

# RUNE MASTER

## BOOK 3

by Tim Doty

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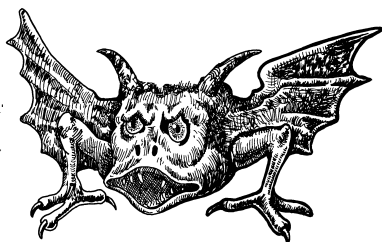
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# CREATURES

This is a guide to the various denizens and inhabitants of the world. They range from mundane creatures, such as deer, to legendary creatures, such as werewolves, to imaginative creatures, such as tunnel slugs. All are presented using the same format.



Each entry begins with the name of the creature in question followed by a listing of habitats. The main text is a description of the creature, any special powers it may have, and so on. After that come the game attributes.

The first is size, ranging from Extremely Tiny to Gargantuan. The attributes of STR, CON, END, AGI, WIT, WIL and POW follow. AGI and WIT are fixed numbers, the others are usually based on the creature's HP—the number for an average specimen is listed, followed by the formula in parenthesis. Next is the creature's average HP (and the roll to find them), AP, SR, Dodge, Mv and Morale. If there is more than one number (separated by slashes) for Mv the second is for movement in water and the third for flying. A fourth movement number is for tunneling.

## Minor Limbs

*Some creatures are considered to have "minor limbs." For example, the legs of a spider are not as tough in proportion to its size as those of a biped. In such cases the limbs are crippled by taking a Serious Wound and any additional damage is ignored.*

The various attacks, if any, are described next. For each attack the chance of success, reach and damage is noted. The reach is a single letter code: C for Close, S for Short, M for Medium, L for Long, P for Polearm, X for extreme, R for ranged and A for area affected. Any skill scores are given last.

The Size Table shows weight range for the size and the expected HP rolls, CON and END multipliers, and Dodge adjustments for the various sizes. Also note that SR is expected to be equal to  $AGI \div 5$ . This can be used as a guide for creating new monsters.

There are also hit location tables for all the various creature shapes.

## Attacks

The following are the basic attacks used by many of the creatures described. Note that any attack done as part of a charge is not considered to be a wild attack if it is the first attack of the round.

**Claw:** This attack can be attempted twice per round, once with each foreclaw. For a claw like

**Size Table**

Size	Pounds	HP/STR	CON/END	Dodge
Extremely Tiny (XT)	<5 oz.	—	(3)	AGI + 20
Very Tiny (VT)	<1	1 (1)	HP × 5 (5)	AGI + 15
Tiny (T)	1–3	1s6 (2)	HP × 4 (8)	AGI + 11
Very Small (VS)	4–10	1d4 (3)	HP × 3 (9)	AGI + 8
Small (S)	11–30	1d8 (5)	HP × 2 (10)	AGI + 7
Medium Small (MS)	31–90	2d6 (7)	HP × 1½ (10)	AGI + 6
Medium (M)	91–270	3d6 (11)	HP × 1 (11)	AGI + 5
Medium Large (ML)	271–810	4d10 (22)	HP × ½ (11)	AGI + 4
Large (L)	811–2,430	4d20 (42)	HP × ¼ (11)	AGI + 3
Very Large (VL)	2,431–7,290	8d20 (84)	HP × ⅛ (11)	AGI + 2
Huge (H)	7,291–21,870	15d20 (158)	HP × ⅙ (13)	AGI – 1
Enormous (E)	21,871–65,610	30d20 (315)	HP × ⅓ (16)	AGI – 5
Titanic (T)	65,611–196,830	60d20 (630)	HP × ⅔ (21)	AGI – 10
Gargantuan (G)	196,831–590,490	120d20 (1260)	HP × 1 (25)	AGI – 20

that of a cat its damage is  $\times 0.5$  Cut. Reach is normally considered to be Close.

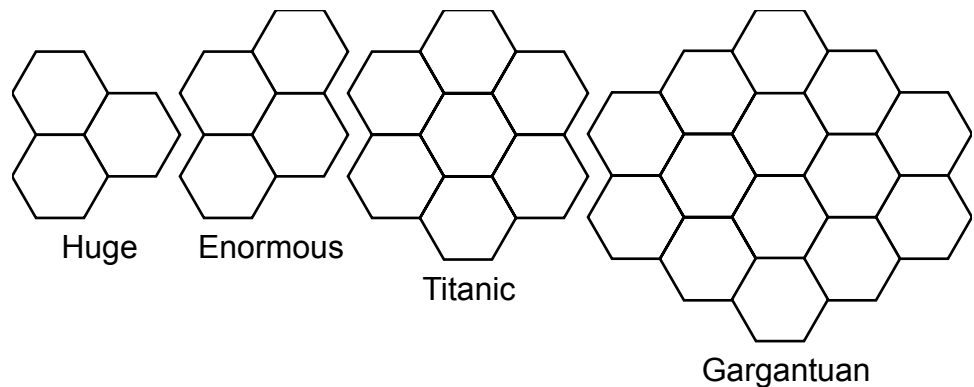
**Bite:** This attack can normally only be attempted once per round. The bite of most carnivores does  $\times 0.7$  Impale damage, while that of most herbivores does  $\times 0.2$  Crush. Reach is nearly always considered to be Close.

**Kick:** For an animal this attack is usually with a hind leg and so the normal facing rules are reversed (that is, a Medium reach kick could attack someone in the three hexes behind the creature). For most creatures with hooves the damage is  $\times 0.6$  Crush. This is normally a Short reach attack.

**Rear & Plunge:** This attack prevents the creature from dodging or attempting any other attack. For most creatures with hooves the damage is  $\times 2.0$  Crush and is Medium reach.

**Grapple:** This attack is just like the normal skill.

**Grab:** This attack is a limited grapple. It can only be used to restrain and crush an opponent. The usual tactic is to either restrain for biting or to crush. A grab requires both paws and has an adjSTR of  $\times 2$ . The adjSTR for a crush attack is



### Multi-Hex Creatures

*Particularly large creatures will take up more space than represented by a single hex. The height, length and posture of the creature should be taken into account, but the following guidelines are generally accurate. If the creature is standing use the Vertical column and note the width as being diameter.*

Size	Vertical	Horizontal
XT to M	1 hex	1 hex
ML to L	1 hex	by 2 hexes long
VL	1 hex	by 3 hexes long
H	1½ hexes wide	by 4 hexes long
E	2 hexes wide	by 6 hexes long
T	3 hexes wide	by 8 hexes long
G	4 hexes wide	by 12 hexes long

Average Weight, Height and Length						Reach by Size						
Size	Weight	Tall	Shoulder	Long	HP	Size	C	S	M	L	P	X
Extremely Tiny (XT)	¼	6"	3"	4½"	×¼ <sub>10</sub>	XT	C	C	C	S	M	P
Very Tiny (VT)	⅔	10"	5"	7½"	×⅓ <sub>7</sub>	VT	C	C	C	S	M	P
Tiny (T)	2	1¼'	¾'	1'	×⅓ <sub>5</sub>	T	C	C	C	S	M	P
Very Small (VS)	7	2'	1'	1½'	×⅓ <sub>3</sub>	VS	C	C	C	S	L	P
Small (S)	21	2¾'	1½'	2¼'	×½ <sub>2</sub>	S	C	C	S	S	L	P
Medium Small (MS)	63	4'	2'	3'	×⅔ <sub>3</sub>	MS	C	C	S	S	L	X
Medium (M)	190	5¾'	3'	4½'	×1	M	C	S	M	L	P	X
Medium Large (ML)	570	8'	4'	6'	×2	ML	S	M	L	L	P	X
Large (L)	1,710	12'	6'	9'	×4	L	L	L	P	P	P	X
Very Large (VL)	5,130	17'	8½'	13'	×8	VL	P	P	P	P	X	X <sup>4</sup>
Huge (H)	15,390	25'	12½'	19'	×15	H	X	X	X	X	X <sup>4</sup>	X <sup>5</sup>
Enormous (E)	46,170	36'	18'	27'	×30	E	X <sup>4</sup>	X <sup>4</sup>	X <sup>4</sup>	X <sup>4</sup>	X <sup>5</sup>	X <sup>6</sup>
Titanic (T)	138,510	52'	26'	39'	×60	T	X <sup>5</sup>	X <sup>5</sup>	X <sup>6</sup>	X <sup>6</sup>	X <sup>6</sup>	X <sup>7</sup>
Gargantuan (G)	415,530	75'	37'	56'	×120	G	X <sup>8</sup>	X <sup>8</sup>	X <sup>8</sup>	X <sup>8</sup>	X <sup>9</sup>	X <sup>10</sup>

×0.5 with a type of Crush and is cumulative to a single wound. The crush attack is at an effective skill 30 and is normally not modified. There is normally no defense against a crush attack. All uses of grab are considered to be Close reach.

**Gore:** This attack is typical of horned beasts and has an adjSTR of ×0.8 Impale. This is normally a Short reach attack.

**Head Butt:** This attack is typical of herd beasts and has an adjSTR of ×0.5 Crush. This is a Close reach attack.

**Trample:** This attack is typical of large herd beasts and has an adjSTR of ×1.0 Crush. This is a Close reach attack that represents not just a stomp, but a *thorough* stomping and thus is done as a normal attack. It *can* be done as a wild attack following the normal rules, but requires four strike ranks to do so and is resolved in the fourth strike rank of the attack. A trample attack can only be made against a fallen foe.

**Wing Buffet:** This attack is used by winged creatures and has an adjSTR of ×1.0 Stun. This is a Close reach attack that requires 4 SR to perform—that is, if done as a wild attack it takes four strike ranks to perform with the attack being resolved in the fourth strike rank.

## Swarms

Some creatures, especially insects, move and act in swarms. Such creatures are described as a group

rather than as an individual and following a somewhat different structure. Normally, though not necessarily, each member of a swarm represents one hit point even if the member would have a fraction of a hit point on its own. This hit point contribution to the swarm is due to the characteristics and behaviors of swarms.

Most swarms have a single mode of attack, be it to sting, bite or chew the target. The attack score varies with the number of members in the swarm. The damage potential likewise varies with the size of the swarm. Due to the size of the attackers most swarms use a total damage from a single attack roll so the damage is in a sense cumulative against the armor. This represents the relative difficulty for the members of a swarm to find a vulnerable spot on the target. However if the attack is a special success then it simply ignores all armor.

As a rule of thumb the attack score is equal to WIT adjusted for swarm size and the adjSTR of the attack is equal to HP though this varies depending on the type of creature in the swarm. For example, if an individual member of a swarm has POT 1 poison then the adjSTR gives the POT roll for a successful attack.

Dodge decreases as HP goes up. The creature is rated with an AGI score which is adjusted for the size of the swarm. For example, if the creature making up the swarm has AGI 12 then a Small swarm will have Dodge 19.

