

Law Creatures

Ahuras

Metatron, Sabbathiel, Gavreel

The creatures listed in this group are supernatural forces aligned with Law. All reside in the Upper World. They can be considered to be Angels. Unless summoned, or operating for a divine purpose, they are only encountered in the Upper World.

Ahura							
AHP	25	OCV	11(17)*	DCV	7(12)	NWI	0
S	34(+2)	St	52(+3)	D	40(+2)	A	40(+2)
MR	12(39)	NAV	2	C	14	NF	1D2*
EnL	50	DTV	-4*	CDF	6	CL	1
SS	NA			MDV	15	INT	6
MEL	6	PR	6	SIZE	2	HC	33%

*The OCV in parentheses applies when the Ahura fights Chaos. This includes people willingly oriented towards Chaos.

Appearance – Ahuras are radiant, handsome figures 6-7 feet tall. They are winged, robed in white and bathed in radiant light. When encountered they are armed with a Sword or Spear (MEL6/EL3 modified for hit chance and damage plus).

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

Labura				Labbiel			
AHP	25	OCV	8(12)*	DCV	10(15)	NWI	0
S	30(+1)	St	44(+2)	D	52(+3)	A	40(+2)
MR	12(40)	NAV	3	C	26(+1)	NF	1D2+1
EnL	75	DTV	-4*	CDF	7	CL	1
SS	NA			MDV	18	INT	7
MEL	8	PR	6	SIZE	10	HC	35%

* The () OCV applies against Kotothi enemies.

Appearance – As for the Ahura except Labura are not armed. There is rarely a time when they do not smile or laugh when encountered or summoned.

Special – These Ahuras serve Labbiel. They are dedicated to opposing the forces of Kototh wherever they find them. All use Law magic at MEL8/EL4 to achieve this end. They also have EL 2D6+4 in Hand to Hand combat and EL4 Immunity to Kotothi cast Elder magic.

Amaliel				Ateuseul			
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	C	49(+2)	NF	1D2*
EnL	98	DTV	-5*	CDF	9	CL	2
SS	NA			MDV	20	INT	7
MEL	10	PR	8	SIZE	3	HC	42%

**As for Ahura.

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

Special – Amaliel are winged flyers. They use Detection and Tracking (MEL10/EL5) to find chaos forces or persons that have damaged Law. They are armed with a Spiked Whip and Flail. The whip strikes at the same time as Polearms and has a +3 WSB. That flail is a MEL8/EL4 magic weapon modified for hit chance only.

Angels of Fury				Ateuseul			
AHP	33	OCV	11(17)*	DCV	6(13)	NWI	0
S	70(+3)	St	40(+2)	D	20(+1)	A	32(+2)
MR	10(44)	NAV	3	C	22(+1)	NF	1D2*
EnL	71	DTV	-4*	CDF	8	CL	2
SS	NA			MDV	24	INT	7
MEL	10	PR	6	SIZE	2	HC	31%

*Increased OCV applies when they fight 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 rage. Their presence radiates light. All Angels of Fury are armed with MEL10/EL5 Flaming Swords.

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

Hafaza				Sraosha			
AHP	28	OCV	9(14)*	DCV	12	NWI	0
S	48(+2)	St	28(+1)	D	40(+2)	A	40(+2)
MR	16	NAV	8	C	36(+2)	NF	1D2*
EnL	85	DTV	-3*	CDF	7	CL	2
SS	NA			MDV	12	INT	7
MEL	8	PR	6	SIZE	3	HC	32%

*Increase OCV when fighting Kekoni and Dark's Serpents.

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

Special – Hafaza are totally immune to damage from any fire (including astral fire). Their presence negates Darkness within 20 hexes of their location. After all modifiers are subtracted, they score double damage from any hit in combat.

All are capable of casting Fire Darts at MEL8/EL3. Their fire does not score double damage. They know all human tongues and protect humans against those who use Darkness Powers. All Hafaza are armed with a mace. The mace has 2× weight, 3× listed fatigue and +3 WSB. Their EL is 8.

