INT** Varies*	
SS NA			

*The intelligent ratings that apply are:

Salamander 2/ Volcanic 1/ Fire Lord 6

**Double these values when the Elemental is in contact with Fire other than its own substance.

APPEARANCE—Roll **1D6:**

ROLL	APPEARANCE AND TYPE
1-4	**Salamander.** A small, lizard-like creature six to nine inches long. It is bright red and composed entirely of fire.
5	**Volcanic Elemental.** An amorphous, eruptive Elemental up to twenty feet tall and twenty-five feet in diameter. It is composed of searing fire and often contains the residue of destroyed earth.
6	**Fire Lord.** Large, humanoid figures eight to nine feet in height. They are composed entirely of intense, white-hot flame. Their eyes and hair are a cooler, red flame of variable intensity.

SALAMANDER—Salamanders have **1/2** the **AHP, S, St** and **OCV** listed in the table above, round up. They have twice the **D, A, MR** and **DCV** listed.

Any hit that a Salamander scores on a target has the effect of an **MEL4/EL1** Fire Dart. Unless compelled to attack a living target, they prefer to set inanimate objects aflame. Salamanders are totally immune to all types of fire except Astral Fire.

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

FIRE LORD—Fire Lords can use Fire Powers and Flaming Death at **MEL8/EL4.** They are neutral towards humanity and are often the guardians of treasure. Any hit that they score in normal combat will inflict double damage on the target that is hit. They have the ability to control all other types of Fire Elemental. They can communicate with any creature that has innate Fire Powers, except for the Fiery Spirit. They will not attack any creature that they can communicate with.

WATER ELEMENTAL **ALIGNMENT—Elder**

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

*Double the **OCV** when the Elemental is in the water.

**The intellect varies by type as follows:

Undine 6/ Water Serpent 8/ Water Beast 1

APPEARANCE—Roll **1D6:**

ROLL	APPEARANCE AND TYPE
1+2	**Water Serpent.** Large, serpent-like creatures up to thirty feet in length. They are blue or green in color, depending on whether they inhabit fresh water or salt water. In both, cases, they have small, hooked horns, placid green eyes and heavy multi-hued scales.
3-5	**Undine.** All undines are female. They have the general appearance that is commonly attributed to the Mermaid. Their upper body, arms and head are human. Their lower quarters are the tail of a fish. They are extremely beautiful, in an enticing, seductive manner. All have pointed teeth and are carnivorous.
6	**Water Beast.** Immense, many tentacled beasts of variable, and universally terrifying, form. They are the wreckers of ships, the devourers of the living and the dead. They can reach a diameter or length, depending on their form, of over two hundred feet. They can only be summoned or encountered at sea.

SPECIAL

UNDINE—Undines are only encountered or summoned at sea. They can 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 to men. Exceptions to this rule do exist and they can be extraordinarily helpful and friendly.

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

IMPORTANT—Undines have **1/2,** rounded up, of the **AHP, S, St** and **MDV** listed in the table. They have twice the **A** and **D.** Unless they remove their tail *(See Note)* they cannot move on the land.

NOTE—*In some mythologies, the Undine could remove her tail and walk on two legs. Any person that gained her tail, made her his powerless slave (As for the Vily).*

WATER SERPENT—Water Serpents are green and have Sea Powers if they are encountered or summoned at sea. They are blue and have Water Powers when they are in fresh water. Their power level is **MEL8/EL5** in either case.

If treated with respect, Water Serpents are generally friendly towards other life-forms. They have a thirst for knowledge and can be unpredictable and treacherous when they have a chance to gain knowledge from those that they encounter. *(As occurred in the Saga of Gilgamesh in Chaldean mythology).*

Water Serpents will have twice the **NAV,** specified in the table. Their **MR** is **6(32).** Their **DCV** is **4(10).**

WATER BEAST—Water Beasts have four times the **AHP, S, St** and **OCV** listed in the table. Their **NAV** is **4.** Their **DCV** is **3(7)** and their **MR** is **4(21).**

Each Beast has **2D6** tentacles. Per two tenacles, rounded up, they will receive one double damage attack. They have little intellect and are always hostile to any life that does not exist naturally in the water.

GENERAL NOTES

Intelligent Elementals have personalities akin to the Elder races if they are not hostile to man. If they are hostile, they react as normal for the Kotothi.

No Elemental can be damaged by its own element. Fire Elementals are immune to fire, Water Elementals to water, etc.

The primary enemy of all Elementals are Elementals of another element. When Elemental combat occurs, the Elementals involved will fight with uncontrollable battle fury. In addition, the **DCV** of the Elemental should be modified by the appropriate factor in the table below, depending on its type and the type of Elemental that it is fighting.

ELEMENT TABLE

	FIRE	AIR	EARTH	WATER
FIRE vs	N	x2	x1	x.5
AIR vs	x.5	N	x2	x1
EARTH vs	x1	x.5	N	x2
WATER vs	x2	x1	x.5	N

EXAMPLE—When the average Fire Elemental battles an average Water Elemental on the land the **DCV** of the Fire Elemental is reduced, 4 x .5, to 2. The **DCV** of the Water Elemental is increased, 4 x 2, to 8.

IMPORTANT—If the factor listed in the table above is **N,** no combat can occur.

Elementals that are captured or imprisoned are of great value. To imprison an Elemental, it must be subdued and placed in a magical container SPECIFICALLY created to hold that type of Elemental. Once it has been, the Elemental is controlled by any person that possesses the container that it is in, if that person can communicate with it. If he can't, the Elemental can do nothing while it is contained. If the jar is opened while complete control does not exist, the Elemental will attack any creature that it sees with uncontrollable battle fury.

An Elemental jar is worth **1GC** per hit point that the resident Elemental can take. Maintenence of the jar, when it houses an Elemental, will require the expenditure of one mana point per day for fourteen consecutive days once per year. A permanent spell can be placed on the jar to perform this maintenence function if the magic-user desires to do so.

NOTE—*At the Referee's discretion, intelligent Elementals can be outfitted in arms and armor if they have a humanoid form. Any items that they have will be magic. There is a* **60%** *chance that they can be used to cast some or all of the powers that the Elemental is capable of casting naturally.*

ELF **ALIGNMENT—Elder**

AHP 7	**OCV** 2	**DCV** 5	**NWI** +3
S 8	**St** 10	**D** 16(+1)	**A** 26(+1)
MR 12	**NAV** 0	**MDV** 5	**NF** ROLL
EnL 20	**CDF** 1	**CL** NA	**1-5** 1D6
DTV −2	**HC** 15%	**INT** 7	**6-9** 2D10
SS Nocturnal Omnivore			**10** D100*

*An elven castle is found. The number rolled is the number of residents.

APPEARANCE—Elves are thin, lithe, humanoid creatures four to six feet in height. They have high cheekbones in a narrow, aquiline face. Their skin has a slightly greenish cast and they have finely pointed ears. They vary considerably in both size and power. They are among the eldest of the intelligent races.

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

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

In combat, all Elves are skilled fighters. Their **EL** with every weapon that they have will equal the maximum possible for their characteristics. (For the average Elf above, **EL 3** to **5**).

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

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

If the number found is **2D10** they are armored in **AV3** Scale mail, have a spear, in addition to the weapons above, and are mounted on Fay Horses. If **D100** are found, the armament and armor will vary as the Referee sees fit. Elves do not make plate armor or platemail. Elven chainmail, **AV4**, is very rare. Commonly, it is only worn by Elven kings. Any armors that they do make will have an **AV** one level higher than standard human armor and a weight **20%** less, rounded up.

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

The values of Elven weapons are:

WEAPON	WSB	FATIGUE	SKILL TYPE
Sword	+1	12	Scimitar
Dagger	+1	8	Sword
Throwing Dagger	0	7	Sword
Bow	+2	NA	Bow
Spear	0(+2)	10	Spear
Arrow	+1	15	Used with the Bow

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

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

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

ENDUKUGGU/NINDUKUGGU



A Nindukuggu

ENDUKUGGU **ALIGNMENT—Chaos**

AHP 40	**OCV** 15	**DCV** 4(6)	**NWI** −8
S 85(+4)	**St** 60(+3)	**D** 8	**A** 8
MR 12(24)*	**NAV** 2	**MDV** 20	**NF** 1D2*
EnL 150	**CDF** 8	**CL** 3	
DTV 0	**HC** NA	**INT** 4	
SS NA			

*The parenthesized **MR** applies when the creature is flying, swimming or passing through the earth.

NINDUKUGGU **ALIGNMENT—Chaos**

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

*As for the Endukuggu.

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

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

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

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

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



A Faerry maiden conversing with a proud mother

FAERRY **ALIGNMENT—Elder**

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

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

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

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

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

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

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

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

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

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

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

FAY HORSES **ALIGNMENT—Elder**

MALE

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

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

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

FEMALE

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

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

APPEARANCE—Fay Horses are commonly milk-white in color. Rare members of the species can be any other color. They are exceptionally appointed animals with a proud, fiery bearing. As seen from an Elder perspective, they are the noble line of the horse species. The females are four to five feet at the shoulder and lightly built. The males average six to eight inches taller at the shoulder and are much more heavily built.

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

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

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

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

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

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

FIRE SNAKE **ALIGNMENT—Law**

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

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

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

APPEARANCE—Fire Snakes are winged serpents two to three feet long. Their color varies from bright red *(the largest males)* to a dull, russet brown *(females)*. They have powerful, muscular jaws and sharp, serated fangs to tear flesh from their prey.

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

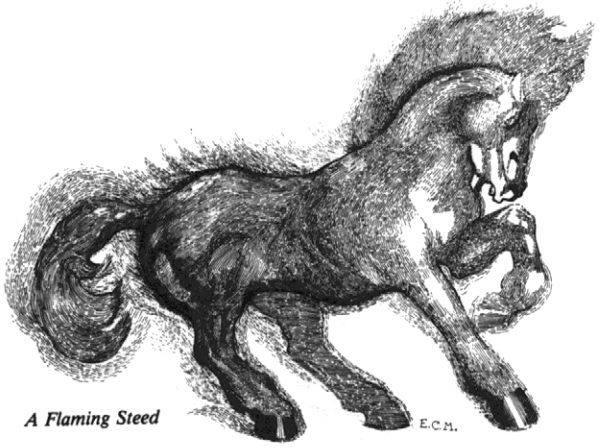
Fire Snakes are intelligent creatures that can use simple signs. They are immune to all poisons and acids. They cannot be affected by any Death Power, Silence, Silent Terror or Sleep Powers. Their bite will have the effect of an **MEL2/EL2** Pain spell if the target is damaged. This effect is automatic.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

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

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

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

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



A Flaming Steed

FLAMING STEED **ALIGNMENT—Law**

AHP 26	**OCV** 9	**DCV** 9(12)	**NWI** −4
S 36(+2)	**St** 20(+1)	**D** 25(+1)	**A** 30(+1)
MR 28(44)	**NAV** 2	**MDV** 16	**NF** 1**
EnL 32	**CDF** 6	**CL** 1	
DTV 0	**HC** 28%	**INT** 4	

SS NA

In the Upper World the encounter is with ONE Male with double **AHP, OCV, S and **St, 2D6** females and one foal per female.

APPEARANCE—Flaming Steeds are composed entirely of fire. It flys through the use of its flame, it has no wings. The average steed is five feet at the shoulder and heavily built.

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

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

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

GARGOYLE **ALIGNMENT—Chaos**

MALE

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

SS Nocturnal Carnivore

FEMALE

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

SS Nocturnal Carnivore

APPEARANCE—The male Gargoyle is a large, humanoid reptile with leathery wings, a dense hide and light fur. His face is long and angular. He has two horns on his forehead. He can fly quite well and can attain a height of up to seven feet.