The number of members to reach a given size varies but for most insects read HP as pounds. For

### Swarm Size

<i>Number</i>	<i>Attack</i>	<i>Small</i>	<i>Normal</i>	<i>Large</i>
1–3	WIT + 1	Very Tiny	Tiny	Very Small
4–10	WIT + 3	Tiny	Very Small	Small
11–30	WIT + 6	Very Small	Small	Medium Small
31–90	WIT + 13	Small	Medium Small	Medium
91–270	WIT + 26	Medium Small	Medium	Medium Large
271–810	WIT + 55	Medium	Medium Large	Large
811–2,430	WIT + 114	Medium Large	Large	Very Large
2,431–7,290	WIT + 237	Large	Very Large	Huge
7,291–21,870	WIT + 493	Very Large	Huge	Enormous
21,871–65,610	WIT + 1025	Huge	Enormous	Titanic
65,611–196,830	WIT + 2132	Enormous	Titanic	Gargantuan
196,831–590,490	WIT + 4434	Titanic	Gargantuan	



example, a swarm of fifty insects would be Medium Small in size. For particularly small insects decrease the swarm size by one step, or even two. Conversely, for particularly large insects increase the swarm size by one step or more.

## **Habitats**

There are fifteen habitats in *Rune Master*. A creature will have at least one native habitat, some will have more than one. These habitats are generalized in comparison to the wealth of recognized biomes. They are intended to allow broad generalizations and population.

### **Coastal**

Creatures that live on the sea shore are considered to be coastal. They are not found far from the ocean, nor are they found far from land. Such creatures include crabs and sea gulls. Such a habitat is usually rocky or sandy and ranges from tropical to temperate to cold.

### **Desert**

Deserts are arid regions receiving less than ten inches of rainfall a year. They may be hot or cold depending on the latitude, though most deserts are cold at night. Scorpions and lizards are common in desert environments as are creatures that are specially adapted, like camels. Such a habitat is usually sandy or extremely dry soil that crumbles readily, though rocky deserts occur as well. Though there is usually adapted vegetation it is sparse and point producers such as cacti or small trees, not grass.

### **Forest**

Forests are heavily wooded areas and, to sustain such, generally receive over twenty inches of rainfall per year. Deer and squirrels are examples of common woodland creatures. Forests may be on flat, folded or hilly terrain and even climb the sides of mountains. Forests are most common in temperate climates but can also be found in the tropics or in the cold north.

### **Glacier**

A region of ice and cold that in many ways resembles a desert. There is little water available

due to being frozen into ice. What plants there are tend to be point producers that have an adaptation allowing them to melt the ice. Animals are likewise scarce and tend to be found near the edges, such as the penguins which feed on fish in the ocean.

## **Jungle**

A jungle is a region of luxurious growth requiring massive amounts of rain, at least 100 inches a year. Though rarely found outside of the tropics it is not impossible to have a temperate jungle. Most jungle life is vibrant in color and jungles teem with insects and the birds who feed on them.

## **Lake**

A lake is a large body of fresh water usually fed by one or more rivers. They differ from seas primarily in size and depth: a lake rarely has sufficient depth to support more than one layer of aquatic life.

## **Marsh**

A marsh is an area largely submerged in water but with hillocks rising out of it and rarely more than six feet deep. There are few, if any, trees or bushes the vegetation being primarily non-woody. Although marshes are home to fish and other aquatic life they are mostly characterized by amphibians such as frogs and turtles. A marsh is often fed by one or more rivers, creeks or streams or may simply be the mouth of a river.

## **Mountain**

A mountain region refers to higher altitudes characterized by rocky soil and little vegetation. Both plant and animal life are relatively scarce, but some birds and goats. As altitude dominates other characteristics mountains may be found at any latitude.

## **Ocean**

The ocean is broken into three levels: the surface, the middle depths and the deeps. The surface waters go to about 50 feet or so and is well-lit by the sun. The middle depths extend down about 1,000 feet of murky lit sea-green. Farther than that is the territory of the deeps: dark, uncharted waters. Oceans are inhabited by a wide variety of fish and mammals (such as whales).



## River

Rivers are characterized by shallow, moving fresh water and are primarily inhabited by small aquatic life, such as a variety of fish, and by amphibians such as frogs and alligators.

## Savanna

A savanna is a grasslands with scattered trees, often found between steppes and forests. In temperate climates it is called a prairie. Savannas proper occur in dry tropical or subtropical regions. This habitat is home to lions and a bewildering array of herd animals.

## Steppe

Steppes are regions of no trees, often with short grass as well, having between ten and twenty inches of rainfall a year. In cold climates this is known as tundra. In either case they are inhabited by herd animals and their predators.

## Subterranean

This habitat covers all underground areas, including caves and tunnels. It is inhabited by crickets, beetles and various eyeless fish with few natural creatures of any size.

## Swamp

A swamp is a wooded region of land primarily or completely submerged in water and can be found from the tropics to temperate climates. Swamps are inhabited by a variety of creatures such as alligators, anacondas and wading birds.

## Animal Combat

Creatures vary in their ferocity and general willingness to fight. A rabbit will flee, but if cornered will turn and fight. Even predators will usually avoid fighting—their existence depends on picking uneven fights. However, there are exceptions, creatures that will fight with little or no provocation—such as those infected with rabies.

A creature's Morale is a measure of how much damage it will take before giving up. Once a creature has taken a cumulative amount of damage equal to its Morale score, match its Morale against 10 on the resistance table. If it wins it flees; if it

loses it stops petrified. Morale is also used when making specific morale checks.

If a creature becomes enraged its Rage attributes are used. Rage is a bonus to offensive actions as well as a penalty to defensive actions. Rage also increases STR and thus damage.

## Intelligence

While player characters are not rated in intelligence, creatures are. The WIT attribute should not be mistaken for an intelligence score—as stated in Book 1 it is a measure of the character's perceptivity. For game purposes *Rune Master* defines intelligence in five grades as follows.

**Mindless** creatures are exactly that. They have no thought or consciousness and in this matter are no different from a rock or a plant (though some rocks and plants may in fact be sentient). This makes them extremely predictable.

**Non-Sentient** creatures have enough mental capacity to handle procreation, eating, fighting and fleeing. They are extremely predictable, acting only in fixed patterns. A character with an understanding of their behavior can anticipate their every move. Such creatures are generally trainable through applied behavioral conditioning. Most herbivores fall into this category.

**Quasi-Sentient** creatures have no more sentience than a non-sentient creature, but they have more complex behavior and can appear to be intelligent as a consequence. Most predators and particularly clever herbivores fall into this category.

**Semi-Sentient** creatures are capable of limited cogitation. They have no concept of self, but they do have a survival reflex. The great apes fall into this category. A semi-sentient is incapable of comprehending language complexity past Rank 1 (Skill Score 6).

**Para-Sentient** creatures are nearly sentient and in many ways are indistinguishable from full sentients. However a para-sentient is not truly self aware and is incapable of comprehending language complexity past Rank 2 (Skill Score 12).

**Sentient** creatures are full sentient, capable of complex thought, expression and self awareness.

This category includes all player character races such as humans, elves and dwarves.

## **Advantage**

Creatures of greater sentience and understanding have an advantage over lesser creatures. In combat this advantage is quantified by increasing the chance to defend against the lesser creatures. The amount of the bonus depends on the disparity and knowledge of the defender. Although this advantage is expressed as a bonus to defense it is more generally applicable. For example, if the character is trying to block the creature from exiting a room this would be a bonus to the character's attempts to block. It can even be applied as (an additional) bonus to hit when the character declares that he is waiting for an opening, or as (an additional) penalty to defend against when the character declares that he will feint.

All sentient creatures get a +10 bonus when defending against a mindless creature. Semi-sentients get a +6 bonus and quasi-sentients get a +2.

Sentients normally have a +6 bonus when defending against non-sentients. This becomes a +10 bonus if the sentient has an appropriate animal lore with a Skill Level of at least the non-sentient's WIT. A semi-sentient defender has a bonus of +2.

Sentients normally have a +2 bonus when defending against quasi-sentients. This becomes a +6 bonus if the sentient has an appropriate animal lore with a Skill Level of at least the non-sentient's WIT.

A sentient has a +2 bonus when defending against a semi-sentient if he has an appropriate lore with a Skill Level of at least the creature's WIT.

## **Disposition**

Creatures vary significantly in their disposition and basic relation to sentient life such as humans. All creatures that are not fully sentient are rated as being Wild, Feral, Domestic or Tame. Common sense should be used in determining the disposition of any given animal. In general creatures should be considered wild with feral usually representing lapsed domestic creatures.

## **Wild**

A wild animal is wary of humans and will normally consider physical proximity, much less contact, threatening. Depending on the situation and the creature's aggression violating these boundaries may result in fight or flight.

## **Feral**

A feral animal is relatively timid of humans, but may approach or allow itself to be approached by others. However this lack of fear should not be construed as friendliness—a feral animal is as likely to take a bite out of a character as to accept food.

## **Domestic**

Over the course of millennia humanity has domesticated a variety of animals, bending their nature to human will. Cattle, herd animals and even house cats are all examples of domesticated animals. Such animals will generally tolerate and perhaps even enjoy physical proximity or even contact by humans though they tend to be as shy of natural creatures as a feral animal.

## **Tame**

A tamed animal has been so utterly domesticated that it looks up to and even reveres the humans which have so changed it. The best example of a truly tame animal is the dog.

## **Skills**

Some skills are so basic or so common it doesn't make sense to enumerate them for every creature unless they deviate from the default assumptions. The default assumptions are outlined as follows.

## **Perception**

Unless otherwise specified a creature has basic perception chances (Listen and Scan) equal to  $WIT \times 1\frac{1}{2}$  (rounded up). Unless noted otherwise in the description game animals can be assumed to have a Tactics skill of  $WIT \times \frac{1}{3}$  (rounded up) and predators  $WIT \times \frac{1}{2}$  (rounded up). Monsters without a specified Tactics score are generally assumed to have a score of  $WIT \times \frac{1}{2}$  (rounded up) unless they are aggressive, in which case they have a presumed score of WIT.

## Magic

Unless specified otherwise a natural creature possessing POW is assumed to have Gather equal to WIT and have a meditative focus on gathering whenever not under threat (that is, resting or going through normal routines). The gather source depends on the creature but is typically solar if the creature is diurnal or lunar if the creature is nocturnal.

## Threat Value

The relative danger of a monster is represented by its Threat Value. This is a composite score accounting for HP, damage and skill. A creature's Treasure Value is closely related, though modified somewhat arbitrarily. For example, a mindless creature is less likely to have treasure than a sentient creature, but a packrat mentality will lead to more treasure as well.