Kerubim				Sabbathiel, Arcan			
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	C	52(+3)	NF	1
EnL	116	DTV	-6*	CDF	13	CL	3
SS	NA			MDV	24	INT	8
MEL	8	PR	12	SIZE	3	HC	56%

*As specified for the Ahura.

Appearance – Kerubim appear as an Ahura or bullheaded angel clothed in fine robes. They are armed with MEL15/EL8 Magic Spear enhanced for damage plus and hit chance. They always appear riding a chariot of flaming gold that is pulled by 2 flaming steeds.

Special – Kerubim cast MEL15/EL3 Killing Light through their spear. Their own power is MEL8/EL4 with Light Powers and Fire Powers. They are not winged and only fly when in their chariot. They understand all human tongues.

Maskela				Gavreel, Abraxas			
AHP	20	OCV	5	DCV	8(12)*	NWI	+4
S	11	St	30(+1)	D	19(+1)	A	25(+1)
MR	12(32)	NAV	6	C	39(+2)	NF	1
EnL	120	DTV	-3	CDF	6	CL	2
SS	NA			MDV	28	INT	9
MEL	18	PR	12	SIZE	2	HC	35%

*Double the DCV against any Chaos attackers.

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 MEL8/EL8 Sanity and MEL8/EL4 Peace. They are 66-72 inches in height.

Special – Maskela use all law Healing spells at MEL18/EL9. When the power is used for Revivification or Resurrection, the EL is 5. They understand all human tongues.

Vereghina				Gavreel			
AHP	28	OCV	11(17)**	DCV	7	NWI	-5
S	24(+1)	St	78(+4)	D	14	A	16(+1)
MR	18	NAV	4	C	10	NF	1D3
EnL	26	DTV	-5*	CDF	9	CL	1
SS	Inter. Herbivore			MDV	6	INT	4
MEL	12	PR	8	SIZE	3	HC	44%

** Increase OCV against an enemy the Vereghina tracks.

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

Special – Vereghina are infallible trackers. They have MEL12/EL10 ability with the Tracking spell. They track those aligned with Chaos or who have offended Law. In either case they trail the person until their target is dead or they are. Even if they are dispelled they will someday continue the chase.

NOTE – Vereghina persistence is legend. Whatever happens, they will return to hunt a tracked enemy. Each time they do, they will be 10% larger and faster (RU). Unless they are truly killed, which can only be done in the Upper World or by a power that takes all their energy, they will kill their enemy one day.

Argol				Ashur			
AHP	48	OCV	16	DCV	5	NWI	-3
S	88(+4)	St	44(+2)	D	20(+1)	A	10
MR	14	NAV	2	C	60(+3)	NF	1-9 1 10 1D3*
EnL	96	DTV	-5	CDF	5	CL	NA
SS	Diurnal Omnivore			MDV	6	INT	6
		PR	10	SIZE	7	HC	52%

Appearance – An immense multi-eyed giant commonly garbed in white linen and often armed with a ponderous bow. The placement and nature of its eyes make it impossible to approach the Argol secretly. They are usually a bit more than 20 feet tall.

Special – Argol have eight immense eyes spaced about their head and body. These grant it 360 degree vision when it is awake. An Argol is always awake during the day. At night there is a 30% chance it is sleeping. Roll for each if more than one is encountered.

Argols use an immense bow. It has twice the range specified for a Longbow and a WSB of +4. The Argol's EL with the weapon is 3. As it is sixteen feet long, the weapon is not usable by anyone less than giant size.

This giant is a hunter and herder. It has been known to aid humans who approach it with courtesy. Any who have anything of Chaos about them will be viewed as an enemy. Where this is not

obvious, the giant's chance of sensing the taint is 40% if nothing obvious is said or done to give it away.

Blancara

Ashur, Arcan

Male							
AHP	22	OCV	8	DCV	5	NWI	-6
S	54(+3)	St	14	D	16(+1)	A	14
MR	19	NAV	0	C	20(+1)	NF	1-6 1 7-9 1D3** 10 1D6+1**
EnL	36	DTV	-1	CDF	3	CL	NA
SS	Diurnal Carnivore			MDV	6	INT	4
		PR	2	SIZE	3	HC	17%

** Where 1 is encountered it is a male. In 1D3 encounters, the first is a male. The others are females. With 1D6+1 encounters, the first is male, the next two are female and any others are cubs.