The female Gargoyle has an average height of four feet. She is much smaller than the male, not as heavily armored but more heavily furred. She has a single horn, longer than those of the male, in the center of her forehead. Her face is more rounded and softer than that of the male. Females fly haltingly. Their wings are short and very fragile. Few females can stay aloft more than ten turns before they must land and rest.

SPECIAL—Male Gargoyles may be armed with any type of non-missile weapon that the Referee desires. In general, they prefer spears and swords when they are armed. They will have **EL1** in any weapon that the Referee assigns them.

Gargoyles are afflicted by light as for Beasts. They enjoy capturing their hated rivals, humans. Human males are tortured for days and then eaten. Females are generally taken as slaves by the male gargoyles.

GHOST **ALIGNMENT—Chaos***

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

SS NA

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

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

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

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

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

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

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

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

GIANTS

(The types of Giant that can be encountered).

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

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

EARTH GIANT — **ALIGNMENT—Kotothi**

AHP 50	**OCV** 16	**DCV** 4	**NWI** −2
S 100(+4)	**St** 40(+2)	**D** 8	**A** 8
MR 12	**NAV** 2	**MDV** 14	**NF** 1
EnL 42	**CDF** 9	**CL** NA	
DTV −5*	**HC** NA	**INT** 5	

SS Nocturnal Carnivore

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

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

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

FIRE GIANT — **ALIGNMENT—Kotothi**

AHP 56	**OCV** 18	**DCV** 4	**NWI** −2
S 90(+4)	**St** 50(+2)	**D** 9	**A** 6
MR 13	**NAV** 1	**MDV** 16	**NF** 1
EnL 48	**CDF** 10	**CL** NA	
DTV −6*	**HC** NA	**INT** 7	

SS Nocturnal Omnivore

APPEARANCE—Fire Giants are large humanoids with a pronounced reddish hue. Its eyes are burning flame and its hair is smoke. They are strongly muscled and often outfitted in equipment of some quality. Their average height is eighteen to nineteen feet.

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

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

FOREST GIANT — **ALIGNMENT—Kotothi**

AHP 48	**OCV** 15	**DCV** 3	**NWI** −2
S 88(+4)	**St** 30(+1)	**D** 6	**A** 5(−1)
MR 12	**NAV** 2	**MDV** 14	**NF** 1D2*
EnL 28	**CDF** 5	**CL** NA	
DTV −5*	**HC** NA	**INT** 4	

SS Intermediate Carnivore

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

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

FROST GIANT — **ALIGNMENT—Kotothi**

AHP 60	**OCV** 19	**DCV** 4	**NWI** −0
S 105(+4)	**St** 55(+3)	**D** 9	**A** 6
MR 14	**NAV** 2	**MDV** 17	**NF** 1
EnL 51	**CDF** 9	**CL** NA	
DTV −6*	**HC** NA	**INT** 6	

SS Intermediate Omnivore

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

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

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

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

HILL GIANT — **ALIGNMENT—Kotothi**

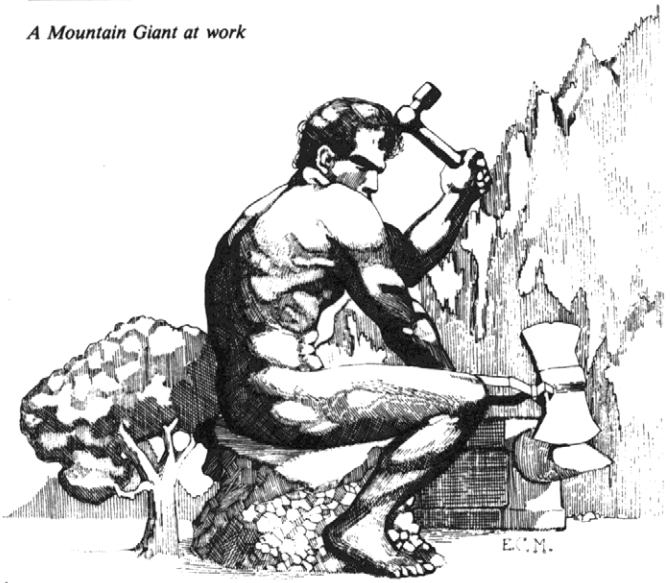
AHP 52	**OCV** 18	**DCV** 2	**NWI** −2
S 92(+4)	**St** 60(+3)	**D** 6	**A** 4(−1)
MR 12	**NAV** 1	**MDV** 8	**NF** 1D2*
EnL 24	**CDF** 6	**CL** NA	
DTV −5*	**HC** NA	**INT** 4	

SS Diurnal Carnivore

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

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

A Mountain Giant at work



MOUNTAIN GIANT — ALIGNMENT—Kotothi

AHP 65	**OCV** 21	**DCV** 3	**NWI** −3
S 150(+6)	**St** 45(+2)	**D** 10	**A** 6
MR 14	**NAV** 1	**MDV** 25	**NF** 1
EnL 90	**CDF** 12	**CL** NA	
DTV −7*	**HC** NA	**INT** 8	

SS Intermediate Omnivore

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

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

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

STORM GIANT — ALIGNMENT—Kotothi

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

SS Diurnal Omnivore

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

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

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

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

ITEM	FACTORS
Great Sword	+4WSB/ 24 FV/ Weight 30 pounds
Spear	+2WSB/ 16 FV/ Weight 15 pounds
Chainmail	AV3/ Weight 120 pounds

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

GENERAL NOTES

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



A Goblin King in repose

GOBLIN — ALIGNMENT—Kotothi

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

SS Nocturnal Carnivore — **10** D100*

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

APPEARANCE—Goblins are small, agile, generally hideous creatures two to three feet in height. They are armed when they are encountered.

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

Ten percent of the Goblins that are encountered, rounded down, are elite. All elite Goblins will be armed with spear and sword. Each will be wearing **AV2** armor. At the Referee's discretion, he may select a chief who is wearing **AV3** armor and has a magic weapon.

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

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

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

GORGON — ALIGNMENT—Kotothi

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

SS NA

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

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

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

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

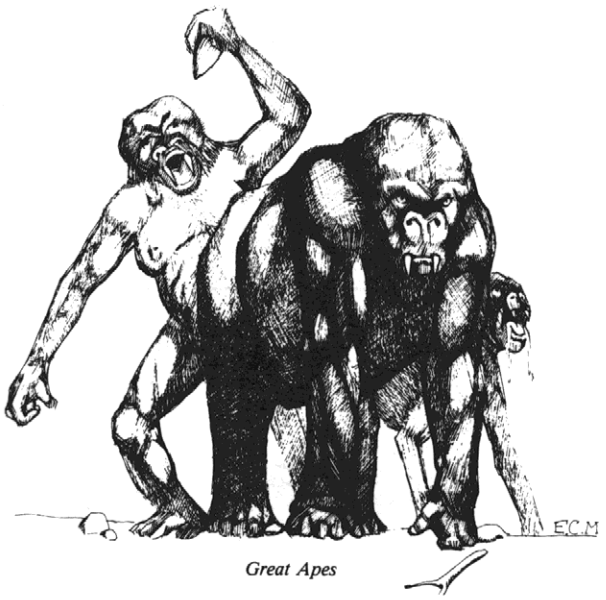
Sightless Gorgons are immortal. They can only be killed with magic weapons that are dedicated to their destruction. Gorgons with sight are more powerful but they are mortal. They can be damaged and slain with any weapon.

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

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

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

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



Great Apes

GREAT APE **ALIGNMENT—Kotothi**

MALE

AHP 30	**OCV** 10	**DCV** 3	**NWI** −4
S 52(+3)	**St** 24(+1)	**D** 12	**A** 8
MR 12	**NAV** 1	**MDV** 4	**NF** Roll
EnL 18	**CDF** 3	**CL** NA	**1-5** 1D3*
DTV −4*	**HC** NA	**INT** 5	**6-9** 1D6+1
SS Intermediate Carnivore			**10** 2D6+2**

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

FEMALE

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

APPEARANCE—The male is a large, heavily muscled ape six to seven feet in height. In has long, powerful claws and fangs. It often walks upright.

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

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

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

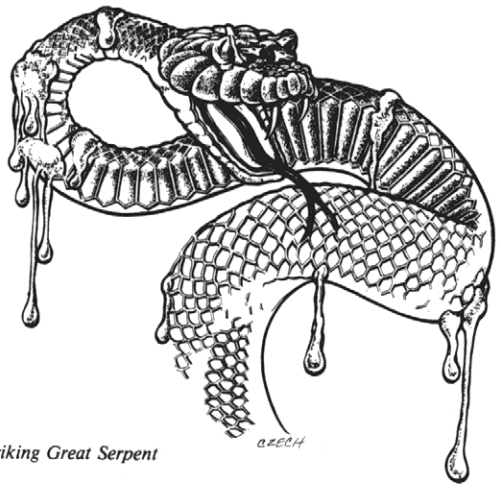
All females inject **BL10** Paralytic poison when they hit. Any creature that is affected by it will be unconscious for twenty hours. Per encounter, each female will be able to inject two doses of poison. Poison is injected when damage is scored on the target hit.

When a lair is found there is a **20%** chance that it contains a Great Serpent in addition to the Apes. If it is present, the Apes obey its every command. It is a Living God to them.

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

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

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



A striking Great Serpent

GREAT SERPENT **ALIGNMENT—Kotothi**

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

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

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

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

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

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

Great Serpents inject **BL8** paralytic poison. Any person that is affected is unconscious for 16 hours. They can also spit the poison with a base range of **2.** When it is spit, it will only affect targets that have open wounds.

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

GREAT SPIDER **ALIGNMENT—Kotothi**

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

SS Nocturnal Carnivore

APPEARANCE—A heavily-furred, large-eyed spider with a body length of five to six feet. All Great Spiders have major eyes in their head and small eyes spaced around their body giving them a **360** degree field of vision. Their legs are bony, lightly-furred and nine to ten feet in length. In general, they are black with red or green mottling.

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

All Great Spiders have **BL20** paralytic poison, the most potent poison of this type in existence. It can be injected when the Spider bites its victim. Any victim that is affected is paralyzed for **40** hours. The spider has three doses per encounter.

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

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

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

GRIFFIN **ALIGNMENT—Chaos**

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

SS Diurnal Carnivore

*The parenthesized **OCV** applies when the Griffin is attacking any type of horse, excluding Demon Steeds and Flaming Steeds.

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

SPECIAL—Griffins will attack horses at any opportunity. They will 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 this price at a minimum.

Griffins can be encountered as temple guardians and in association with treasure. If they are in their lair, **60%** of the Griffins rounded up are females. There will be two cubs per female. All cubs have **1/2,** rounded up, of the values listed in the table above.



A Griffin

GRUNDWERGEN — **ALIGNMENT—Kotothi**

AHP 27	**OCV** 10	**DCV** 4(7)	**NWI** −7
S 40(+2)	**St** 45(+2)	**D** 9	**A** 18(+1)
MR 10(24)	**NAV** 3	**MDV** 9	**NF** 1D2*
EnL 18	**CDF** 5	**CL** NA	
DTV −5*	**HC** NA	**INT** 4	

SS Nocturnal Carnivore

APPEARANCE—Grundwergen are heavily-furred, slimy, anthropoid creatures. Their eyes burn red and their breath is incredibly foul. They have an average height of five and a half to six feet.