Threat Value is calculated in parts. The defense component is:  $\text{Morale} \times (1 + \text{AP} \div 10) \times \text{Defense Score} \div 30$ . The offense component is:  $(\text{Avg Damage} + \text{adjSR}) \times \text{Attack Score} \div 30$ , summed for each attack per round. Only typical attacks are used. To find a composite of the defense and offense scores multiply them together and take the square root. This composite score represents the potential threat, but it should be noted that a mindless creature, no matter how dangerous, is trivial to anticipate which lowers its effective threat. However, trying to be mindless in turn realizes the threat potential. To clarify the procedure some examples follow.

**Kobold (2):** The defense score is  $5 \times (1 + 1 \div 10) \times 12 \div 30 = 2.2$ . The offense score is  $(4.5 + 3) \times 10 \div 30 = 2.5$  using an axe. This is a good compromise between the club (2.167) and the spear (2.833). With the sling the offense score would be  $(3.5 + 13) \times 10 \div 30 = 5.5$  netting a composite

threat score of 3. Clearly the kobolds are more dangerous when attacking from a distance.

**Lizardman (10):** The defense score is  $20 \times (1 + 4 \div 10) \times 14 \div 30 = 13.067$ . The offense score is  $(13 + 3) \times 14 \div 30 = 7.467$ . Note that, again, they are more dangerous from a distance with an offensive score of  $(8 + 12) \times 13 \div 30 = 9$ .

**Khatin (103):** As these are very special creatures computing an accurate threat score is difficult.

### Spider Hit Location

Location	Unarmed	Melee	Ranged	Side	Rear
Head	20	19, 20	18–20	19, 20	20
Body	17–19	15–18	11–17	15–18	15–19
Left Foreleg	14–16	12–14	9, 10	13, 14	14
Right Foreleg	11–13	9–11	7, 8	12	13
Left 2 <sup>nd</sup> leg	9, 10	7, 8	6	9–11	12
Right 2 <sup>nd</sup> leg	7, 8	5, 6	5	8	11
Left 3 <sup>rd</sup> leg	5, 6	4	4	5–7	9, 10
Right 3 <sup>rd</sup> Leg	3, 4	3	3	4	7, 8
Left Hindleg	2	2	2	2, 3	4–6
Right Hindleg	1	1	1	1	1–3

### Centaur Hit Location

Location	Unarmed	Melee	Ranged	Side	Rear
Head	19, 20	19, 20	19, 20	20	19, 20
Left Arm	16–18	17, 18	17, 18	19	17, 18
Right Arm	13–15	15, 16	15, 16	18	15, 16
Chest	10–12	11–14	12–14	16, 17	12–14
Left Foreleg	8, 9	9, 10	9–11	14, 15	11
Right Foreleg	6, 7	7, 8	6–8	12, 13	10
Forequarters	4, 5	4–6	4, 5	8–11	9
Hindquarters	3	3	3	5–7	7, 8
Left Hindleg	2	2	2	3, 4	4–6
Right Hindleg	1	1	1	1, 2	1–3

### Lizardman Hit Location

Location	Unarmed	Melee	Ranged	Side	Rear
Head	19, 20	19, 20	19, 20	19, 20	19, 20
Left Arm	16–18	17, 18	17, 18	17, 18	17, 18
Right Arm	13–15	15, 16	15, 16	15, 16	15, 16
Chest	11, 12	12–14	12–14	12–14	12–14
Abdomen	9, 10	9–11	10, 11	9–11	9–11
Tail	7, 8	7, 8	9	7, 8	7, 8
Left Leg	4–6	4–6	5–8	4–6	4–6
Right Leg	1–3	1–3	1–4	1–3	1–3

For starters they have unlimited HP and are not subject to Morale. Only doing HP damage in a single wound has any effect and that solely incapacitatory. As that roughly mirrors serious wound level the defense score is calculated using triple HP. The defense score is  $60 \times (1 + 12 \div 10) \times 60 \div 30 = 264$ . The offense score is  $(11 + 9) \times 60 \div 30 = 40$ . Because khatin can only be killed by special magic the threat score is per encounter. Khatin should only be employed if the party has, or can acquire, some means of defeating them.

**Tengu (237):** The defense score is  $20 \times (1 + 12 \div 10) \times 60 \div 30 = 88$ . The base offense score is  $(10 + 9) \times 60 \div 30 = 38$ , but a tengu can be expected to increase SR and number of attacks. There is fudge room here because if all points were assumed to go to SR this would only increase the offense score to 78, while if it were used to engage extra opponents the offense score would increase to 798.

Matters are further complicated by the inability of a tengu to engage 21 opponents in one round and actually justify the high offense score. A reasonable compromise is to split evenly between the two special abilities: this automatically

### Bird Hit Location

<i>Location</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>
Head	17–20	18–20	19, 20
Left Wing	14–16	15–17	16–18
Right Wing	11–13	12–14	13–15
Upper Body	7–10	9–11	9–12
Lower Body	5, 6	6–8	7, 8
Tail	–	5	5, 6
Left Leg	3, 4	3, 4	3, 4
Right Leg	1, 2	1, 2	1, 2

### Hit Location

<i>Location</i>	<b>Human</b>			<b>Pixie</b>		
	<i>Unarmed</i>	<i>Melee</i>	<i>Ranged</i>	<i>Unarmed</i>	<i>Melee</i>	<i>Ranged</i>
Head	19, 20	19, 20	19, 20	20	19, 20	20
Left Wing	–	–	–	18, 19	17, 18	18, 19
Right Wing	–	–	–	16, 17	15, 16	16, 17
Left Arm	16–18	17, 18	17, 18	14, 15	13, 14	14, 15
Right Arm	13–15	15, 16	15, 16	12, 13	11, 12	12, 13
Chest	10–12	11–14	12–14	10–11	8–10	8–11
Abdomen	7–9	7–10	9–11	7–9	5–7	5–7
Left Leg	4–6	4–6	5–8	4–6	3, 4	3, 4
Right Leg	1–3	1–3	1–4	1–3	1, 2	1, 2
<i>Location</i>	<b>Horse</b>			<b>Wolf</b>		
	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>
Head	17–20	18–20	19, 20	17–20	19, 20	19, 20
Left Foreleg	13–16	16, 17	18	13–16	17, 18	18
Right Foreleg	9–12	14, 15	17	9–12	15, 16	17
Forequarters	5–8	9–13	15, 16	5–8	11–14	15, 16
Hindquarters	3, 4	5–8	9–14	4	7–10	10–14
Tail	–	–	–	3	5, 6	7–9
Left Hindleg	2	3, 4	5–8	2	3, 4	4–6
Right Hindleg	1	1, 2	1–4	1	1, 2	1–3
<i>Location</i>	<b>Pegasus</b>			<b>Dragon</b>		
	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>
Head	17–20	17–20	18–20	18–20	19, 20	20
Left Wing	14–16	14–16	15–17	15–17	16–18	17–19
Right Wing	11–13	11–13	12–14	12–14	13–15	14–16
Left Foreleg	9, 10	10	11	10, 11	12	13
Right Foreleg	7, 8	9	10	8, 9	11	12
Forequarters	4–6	6–8	9	5–7	8–10	11
Hindquarters	3	3–5	5–8	4	5–7	8–10
Tail	–	–	–	3	3, 4	5–7
Left Hindleg	2	2	3, 4	2	2	3, 4
Right Hindleg	1	1	1, 2	1	1	1, 2

compensates for the SR requirements of multiple engagements though it is unlikely in actual game play that a tengu would be able to engage 11 opponents in a single round. This gives an offense score of  $(10 + 19) \times 60 \div 30 \times 11 = 638$ .

Also notice that the other special abilities are simply ignored. One alternative would be to increase the tengu's chance to hit, but this is a fairly unrealistic use of the abilities. Another alternative would be to decrease an opponent's chance to defend. While this is a likely use of abilities it is awkward to account for as it reduces the threat level of the tengu's opponent and it is the tengu's threat level we are concerned with.

Quazor Hit Location					
<i>Location</i>	<i>Unarmed</i>	<i>Melee</i>	<i>Ranged</i>	<i>Side</i>	<i>Rear</i>
Head	20	20	20	20	20
Left Arm	19	19	19	19	19
Right Arm	18	18	18	18	18
2nd Left Arm	17	17	17	17	17
2nd Right Arm	16	16	16	16	16
Chest	15	15	13–15	14, 15	13–15
Hindquarters	14	14	11, 12	11–13	10–12
Tail	13	13	10	10	9
Left Hindleg	12	12	9	9	8
Right Hindleg	11	11	8	8	7
Left Midleg	10	10	7	7	6
Right Midleg	9	9	6	6	5
Forequarters	6–8	6–8	4, 5	4, 5	4
Left Foreleg	5	5	3	3	3
Right Foreleg	4	4	2	2	2
Appendage	1–3	1–3	1	1	1

## Combat

A creature's Morale serves two purposes: one, a creature loses its will to fight once total damage reaches Morale. Second, Morale checks are made using the Morale score (adjusted for damage) against an appropriate resisting score. A creature losing the will to fight has given up and will only attack if pressed, and then only half-heartedly (final chance is halved). Some creatures, notably undead, do not have a Morale score. They are not subject to Morale or its limitations.

If the creature takes a serious wound or a comrade falls then a morale check is called for. Pack animals have their Morale increased by the size of the pack for purposes of resistance rolls only. The resisting score for a serious wound is 10.





## Adder

*Forest, Savanna*

These snakes have thick bodies, a V-shaped head and a diamond or zigzag patterned body. Being slow it lies in wait for its prey, striking suddenly with its venomous bite. A maximum of one unit of poison can be extracted from an adder's poison sacks for each foot of length. The common adder grows to two feet while the puff adder reaches five feet.

Breeding occurs from late winter to early spring and results in live birth during the summer. New borns are extremely tiny, but perfect replicas of the adults. Full growth is attained after six years with a life expectancy of 12 to 20 years.

The poison of an adder causes nausea and drowsiness followed by swelling and bruising. The potency of the poison is compared to the victim's HP on the resistance table at the time of the bite. The level of effect (LOE) is equal to the square of the level of success. The time delay until effect (TDUE) is equal to 60 minutes divided by the level of success. A normal success is LOE 1, a special success is LOE 4, a critical is LOE 9, a double critical is LOE 16, a triple critical is LOE 25 and a quadruple critical is LOE 36.

Nausea and drowsiness have an onset TDUE following the bite. The initial level is one, increased by one TDUE until the LOE is reached. The net effect is to cause a penalty to all skills of  $LOE \times 5\%$ .

Swelling is apparent after an hour with bruising becoming evident after two to three hours. One point of damage is done every hour until LOE damage has been done.