Female							
AHP	20	OCV	8	DCV	8	NWI	-4
S	36(+2)	St	32(+2)	D	24(+1)	A	28(+1)
MR	22	NAV	1	C	12	NF	See male**
EnL	28	DTV	-3	CDF	2	CL	NA
SS	Diurnal Carnivore			MDV	5	INT	4
		PR	10	SIZE	2	HC	22%

Appearance - The male Blancara is a heavily muscled lion with claws of white gold and a long, beautiful mane. The claws are sharp, massive and powerful. Females are smaller, more active and deadly. They do not have the sacred mane or gold claws of the male.

Special - The claws of a male Blancara are worth AHP/2 (RU) gold coins if they are taken. Its mane is worth the same amount in silver. In some law nations, especially Donara, Blancara are sacred. Slaying them is heresy.

These lions understand the Tongue of Ashur. If they are spoken to in that tongue, they will not attack the party the speaker is with unless it is clearly a threat or clearly evil. Speakers of that tongue may attempt to influence the lions. They will be refused if they ask anything that draws the lions away from their territory or imposes on them.

Blancara operate as normal for lions with one exception. They attack any lion headed creature of Chaos with Uncontrollable Battle Fury. They will not hunt humans unless they offend the pride or the Blancara are starving. They have been known to aid humans against Chaos attackers. Such cases are rare but they exist.

Cadue				Gavreel			
AHP	13	OCV	4	DCV	2(5)	NWI	-1
S	19(+1)	St	15	D	NA	A	14
MR	6(22)	NAV	0	C	18(+1)	NF	1-5 1 6-9 1D3+1 10 1**
EnL	54	DTV	-3*	CDF	5	CL	NA
SS	Diurnal Insectivore			MDV	10	INT	6
MEL	6	PR	6	SIZE	1	HC	48%*

* DTV, PR and HC are tripled because healing is the essential nature of the creature.

** The serpent found is a Cadue elder. A clutch of 2D6 eggs is found with him or her. Elders are not capable of flight.

Appearance - Cadue are bronze to golden serpents with fine silvery wings. They are capable of flight and commonly nest in high mountains and tall trees. The average adult is three to four feet long.

Special - Cadue are healing serpents. They are innately able to use healing light at MEL6/3. They never engage in combat unless their survival demands it. When possible, they flee rather than fight. The exception to this is any attack by a Chaos magician, disease demon or plague demon. In those cases they fight to kill.

Cadue Elders are larger than younger serpents. They rule the pods of their area and care for the eggs the young adults lay. All Elders are capable of Healing Light and Watchful Sleep at MEL12/EL6. They can also use the Communicate spell and Light powers at MEL6/EL3.

As they no longer fly, elders make their homes in places that can be more easily accessed than those chosen by younger Cadue. Ravines, caves and forest thickets are common sites for an elder's home. The stats of the elder are:

Cadue Elder				Gavreel			
AHP	25	OCV	8	DCV	2	NWI	-3
S	36(+2)	St	30(+1)	D	9	A	10
MR	5	NAV	2	C	34(+2)	NF	1
EnL	83	DTV	-9*	CDF	9	CL	NA
SS	Inter. Omnivore			MDV	16	INT	7
MEL	12	PR	9	SIZE	2	HC	96%

NOTE - Lawful societies consider harming a Cadue to be a heinous action. They are entirely beneficent creatures, unless one happens to have a Chaos orientation. Receiving their aid in time of need, or for just purposes, is not unheard of. They can be reasoned with and influenced.