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

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

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

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

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

HIPPOGRIFF — **ALIGNMENT—Chaos**

AHP 18	**OCV** 5	**DCV** 5(9)	**NWI** 0
S 15	**St** 21(+1)	**D** 12	**A** 16(+1)
MR 20(36)	**NAV** 0	**MDV** 3	**NF** 2D6
EnL 8	**CDF** 2	**CL** NA	
DTV −3	**HC** 18%	**INT** 3	

SS Diurnal Carnivore

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

SPECIAL—Hippogriffs are carnivorous beasts. Their favorite foods are horses and men. They will attack either at any opportunity. If captured, Hippogriffs can be trained to serve as mounts. As with all carnivorous mounts, the rider should be very careful in handling the creature. In an area that would be interested, chaos cultures, an untrained Hippogriff will sell for **5 Gold Coins.** *(See Husbandry in Book One for rules on training creatures and animals).*



A Hydra at war

HYDRA — **ALIGNMENT—Kotothi**

AHP 44	**OCV** 13	**DCV** 2	**NWI** −1(−8)*
S 44(+2)	**St** 35(+2)	**D** 10	**A** 12
MR 10	**NAV** 0**	**MDV** 12	**NF** 1
EnL 25	**CDF** 7	**CL** NA	
DTV −7*	**HC** NA	**INT** 3	

SS Intermediate Carnivore

*The parenthesized **NWI** is used when more than one attack is made on the same target or when a neck with more than one head attacks a target.

**See Special below for details on the Hydra's armor.

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

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

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

EXAMPLE—The standard hydra has eight heads at **HPV 4** and one at **HPV 12.**

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

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

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

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

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

The Hydra's immortal head cannot be killed. Even when it is severed from its body, it retains life. Over a period of years, it can even grow a new Hydra from itself. If players wish to risk saving this poison spewing head, it can be sold for **25 Gold Coins.**

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

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

CHILDREN OF HYDRA

AHP 8	**OCV** 2	**DCV** 3	**NWI** 0
S 10	**St** 12	**D** 12	**A** 24(+1)
MR 15	**NAV** 0	**MDV** 6	**NF** NA
EnL 2*	**CDF** 1	**CL** NA	
DTV 0	**HC** NA	**INT** 1	

SS None

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

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

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

JINN RACES

(The Elder races that serve the god Eblis).

IFREET — **ALIGNMENT—Elder**

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

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

APPEARANCE—Ifreet have large, bat-like wings. They are fifteen to eighteen feet tall with powerful claws and fangs. Their eyes burn with fire and their stringy hair is ragged and animal-like.

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

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

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

JINN — **ALIGNMENT—Elder**

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

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

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

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

SPECIAL—Jinn use Elder Magic, as magic-users, at **MEL6/EL6.** Unlike Ifreet, Jinn do not universally despise humans. Roll **1D10.** A **1-6** indicates that the Jinn has a condescending respect for humans. Any other roll indicates that he hates them.

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

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

PERI — **ALIGNMENT—Elder**

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

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

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

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

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

GENERAL NOTES

The Jinn were born of burning heat and smokeless flame through the power of Eblis. All Jinn are totally immune to any Fire Spell except Astral Fire.

All of the Jinn races are afflicted by Salt. If they touch or eat it, it acts as **BL12** Death poison. They cannot be effectively touched by having it thrown at them unless the Salt is magic. In all normal cases they must willingly reach out and touch it.

LALASSU — **ALIGNMENT—Chaos**

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

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

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

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

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

LAMMASHTA — **ALIGNMENT—Chaos**

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

*The parenthesized **OCV** applies against any creature that is NOT aligned with Chaos.

APPEARANCE—The Lammashta are the Handmaidens of Death. They appear as sword-armed amazons six to seven feet in height. Their facial features and body, though human in form, are the essence of unimaginable horror. From every pore, they drip a bloody ichor with a nauseating scent. Finally, they are winged with wings of Darkness *(a gift of the God of Darkness)*.

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

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

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

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

LICH — **ALIGNMENT—Chaos**

A Lich is a human wizard that has successfully completed the Rite of Lichcraft on himself. Liches appear to be dry, desicated, human corpses. To determine the attributes of the Lich, see Lichcraft in Book Two and the human encounter section of Book Three.

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

MERKABAH — **ALIGNMENT—Balance**

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

APPEARANCE—The Merkabah are robust, bull-headed warriors eight to nine feet in height. Their short horns are gilded in silver. They are armored in shining mail and armed with an **EL3** magic sword *(modified for hit chance only)* and a Composite Bow with twice the normal Base Range and a **WSB** of **+4.** They are always encountered in golden chariots pulled by two **A'Equin.**

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

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

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

MINOTAUR — **ALIGNMENT—Kotothi**

AHP 26	**OCV** 8	**DCV** 3(8***)	**NWI** −3
S 28(+1)	**St** 24(+1)	**D** 10	**A** 12
MR 12	**NAV** 1	**MDV** 7	**NF** ROLL
EnL 16	**CDF** 3	**CL** NA	**1-7** 1
DTV −2	**HC** 26%	**INT** 3(5*)	**8+9** 1D3
SS Nocturnal Carnivore			**10** 1(x2)**

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

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

***If a **10** is rolled for number found, the parenthesized **DCV** is used for the creature.

APPEARANCE—A heavily-muscled, humanoid creature with the head of a bull and a lightly-furred upper body, i.e. light fur on the shoulders and back. Bull-men are distinguished from Minotaurs by the fierce gaze of their burning red eyes. The Minotaur is six to seven feet tall. A Bull-man is eight to nine feet in height.

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

MOLANI — **ALIGNMENT—Balance**

AHP 8	**OCV** 2	**DCV** 6	**NWI** −2
S 14	**St** 15	**D** 33(+2)	**A** 20(+1)
MR 12	**NAV** 0	**MDV** 8	**NF** ROLL
EnL 24	**CDF** 1	**CL** NA	**1-5** 1D3
DTV −3	**HC** NA	**INT** 2(6*)	**6-9** 2D6
SS Nocturnal Omnivore			**10** D100**

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

**A clan camp of the Molani.

APPEARANCE—The Molani are large, baboon-like creatures three to four feet in height. All Molani have dark, dim eyes and pronounced, vicious canines.

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

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

MUSHRUSSU — **ALIGNMENT—Law**

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

APPEARANCE—Mushrussu are green-scaled, wingless Dragons. They have lion paws with claws of white gold and eyes that burn with white fire. On the average, they are three feet tall at the shoulder and twelve to fifteen feet in length. Exceptional members of the species can reach a shoulder height of six feet and a length of thirty.

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

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

NORGGEN — ALIGNMENT—Elder

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

SS Nocturnal Fructivore

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

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

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

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



An Ogre

OGRE — ALIGNMENT—Kotothi

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

SS Nocturnal Carnivore

APPEARANCE—Ogres are repulsive, boar-tusked humanoids nine to ten feet in height. They are lightly furred, heavily muscled and quite stupid.

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

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

ORCHI — ALIGNMENT—Chaos

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

SS Nocturnal Carnivore

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

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

PEGASUS — ALIGNMENT—Elder

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

SS Intermediate Herbivore

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

APPEARANCE—The Pegasus is a beautiful, winged stallion five to six feet at the shoulder. Its hide and wings are both a pure white in color.

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

A) You must have a magic bridle at at least **EL3.**
B) The rider must be stronger than the Pegasus.
C) The rider must have at least Horsemanship **EL12** or three times the Stamina of the Pegasus and Horsemanship, **EL6.**
D) The horse must be ambushed or subdued in order for the rider to mount it. All Pegasi will flee any encounter if they can.

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

PEIST — ALIGNMENT—Elder

AHP 35	**OCV** 11	**DCV** 5(11)	**NWI** −3
S 36(+2)	**St** 32(+2)	**D** NA	**A** 31(+2)
MR 8(36)	**NAV** 2	**MDV** 15	**NF** 1D2**
EnL 54	**CDF** 8(7)*	**CL** NA	
DTV −2	**HC** 34%	**INT** 7	

SS Intermediate Carnivore

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

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

APPEARANCE—The Peist is a ten to fifteen foot long water Serpent. It is black or green *(depending on sex),* heavily-scaled and has three silver horns *(green females)* or one gold horn *(black males)* on its head.

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

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

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

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

ROC **ALIGNMENT—Balance**

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

*When in the air, on in the first phase attack following a dive, the parenthesized **OCV** and **NWI** should be used.
A nesting ground is found. All Rocs present are adult females. There will be **1D10 + the number of Rocs present nests. Each nest will contain **1D3 − 1** eggs OR one nestling. The nests may also contain some forms of treasure, especially gems, shiny objects and the remains of personal equipment.

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

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

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

SATYR **ALIGNMENT—Elder**

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

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

SPECIAL—Satyrs are tricksy, lascivious wood spirits. They have the common knowledge of both the Elf and the Faerry, 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 will have the affect of an **MEL4/EL2** spell on any human that hears it. Anyone that is effected must follow the music until it stops. No person that is effected can attack the Satyr or resist any actions that he may take while he is playing.

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

SCORPION BEAST **ALIGNMENT—Chaos**

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

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

APPEARANCE—The Scorpion Beast has the general appearance of a Scorpion. It is five to six 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 its shoulders, ever ready to strike.

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

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



A Scorpion Man

SCORPION PEOPLE **ALIGNMENT—Chaos**

MALE

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

FEMALE

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

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

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

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

SPECIAL—Scorpion Men have **EL3** immunity to acid and Desert Powers.

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

Scorpion Women have the ability to inject poison with their tails. On males of their species, the poison is an addictive aphrodisiac. On any other creature, it has the effect of an **EL10** Insanity spell if it succeeds. The **BL** that should be used equals **20 – MEL.** *(The potency of the poison decreases as the Scorpion Woman ages. It is directly correlated to her sexual potency. The less fertile the woman, the less potent the poison).*

The society of the Scorpion People is a rigid matriarchy. Women command the men. They can control Scorpion Beasts, Desert Lions and minor, poisonous creatures of the desert, i.e. insects, spiders, etc. As a group, the Scorpion Women are among the most powerful of the forces of Chaos in the Middle World. The oldest of them is as ageless as the desert and older than death.

SEARBHANI **ALIGNMENT—Elder**

AHP 70	**OCV** 23	**DCV** 3	**NWI** – 3
S 120(+5)	**St** 80(+4)	**D** 9	**A** 12
MR 13	**NAV** 0	**MDV** 16	**NF** 1D3*
EnL 51	**CDF** 7	**CL** NA	
DTV – 5*	**HC** 100%	**INT** 6	

SS Intermediate Omnivore

APPEARANCE—The Searbhani are one-eyed giants fifteen to twenty feet in height. They are commonly dressed in skins and armed with a heavy club. They generally carry a hide bag that contains their personal possessions, i.e. treasure, food, etc. In general, Searbhani are loquacious and friendly with most creatures. They are known for their gullibility and furious tempers.

SPECIAL—The Searbhani are allied with the Sidh, especially Elves. They will only harm Sidh creatures if they force the giant to do so by their actions. They are immune to all Sidh and Elder magics. They are highly intelligent and have a jovial, effervescent manner. If they are angered, they go berserk. When angry, they will attack the offending creature until it is dead. If it flees, they will pursue it forever unless they are serving as a guardian.