## Adder

*Non-Sentient*

*Threat: 2      Treasure: 1      Type: Found*

**Size: Very Tiny (2' long, ½ pound)**

STR: 1 (HP)	CON/END: 12 (HP × 12)
AGI: 8	WIT: 6
WIL: 3 (HP × 3)	POW: 5 (HP × 5)
HP: 1	AP: 0
SR: 1/2	Dodge: 23
Move: 2	Morale: 1 (HP)
Vision: 12'	Night Vision: Poor
Sound: +3	



*Attack*

Bite (M)

*Sc SR Damage*

18 2 poison (POW)

## Puff Adder

*Non-Sentient*

*Threat: 2      Treasure: 1      Type: Found*

**Size: Tiny (5' long, 2½ pounds)**

STR: 2 (HP)	CON/END: 12 (HP × 6)
AGI: 8	WIT: 6
WIL: 10 (HP × 5)	POW: 10 (HP × 5)
HP: 2 (1s6)	AP: 0
SR: 1/2	Dodge: 19
Move: 2	Morale: 1 (HP × ½)
Vision: 12'	Night Vision: Poor
Sound: +3	

*Attack*

Bite (M)

*Sc SR Damage*

18 2 poison (POW)

## Albatross

*Coastal*

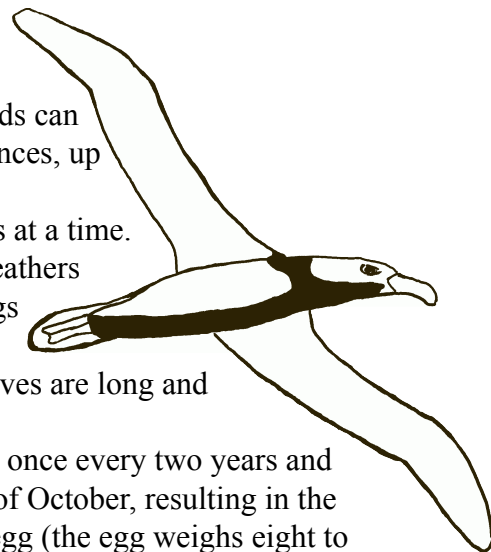
These large sea birds can fly incredible distances, up to hundreds, if not thousands, of miles at a time. They have white feathers with black markings near the wing tips.

The wings themselves are long and very narrow.

The breed only once every two years and only in the month of October, resulting in the laying of a single egg (the egg weighs eight to sixteen ounces). During incubation the parents trade off incubating the egg, each turn lasting about two weeks. After 79 days of incubation the hatchling emerges and from that point both parents leave and return periodically to feed the hatchling. At 8 months the hatchling takes off and strikes out on his own.

An albatross can live 60 to 80 years before dying of old age, though few can survive that long in the wild. Mating is usually for life, though if a couple repeatedly fail to achieve offspring they may split up.

Albatross are too heavy to fly for any length of time and rely on gliding which they are well adapted for, dropping only one foot for every 22



feet of glide. An albatross can manage 70 mph in the right conditions. If there is insufficient wind or updrafts to stay aloft the albatross will float on its wings. Each round in which an albatross flies instead of gliding it expends 1 FP. To take off requires quite a bit of space. First it spends a round moving at a run, then it spends a round sprinting. After that it starts flapping its wings for an effective Mv 4. At the end of that round it is considered airborne, though only with an altitude of five feet. This requires seventy feet of room and 6 FP to achieve. An albatross can only climb one foot every five feet flown so at the end of the fourth round it can gain a height of twenty feet over the span of eighty feet. In five rounds it will have traveled 230 feet and climbed 35 feet. After seven rounds it will have climbed to 70 feet and have to start gliding and looking for an updraft.

Landings are difficult and, if on land, frequently result in injury. The albatross must make a fly roll to land and, if unsuccessful, takes damage as for a ten foot fall. If the attempt is a failure then the effective fall distance is increased by ten feet and so on.

## Albatross

*Non-Sentient*

*Threat: 1      Treasure: 1      Type: Prey*

**Size: Small (10' wingspan, 20 pounds)**

STR: 5 (HP)      CON/END: 10 (HP × 2)  
 AGI: 7      WIT: 8  
 WIL: 3 (HP × ½)      POW: 5 (HP)  
 HP: 5 (1d10)      AP: 0  
 SR: 1      Dodge: 14  
 Move: 1/7      Morale: 1 (HP × ¼)  
 Vision: 100'      Night Vision: Normal  
 Sound: 0

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Peck (C)	11	1	1d4 Impale

<i>Skill</i>	<i>Score</i>
Fly	21

## Alligator

*Marsh, River, Swamp*

These are large amphibious lizards who lie in wait and prey on what takes their fancy. Their hard hide is easily mistaken at a glance for a sodden log. The head is broad with a rounded

snout. They can move very quickly over short distances. Though they can live in salt water, they prefer fresh water habitats. Alligators are solitary creatures and the larger gators are very territorial, usually claiming two square miles. The bellowing challenge of a full-sized adult can be heard 500 feet away.

An alligator nest will have from 10 to 60 eggs which incubate for two to three months. Hatchlings weigh all of two ounces, reach full growth in four to seven years and live thirty to sixty years.

An alligator can charge on land at eight times (in the water at quadruple) the indicated movement rate, but each SR in which it does so costs it 4 FP. An alligator in the water can, with a successful bite, start to spin and the twisting action causes fearful wounds.

An alligator normally hunts at night and will swallow small prey whole. Large prey it will grab by the head and drag down into the water. An alligator can hold its breath for thirty minutes.

## Alligator

*Quasi-Sentient*

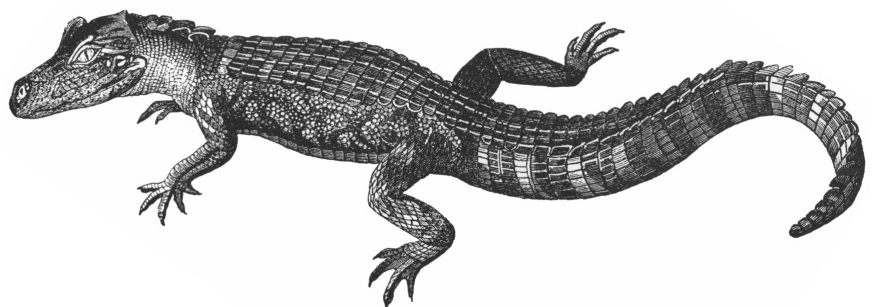
*Threat: 6      Treasure: 1      Type: Found*

**Size: Medium Large (15' long, 800 pounds)**

STR: 22 (HP)      CON/END: 11 (HP × ½)  
 AGI: 8      WIT: 8  
 WIL: 8 (HP × ½)      POW: 22 (HP)  
 HP: 22 (4d10)      AP: 4  
 SR: 3/2      Dodge: 12  
 Move: 4/4      Morale: 17 (HP × ¾)  
 Vision: 77'      Night Vision: Good  
 Sound: +2

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	12	2	2d6 Imp
Twist	30		+2d12 Tear

<i>Skill</i>	<i>Score</i>
Hide	24
Scan	20
Sneak	12
Swim	12





## Amœba, Giant

*Lake, Ocean*

These translucent, amorphous blobs have a very basic, primal existence. They absorb and digest organic matter, grow and divide. Being so simple they have no vitals and are extremely tough. A serious wound does not incapacitate one and impaling weapons do only half damage.

Although normally found in water giant amœbas sometimes make their way via underground water ways into subterranean passages. They are slower on solid ground than in the water where their rippling motion is more efficient, but they can move. In fact, as they do not require air they can exist most anywhere, though they do need a nominal amount of food to live.

As a guideline, a giant amœba must digest 1% of its body weight in food per week to survive. Each 1% in excess of this minimum sustained for an entire week will allow it to grow by 1%. If it manages to eat 11% of its body weight in a week it will grow by 10%. Conversely, each 0.1% it is short for an entire week causes a loss of 1% of its weight as it digests itself to stay alive. Thus a starved giant amœba will lose 10% of its weight each week. Once it drops below 11 pounds it dies.

Giant amœbas don't attack per se, but they do try to mindlessly absorb and digest whatever they encounter. Inorganic matter is moved over or, if small, absorbed and ejected. Organic matter is

digested slowly by the outside and more quickly if inside. This gives rise to the two attacks: touch for external contact and digest for internalized matter. A giant amœba can only absorb creatures at least one size smaller than itself. The damage is cumulative against AP unless the shielding is inorganic and impermeable. Also note that an ingested creature is unable to breathe.

The smallest a giant amœba can be and sustain itself is equivalent to a Small creature. The largest is Very Large, though they will usually divide before reaching that size. HP are equal to the giant amœba's weight in pounds times 1½. Small to Medium giant amœbas occupy one hex, Medium Large ones occupy two hexes, Large ones occupy three hexes and Very Large specimens occupy four hexes.

### Giant Amœba

*Mindless*

*Threat: 9*

*Treasure: 5*

*Type: Found*

**Size: Medium Large (500 pounds)**

STR: 75 ( $HP \times \frac{1}{10}$ )

CON/END: 75 ( $HP \times \frac{1}{10}$ )

AGI: 3

WIT: 1

WIL: 75 ( $HP \times \frac{1}{10}$ )

POW: 8 ( $HP \times \frac{1}{100}$ )

HP: 750 (pounds  $\times 1\frac{1}{2}$ )

AP: 0

SR: 2/1

Dodge: 7

Move: 1/3

Morale: 250 ( $HP \times \frac{1}{3}$ )

Vision: —

Night Vision: —

Sound: —

Life Sense: 25'

*Attack*

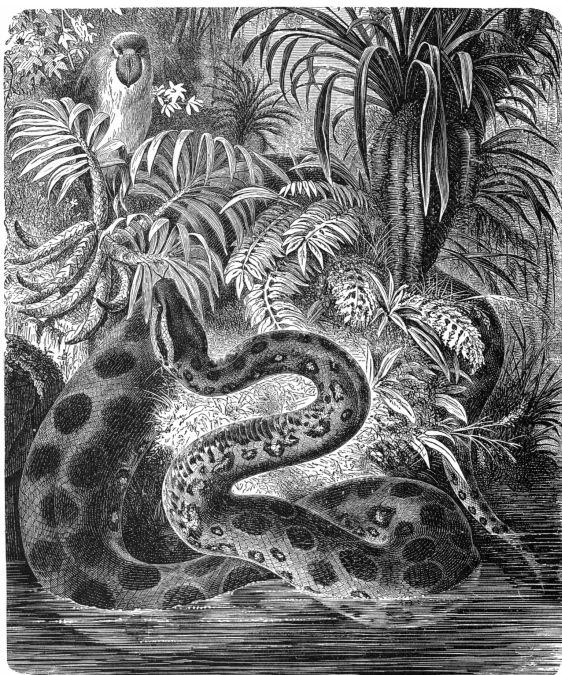
*Sc SR Damage*

Touch (C)

*auto* 1 1d2-1

Digest

*auto* — +1d8 per round



## Anaconda

*Lake, Marsh, River, Swamp*

These snakes prefer slow moving water and are most frequently found in the waters undercutting a river bank, although they sometimes venture out to trees and the region nearby their watery home.