Daeta A'Miri				Labbiel, Mushru			
AHP	10	OCV	3	DCV	10	NWI	+2
S	10	St	22(+1)	D	50(+2)	A	60(+3)
MR	24	NAV	0	C	8	NF	1D3+1
EnL	17	DTV	-2	CDF	1	CL	NA
SS	Nocturnal Carnivore			MDV	3	INT	3
MEL	10	PR	2	SIZE	1	HC	15%

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

Special - Daeta A'Miri are immune to all poisons. When they fight a poisonous serpent use Uncontrollable Battle Fury. They can sense serpents as for MEL10/EL5 Mana Sensing. They are voiceless, silent creatures. They can be taught to use simple signs to communicate by a person who is skilled in husbandry.

These creatures are immune to all powers of the Basilisk. They will track and kill any Basilisk they sense, as for as MEL15/EL10 Mana Sensing.

Dolaura				Enki			
AHP	20	OCV	7	DCV	11	NWI	-3
S	32(+2)	St	20(+1)	D	NA	A	53(+3)
MR	38	NAV	1	C	28(+1)	NF	1-6 1 7-9 1D6 10 2D10
EnL	87	DTV	-3	CDF	2	CL	NA
SS	Inter. Carnivore			MDV	10	INT	7
		PR	4	SIZE	2	HC	24%

Appearance - Dolaura are large dolphins with golden hued hides. They understand any supernatural tongue of Law.

SPECIAL - Dolaura are sea creatures. They will only be encountered in a sea or ocean. All are the dedicated enemies of Chaos in the ocean. As the situation allows, they protect man from those forces and assault their enemies. The main enemy of Dolaura are beasts such as Kraken and the Mer.

If a human they encounter or aid is able to communicate with them, Dolaura are sociable and friendly. In most cases, they are happy to perform any service that damages or destroys the power of Chaos in the ocean.

Dolaura have the ability to remain underwater for SB+StB days. When they choose, they can extend this blessing to any friend who rides them. Once the person dismounts he retains the blessing for StB+2 hours or until he leaves the water.

NOTE - If Creature Variation is used any Dolaura who is double normal size is a Queen. She has the ability to use Sea Powers at MEL12/EL6. The elder god Manakel is fond of this creature and they of him.

Dolaura Queen				Enki			
AHP	40	OCV	13	DCV	10	NWI	-5
S	66(+3)	St	40(+2)	D	NA	A	35(+2)
MR	34	NAV	2	C	54(+3)	NF	1
EnL	103	DTV	-5	CDF	10	CL	NA
SS	Inter. Carnivore			MDV	16	INT	7
MEL	12	PR	10	SIZE	2	HC	47%

A Dolaura Queen may use some General Magic at MEL12/EL3. The usable spells are Communicate, Protection against Chaos and Purification. Rare Queens of this race use Shape Changing at MEL12/EL6. Those who do (10% chance) take the form of a human woman and visit the land now and then.

IMPORTANT - Dolaura are long lived. They commonly live 3D10+100 years. Those who achieve Queen status receive the blessing of Manakel and Enki. They live 5D10+400 years.

NOTE - One of Fomoria's most sacred legends speaks of such a Queen. It states that she came while the tribes suffered under the Korchi yoke. She loved a chief and taught him Enki's glory. The night after giving birth, she placed her son in his hands, adopted her true form and returned to the ocean forever. Her son was the first Son of Enki and the liberator of Fomoria. Needless to say, Dolaura are sacred on Fomoria. Slaying one is blasphemy.

Edali				Yavishta, Cedalion			
AHP	16	OCV	7	DCV	3	NWI	+2
S	16(+1)	St	32(+2)	D	24(+1)	A	12
MR	10	NAV	0	C	16(+1)	NF	1-7 1 8+92D6 10 4D10*
EnL	52	DTV	-3	CDF	2	CL	NA
SS	Diurnal Omnivore			MDV	7	INT	6
		PR	12	SIZE	1	HC	24%

* An Edali village is found. They are always located in a cavern or on a plateau at the top of a mountain. One of the Edali encountered there is divine.

Appearance - Edali are silver hued dwarves who worship and serve the nature of their gods. Their grooming varies, unlike Elder dwarves. Most prefer to be clean shaven. Their faces are generally pretty. They are three to four feet in height on the average.

SPECIAL - All Edali males are students of metals, armoring, artisan skills and the mechanical arts. The EL of any that are encountered is 2D10*4. The higher the EL, the older the Edali and the higher his rank.