NOTE—*Searbhani can be treasure guardians. When they are, they will not allow any creature to approach that which they guard. Any that do so, after a warning, will be attacked by an angry Searbhani.*

The Club used by the Searbhani has an average **WSB** *of* **+2.** *It will weigh at least twenty pounds and is commonly bound with metal.*

SENTINEL BEAST **ALIGNMENT—Balance**

AHP 10	**OCV** 6	**DCV** 7	**NWI** 0
S 20(+1)	**St** 60(+3)	**D** 15	**A** 16(+1)
MR 8	**NAV** 8	**MDV** 15	**NF** 1
EnL 75	**CDF** 5	**CL** 2	
DTV 0	**HC** NA	**INT** 8	

SS NA

APPEARANCE—The Sentinel Beast is an animal of variable form and size that is surrounded by an aura of Astral Power. Its eyes are wells of blinding power that are not truly visual organs at all.

SPECIAL—The Sentinel Beast use Oblivion, **MEL8/EL6,** against anyone that defiles the area that it guards. Any person that is effected is exiled to Oblivion. Sentinel Beasts only attack magically. Their concentration is NEVER disturbed by any kind of damage unless it is sufficient to kill.

Any person that is sent into Oblivion will return **2D100** miles away from the place where he was effected when the duration of the spell ends. There are no limitations as to the place of return. It could be the top of a mountain or twenty miles out to sea. It is totally random.

SERPENT WOMEN **ALIGNMENT—Chaos**

AHP 12	**OCV** 3(5)*	**DCV** 3(4)*	**NWI** +4(–8)*
S 12	**St** 11	**D** 12	**A** 14
MR 12(8)	**NAV** 0(4)*	**MDV** 6	**NF** 1D3
EnL 30	**CDF** 3	**CL** NA	
DTV – 2	**HC** NA	**INT** 6	

SS Nocturnal Carnivore

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

APPEARANCE—In human form, the Serpent Woman is incredibly seductive and beautiful. She is dressed in a clinging green sheath and is sinuous in all of her movements. On close examination, it can be seen that she has the eyes and tongue of a serpent.

In serpent form, the Serpent Woman is a ten to fifteen foot long python with black and red mottled skin. She revels in the consumption of warm flesh.

SPECIAL—Serpent Women are innately capable of taking the shape of a large python. To kill her, her entire **HPV** must be inflicted on her in one phase. If not, she regenerates any damage that she took. If the damage renders her unconscious, she will not regenerate until she heals enough hit points to wake normally.

There is a **20%** chance, per woman encountered, that one of them is a trained magic-user. If so, her **MEL** is **2D6.** She may cast Darkness Powers, Hell Powers and Necromantic Powers. Her **EL** equals **1/2** her **MEL**, rounded up.

All Serpent Women are totally immune to the spells listed above. If they are a magic-user, they may only cast magic while they are in human form.

NOTE—*Serpent Women attempt to seduce travellers into a position where they can ambush them in serpent form. They are extremely cunning and seductive in attempting to create this situation.*

SHADOW WARRIOR **ALIGNMENT—None****

AHP 10	**OCV** 3	**DCV** 5	**NWI** – 2
S 25(+1)	**St** 15	**D** 25(+1)	**A** 30(+1)
MR 15	**NAV** 0	**MDV** 10	**NF** NA(1D6)*
EnL 40	**CDF** 2	**CL** NA(1)***	
DTV 0	**HC** NA	**INT** 2	

SS NA

*If the encounter occurs in a Shadow Realm of the Referee's creation the parenthesized value may be used.

**The forces of shadow are not truly aligned.

***If the Referee allows magic-users that are not Shadow Weavers to summon shadows, the parenthesized value is used.

APPEARANCE—These creatures are composed entirely of Shadow. They an be of any form, other than that of a supernatural force or dead, that the summoner desires. Basically, they can have the form of any creature that has a shadow.

SPECIAL—Shadow Warriors are totally invisible when they are in shadow or twilight conditions. They are afflicted by BOTH Light and Darkness. *(See Shadow Powers in Book One for other attributes of this force).*

NOTE—*The Referee can add other features to this force. The details presented on Shadow is a mere sketch of its potential.*

SOUL DAIVA **ALIGNMENT—Chaos**

AHP NA	**OCV** 11	**DCV** –(12)**	**NWI** – 7
S 150(+6)	**St** 100(+4)	**D** 80(+4)	**A** 40(+2)
MR –(28)	**NAV** 0	**MDV** 24	**NF** 1
EnL 250	**CDF** *	**CL** 3	
DTV NA	**HC** NA	**INT** 4	

SS Nocturnal Parasite

*Experience points are gained based on the **MDV** of the creature. If the party has a weapon that can affect the creature, see Special below.

The parenthesized **DCV applies if the party has a weapon that is capable of damaging the Daiva.

APPEARANCE—Soul Daivas have no physical form. They appear as a fluctuating field of total blackness two to twenty feet in diameter. In rare cases, and only with the most powerful, Soul Daivas can take form. When they do so, they are a totally black figure with horns of gold, piercing red eyes and an aura of awesome, dark power.

SPECIAL—Soul Daivas exist only to feed. They live by absorbing the souls, i.e. energy points, from living creatures. They are immune to physical damage. Magically, they can only be affected by a Banishment spell with an anti-Chaos orientation, i.e. one intended to banish Chaos. They may be communicated with by Wizards. In all cases, the communication will be meaningless unless the Wizard offers the Daiva more energy than it could get from the party that it is attacking.

Damage scored by the Soul Davia operates under the parameters set for the Akhkharu, Immortal. In all phases that they hit, they score both Physical and Spiritual damage. The **SB** and **NWI** listed for them will only apply for Spiritual damage. They can absorb energy without inflicting any physical hit points if spiritual damage is scored. 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. They may be damaged by a weapon that is dedicated to the destruction of Soul Daivas. If the party that is fighting them has one, the **AHP** of the Soul Daiva equals its **MDV**. Its **CDF**, for determining Combat Experience gains, is **SIX**.

If a party has a weapon that contains a Soul Daiva in it, the weapon will absorb energy when damage is scored with it. The points absorbed equal the number of hits that the weapon scores. Weapons of this type are ALWAYS capable of damaging Soul Daivas. *(In the Court of Souls, it is every Daiva for himself).*

SIDH BOAR — **ALIGNMENT—Elder**

AHP 16	**OCV** 7	**DCV** 6	**NWI** −4
S 32(+2)	**St** 20(+1)	**D** 12	**A** 25(+1)
MR 20	**NAV** 2	**MDV** 4	**NF** Roll
EnL 12	**CDF** 2	**CL** NA	**1-5** 1
DTV −1	**HC** 26%	**INT** 5	**6-9** 1D3
SS Nocturnal Herbivore			**10** 1D6+1*

*The first two are adults. The others are piglets at **1/2**, rounded up, value.

APPEARANCE—A large, milky-white or green, Boar two to three feet at the shoulder.

SPECIAL—Sidh Boars are aligned with the Sidh but show no deference to any creature. Unless cornered, the Sidh Boar will flee any encounter. It will lead any pursuers into the most dangerous area of its forest. If it is cornered, and must fight, it fights with uncontrollable battle fury until a route of escape presents itself or it can no longer fight.

The meat of this Boar is highly prized. In a human market it will sell for at least **1 Silver Coin** per food point. The average creature, fully butchered, will yield **400** food points worth of usable meat.

NOTE—*Supernatural forms of this beast,* **HPV 30** *or higher, are eternal. They can be eaten and will live again the next day if their bones are returned to their hide and nothing is broken.*

SPRITE — **ALIGNMENT—Kotothi**

AHP 4	**OCV** 0	**DCV** 6(11)	**NWI** +3
S 5(−1)	**St** 10	**D** 20(+1)	**A** 60(+3)
MR 6(32)	**NAV** 0	**MDV** 6	**NF** Roll
EnL 30	**CDF** 3	**CL** NA	**1-5** 1D6
DTV −1	**HC** 8%	**INT** 6	**6-9** 2D6
SS Nocturnal Omnivore			**10** D100*

*A tribe of Sprites is encountered. If less than **50** are present they are flying about looking for things to molest. If more than **50** are present, the party has discovered the lair of the tribe.

APPEARANCE—Sprites have the general appearance of the Faerry. They are smaller, under two feet in height, and their features are contorted with the evil and mischief that is in them. They have surely lost the pure beauty of Faerry.

SPECIAL—Sprites are Faerry Sidh that were willingly enticed into the service of Kototh. They are hated by all Faerries and return the emotion three fold. All Sprites have innate powers in Sleep Touch and Elf-shot at **MEL4/EL2.** They will always use one or the other when they hit in combat. *(Depending on whether they wish to capture the target or kill it).*

If a tribe is encountered, **5%** of those encountered, rounded up, will be **MEL 1D6+4** and **EL 2D6+2** in the above powers. These are the ancient elders of the tribe. No Sprite will ever use any power other than its innate power.

NOTE—*Sprites enjoy mischievious interference with the actions of men and the Sidh. When they are present in force, Sprites generally seek to kill men and capture the Sidh for a slow death at a later date.*

Sprites are cunning, somewhat sadistic and definitely amoral in their dealings with all creatures. The key to their psyche is their selfish disregard of anything that does not bring them satisfaction or pleasure. Their own pleasure is always their driving force.

TE'SLA — **ALIGNMENT—Balance**

AHP 24	**OCV** 8	**DCV** 2(5)	**NWI** −2
S 25(+1)	**St** 40(+2)	**D** 26(+1)	**A** 8
MR 4(16)*	**NAV** 0	**MDV** 14	**NF** 1D3
EnL 70	**CDF** 3	**CL** NA	
DTV −12**	**HC** NA	**INT** 4	
SS Nocturnal Fructivore and Scavenger			

*The parenthesized speed applies when the creature's hit point level is zero or less due to damage.

**Between zero and −12, the creature moves at increased speed and fights with uncontrollable battle fury.

APPEARANCE—The Te'sla is an eight to nine foot tall creature with heavy fur. It has large, razor sharp claws on its hands and feet. Its teeth are needle sharp instruments of death. In general, it is brown with touches of both black and white.

SPECIAL—Te'sla are totally immune to Poison, Acid, Disease and Darkness Powers. Any Fire Powers or Storm Powers spell that is used on them scores the normal damage MINUS the creature's **MDV.**

EXAMPLE—A Lightning bolt scores **23** hits on the average creature. It will take, **23 − 14**, nine points of damage.

The hide of the Te'sla is worth **10 Gold Coins** unless it is burned or scorched. Its blood is valued to combat Disease and Poison. It is worth **1 Silver Coin** per dose. It increases **HC** by **40, MDV** by **20** and **StB** by **4** for **24** hours *(For combatting disease and poison only).* It must be taken directly from the creature and stored in a metal container. If it touches the ground at any time it is worthless. Each Te'sla yields **AHP**, one ounce, doses if it is killed.

Te'sla blood is **BL7** Death poison to any creature that is aligned with, or oriented towards, Law or Chaos. The same applies for their energy if the creature consumes energy. No supernatural force with any intellect, i.e. intellect **3** or higher, will ever attack a Te'sla to consume its blood or energy.

When the **HPV** of the Te'sla is between **zero** and **−12** it will regenerate **1D6** hit points per phase until it is higher than zero. When the **HPV** is less than **−12** or greater than **zero,** regeneration will stop until the next time that the healing range is reached.

TONAH — **ALIGNMENT—Elder**

AHP x1.5	**OCV** x2	**DCV** x1.5	**NWI** x2
S x1.5	**St** x1.5	**D** x1.5	**A** x2
MR x1.5	**NAV** x2	**MDV** x4	**NF** 1
EnL x3	**CDF** x2	**CL** 1	
DTV x2	**HC** x1.5	**INT** +2*	
SS NA			

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

APPEARANCE—Tonahs have the shape and appearance of the animal that they are the guardian of. Their appearance can be based on any animal, bird or non-fantastic wild creature. They are always **50%** larger than the creature that they ward.