The anaconda is green in color with black spots. The spots along its side have yellow centers. This is possibly the largest of natural snakes, reaching lengths in excess of thirty feet. The diameter is about twelve inches for adults. An adult anaconda weighs about 16½ pounds per foot of length with STR equal to length in feet  $\times \frac{3}{4}$ .

Breeding occurs from April to May and usually involves multiple anacondas, as many as a dozen, collected into a writhing “breeding ball” generally located in the water. The males wrestle for the privilege to mate though the female, who is generally larger than the males, may select or avoid a male through her own action. The breeding ball may last for month, though copulation is usually successful after a week or two.

Gestation is six months and results in a live birth of 20 to 40 young measuring about 2½ feet in length. The mother loses about half of her weight in the birthing process. Those young that survive reach sexual maturity in three to five years and full growth in ten. The life span of an anaconda is about thirty years, though few live that long in the wild.

## Anaconda

*Non-Sentient*

*Threat: 5      Treasure: 3      Type: Found*

**Size: Medium Large (20' long, 330 pounds)**

STR: 22 (HP)      CON/END: 11 (HP × ½)

AGI: 8      WIT: 6

WIL: 6 (HP × ¼)      POW: 11 (HP × ½)

HP: 22 (4d10)      AP: 1 (scales)

SR: 3/2      Dodge: 12

Move: 2/8      Morale: 6 (HP × ¼)

Vision: 22'      Night Vision: Excellent

Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Grab (C)	12	2	2d10+1d12 Grapple
Crush	30	4	+2d6 Crush

<i>Skill</i>	<i>Score</i>
Swim	24

## Ant, Giant

*Subterranean*

These are huge ants, the workers measuring six feet in length and the warriors four feet. The queens are even larger and winged to boot. They make extensive underground nests consisting of a main chamber where the queen lives joined to additional, smaller chambers where food is hoarded with additional tunnels going to various entry points. These entrances are often marked by hills of excavated earth. The tunnels themselves are roughly round and



usually with a smooth surface made of clay and partially digested dirt.

A nest can only have one queen. A small one will have 10 warriors and 100 workers, a large nest can have up to 100 warriors and 1,000 workers. The queen’s chamber is host to the eggs which will usually number 10% of the nest’s population. 90% of the eggs are drone eggs, 9% are warriors and 1% are queens. New queens are killed on hatching by the reigning queen.

Usually when a nest gets to the 1,000 worker level a queen egg will be hidden from the reigning queen by a group of rogue workers and warriors who will either stage a coup or attempt to create a new colony. Such a group will usually be the size of a small nest.

The queen is in telepathic communication with all ants in the nest and up to her very weak presence range outside of the nest. Ants in such communication act as a group under her guidance. The queen can control as many such groups as her WIT.



Approximately half of the ants will be in the nest at any given time. This will usually include all the warriors, but never less than half. The remainder will be outside the nest collecting food. Giant ants harvest plants for food and even saplings to shore up chambers, but they also collect animals for food.

The warriors may be smaller than the drones, but are quicker and have poisoned pincers. In both cases armor only counts half normal. If a warrior ant actually causes damage then a burning sensation accompanies the injury and every round an additional point of damage is accumulated for up to POW rounds.

The queen’s pincers have no special advantage against armor, but she has a stinger against which armor only counts half normal. The stinger can only be used if she is on top of her opponent or has sufficient room to fly. The stinger delivers a poison having a potency equal to POW. The queen can hover when flying, but doing so incurs twice the FP.

Ants do not have eyes or ears and are thus immune to the effects of brilliant flashes or deafening noise. They perceive by a combination of smell

and sixth sense. This gives them an effective sensory range equivalent to vision distance.

### Drone/Worker

*Non-Sentient*

*Threat: 4      Treasure: 1      Type: Found*

**Size: Medium Large (6' long, 400 pounds)**

STR: 21 ( $HP \times 1\frac{1}{2}$ )      CON/END: 10 ( $HP \times \frac{2}{3}$ )

AGI: 6      WIT: 1

WIL: 3 ( $HP \times \frac{1}{5}$ )      POW: 5 ( $HP \times \frac{1}{3}$ )

HP: 14 (3d8)      AP: 6

SR: 2/1      Dodge: 5

Move: 6      Morale: 14 (HP)

Vision: n/a      Night Vision: n/a

Sound: n/a      Sixth Sense: 5'

*Attack*

*Sc SR Damage*

Bite (C)      9   1   1d8 ( $\times 2$ ) Imp

### Warrior

*Non-Sentient*

*Threat: 11      Treasure: 4      Type: Found*

**Size: Medium (4' long, 120 pounds)**

STR: 14 (HP)      CON/END: 14 (HP)

AGI: 12      WIT: 3

WIL: 5 ( $HP \times \frac{1}{3}$ )      POW: 10 ( $HP \times \frac{2}{3}$ )

HP: 14 (3d6)      AP: 6

SR: 2      Dodge: 15

Move: 12      Morale: 28 ( $HP \times 2$ )

Vision: n/a      Night Vision: n/a

Sound: n/a      Sixth Sense: 14'

*Attack*

*Sc SR Damage*

Bite (C)      18   2   1d6 ( $\times 2$ ) Imp

### Queen

*Quasi-Sentient*

*Threat: 11      Treasure: 16      Type: Prey*

**Size: Large (8' long, 1000 pounds)**

STR: 22 (HP)      CON/END: 22 (HP)

AGI: 10      WIT: 5

WIL: 11 ( $HP \times \frac{1}{2}$ )      POW: 22 (HP)

HP: 22 (4d10)      AP: 8

SR: 3/2      Dodge: 13

Move: 5/16      Morale: 11 ( $HP \times \frac{1}{2}$ )

Vision: n/a      Night Vision: n/a

Sound: n/a      Sixth Sense: 22'

*Attack*

*Sc SR Damage*

Bite (S)      15   3   2d6 Imp

Sting (M)      18   4   1d8 ( $\times 2$ ) Imp

## Antelope

*Savanna*

These beasts run in herds on semi-open grasslands. A herd will have one alpha male, his harem and the juveniles. Typically this will number ten to twenty beasts. On occasion megaherds will form composed of a hundred or more normal herds. This is normally only associated with seasonal migration or mass route. Females are slightly smaller than males.

Breeding season is May to July during which males aggressively pursue mating rights. Horn wrestling is common and rarely results in serious injury. Gestation is eight to nine months and results in single births. For the first three weeks of life the young antelope stays hidden, accompanied by its mother for the first week. After six months the calf is weaned. Females are old enough to breed at  $2\frac{1}{2}$  with males reaching sexual maturity at 5. Life span is 20 years.

### Antelope

*Non-Sentient*

*Threat: 5      Treasure: 0      Type: None*

**Size: Medium Large (50" shoulder, 525 pounds)**

STR: 22 (HP)      CON/END: 11 ( $HP \times \frac{1}{2}$ )

AGI: 14      WIT: 10

WIL: 8 ( $HP \times \frac{1}{2}$ )      POW: 22 (HP)

HP: 22 (4d10)      AP: 0

SR: 4/3      Dodge: 20

Move: 14      Morale: 6 ( $HP \times \frac{1}{4}$ )

Vision: 220'      Night Vision: Good

Sound: +1

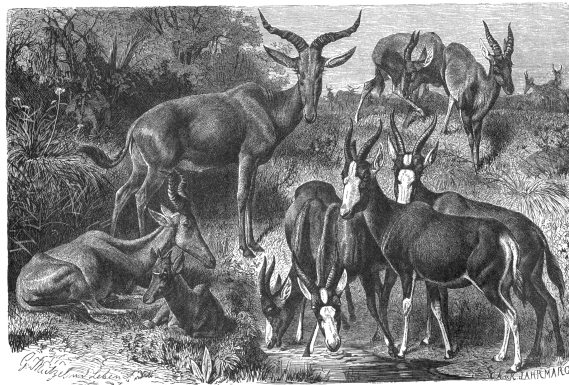
*Attack*

*Sc SR Damage*

Gore (S)      11   4   1d6+1d8 Impale

Head Butt (C)      21   4   1d10 Crush

*Charge*      2d6 Crush

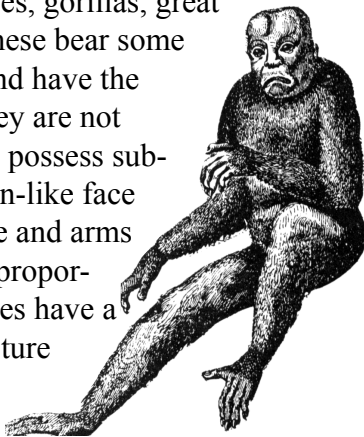




## Ape

*Forest, Jungle, Mountain*

There are five types of apes covered here: carnivorous apes, chimpanzees, gorillas, great apes, orangutans. All of these bear some resemblance to humans and have the ability to use tools, but they are not primarily tool users. Apes possess substantial body hair, a human-like face with a pronounced muzzle and arms longer than humans with proportionately larger hands. Apes have a stooped and crouched posture and are heavier than humans of the same height. The arms are so long as to allow the knuckles to drag and their span is greater than the ape's height. None of the apes have tails.



### Carnivorous Ape

These are only exceeded in size by the great apes. They look like over-sized gorillas equipped with fangs and sharp nails. The hair is normally of brown to reddish coloration, though it goes grey as the carnivorous ape ages until it is completely white. They are solitary, meeting only to fight or mate. A newborn weighs five pounds and is weaned at two years. It takes five to seven years to reach full growth, though few live long enough to reach it. The expected life span is 40 to 60 years, although seldom reached outside of captivity. In the wild these beasts lie in wait and are opportunistic ambushers. Though not known for caution or stealth they can lie still for long periods. They primarily prey on other predators unwilling or unable to flee.

Typical tactics when fighting are to slap opponents. One slap is normal, but when excited a carnivorous ape may expend the extra FP to get a second slap in the following SR with its other hand. In more desperate matches it will grab the foe and crush him while biting.

Being solitary carnivorous apes have little need of language and so lack one of their own. However, being semi-sentient they are capable of learning languages up to Rank 1 (Skill Score 6) if the situation requires it. This makes carnivorous apes well-suited for the role of psychotic guard-ape.