Yavishta is a god who enjoys pleasure. The Edali adhere to this part of the divine nature. They enjoy music, wine, dancing

and many other pleasures. A visit to an Edali village can be a salacious event.

Edali with an EL greater than 60 use Permanent Magic plus 1D3 other General Magics. They are used to protect the village and improve the items they create. Their MEL and EL equals their EL in armoring divided by fifteen (RU).

Edali Divine				Yavishta, Cedalion, Inanna			
AHP	32	OCV	12	DCV	8	NWI	0
S	34(+2)	St	64(+3)	D	36(+2)	A	18(+1)
MR	12	NAV	4	C	30(+1)	NF	1
EnL	66	DTV	-5*	CDF	8	CL	NA
SS	NA			MDV	15	INT	6
MEL	8	PR	16	SIZE	1	HC	47%

Divine Edali have the basic appearance of mortal Edali. They are more silvery in hue. This is because they are metal beings. Inanna blessed all of them with fertility. The result of their use of that gift is the mortal Edali. One is present in any Edali village found.

All Divines are EL80 in the arts their race studies. They use all General Magics and 1D3 Law spells at MEL8/EL4. All are armed with an axe when they face a potentially dangerous situation. Their EL is 10. All are capable of traveling to and from the realm of their gods. Their power level is MEL8/EL8. NOTE - Divine Edali are not fertile with anyone except Edali. Mortal Edali are fertile with any dwarf race.

Fire Snake				Metatron, Ateuseul			
AHP	15	OCV	3	DCV	4(6)	NWI	-3
S	4(-1)**	St	14	D	NA	A	35(+2)
MR	8(20)	NAV	1	C	42(+2)	NF	1D3***
EnL	67	DTV	-3*	CDF	3	CL	NA
SS	Inter. Carnivore			MDV	8	INT	5
		PR	NA	SIZE	1	HC	28%

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

***If 3 are found there is a clutch of eggs. Each clutch has 2D6 eggs. A double size female and two males guard it.

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

Special - The bite of the Fire Snake, due to acidic saliva and jaw strength, has a +3SB. (If the Creature Variation system is used the factor is modified as for strength). Fire Snakes are semi-intelligent creatures that use simple signs. They are immune to all poisons and acids. Death Powers, Silence, Silent

Terror and Sleep Powers cannot affect them. In fact, no spell that uses sound in any way as part of its affect does anything to them. Fire Snakes never sleep and are deaf.

Their bite has the effect of a MEL2/EL2 Pain spell if the target is damaged. This effect is automatic. The bite is a 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 3 Gold Coins. The brain of a male Fire Snake is worth 10 Gold Coins if it was taken while the snake was alive and immediately wrapped in red silk. On encounters where sex is not specified a Fire Snake is a male if 1 or 2 is rolled on 1D6. NOTE – The value of unhatched eggs lies in the fixation response of newly hatched Fire Snakes. The first creature they see on hatching is fixated on. If they see none they go wild. If they fixate they remain with the creature until one or the other dies. It is capable of telepathy with its "mother" at MEL5/EL5. (It expends 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 in the snake's range when it is seeing what the master wants to know. If not it will forget by the time it returns. In all cases, the Fire Snake can relay and understand any language its master knows.

IMPORTANT – When severely damaged Fire Snakes enter coma. The effect of this quintuples the healing chance of the creature. It lasts until they are completely healed. (Fire snake liver, powdered and eaten, has the same affect on any person that eats it. Each liver makes 2 doses. Each dose is worth 5SC.

Flaming Steed				Sabbathiel, Arcan			
AHP	26	OCV	9	DCV	9(13)	NWI	-4
S	38(+2)	St	20(+1)	D	25(+1)	A	20(+1)
MR	28(52)	NAV	2	C	36(+2)	NF	1**
EnL	52	DTV	-3	CDF	6	CL	1
SS	NA			MDV	16	INT	4
		PR	6	SIZE	3	HC	28%

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

Appearance – Flaming Steeds are composed entirely of fire. It flies with flame requiring no wings. The average steed is 5 feet at the shoulder and heavily built.