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

EXAMPLE—An average Wild Cat Tonah has the following values:

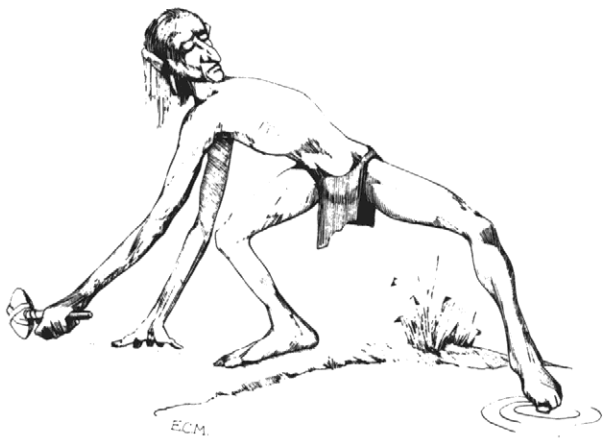
AHP 9	**OCV** 4	**DCV** 9	**NWI** −2
S 15	**St** 14	**D** 27(+1)	**A** 40(+2)
MR 27	**NAV** 0	**MDV** 16	
EnL 12	**CDF** 2	**CL** 1	
DTV −2	**HC** 15%	**INT** 5	

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

There is a **20%** chance that a Tonah that is encountered is capable of using magic. If so, the Tonah will have twice the multipliers listed in its table. It will have innate power in **1D3** Elder Powers. Its **MEL** will be **2D6.** Its **EL** is **1/2** of its **MEL,** rounded up.

NOTE—*If the Creature Variation system is used, any multipliers that are determined there are added to the standard multiplier if their value is ONE or higher. If the value is less than one, ONE minus the multiplier is SUBTRACTED from the normal multiplier.*

EXAMPLE—The multiplier is **1.5.** If the variation value is **1.5,** the multiplier becomes **3.** If it is **.8,** the multiplier will become **1.3.**



One of the Trold Folk, testing the water

TROLD FOLK — **ALIGNMENT—Kotothi**

AHP 9	**OCV** 3	**DCV** 4	**NWI** +1
S 8	**St** 17(+1)	**D** 12	**A** 20(+1)
MR 12	**NAV** 0	**MDV** 4	**NF** Roll
EnL 20	**CDF** 1	**CL** NA	**1-5** 1D6
DTV −2	**HC** NA	**INT** 5	**6-9** 2D10
SS Nocturnal Carnivore			**10** 2D10×2

*A clan of Trold Folk in their lair. The lair is generally underground. Its major exit is in the water. Other exits that are present are well hidden and camouflaged by thick undergrowth.

APPEARANCE—Trold Folk are tall, angular creatures. They have unnaturally long arms and legs. They have long, pendulous noses and ears. They represent Kototh's last effort to surpass the Elf Sidh. They have an average height of six feet. Their arms are four to five feet in length.

SPECIAL—Trold Folk take delight in dancing, other artistic pursuits and the torture of their enemies. They hate all Sidh creatures. They are extremely cunning and somewhat intelligent.

As a rule, Trold Folk favor human women and have been known to keep humans as slaves. To some extent, they are noted as man-eaters. In general, however, they subsist on fish. When they are encountered they will be armed with spears and weighted throwing nets. In their lair, Trold Folk will, initially, be unarmed. The Referee should place their weapons somewhere in the lair. To arm, they must get to that place.

TROLLS

(The troll forms that can be encountered).

ROCK TROLL — **ALIGNMENT—Kotothi**

AHP 40	**OCV** 14	**DCV** 2	**NWI** −6
S 80(+4)	**St** 40(+2)	**D** 4(−1)	**A** 6
MR 10	**NAV** 2	**MDV** 6	**NF** Roll
EnL 30	**CDF** 4	**CL** NA	**1-9** 1D2
DTV −5*	**HC** NA	**INT** 4	**10** 1D6
SS Nocturnal Carnivore			

APPEARANCE—Rock Trolls are powerful, cruel and vicious creatures. They have the facial appearance of the Trold Folk, the hairiness and bestial thickness of the Ogre and the musculature of the Troll. They are devoted eaters of any non-Kotothi humanoid form. On the average, they are eight to ten feet in height.

SPECIAL—Rock Trolls are turned to stone by any magical light that succeeds against them. The duration will be as for a Petrification spell with an **EL** equal to the light **EL** used.

Rock Trolls detest light. They will never be encountered above ground during the day for any reason. They may be armed with clubs, stone axes and spears when they are encountered.



An Elite Troll victorious

TROLL — **ALIGNMENT—Kotothi**

AHP 30	**OCV** 10	**DCV** 4	**NWI** −1
S 50(+2)	**St** 35(+2)	**D** 8	**A** 18**
MR 11(12)*	**NAV** 2(1)*	**MDV** 6(12)*	**NF** Roll
EnL 12(40)*	**CDF** 3(4)*	**CL** NA	**1-6** 1D2*
DTV −4*	**HC** NA	**INT** 4(6)*	**7-9** 1D6(1)*
SS Nocturnal Carnivore			**10** 2D10+10***

*The values in parentheses apply for Elite Trolls, or represent the number of Elite Trolls that are encountered.

Elite Trolls will have an average Agility of **20(+1).

***A troll lair. 10% of the trolls encountered, rounded down, are elite.

APPEARANCE—Trolls are heavily muscled, humanoid creatures. They have large heads and somewhat pendulous ears. Their hands are clawed and they have vicious fangs. On the average, they are seven and a half to nine feet in height. They represent Kototh's first effort to better the Elf Sidh. Common Trolls will be dressed in ragged skins when encountered. Elite Trolls should be finely dressed and armored.

SPECIAL—Trolls are devoted to the destruction of the Elf Sidh and the consumption of Humans. The Common Troll has no other drives. When encountered, they may be unarmed or armed with heavy clubs, stone-tipped spears, etc.

Elite Trolls are the masters of Trolldom. They are obeyed without question by any Common Troll. When encountered they will be armored in Scale Mail and armed with a well-made weapon of the Referee's choice.

When more than one Elite Troll is encountered, one of them is a King Troll. Kings are automatically maximum size for the world that the encounter occurs in, see Creature Variation. They are capable of using all Elder Powers at **MEL 2D6, EL 1/2 MEL,** rounded up.

All Trolls are afflicted by iron and light as specified for the Elf Sidh. For Trolls, the iron affliction does not stop them from handling iron weapons but will cause additional damage if they are injured by an iron or steel weapon.

WOOD TROLL **ALIGNMENT—Kototthi**

MALE

AHP 24	**OCV** 7	**DCV** 4	**NWI** −1
S 25(+1)	**St** 20(+1)	**D** 10	**A** 15
MR 12	**NAV** 1	**MDV** 4	**NF** 1D6
EnL 8	**CDF** 3	**CL** NA	
DTV −2	**HC** NA	**INT** 4	

SS Nocturnal Carnivore

FEMALE

AHP 18	**OCV** 6	**DCV** 4	**NWI** 0
S 20(+1)	**St** 30(+1)	**D** 14	**A** 18(+1)
MR 12	**NAV** 0	**MDV** 6	**NF** 1D6
EnL 25	**CDF** 5	**CL** NA	
DTV −1	**HC** NA	**INT** 5	

SS Nocturnal Carnivore

APPEARANCE—Male Wood Trolls are bestial, hairy and horrible creatures. They combine the appearance of Troll and Goblin. They are five to six feet tall.

Female Wood Trolls have the appearance of Trold Folk except that their limbs are not abnormally long. They are as large as the male but not as heavily muscled. They have ragged, unkempt hair and are only furred on the back of their neck.

SPECIAL—When Wood Trolls are encountered roll **1D10** on the table below:

ROLL	ENCOUNTER
1-5	Males only
6-9	Females only
10	Males and Females

Male Wood Trolls enjoy human flesh. In general, they kill males and try to capture females. They have the ability to camouflage themselves in Forest and Swamp. *(As specified for Elf Common Knowledge in Book One).*

Female Wood Trolls kill women on sight. They can use powers of Illusion and Fascination on human males at **MEL6/EL3.** Any male that sucumbs to these powers will spend **2D10** days enjoying the wonderful beauty of the land that he has discovered, unless forcibly prevented from doing so. After this time, he is released in a random place with an **EL5** disease. If he is not cured within seven days he automatically dies.

Wood Trolls are hostile to all non-Kototthi life. They prefer to capture Elves, Faerries and Dwarfs for slow torture. When females are encountered alone there is a **40%** chance that they are riding wolves. Wolves in this state are under the control of the female. They cannot be communicated with or commanded by any force other than the female Wood Troll.

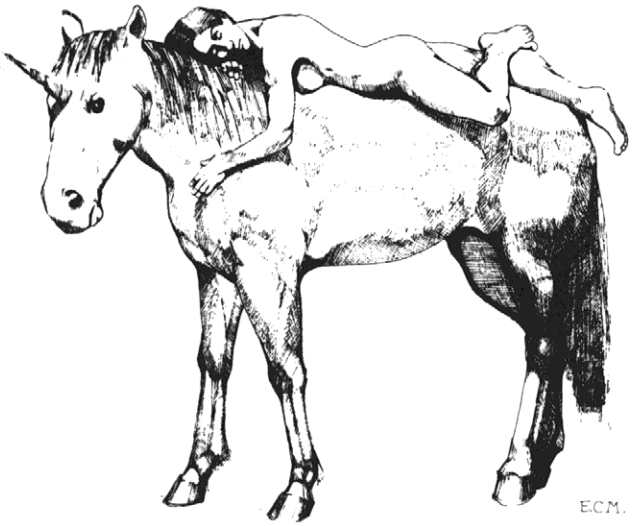
UNICORN **ALIGNMENT—Elder**

AHP 17	**OCV** 6	**DCV** 18	**NWI** 0(−6*)
S 24(+1)	**St** 30(+1)	**D** 12	**A** 100(+4)
MR 68	**NAV** 0	**MDV** 22	**NF** 1
EnL 105	**CDF** 2	**CL** NA	
DTV −2	**HC** NA	**INT** 4	

SS Intermediate Herbivore

*The parenthesized **NWI** applies when the Unicorn strikes with its horn while it is charging.

APPEARANCE—Unicorns are perfectly proportioned horses. They have a long, straight horn with a narrowing spiral on their forehead. The horn is very sharp and strong. Unicorns stand five and a half to six feet at the shoulder. They are generally white in color.



A contented Unicorn

SPECIAL—Unicorns can only be approached by Wood Spirits. Tonahs and virginal human females. They flee any other creature.

Virgins may ride a Unicorn if they influence it. Once she has mounted the Unicorn, it pays no attention to anything else. Anyone that approaches it at this time automatically ambushes it. This is the only time that a Unicorn can be ambushed.

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

Unicorns will only fight if they are cornered. Any hits that they score with their horn, roll **1** or **2** on **1D6,** will use all modifiers for a Warhorse IV lance charge regardless of the speed that the Unicorn is moving. If they are not cornered, they will automatically flee all encounters except those specified above.