### Carnivorous Ape

*Semi-Sentient*

*Threat: 13 Treasure: 6 Type: Found*

**Size: Medium Large (6' 6" tall, 600 pounds)**

STR: 39 (HP) CON/END: 20 (HP × ½)  
 AGI: 8 WIT: 8  
 WIL: 13 (HP × ⅓) POW: 20 (HP × ½)  
 HP: 39 (7d10) AP: 2 (hide)  
 SR: 3/2 Dodge: 12  
 Move: 6 Morale: 20 (HP × ½)  
 Vision: 70 Night Vision: Good  
 Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Slap (M)	12	3	2d8 Stun
Bite (C)	18	3	2d10 Impale
Grab (M)	12	3	4d10 Grapple
Crush	30		+2d8 Crush

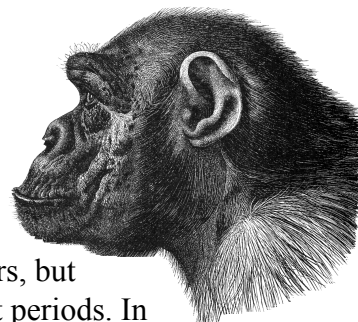
<i>Skill</i>	<i>Score</i>
Camouflage	8
Hide	12

### Chimpanzee

These are the smallest of the apes. They have long, black hair. Chimps normally move on all fours, but can walk upright for short periods. In addition to the normal habitats, chimps can be found in swamps, marshes and savanna.

They live in communities composed of ten to twelve families. Each family consists of a male, a female and one to four offspring. The community is run by an alpha male. The other males make up a hierarchy and conduct day to day operations. Chimpanzees form patrols, organize defense and collect food. They have their own language whose expressive capacity is limited to Rank 1 expression (Skill Score 6). Chimps have a life expectancy of 40 to 60 years.

When play fighting or asserting dominance in a tussle chimpanzees will normally use grapple, but in a real fight they will often bite or resort to brawling. Although it is not common chimpanzees are certainly capable of learning and using simple weapons such as clubs. Stories tell of a travelling circus whose chimpanzees know more tricks than are displayed in the tent or ring.



## Chimpanzee

*Semi-Sentient*

*Threat: 3      Treasure: 1      Type: Prey*

**Size: Medium (4' tall, 100 pounds)**

STR: 10 (HP)      CON/END: 10 (HP)  
 AGI: 12      WIT: 12  
 WIL: 5 (HP × ½)      POW: 5 (HP × ½)  
 HP: 10 (3d6)      AP: 0  
 SR: 2      Dodge: 17  
 Move: 12      Morale: 3 (HP × ¼)  
 Vision: 50'      Night Vision: Normal  
 Sound: +2

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Grapple (C)	18	2	1d6+1d8 Grapple
Bite (C)	12	1	1d6 Crush
Brawl (C)	18	2	1d10 Brawl

<i>Skill</i>	<i>Score</i>
Hide	18
Sneak	18
Speak Chimpanzee	6

## Gorilla

These are large and powerful apes with dark, coarse hair and short muzzles. The males go grey and suffer hair loss with age. Females are about half the size of the males at 200 pounds and four feet. Gorillas communicate through hoots and growls.

Gorillas live in troupes composed of five to fifteen gorillas: an alpha male, two to five adult females and the juveniles. Sometimes a secondary group of two to five males will live in the vicinity of a troupe. A displaced alpha male, usually well-silvered by this time, lives a solitary existence.

The gestation period is nine months and results in a baby gorilla weighing about 5 pounds. The infant nurses for the first three or four years before being weaned. Physical maturity is reached in ten years. Life expectancy is 35 to 50 years.

In tussles or dominance struggles gorillas will often attack by slapping. However in a serious fight they will come to grips and grab the opponent and attempt to crush him.



## Gorilla

*Semi-Sentient*

*Threat: 7      Treasure: 0      Type: None*

**Size: Medium Large (5' 9" tall, 400 pounds)**

STR: 32 (HP)      CON/END: 16 (HP × ½)  
 AGI: 10      WIT: 10  
 WIL: 8 (HP × ¼)      POW: 16 (HP × ½)  
 HP: 32 (3d20)      AP: 1 (hide)  
 SR: 3/2      Dodge: 14  
 Move: 8      Morale: 8 (HP × ¼)  
 Vision: 80'      Night Vision: Good  
 Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Slap (S)	15	3	1d6+1d8 Stun
Grab (S)	15	3	3d12 Grapple
Crush	30		+1d6+1d8 Crush

<i>Skill</i>	<i>Score</i>
Climb	15

## Great Ape

These are an extremely rare species of ape whose stature is without compare among the apes and even exceeds that of some giants. In appearance they mirror gorillas, just on a much larger scale. They are solitary and reproduce only rarely. Little else is known about them. As with other apes it can slap twice in a round by expending an extra fatigue point and swinging with the other hand. This is exclusive with doing a grab attack.

## Great Ape

*Semi-Sentient*

*Threat: 22      Treasure: 11      Type: Prey*

**Size: Huge (20' tall, 17,000 pounds)**

STR: 210 (HP)      CON/END: 21 (HP × ⅓)  
 AGI: 8      WIT: 7  
 WIL: 70 (HP × ⅓)      POW: 70 (HP × ⅓)  
 HP: 210 (20d20)      AP: 4 (hide)  
 SR: 4/2      Dodge: 7  
 Move: 16      Morale: 53 (HP × ¼)  
 Vision: 105'      Night Vision: Poor  
 Sound: 0

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Slap (X)	12	6	1d8+4d10 Stun
Grab (X)	12	6	10d12 Grapple
Crush	30		+1d8+4d10 Crush

## Orangutan

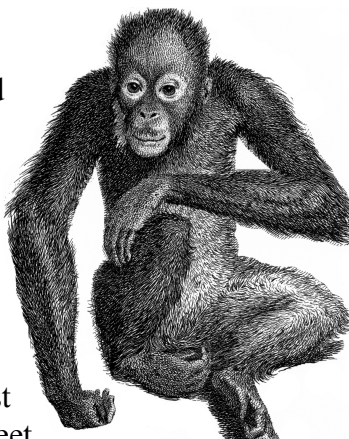
These are found in forested areas ranging from low-lying swamps up to the tree-line of mountains.

They have reddish-brown shaggy hair. As with other apes the females are about half the size of the males.

Each night they build a nest for sleeping in some fifty feet

above the ground. Orangutans have their own language whose expressive capacity is limited to 0+ expressions (Skill Score 3).

Orangutans are solitary with opportunistic matings. Pregnancy lasts about eight months resulting in a three pound newborn. Young orangutans are weaned at 3 to 4 years of age. Females mature at 7 years of age and males at 10. However, males are unable to compete for mates until 14. The expected lifespan is 60 years.



## Orangutan

*Semi-Sentient*

*Threat: 5      Treasure: 1      Type: Prey*

**Size: Medium (5' tall, 150 pounds)**

STR: 18 (HP)      CON/END: 18 (HP)

AGI: 12      WIT: 12

WIL: 9 (HP × ½)      POW: 9 (HP × ½)

HP: 18 (4d8)      AP: 0

SR: 2      Dodge: 18

Move: 10      Morale: 5 (HP × ¼)

Vision: 90'      Night Vision: Normal

Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Slap (S)	18	3	1d10 Stun
Grab (S)	18	3	2d12 Grapple
Crush	30		+1d10 Crush

<i>Skill</i>	<i>Score</i>
Climb	28
Speak Orangutan	3

## Armadillo

*Savanna, Steppe*

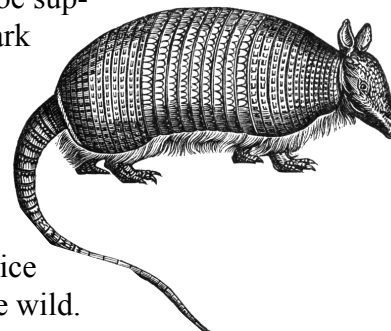
These armored herbivores measure sixteen inches in length, not counting the tail. The armor is segmented to allow flexibility and movement. The hair is grayish brown in color. Each foot has five claws for constructing burrows. They are daylight creatures, though they can get about at night if need be. They can float and are able swimmers.

Armadillos are fertile year round and give birth to litters of one to three after a two month gestation period. Adult size is reached after nine months. Life span is about ten years, though some can live for as long as sixteen.

Their diet is primarily made up of fruits and nuts, but is supplemented with ants, termites and even frogs and carrion. Food can be smelled through eight inches of dirt. They are accomplished burrowers excavating their own tunnels to a depth of ten feet and up to twenty feet in length. They can go for six to ten minutes without breathing.

Although not aggressive, a cornered armadillo may try to fight. There is a 10% chance of contracting leprosy from a claw-wound. Normally an armadillo will make a claw then bite attack, but a desperate or rabid armadillo will make two claw attacks in the same strike rank by expending an extra fatigue point.

Armadillos are readily domesticated and enjoy being scratched. However, their need to burrow is deeply ingrained and cannot be suppressed. Also, males must mark their territory with saliva and will dehydrate if insufficient water is available. The white meat is rather tasty and domesticated armadillos can be raised to weights about twice what can be maintained in the wild.



**Armadillo***Non-Sentient**Threat: 1      Treasure: 0      Type: Prey***Size: Small (8" shoulder, 20 pounds)**

STR: 5 (HP)      CON/END: 10 (HP × 2)

AGI: 4      WIT: 8

WIL: 3 (HP × ½)      POW: 5 (HP)

HP: 5 (1d10)      AP: 2 (armored shell)

SR: 1      Dodge: 9

Move: 4/4      Morale: 1 (HP × ¼)

Vision: 10'      Night Vision: Excellent

Sound: +3

*Attack**Sc SR Damage*

Bite (C)      6   0   1d4-1 Crush

Claw (C)      12   1   1d4 Cut

*Skill**Score*

Climb      12

Swim      12





## Baboon

### *Savanna*

These creatures live in relatively dry areas having sufficient water and elevated sleeping areas. Baboons never sleep on the ground under any circumstance. Males are brown in color with darker hair on their front side and silver manes. Females are much smaller than the males and a single olive color. In both sexes the butts are hairless and range from pink to bright red. The tail ranges from over half to nearly equal body length.

Baboons can breed year round with female estrous slightly longer than the lunar cycle. Gestation is nearly six months and results in a 1–2 pound black-haired infant. Solid food can be consumed after three to five months though lactation generally lasts 6–15 months. Although parental care and grooming usually lasts longer the young are capable of independent living at about two years of age. Females reach sexual maturity around 4½ years of age and full growth at six to seven. Males mature more slowly reaching sexual maturity around five to seven years of age though not achieving full growth and adult appearance until about ten years of age. Baboons have a maximum life span of 40 years.