Special – Flaming Steeds are totally immune to Hell Powers, Fire Powers, Flaming Death and Smokeless Flame. They can see 2 hexes in any darkness. Any hit it scores in combat does the normal damage plus a WSB of +3. Characters that are immune to, or innately powerful in, any Fire spell ignores the WSB.

Flaming steeds can mentally communicate with a rider, or the driver of a chariot they are attached to, as specified for the Demon Steed. They attack any chaos aligned or oriented creature they encounter. Any rider that is seated on the back of a Flaming Steed is immune to its flames and any spell the steed is immune to. The rider has complete control over its mount, except when it sees an enemy it must attack. If he tries to rein it in at this time it will attack him also.

Labbrila				Labbiel			
AHP	24	OCV	9	DCV	6	NWI	-3
S	22(+1)	St	51(+3)	D	20(+1)	A	26(+1)
MR	15	NAV	1	C	23(+1)	NF	1-7 1 8+9 1D3 10 2D6
EnL	72	DTV	-5	CDF	5	CL	NA
SS	Nocturnal Vegetarian			MDV	10	INT	7
MEL	4	PR	8	SIZE	1	HC	37%

APPEARANCE - A small purple primate whose wit and physical might belies his minuscule stature. The Labbrila is something of a cross between a Lemur and an Orangutan. They are known for their guile and love of pranks.

SPECIAL - Cosmologists believe the Labbrila are the "blessed children of Labbiel" and native to an entirely different plane. It is known that they revel in pranks, especially those directed at Kotothi races. They are MEL4/EL2 with all General and Law magic. Much of what they use adds bite to their jests.

If 2D6 are encountered a village of Labbrila is found. The huts, walls and streets are reinforced with permanent magics that enforce "humor" on visitors. Those who seek aid, and withstand that welcome, can gain great knowledge. The Labbrila are scholars of Cosmology and other magical arts.

Master				Any Law CL6 or higher			
AHP	14	OCV	4	DCV	4	NWI	+3
S	14	St	20(+1)	D	20(+1)	A	13
MR	11	NAV	0	C	20(+1)	NF	1
EnL	20+INT*20	DTV	-2	CDF	12+(INT*2)	CL	NA
SS	Diurnal Omnivore			MDV	5	INT	1D3+6
MEL	(INT*2)+4	PR	6	SIZE	2	HC	20%

Appearance - A master is a powerful priest or mage who has reached a state of enlightenment. He is commonly elderly and wearing robes befitting his former station in life.

SPECIAL - Masters are MEL (INT*2)+4. Their EL is 50% of their MEL (RU). Roll 1D2* when one is encountered. On a 1 he is a Priest. On a 2 he is a Law wizard. The place where he or she is encountered could be anything from a stump in the woods to a fine palace.

Masters are powerful beings who remain in the mortal realm to aid the living and share wisdom with the worthy. They insist on respect and courteous treatment. If they do not get it they will not aid the boor and may punish him.

The Referee will determine what knowledge the master possesses and what desires keep him among the living. He will only act to achieve those desires or combat enemies who threaten them. The casting ability of a master equals EnL + 100. His casting speed equals his MEL.

EXAMPLE - Urlan of Zeudan was a great Ashipu priest. Now a master, he dwells in a common hut in the forests of Zeudan. Preserving the living from the onslaught of Akhkharu is the desire that keeps him among the living. He aids people against those fiends and shares wisdom to help the living destroy them.

IMPORTANT - All Masters are embodied spirits. They lived well, died and were granted the right to return by the Law gods. They use what power they can to protect their body. If it is destroyed their ability to remain among the living ends. They will be forced to take their rightful place in heaven.

Masters remain among the living until a set goal is achieved or period of time ends. When this occurs, they ascend into heaven forever. If a Master is attacked by a power that affects the EnL he suffers double damage. Should his EnL reach zero he is destroyed.