VILY **ALIGNMENT—Elder**

AHP 10	**OCV** 3	**DCV** 6(11)	**NWI** +3
S 14	**St** 16(+1)	**D** 18(+1)	**A** 50(+2)
MR 12(36)	**NAV** 0	**MDV** 8	**NF** 1D3*
EnL 80	**CDF** 2**	**CL** NA	
DTV −2	**HC** 15%	**INT** 7	

SS NA

****CDF** equals 1 + **(MEL/2),** round up.

APPEARANCE—The Vily are beautiful, winged females. All Vily are fabulously beautiful with flowing fair or golden hair. They are dressed in sheer white gowns. Their eyes flash like lightning, their voices have the sweetness of the finest nectar. They are slender and light with fine seraphic wings. They have the size and general shape as a beautiful human female.

SPECIAL—The attributes of the Vily vary with her native terrain. All Vily have the appearance listed above. Their special attributes are listed below:

AERIAL VILY

Aerial Vily make their homes in the clouds. They can command eagles as for an Eagle Tonah. They can cast Clairavoyance, Divination and Storm Powers at **MEL10/EL5.** They are the most benign of the Vily. They often protect or aid men that are in danger. They never harm anything without just cause. Their **CDF** is 6.



A Forest Vily on the move

FOREST or HILL VILY

These Vily live in caves and ravines. They use the equivalent of an Elven Bow, with normal arrows, at **EL10.** When encountered, they may be riding either horses or stags *(A* **50%** *chance. If so,* **01-20** *is horses,* **21-50** *is stags).* When not riding, these Vily like to perch in trees. They have a close affinity with the trees in their area. If the trees are damaged without permission and due payment, the Vily will attack the group that is responsible.

Forest and Hill Vily DEMAND obedience from mortals. Those that fail to obey, once a request has been made, are subject to the Vily's curse. The major curses that they commonly choose to use are:

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

The Vily will only use these powers on the disobedient. It is a punishment for arrogance and is their innate power. They have **MEL8 + 1D6/EL2 + 1D6** in these curses. If given due respect, these Vily are benevolent and can be influenced into helping humans.

Forest and Hill Vily are innate Shape Changers. They can take the form of a wolf, snake, falcon, swan or horse. While in a given form, they are treated as a Tonah by the species whose form they are in. Their presence, in horse form, has the effect of an **MEL6/EL3** Wildness spell on any domestic horses within ten hexes. Their **CDF** is 4.

MOUNTAIN VILY

Mountain Vily have the cursing power of the Hill Vily, the ability to take the shape of a wolf, falcon or swan and the power to cast Storm Powers at **MEL12/EL4.** All of these powers are innate. All are **MEL12** and **EL4** specified above. Their **CDF** is 7.

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

WATER VILY

Water Vily dwell in rivers, lakes and wells. They generally remain out of the water that they protect. They will punish anyone that drinks their water, or enters it, without permission. This punishment changes the water into an acidic poison. It is a death poison with a **BL** of **8.** When it is in contact with an item or creature that is not native to the water, it will have the effect of Great Serpent slime each phase, automatically.

Friendly Water Vily can use Divination, Cure Disease and Healing at **MEL8/EL8.** They can be influenced to help mortals that do not steal their water and who show due respect for them. Their **CDF** is 5.

GENERAL NOTES

All Vily enjoy song and dance. They entice mortals to join them in these pursuits, if not angered by them. Those that do, and successfully influence the Vily, will receive a boon from her. If the Character is skilled as a Singer or Dancer he may double his influence chance if he succeeds with either skill.

Persons that attempt to influence the Vily, and fail, anger them. Unless they influence them successfully on a second roll, the Vily will turn her powers on him. No person is ever required to try to influence these beings.

All Vily are eternally young. They are totally immune to the effects of time and old age.

The wings of the Vily are highly individual magic artifacts. They can be removed by the Vily, or anyone that sneaks close enough to take them. Any person that takes the wings of a Vily, or cuts her hair, will control her for as long as the hair remains short or he retains possession of the wings. In either case, she loses all of her powers and must obey any order that her master gives her. If she regains the lost attribute, i.e. long hair or wings, she regains her powers and will take the deadliest revenge possible on her captor and his family.

Any person, other than the person responsible for her condition, that aids her in regaining her freedom will gain her as a contact and receive any boon that is in her power to give.

VILY BOONS

Vily, through their power and their connections among elder aligned forces, can grant any of the following boons:

A) A magic item, piece of jewelry, reasonable amounts of money, etc.

B) An innate power tied to an artifact of some kind or a taboo. The power can be any Elder or Sidh magic. If the artifact is lost, or the taboo violated, the power is lost.

C) Protection from any creature that has a special connection with the Vily, i.e. a creature that the Vily can take the shape of. She may also grant the person the automatic ability to communicate with that species. Persons that are granted these powers are treated as a friend by the species.

D) Special survival talents in the terrain that the Vily is a native in. The Character will use his Survival **EL** at THREE times its actual level, or **EL5**, whichever is higher.

WERE-CREATURES — **ALIGNMENT—Chaos**

AHP x2	**OCV** x2	**DCV** x1.5	**NWI** x2
S x2	**St** x2	**D** x1.5	**A** x1.5
MR x1	**NAV** x2	**MDV** x1.5	**NF** Roll
EnL x1.5	**CDF** x2	**CL** NA	**1-6** 1
DTV x1	**HC** NA	**INT** 6	**7-9** 1D3
SS Nocturnal Carnivore			**10** 2D6

APPEARANCE—Were-Creatures have the form of the animal that they take the shape of. They only differ in size and in their eyes. Depending on the type of Were-Creature, the eyes are either completely red without iris or pupil or they are totally human.

SPECIAL—The multipliers listed above are used in the manner specified for the Tonah. The Were-Creature that is encountered will have the form of the animal that is the dominant carnivore in the region.

EXAMPLE—In an area that has no tigers, there are no Were-Tigers. In an area where wolves are endemic, Were-Wolves are encountered.

While they are in their animal form, Were-Wolves have an uncontrollable lust to kill. By preference, they will kill humans.

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

Cursed Were-Creatures have no control over their change. They take animal form at night when the moon is full. They return to human form when they die or at dawn. While changed, they attack anything. Any damage that they take is retained when they return to human form. They will not remember the events of the night but will retain a horrible impression of the creature's blood lust.

Voluntary Were-Creatures may take animal form every night regardless of the phase of the moon. They retain full memory of the events of the night and are selective in their killing.

Persons that kill a cursed Were-Wolf, and are damaged by it in doing so, automatically take on the curse. Unless the curse is negated, they will stalk the night as the same type of Were-Creature with each full moon. If the creature killed is a voluntary Were-Creature this rule does not apply.

WYVERN — **ALIGNMENT—Kotothi**

AHP 25	**OCV** 7	**DCV** 5(8)	**NWI** −1(−4)*
S 29(+1)	**St** 20(+1)	**D** 8	**A** 13
MR 15(27)	**NAV** 3	**MDV** 7	**NF** 1D3
EnL 21	**CDF** 7	**CL** NA	
DTV −3*	**HC** NA	**INT** 5	
SS Intermediate Carnivore			

*The parenthesized **NWI** is used when the tail attacks. The other value is used at all other times.

APPEARANCE—Wyverns are winged, two-legged, dragon-like creatures whose bodies taper to poisonous scorpion tails. They were created to destroy Chaos in the Desert. Since the fall of Kototh, they no longer restrict themselves to this prey. Excluding their long scorpion tail, Wyverns average six to eight feet in length.

SPECIAL—The tail of the Wyvern carries **BL7** Death poison. It can only be used to the front by striking over the head. In any phase the Wyvern will either attack with its tail or in some other manner. The chance of either, while its poison lasts, is **50/50**. In all cases, the poison has no chance to affect the target unless damage is scored when the tail hits. Each Wyvern will have four doses of poison per encounter. When they are used, it will no longer attack with its tail and, if possible, will try to drag away prey and feed.

ZEHANI — **ALIGNMENT—Balance**

AHP 30	**OCV** 13	**DCV** 10	**NWI** 0
S 75(+3)	**St** 80(+4)	**D** 35(+2)	**A** 55(+3)
MR 13	**NAV** 4	**MDV** 30	**NF** 1
EnL 210	**CDF****	**CL** 3	
DTV 0	**HC** NA	**INT** 10	
SS NA			

****CDF** equals 3 + **(MEL/2)**, round down.

APPEARANCE—The Zehani are grey-cowled, humanoid figures six to six and a half feet tall. Their faces are cloaked in impenetrable blackness and they exude magical potency. They are the most potent of the servants of Balance.

SPECIAL—The Zehani are the messengers of fate. They can use any Balance spell at **MEL 2D6+4/ EL 1D3+6.** Any spell that is used against a Zehani, that fails, fails abysmally.

Zehani only fight with their magic. They will not engage in physical combat at any time. Damage that they take is ignored until it is sufficient to kill them. At this point they return to the throne of fate and are dispelled. Damage taken does not interfere with any magic that they cast. Their concentration is never broken. The Zehani are the servants of fate, the step-children of time and the favored of Tehuti.

5) CREATURE VARIATION (OPTIONAL)

It is a rational assumption that, within any given species, no two individuals are totally identical. The systems that follow below may be used to simulate this bit of realism in your game.

5.1) THE CREATURE VARIATION TABLE

Roll **D100** on the table below. When a modifier group has been determined, consult sections **5.11** and **5.12** for the rules that govern their use.

CREATURE VARIATION TABLE

ROLL	MODIFIER +(−)	ROLL	MODIFIER +(−)
01+02	.5(2)	71-80	1.2(.9)
03-06	.6(1.8)	81-88	1.4(.8)
07-12	.7(1.6)	89-94	1.6(.7)
13-20	.8(1.4)	95-98	1.8(.6)
21-30	.9(1.2)	99+100	2(.5)
31-70	1(1)		

5.11) The unparenthesized, +, modifier is multiplied times:

AHP	**St**	**CDF**
NWI	**NAV**	**CL**
S	**MDV**	**EnL**

In all cases, the resulting value is rounded up. At the Referee's discretion, the value can also be multiplied times the Healing Chance **(HC)** if one is listed for the creature.

5.12) The parenthesized, −, modifier is multiplied times:

D **A**

In all cases, the resulting value is rounded up. At the Referee's option, this factor can also be multiplied times the number of creatures that are found. This should especially be considered in the case of small creatures.

5.13) SPEED (MR)

Speed modification is based on the + modifier determined in **5.1.** Consult the table below using this modifier as your factor. The number yielded should be multiplied times **MR** and rounded up.

MR VARIATION TABLE

MODIFIER	MULTIPLIER	MODIFIER	MULTIPLIER
.5	1.5	1.2+1.4	.9
.6+.7	1.3	1.6+1.8	.8
.8+.9	1.1	2	.7
1	1		

EXAMPLE—A Lion has a **MR** of **21.** If it has a + modifier of **1.4,** its **MR** is, **21×.9, 19.** If it has a + modifier of **.6** its speed is, **21×1.3, 28.** The complete range for the species, from slowest to fastest, is **15** to **32.**

NOTE—*The Referee can modify this rule to apply any factors that he feels are appropriate, i.e. stride length, body form, etc.*

5.14) MAGIC VARIATION

The casting ability of any creature equals his Energy Level, if the creature is capable of using magic. The − modifier is used, on the table in **5.13,** to determine the **MEL** and **EL** of the creature based on those specified for it in its description. The resulting value, after taking the multiplier times the **MEL** and then the **EL,** is always rounded down.