Baboons form “families” with one male and a harem of three to ten females. Females vie for attention from the male through grooming and sex. Females generally select the harem they join, preferentially choosing one that a sister or half sister is in and that has an attractive, well-groomed male. The remainder of the family is composed of juveniles, though occasionally a younger male will live as a “hanger on.”

Male baboons sometimes “kidnap” a juvenile female and care for her to adulthood when she becomes the start of his harem. Another tactic used to start a family is to sneak sex from a non-favorite female of the leader during the grey period of post adolescence before full adulthood. However, adult males as a rule will not attempt to form relations with a taken female.

Two or three families make a clan and two or three clans make a band. The males in a clan are usually brothers and support one another in inter-clan debates. Males in a band are usually still related. A baboon troop consists of any number of

bands and there is no especial relation between the component bands.

Each morning the males determine which water hole to use for the midday stop and, on coming to an agreement, lead their families on the morning forage and arrive at the agreed on water hole at midday in sufficient numbers to claim its use for their own.



### **Baboon, Adult Male**

*Semi-Sentient*

*Threat: 1      Treasure: 1      Type: Prey*

**Size: Medium Small (2½' tall, 50 pounds)**

STR: 7 (HP)	CON/END: 10 (HP × 1½)
AGI: 12	WIT: 10
WIL: 7 (HP)	POW: 7 (HP)
HP: 7 (2d6)	AP: 0
SR: 2	Dodge: 18
Move: 10	Morale: 2 (HP × ¼)
Vision: 100'	Night Vision: Normal
Sound: 0	

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	11	1	1d4–1 Crush
<i>Skill</i>	<i>Score</i>		
Climb	18		
Speak Baboon	6		
Tactics	15		

### **Baboon, Adult Female**

*Semi-Sentient*

*Threat: 0      Treasure: 0      Type: None*

**Size: Small (2' tall, 20 pounds)**

STR: 4 (HP)	CON/END: 8 (HP × 2)
AGI: 12	WIT: 10
WIL: 4 (HP)	POW: 4 (HP)
HP: 4 (1d8)	AP: 0
SR: 1/2	Dodge: 19
Move: 8	Morale: 1 (HP × ¼)
Vision: 80'	Night Vision: Normal
Sound: 0	

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	6	0	1d4–1 Crush
<i>Skill</i>	<i>Score</i>		
Climb	18		
Search	23		
Speak Baboon	3		

## Badger

*Forest, Savanna, Steppe*

These creatures are characterized by a thick body with short, stocky



legs and a short tail. The face and belly are lighter colored than the rest of the coat and a white strip goes from the nose to the shoulders, sometimes extending to the rump or even to the tip of the tail.

Badgers tend to be solitary or live in small family groups. There are some exceptions where they live in clans of up to a dozen individuals. In such cases they normally share a set of tunnels known as a *sett* having at least one entrance per badger with interconnecting tunnels. Such complexes may have up to twenty times the normal amount of tunnels.

### Badger

These forest animals measure some 2–2½ feet in length and weigh 20–25 pounds when full grown. They mate in early fall, but the embryo quickly enters a suspended animation and doesn't develop further until winter has passed. This makes the six week gestation last a full seven months. Animal alchemists pay well for pregnant badgers for this unique trait. A badger litter can be up to five young, but three is the average.

Young badgers are weaned in three months time and fully independent in six. At a year they are sexually mature and the cycle starts over again. The life expectancy of a badger is usually ten years, but this is due to accidents and predators. The full lifespan of a badger is closer to 20 to 30 years.

Although most excavation is done in pursuit of prey a badger will normally dig his own residence, a tunnel network of thirty feet with a den ten feet below the surface. Such dens are rarely used long and are either rotated between or simply abandoned. During the summer a badger may simply dig a new den each night. During the winter a badger will sleep for over a day at a time, emerging only if the day is warm and likely to be productive.

Badgers eat ground squirrels, moles, mice and voles. Ground nesting birds and most any small terrestrial animal is fair game. Badgers also fish, eat insects, honey comb and some crops. Most prey is

aught due to the badger's ability to outdig anything else. A healthy badger can excavate a tunnel large enough to admit itself at the rate of one foot per pound through normal soil and at one foot per SR in sand or friable earth.

### Badger

*Quasi-Sentient*

*Threat: 2*

*Treasure: 1*

*Type: Fount*

**Size: Small (12" shoulder, 25 pounds)**

STR: 5 (HP)

CON/END: 10 (HP × 2)

AGI: 10

WIT: 10

WIL: 5 (HP)

POW: 5 (HP)

HP: 5 (1d10)

AP: 0

SR: 1/2

Dodge: 18

Move: 5

Morale: 2 (HP × ⅓)

Vision: 20'

Night Vision: Excellent

Sound: +1

*Attack*

*Sc SR Damage*

Bite (C)

18 1 1d6 Impale

Claw (C)

15 0 1d3 Cut

*Skill*

*Score*

Dig

30

### Giant Badger

These badgers are extraordinarily large and correspondingly more dangerous. Though not particularly aggressive their size and power tend to frighten farmers into instigating action. To make matters worse are naturally curious and so tend to investigate odd or strange occurrences. So if a farmer clears a new plot of land in the range of a giant badger there will likely be an investigation.

Giant badgers collect in extended families of up to thirty, though usually the clan will only be a dozen or so. A third are usually juveniles aged under four years. The lifespan is about forty years, though some few live longer.

A giant badger clan will usually have at least two tunnel complexes in disparate areas of their territory with multiple entrances to each. A typical complex will have fifty feet of tunnel per member of the clan with at least as many enlarged chambers. Some are for sleeping, others for waste, and others yet for storage.

Though capable of making noises for alarm or to express pleasure, giant badgers are normally

silent and communicate among one another with signs.

### Giant Badger

*Semi-Sentient*

Threat: 8      Treasure: 4      Type: Prey

**Size: Medium Small (1½' shoulder, 80 pounds)**

STR: 17 (HP)      CON/END: 13 (HP × ¾)  
 AGI: 10      WIT: 10  
 WIL: 17 (HP)      POW: 17 (POW)  
 HP: 17 (3d10)      AP: 1 (tough hide)  
 SR: 2      Dodge: 16  
 Move: 8      Morale: 6 (HP × ⅓)  
 Vision: 26'      Night Vision: Excellent  
 Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	24	3	1d12 Impale
Claw (C)	18	2	1d10 Cut

<i>Skill</i>	<i>Score</i>
Dig	30
Sign Language	6

### Barracuda

*Ocean*

These fish are found in all warm seas or oceans, particularly tropical ones. They have large scales and a gaping maw lined with knife-like teeth. An aggressive fish, barracudas feed on other fish through their whole life. When sated a barracuda will drive a school of fish into shallow waters and guard them until it becomes hungry again.

Barracuda eggs are scattered carelessly in the water until they hatch some weeks later. The spawned fish seek out shallow waters, especially estuaries, where they feed and grow into adulthood. Full grown barracuda are solitary ocean predators who hunt both by ambush and stalking. Although the lifespan is uncertain it is expected to be at least fifty years and possibly much longer.

Ever aggressive, barracuda frequently attack divers who disturb them, doing one rapid attack after another.

### Barracuda

*Quasi-Sentient*

Threat: 4      Treasure: 0      Type: None

**Size: Medium Small (5' long, 50 pounds)**

STR: 7 (HP)      CON/END: 7 (HP)  
 AGI: 22      WIT: 9  
 WIL: 7 (HP)      POW: 4 (HP × ½)  
 HP: 7 (2d6)      AP: 1 (scales)  
 SR: 4      Dodge: 28  
 Move: 7 (21 sprint)      Morale: 2 (HP × ⅓)  
 Vision: 21'      Night Vision: Excellent  
 Sound: +5

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	24	5	1d8 Impale

<i>Skill</i>	<i>Score</i>
Hide	18
Listen	24
Scan	24
Sneak	18

### Giant Barracuda

*Quasi-Sentient*

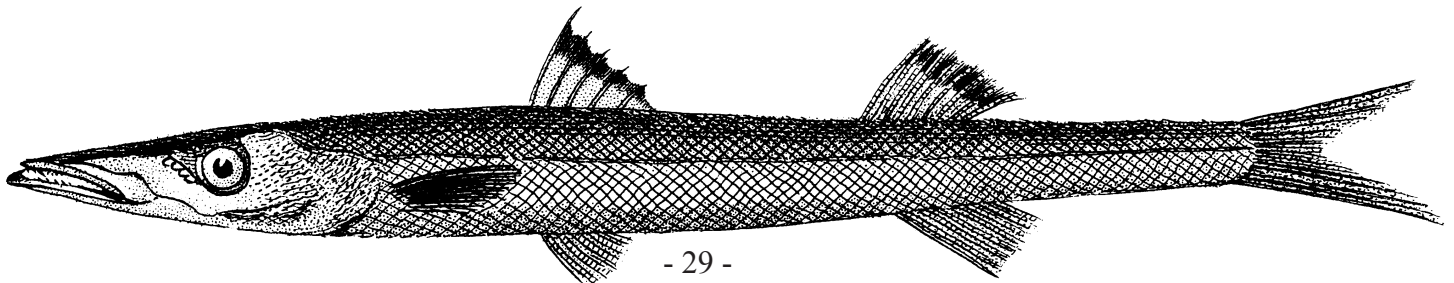
Threat: 6      Treasure: 0      Type: None

**Size: Medium (6½' long, 120 pounds)**

STR: 11 (HP)      CON/END: 10 (HP)  
 AGI: 20      WIT: 8  
 WIL: 11 (HP)      POW: 6 (HP × ½)  
 HP: 11 (3d6)      AP: 2 (scales)  
 SR: 4      Dodge: 25  
 Move: 8 (24 sprint)      Morale: 4 (HP × ⅓)  
 Vision: 30'      Night Vision: Excellent  
 Sound: +5

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	24	5	1d10 Impale

<i>Skill</i>	<i>Score</i>
Hide	15
Listen	24
Scan	24
Sneak	15



## Basilisk

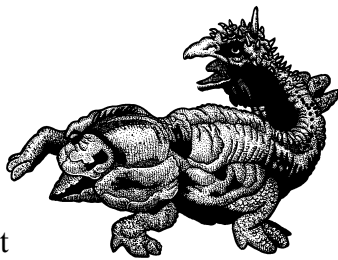
### Forest

These are large reptiles measuring three to six feet through the body and having a tail whose length is roughly half that of the torso. The neck is as long as the torso and tail combined and bears a massive, grotesque head. Basilisks are very ugly and have a hideous breath and terrifying gaze. Only one of the two attacks can be used in any given round.