Mushrussu				Inanna, Taritu, Mushru			
AHP	45	OCV	14	DCV	6	NWI	-4
S	60(+3)	St	50(+2)	D	20(+1)	A	14
MR	18	NAV	3	C	70(+3)	NF	1D2*
EnL	106	DTV	-6*	CDF	8	CL	NA
SS	Diurnal Carnivore			MDV	15	INT	6
MEL	6	PR	10	SIZE	5	HC	60%

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

Special - Mushrussu are the servants of the Court of Inanna. They automatically attack any creature or person aligned with, or oriented towards, Chaos. They use the equivalent of MEL6/EL3 Fire Darts on their enemies. All are immune to any form of fire and have EL5 immunity against Storm Powers.

In the wild they can be convinced to protect humans if the humans do not infringe on their property or territory. To gain aid, the need must be urgent or the influencer must be oriented towards Law. Aid given is against a specific foe. When the foe is defeated the Mushrussu departs unless it has been influenced

to become a guardian. (Mushrussu are often encountered as the guardians of Law temples and treasure).

Divine Mushrussu				Inanna, Taritu, Mushru			
AHP	78	OCV	25	DCV	11	NWI	-7
S	120(+5)	St	80(+4)	D	32(+2)	A	23(+1)
MR	23	NAV	5	C	112(+5)	NF	1
EnL	176	DTV	-10*	CDF	13	CL	2
SS	Diurnal Carnivore			MDV	24	INT	8
MEL	10*	PR	18	SIZE	8	HC	96%

* They use MEL10/EL5 Fire Darts. All reside in the Court of Inanna and serve their father Mushru. 25% of them can use Law Magic at MEL10/EL5. If they face an Elder Dragon, they attack with Uncontrollable Battle Fury.

NOTE - The Kotothi hate Mushrussu. All descend from Mushru, a son of Kototh who joined Law in rebellion against his father's greed.

Tower Lord				Metatron			
AHP	33	OCV	12	DCV	5(11)	NWI	+2
S	52(+3)	St	40(+2)	D	25(+1)	A	14
MR	10(36)	NAV	4	C	40(+2)	NF	1
EnL	76	DTV	-4*	CDF	10	CL	3
SS	NA			MDV	20	INT	6
MEL	12	PR	8	SIZE	3	HC	40%

Appearance - The Lord is a large man in shimmering white armor. He is encountered on a massive white steed (double normal size War Horse IV) or as a guardian at a sacred tower of some kind. He will never bare his face to anyone except the enemy. The sight of it tends to be fatal.

Special - Tower Lords are accomplished Knights. They are EL10 with their weapons (Heavy Sword, Axes and Heavy Lance) and are divinely gifted with EL12 as Horsemen. All act with chivalry and high morals at all times.

These lords only fight with melee combat unless driven into their DTV or their mount is killed. Should either case occur, they bare their face, releasing the divine power within their armor. The result is a towering column of intense white flame (MEL12/EL6).

Any person within seven inches has a chance to be burned. Those who are affected take 7D10+6 hit points. The tower created destroys the Lord and can affect any target including those normally immune to fire. In some nations, Bhamotin for one, Tower Lords are called "the Champions of Metatron."

NOTE - If the Creature variation rules are used, any Tower Lord that is greater than normal size is armed with magic weapons (MEL12/EL6). The Referee decides their attributes.

White Otter				Enki, Gavreel, Isfahan			
AHP	13	OCV	4	DCV	7(11)	NWI	-1
S	10	St	17(+1)	D	34(+2)	A	70(+3)
MR	7(30)	NAV	0	C	25(+1)	NF	1-9 1D3* 10 2D6**
EnL	50	DTV	-2	CDF	5	CL	NA
SS	Inter. Carnivore			MDV	10	INT	5
MEL	6	PR	4	SIZE	1	HC	21%

** The first two encountered are warders (double normal size adults). Any others are pups. Reduce all factors by 50% (RD).