EXAMPLE—A creature is **MEL8/EL4.** His − modifier is **.6.** His **MEL** is increased from **8** to **10.** His **EL** is increased from **4** to **5.**

5.15) Once the other values have been modified, **OCV** and **DCV** are determined. **OCV** will equal:

(AHP/5(RU)) + SB + StB

DCV equals:

(MR/5(RU)) + (NAV/2(RU)) + DB + AB

A SAMPLE MODIFICATION

The average Dragon has the following values:

AHP 75	**OCV** 21	**DCV** 5(10)	**NWI** −7
S 80(+4)	**St** 32(+2)	**D** 11	**A** 12
MR 8(32)	**NAV** 6	**MDV** 25	
EnL 80	**CDF** 12	**CL** NA	
DTV −8*	**HC** 56%	**INT** 10	

If the dragon had +(−) modifiers of **1.6(.7),** he would have the following values:

AHP 120	**OCV** 32	**DCV** 7(11)	**NWI** −12
S 128(+5)	**St** 52(+3)	**D** 8	**A** 9
MR 7(26)	**NAV** 10	**MDV** 40	
EnL 128	**CDF** 20	**CL** NA	
DTV −13*	**HC** 90%	**INT** 10	

MATH CHART CREATURE VARIATION MULTIPLIER

AHP	.5	.6	.7	.8	.9	1	1.2	1.4	1.6	1.8	2
1	1	1	1	1	1	1	2	2	2	2	2
2	1	2	2	2	2	2	3	3	4	4	4
3	2	2	3	3	3	3	4	5	5	6	6
4	2	3	3	4	4	4	5	6	7	8	8
5	3	3	4	4	5	5	6	7	8	9	10
6	3	4	5	5	6	6	8	9	10	11	12
7	4	5	5	6	7	7	9	10	12	13	14
8	4	5	6	7	8	8	10	12	13	15	16
9	5	6	7	8	9	9	11	13	15	17	18
10	5	6	7	8	9	10	12	14	16	18	20
20	10	12	14	16	18	20	24	28	32	36	40
30	15	18	21	24	27	30	36	42	48	54	60
40	20	24	28	32	36	40	48	56	64	72	80
50	25	30	35	40	45	50	60	70	80	90	100

The table above can be used instead of multiplying for Creature Variation. Total the values until the average value of the creature for the item being multiplied is achieved.

EXAMPLE—A Dragon, **75 AHP,** has a multiplier of **1.4.** By totalling the **50** line, the **20** line and the **5** line, its **HPV** is yielded. *(In this case, 70+28+7,* **105***).*

6) CREATURE GENERATION (OPTIONAL)

The following rules provide a detailed method for randomly creating new creatures. At any stage where a random roll is called for, the Referee is free to select any value that he desires. He is not required to roll randomly. Where a range of possibilities exists, the Referee should confine himself to that range.

6.1) AHP

The **AHP** of the creature is determined on the table below, based on a general size rating. Roll **D100.**

ROLL	SIZE	AHP VALUE	AVERAGE	RANGE
01-30	Tiny	1D6+1	4	2 to 7
31-55	Small	2D10	11	2 to 20
56-80	Medium	(2D10+5)×2	32	14 to 50
81-99	Large	(3D10+10)×3	78	39 to 120
100	Immense	(2D10+5)×10	160	70 to 250

NOTE—*The Referee may roll a size, assume the average value or assign an* **AHP** *anywhere within the specified range.*

6.2) STRENGTH AND STAMINA

These values are based on the **AHP** that is determined in **6.1.** Roll **2D10** on the table below. You may use the **11-13** values for both if you do not care to roll.

	ROLL							
AHP	**2**	**3+4**	**5-7**	**8-10**	**11-13**	**14-16**	**17-19**	**20**
1-5	.8	1	1.1	1.2	1.3	1.4	1.6	1.8
6-15	.7	.8	1	1.1	1.2	1.3	1.4	1.6
16-30	.6	.7	.8	1	1.1	1.2	1.3	1.4
31-50	.5	.6	.7	.8	1	1.1	1.2	1.3
51-80	.4	.5	.6	.7	.8	1	1.1	1.2
81-120	.3	.4	.5	.6	.7	.8	1	1.1
121+Up	.2	.3	.4	.5	.6	.7	.8	1

NOTE—*A separate roll should be taken for each characteristic.*

EXAMPLE—A creature has **AHP 22.** A **7** is rolled for Strength, a **19** for Stamina. Its Strength is, **22x.8, 18(+1).** Its Stamina is, **22x1.3, 29(+1).** In all cases, the result of these multiplications are rounded up.

6.3) DEXTERITY AND AGILITY

These factors are determined by random rolls based on the size class of the creature. The Referee is free to select any possibility within the ranges created by these rolls.

SIZE CLASS	ROLL	MINIMUM
Tiny	D100+10	11
Small	(D100/2)+10	11
Medium	3D10+1	4
Large	2D10+1	3
Immense	2D6−1	1

In all divisions above, round up.

6.4) NATURAL WEAPON INDEX

The **NWI** of the creature is determined by its **AHP** and a random roll with **1D10.** See the table below:

	ROLL									
AHP	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
1-5	+5	+4	+3	+2	+1	0	0	−1	−2	−3
6-15	+4	+3	+2	+1	0	0	−1	−2	−3	−4
16-30	+3	+2	+1	0	0	−1	−2	−3	−4	−5
31-50	+1	0	0	−1	−2	−3	−4	−5	−6	−7
51-80	0	0	−1	−2	−3	−4	−5	−6	−7	−8
81-120	0	−1	−2	−3	−4	−5	−6	−7	−8	−9
121+Up	−1	−2	−3	−4	−5	−6	−7	−8	−9	−10

NOTE—*Once the* **NWI** *has been determined, the Referee should select features of the creature's appearance that explain its fearsome, or less than fearsome, natural armament.*

6.5) NATURAL ARMOR VALUE

The base factor for determining the **NAV** of a creature equals its **AHP/10,** rounded down. Consult the table below and the size modifier table that follows it. Roll **1D10** on the table below:

BASE FACTOR	ROLL: −1	0	1	2	3	4	5	6	7	8	9	10	11	12
0	0	0	0	0	0	0	0	0	0	0	0	—	—	—
1	—	0	0	0	0	0	0	0	0	0	1	1	—	—
2	—	0	0	0	0	0	0	0	0	1	1	2	—	—
3	—	—	0	0	0	0	0	0	0	1	2	2	3	—
4	—	—	0	0	0	0	0	1	1	2	2	3	4	—
5	—	—	0	0	0	0	1	1	2	2	3	4	5	—
6	—	—	—	0	0	1	1	2	2	3	4	5	6	—
7	—	—	—	0	1	1	2	2	3	3	4	5	6	7
8	—	—	—	1	2	2	3	3	4	4	5	6	7	8
9	—	—	—	2	2	3	3	4	4	5	5	6	7	8
10+Up	—	—	—	2	3	3	4	4	5	5	6	6	7	8

— = An impossible result.

IMPORTANT—Add the following factors to your roll on the table above:

SIZE CLASS	MODIFIER	SIZE CLASS	MODIFIER
Tiny	−2	**Large**	+1
Small	−1	**Immense**	+2
Medium	0		

6.6) ALIGNMENT

Creatures are not required to have an alignment. If the Referee chooses to align them, he may select an alignment or roll on the table below with **1D10:**

ROLL	ALIGNMENT	ROLL	ALIGNMENT
1-3	Chaos	**8**	Balance
4+6	Law	**9**	Sidh
6+7	Kotothi	**10**	Other Elder

6.7) OTHER ATTRIBUTES

The tables in this section detail the basic appearance, survival strategy and other factors of importance about the creature. The Referee may select the factors desired from those offered below, create options of his own or roll randomly as specified below:

BODY FORM TABLE (Roll D100)

ROLL	BODY FORM	ROLL	BODY FORM
01-20	Humanoid	**69**	Tortoise
21-24	Dog	**70-72**	Serpent
25-27	Wolf/Hyena	**73-75**	Frog/Toad
28-30	Cat	**76+77**	Salamander
31-34	Lion/Tiger/Leopard	**78-81**	Insect
35-42	Horse	**82-84**	Deer
43-45	Spider	**85**	Elephant
46-48	Cow/Buffalo	**86**	Lobster/Crayfish
49-52	Eagle/Hawk/Falcon	**87+88**	Plant/Tree
53-58	Anthropoid	**89**	Amoeboid/Formless**
59	Created*	**90+91**	Multi-armed or Tentacles***
60-63	Rodentia	**92**	Insubstantial****
64+65	Water Rodent	**93-100**	Chimearical*****
66-68	Lizard		

*The creature was created by a magic-user or some other force. It can have any form, including irrational, impossible ones.

**The creature is either an amoeboid or it has no definite physical form, while still being substantial.

***The creature has more than two usable arms or tentacles. The Referee will determine its actual form and number of tentacles.

****The creature is physically insubstantial. It cannot be harmed in normal combat unless the weapon used is dedicated to its destruction. Its actual form is at the discretion of the Referee.

*****Chimearical creatures have a form that combines more than one form in it. Roll **1D3+1** times on the table above to determine the forms that make up the creature. The Referee will determine which parts are taken from which creature and how they make a whole.

COLOR (2D100)

ROLL	
05 or less	Black
06-10	Blue
11-15	Yellow
16-20	Green
21-25	Purple
26-30	Dark Blue
31-35	Flesh tone
36-40	Tan
41-45	White
46-50	Orange
51-55	Light Red/Pink
56-60	Gray
61-65	Red
66-70	Brown
71-75	Dark Brown
76-85	Striped*
86-94	Spotted*
95-100	Mottled*

*If the creature is striped, spotted or mottled, **1D2+1** colors are in its form. Re-roll, subtracting **25,** until this number of different colors is determined.

SCENT (2D6)

ROLL	ODOR
2	Foul
3+4	Distasteful
5+6	Unsettling
7	Average
8+9	Pleasant
10+11	Aromatic
12	Enchanting

INTELLECT (2D100)

ROLL	VALUE
01-30	1D3
31-60	1D3+2
61-85	1D3+3
86-99	1D3+5
100	1D3+7

SPECIAL (1D10)

ROLL	
1	Yes
2-10	No

FLIGHT (1D10)

ROLL	
1	Wingless Flyer
2-4	Winged Flyer
5-9	Non-flier
10	Non-flier with vestigal wings

SWIMMING (1D10)

ROLL	
1	Aquatic
2+3	Natural Swimmer
4-7	Can learn to swim
8+9	Can't swim
10	Aquaphobic

SURVIVAL STRATEGY (Roll 1D10 twice)

ROLL	FIRST D10
1-5	Diurnal
6	Intermediate
7-10	Nocturnal

ROLL	SECOND D10
1	Scavenger
2-5	Herbivore
6	Fructivore
7-9	Carnivore
10	Omnivore

VIABILITY (1D10)

ROLL	
1-7	Viable
8+9	Sterile
10	Multi-Racial

TREASURE (1D10)

ROLL	
1-4	Relevant
5-10	Irrelevant

NOTE—*Some definition of the preceding sections may be helpful. In flight, a* WINGLESS FLYER *moves through the air magically. The Referee will determine what spell it utilizes. A* NON-FLIER *with* VESTIGIAL WINGS *has short wings that are not sufficient to allow it to fly. What use they are, if any, is at the Referee's discretion.*

Swimming rates the creature's ability to operate in the water. An AQUATIC *creature spends* **100%** *of its time in the water. A* NATURAL SWIMMER *is a creature that is equally at home on the land or in the water. A creature that* CAN LEARN *to swim is native to land or air but is capable of operating to some extent in the water.* CAN'T SWIM *indicates that the creature is physially unable to operate in any water above its head. It is at best a wader. An* AQUAPHOBIC *creature will not enter the water for any reason. It has a psychological aversion to even partial immersion in water. It is never found in the water and will never pursue any creature into it.*

SPECIAL *refers to the powers in the Special Attribute section in Book One. If* YES *is the result here, roll on the Special Attribute table in Book One.*

INTELLECT *rates the basic intelligence of the creature. Roll the dice indicated by your roll.*

VIABILITY *is the creature's ability to produce offspring that are, themselves, capable of producing offspring. A* VIABLE *creature has this ability within its own race. A* STERILE *creature does not. If the result is "*MULTI-RACIAL*" the creature can produce viable off-spring in combination with his own race and at least one other species. (In example, the Griffin can propogate with both griffins and horses).*

The SCENT *of the creature is the basic description from a human view. Foul scents, therefore, are acrid, astringent and noxious smells. Beautiful scents are flowery, pervasive and pleasant.*

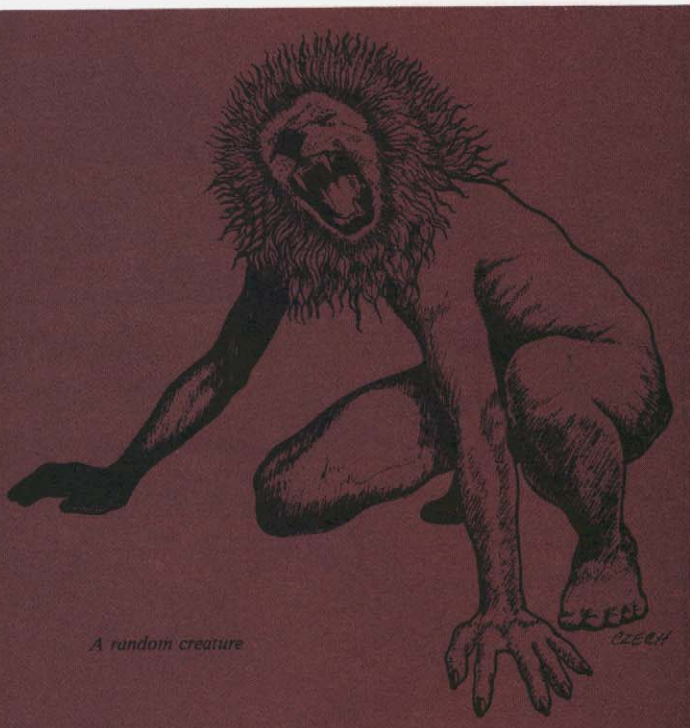
COLOR *indicates the dominant skin, fur, shell or feather color of the creature. When the creature is spotted, striped or mottled more than one color will be co-dominant. (In example, the earth Zebra with its black and white stripes, the leopard with black spots on orange fur, etc).*

A creature's SURVIVAL STRATEGY *is defined by the type of prey that it lives on* **AND** the time of day that it commonly seeks its prey. *A* SCAVENGER *lives on carrion and easily defeated, smaller prey.* HERBIVORES *subsist on various grasses and plants. (In general, they should be diurnal).* FRUCTIVORES *live on fruit and small insects. Rarely, large fructivores will also kill and eat small animals.* CARNIVORES *derive the great majority (over 70%) of their sustenance from meat animals. They hunt down and kill small to large creatures.* OMNIVORES *balance their intake of meat with a large proportion of grasses and fruits. In general, they can consume any foodstuff that is not poison without difficulty. Unless civilized, omnivores survive through a combination of hunting and gathering. Humans are omnivores. Most intelligent creatures are omnivores.*

A DIURNAL *creature seeks its sustenance during the day. A* NOCTURNAL *creature hunts at night. An* INTERMEDIATE *creature is able to seek its sustenance during the day or at night. It has no definite pattern for when it is most likely to be active.*

6.8) MOVEMENT RATE

The basic speed of a creature should be determined based on its size, body form and the type of movement that it uses, i.e. ground, flying or swimming. The Referee should determine a movement rate for the creature based on these factors. The movement rates that are given in the creature descriptions should serve as a guide in this effort.



A random creature

6.9) ATTRIBUTE VALUES

The following factors are determined based on values that have been determined previously.

6.91) OFFENSIVE COMBAT VALUE

The creature's **OCV** equals **(AHP/4, round up) + SB + StB.**

6.92) DEFENSIVE COMBAT VALUE

DCV equals **(MR/5, round up) + (NAV/2, round up) + DB + AB.**

6.93) DAMAGE TOLERANCE VALUE

DTV equals **(AHP/10(RU)) x (− 1).** The Referee will decide whether the creature is subject to unconsciousness.

6.94) MAGIC ABILITY

The chance that a creature has a magical talent is based on its size class and the roll of **D100.** If the creature is aligned, add **10** to your roll. If it is aligned with Chaos, add **20.**

	SIZE CLASS				
ROLL	**TINY**	**SMALL**	**MEDIUM**	**LARGE**	**IMMENSE**
01-50	None	None	None	None	None
51-75	1D3 + 1	1D3	None	None	None
76-90	1D6 + 1	1D6	1D6 + 2	1D3	None
91-97	1D6 + 4	2D6	1D10 + 2	1D10 + 2	1D6 + 3
98-100	None	None	None	2D6 + 2	2D6 + 4

The value yielded in the table above is the **MEL** of the power that the creature has. NONE indicates that the creature has no powers. If the creature has an **MEL,** it will have **1D3*** magical powers and is automatically immune to any power that it can use.

The **EL** of the creature, in any power or immunity that it has, equals its **MEL/2** rounded up. The Referee may vary this in special cases as he sees fit.

IMPORTANT—If the creature has powers, and is aligned, the powers must be drawn from the spells for that creature's alignment. If the creature is Kotothi, the power can be any Elder or Shamanic power that kills, causes helplessness or has some other detrimental effect on its target. The Referee can also create new powers to be possessed by these creatures.

6.941) CONTACT LEVEL

If a creature is aligned and has a magical attribute, it can be a supernatural force of its alignment. If the Referee determines that this is the case, the **CL** of the creature will equal its **MEL/5,** rounded up.

6.95) CREATURE DIFFICULTY FACTOR

The **CDF** of a creature equals **AHP/10** rounded up. If the creature has a magical power, or **NWI** less than **−3**, increase this value by **50%** rounded up. If the creature has a contact level of one or higher, double its base **CDF**.

EXAMPLE—A creature takes **37** hits. Its **CDF** is **4**. If it has a power, or **NWI** less than **−3**, its **CDF** is **6**. If it is a supernatural force of its alignment, its **CDF** is **8**.

6.96) MAGIC DEFENSE VALUE

The **MDV** of a creature equals its Intellect plus **AHP/20**, rounded down. If it has a magical power, add its **MEL** to this value. If it is a supernatural force in its alignment, add its **MEL** and twice its Contact Level.

6.97) ENERGY LEVEL

The energy level of a creature equals **MDV × 3**. If it has a magical power, the energy level equals **MDV × 5**. If it is a supernatural force in its alignment, the energy level will equal **(CL × 50) + MDV**.

6.98) HEALING CHANCE

The healing chance of a creature will equal **(S + St)/2**, rounded down. If the creature is associated with healing or healing forces, **double** this value. If it is a supernatural force of its alignment, and the value can apply, **triple** the value determined. The maximum Healing Chance that any creature can have, regardless of multiplication, is **100%**.

6.10) SPECIAL FACTORS

The following items can apply for the creature that is being created. The Referee should use them to balance the attributes of the creature within the ecology of his world.

6.101) POISON

If a creature is a Carnivore or Omnivore, it may inject poison with its bite or spit poison at adversaries. If it is a Herbivore, Fructivore, plant, etc, its flesh or some weapon at its disposal can have a poisonous or repulsive effect on creatures that may choose to attack it. The chance that one of these factors will apply is determined on the table below. If some poison is present, the Referee will determine how it is used by the creature based on its other factors.

POISON CHANCE

SIZE	CARNIVORE % CHANCE	OMNIVORE % CHANCE	OTHER % CHANCE
Tiny	40%	30%	50%
Small	20%	15%	30%
Medium	10%	5%	15%
Large	5%	2%	5%
Immense	2%	1%	2%

If an *"Other"* creature above has a poison, a roll of **1-4** on **1D10** indicates that it is a repulsive power. A **5 − 10** indicates that it is a poison. If it is a poison, roll on the table below. For Repulsive powers, see **6.1011.** All poisonous Carnivores and Omnivores will roll on the table below. If the creature is Kotothi aligned, add **1** to your roll. If it is Chaos aligned, subtract **1**. Roll **2D6** to determine the type of poison that is present. Roll **2D6** a second time to determine its toxicity.

POISON TABLE

ROLL	POISON TYPE	ROLL	TOXICITY (BL)
1 + 2	Magical Poison*	**1 + 2**	1D6 + 2
3	Immediate Death	**3-5**	1D6 + 1
4 + 5	Death	**6 + 7**	1D6
6 + 7	Slow Death	**8 + 9**	1D3 + 1
8 + 9	Debilitating**	**10 + 11**	2D3* + 2
10 + 11	Paralytic	**12 + 13**	2D6
12 + 13	Paralytic Acid***		

If the creature has an intellect of **5** or higher, and/or is a supernatural force in its alignment, **double** the **BL** determined for it. If the creature is tiny, increase the **BL** by **50%**, rounded up. If both factors apply, **triple** the **BL** determined above.

*The poison causes the person to suffer the effects of a Referee selected spell if it succeeds. The **EL** of the spell equals the creature's **BL/2**, rounded up. If the creature is aligned, the spell that the poison uses must be of the same alignment.

The poison causes the person hit to lose energy, strength and stamina. Each value is reduced by **BL × 2 points if the poison succeeds. The reduction will last a number of days equal to the **BL** of the poison. Per success, the reduction is implemented. If at any time that the victim's Energy Level reaches zero or less, the victim is dead.

***The poison paralyzes the victim and burns his wounds with a potent acid. **Double** all **damage** that is scored when the poison succeeds in affecting a target.

6.1011) REPULSIVE POWERS

These powers are used by non-aggressive creatures to protect themselves from predators. All will serve to drive away, or otherwise occupy the attention of, any predator. The specific effect of the repulsant, types of creatures that it will not affect and other factors are at the discretion of the Referee. The **BL** of the repulsant is determined below:

ROLL	BL	ROLL	BL	ROLL	BL
01-05	1	41-60	5	89-95	8
06-12	2	61-75	6	96-99	9
13-25	3	76-88	7	100	10
26-40	4				

IMPORTANT—The base **BL** determined above is modified by the size, magic and supernatural factors listed in section **6.101, the Poison Table.**

6.102) NATURAL MATERIAL VALUE

If a creature is aligned, has some magical power, uses some poison, has a repulsing power, uses some special attribute or has special features about it, a natural material can be drawn from it. The Referee will determine whether one can be created. If so, he must set the following parameters for it:

A) What portion of the creature gives the value set for the natural material.

B) What will the material do in enhanced and unenhanced form.

C) How should the material be used. What restrictions apply to its use, if any.

D) How much material is gained from each creature that is taken or used to produce it.

E) What special care is required, if any, in handling or extracting the material.

6.11) NUMBER FOUND

The Referee will set this factor. To preserve balance, the maximum number encountered, times **AHP**, should not exceed **250** unless the locus of the encounter is obvious from a distance.

If the creature has the ability to use magic, its **MEL × 5** should be added to the **AHP** before multiplying above.

For play balance, the Referee should restrict the total **AHP** of the forces that a party can encounter to three times the parties total **HPV** or less. *(Using any MEL values as specified above).* To preserve the challenge of encounters, except in special circumstances, the Character party should never have more than a three to one advantage over the force that they combat, except in special circumstances during an adventure.



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