Warders				Enki, Gavreel, Isfahan			
AHP	26	OCV	9	DCV	11(18)	NWI	-2
S	20(+1)	St	34(+2)	D	51(+3)	A	105(+5)
MR	14(48)	NAV	0	C	50(+2)	NF	2
EnL	86	DTV	-5	CDF	9	CL	NA
SS	Inter. Carnivore			MDV	20	INT	6
MEL	12	PR	8	SIZE	2	HC	42%

Appearance - A pure white otter with piercing blue eyes. It is rarely found out of the ocean, lake or river it calls home. They are up to three feet in length and no more than one foot at the shoulder. All are blessed by the god Gavreel.

Special - Except in certain circumstances this creature operates as a normal otter in all ways. Its gifts come to the fore when it encounters, or is attacked by, the dead. The otter uses one of two unconscious innate powers at such times. If the dead encountered is an uncursed corpse it uses MEL6/EL6 Resurrection. If it is a dead being animated by any type of Necromantic power, it uses MEL6/EL6 Negate Curse to destroy that magic.

When its power is used to negate Necromancy or Lichcraft, any success negates the spell. Any failure kills the otter making the attempt and stuns the target for one phase per EL used.

EXAMPLE - A White Otter encounters a Lich. He uses his power at once. On success, the Lich's device, wherever it might be, is destroyed. If the otter fails, the otter is killed and the Lich is stunned for six phases.

The pelt of a White Otter is worth 2GC. In a Chaos society where Liches operate it can be sold for 20. Liches detest the creature. A Warder's liver is valuable for longevity potions. It must be taken within 1D6 turns after one is killed. If not, the animal disappears, liver and all. The value of the liver is 15GC. Powdered and consumed it subtracts AHP years from anyone's age.

EXAMPLE - If a 50 year old man consumes a normal warder's liver he is 24. Should a person 26 or younger do so he is a newborn

infant. (Having EL10 with Heavy Swords won't do him any good until he is big enough to lift one again).

NOTE - White Otters sense Chaos as for Faerry Mana Sensing. When approached without hostility by those who have NOTHING of Chaos about them they are friendly. Pups have been known to adopt such individuals when they are approached and influenced.

White otters never die of natural causes. They can be killed. If they are, they reappear in the castle of Gavreel and dwell in the Upper World forever. When they sense Chaos they ALWAYS react in a guarded manner, ready to fight or flee as the situation demands.

Zshar-ptitsa				Metatron, Arathron			
AHP	9	OCV	2	DCV	5(9)	NWI	0
S	7	St	9	D	16(+1)	A	32(+2)
MR	6(30)	NAV	0	C	20(+1)	NF	1
EnL	25	DTV	-1	CDF	1	CL	NA
SS	Nocturnal Fructivore			MDV	12	INT	3
MEL	10	PR	2	SIZE	1	HC	15%

Appearance - This miraculous creature is also known as the Firebird. Its feathers shine like silver and gold. Its eyes twinkle like fine crystal. It is usually found in the forest seated on a golden perch.

Special - The bird flies to gardens and fields. Its presence illuminates the night brightly. One feather from its tail is the equivalent of an MEL10/EL3 Light spell. For the plumes to retain that value, they must be plucked from a living bird and immediately wrapped in silk. One hour of exposure ends the value of the feather. Each bird has twelve usable feathers.

The firebird only eats special golden apples. According to legend, anyone who eats one gains youth, beauty and a degree of immortality. There are those who hunt the creature to find its food source. On success 2D6 apples can be harvested. Each is worth five gold coins. Finding the apples otherwise is impossible.

If an apple is eaten roll as for a MEL10/EL5 spell without applying the eater's MDV. If the result is success, his age is reduced ten years, Ap increases by ten and life expectancy doubles. If the result is failure the apple does nothing for you. No apple of its kind ever will.

EXAMPLE - A 30 year old human eats an apple. It works. He is now 20. His appearance of 32 is now 42. His life expectancy, around 50 for humans, is one hundred.

IMPORTANT - Per additional use of the apple, reduce the MEL by two and the EL by one. Failure in such cases is fatal.

When a Firebird sings on its perch pearls fall from its beak. The owner of such a bird gains one small pearl per hour. The song also has the affect of an MEL10/EL5 Cure Disease spell.

It can cure anyone suffering from blindness or any disease. It will NOT sing if its owner plucks any feathers.