The effect of the gaze is resolved by matching WIL/WIL on the resistance table. If the result is a critical success then the victim dies instantly. If the result is a fumble the basilisk suffers from eye strain and is unable to gaze for 1d6 rounds. Any other success does damage depending on the level of success and the basilisk's POW. A special success does 1d6 per full 5 POW, a normal success does 1d6 per full 10 POW and even a miss does 1 point of damage for every full 10 POW. The gaze can be used to the basilisk's vision distance and, due to the long and flexible neck, against any target not directly behind the basilisk.

The basilisk's breath covers an area dependent on its size. A hatchling's breath will only occupy the basilisk's own hex while a juvenile's breath will occupy the basilisk's hex plus one of the three front hexes. An adult basilisk's breath is copious and will occupy the hex its head is in and any three hexes contiguous with each other and it. The to hit for this attack is to determine how suddenly and quickly the basilisk ejects the poison for purposes of determining the difficulty of any retreating dodge attempts. Of course, to be meaningful the victim must be able to retreat outside of the area filled by the poison—and this retreat must be done in the same strike rank as the attack was made. Although the cloud visibly lingers it is only toxic on the SR it is exhaled. Any victims are subject to a lightning poison having a potency equal to the basilisk's CON.

Basilisks are solitary creatures never found even in pairs. They lay fertilized eggs, usually hidden in a cavern crevice, no more than one egg to a location. Frequently the egg is laid on the periphery of the basilisk's territory. A hatchling basilisk is about a foot long and grows to adulthood in a year. A basilisk lives for about 50 to 80 years.



## Basilisk, Hatchling

*Non-Sentient*

*Threat: 1*

*Treasure: 1*

*Type: Prey*

**Size: Tiny (1' long, 1½ pounds)**

STR: 2 (HP)

CON/END: 1 (HP × ⅔)

AGI: 8

WIT: 6

WIL: 2 (HP)

POW: 4 (HP × 2)

HP: 2 (1s6)

AP: 1 (hide)

SR: 1

Dodge: 7

Move: 1

Morale: 1 (HP × ⅔)

Vision: 6'

Night Vision: Poor

Sound: -1

*Attack*

*Sc SR Damage*

Breath (Area)

12 4 Poison (1)

Gaze

WIL/WIL -/-1d6/lethal

## Basilisk, Juvenile

*Non-Sentient*

*Threat: 3*

*Treasure: 2*

*Type: Prey*

**Size: Medium Small (3' long, 40 pounds)**

STR: 7 (HP)

CON/END: 5 (HP × ⅔)

AGI: 10

WIT: 8

WIL: 7 (HP)

POW: 14 (HP × 2)

HP: 7 (2d6)

AP: 3 (hide)

SR: 2

Dodge: 9

Move: 3

Morale: 5 (HP × ⅔)

Vision: 30'

Night Vision: Poor

Sound: 0

*Attack*

*Sc SR Damage*

Breath (Area)

15 5 Poison (5)

Gaze

WIL/WIL 1/1d6/2d6/lethal

## Basilisk, Adult

*Quasi-Sentient*

*Threat: 9*

*Treasure: 5*

*Type: Prey*

**Size: Medium Large (7' long, 500 pounds)**

STR: 22 (HP)

CON/END: 11 (HP × ½)

AGI: 12

WIT: 10

WIL: 22 (HP)

POW: 33 (HP × 1½)

HP: 22 (4d10)

AP: 5 (hide)

SR: 3/2

Dodge: 11

Move: 5

Morale: 15 (HP × ⅔)

Vision: 60'

Night Vision: Poor

Sound: 0

*Attack*

*Sc SR Damage*

Breath (Area)

18 5 Poison (10)

Gaze

WIL/WIL 3/3d6/6d6/lethal



## Bat

*Forest, Subterranean*

There are many more kinds of bats than are covered here. All bats have true flight and use echolocation to avoid obstacles and find prey. The rhythm of life is wake up 20 minutes after sunset, hunt prey until sated, select a night roost to digest, then return to the day roost before sunrise where the bat falls into a torpor. Bats feed through spring, summer and fall, building up enough fat to survive the winter hibernation.



### Brown bats

These are the most common bat, roosting in homes, churches, caves and anywhere else that provides a safe, dark roost. Mating occurs in the fall, but the female doesn't become pregnant until awaking from hibernation. After a two month gestation one or two pups are born weighing 0.1 ounce each. The pups are left in a communal night roost, the mother returning before dawn to find and feed her own. By midsummer the new bats are able to fly and feed themselves. If a bat survives its first winter it will likely live 30 to 40 years.

Adults have a wing span of 12 to 13 inches with a 4 to 5 inch body (weighing half an ounce) including the 1½ to 2 inch tail. Females are slightly larger than males. Backs range from light tan to dark brown with lighter, almost pinkish, underbellies.

A brown bat's echolocation is capable of identifying collections of prey at 100 yards and picking up individual insects from 10 to 20 feet away.

### Brown Bat

*Quasi-Sentient*

*Threat: 0      Treasure: 0      Type: Found*

**Size: Extremely Tiny (13" wingspan, ½ ounce)**

STR: 1 (HP)	CON/END: 10 (HP × 10)
AGI: 20	WIT: 14
WIL: 1	POW: 1
HP: 1	AP: 0
SR: 1/4	Dodge: 40
Move: 1/40	Morale: 0
Vision: 10'	Night Vision: Normal
Sound: +10	Echolocation: 30'

*Attack*

Bite (C)

*Sc SR Damage*

23 1 1d2-1 Impale

*Skill*

Fly

*Score*

30

### Vampire bats

These can be found primarily in dry regions and dwell in caves. Unlike other bats they are quick and agile on the ground being able to run quadrupedally as well as hop. When the prey has been selected the bat will land in the vicinity and stealthily approach, climbing to the desired feasting location and start drinking the blood (1 point per minute). The bite is painless and won't awaken sleeping victims.

Vampire bats have a fifteen inch wing span, a three inch body and weigh in at one ounce. They have grayish brown fur and no tail. Life expectancy is 12 to 15 years.

### Vampire Bat

*Quasi-Sentient*

*Threat: 0      Treasure: 0      Type: Found*

**Size: Extremely Tiny (15" wing span, 1 ounce)**

STR: 1 (HP)	CON/END: 10 (HP × 10)
AGI: 30	WIT: 16
WIL: 1	POW: 1
HP: 1	AP: 0
SR: 3/6	Dodge: 30
Move: 4/30	Morale: 0
Vision: 20'	Night Vision: Excellent
Sound: +5	Echolocation: 20'

*Attack*

Bite (C)

*Sc SR Damage*

23 1 1d2-1 (×4) Impale

*Skill*

Sneak

Climb

Fly

Jump

*Score*

30

30

30

18

### Bear

*Forest, Savanna, Steppe*

There are several kinds of bears: black, brown, sun, kodiak and polar bear. All bears share the same basic form: they are typically large beasts with long, shaggy uni-color hair. They have small, round ears, small eyes, muzzles, heavy, curved claws and short tails. They are capable of walking upright and climbing. They live in dens made in caves, hollow trees or other sheltered areas. A bear which stands up will

have a height about twice that given for their shoulder. Most bears are nocturnal and solitary. The mature females will often have one or two cubs.

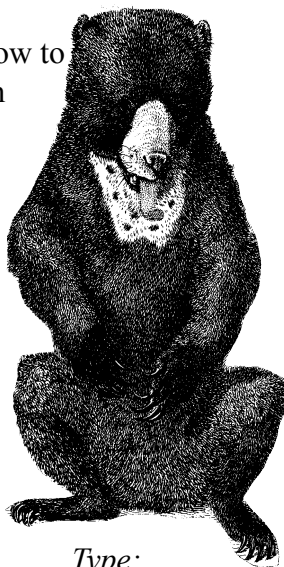
When fighting a bear will generally swipe with a claw at the opponent. In a more serious fight it will follow this up with a bit. A more desperate bear will expend an extra fatigue point to get two claw attacks in the same SR or do a grab and then bite while crushing the opponent.

### Sun bears

These are most commonly found in tropical forests and make nests in trees, frequenting heights of 6 to 25 feet. Unlike most bears they do not hibernate, eating year round on insects and fruit. Given the opportunity they will also eat meat, though they normally do not actively hunt.

They have black fur with yellow to white crest on their chest from whence they get their name.

Gestation lasts about three months and produces one to three pups. The hairless newborns weigh 10–12 ounces reaching physical and sexual maturity at about three years. Expected life span is 20 to 30 years.



### Sun Bear

*Non-Sentient*

*Threat: 4*

*Treasure: 1*

*Type:*

*Found*

**Size: Medium (2½' shoulder, 100 pounds)**

STR: 10 (HP × 1½) CON/END: 10 (HP)

AGI: 14 WIT: 11

WIL: 4 (HP × ½) POW: 4 (HP × ½)

HP: 7 (2d6) AP: 0

SR: 3 Dodge: 19

Move: 10 Morale: 2 (HP × ¼)

Vision: 50' Night Vision: Good

Sound: -2

#### Attack

Bite (C) 12 2 1d8 Cut

Claw (C) 18 3 1d6 Tear

Grab (C) 15 2 2d8 Grapple

Crush 30 +1d6 Crush

#### Skill

Climb

#### Score

21

Swim

8

### Black bears

These are most commonly found in forests and savannas where the frequent the more inaccessible areas and are most active around dawn and dusk.

The black hair contrasts with the pale muzzle and occasional chest spots. They vary greatly in size, with males ranging from 200 to 900 pounds. Sexual maturity is reached at three to five years of age with the females maturing more quickly. Full growth is generally reached in ten to twelve years. Life expectancy is around 30. Breeding occurs over the summer with gestation lasting about seven months and resulting in one to five cubs.

Cubs are weaned at about seven months, though they usually stay with the mother for two years. Black bears feed primarily on insects, fruits and vegetative growth, but will eat carrion when available.



### Black Bear, Adult

*Non-Sentient*

*Threat: 6*

*Treasure: 2*

*Type: Found*

**Size: Medium Large (3' shoulder, 400 pounds)**

STR: 15 (HP × 1½) CON/END: 10 (HP)

AGI: 10 WIT: 10

WIL: 5 (HP × ½) POW: 5 (HP × ½)

HP: 10 (3d6) AP: 1 (hide)

SR: 3/2 Dodge: 14

Move: 10 Morale: 5 (HP × ½)

Vision: 50' Night Vision: Good

Sound: -2

#### Attack

Bite (C) 12 2 1d10 Cut

Claw (S) 18 4 1d8 Tear

Grab (S) 12 3 1d10+1d12 Grapple

Crush 30 +1d8 Crush

#### Skill

Climb

#### Score

15

**Brown bears**

These can be found in most areas which have a source of water and provide cover for a den though they are most commonly found in forest and savanna. Though predominately brown their coloration varies from cream to chocolate. Breeding occurs from late spring through early summer. Gestation varies from six to nine months and results in one to three cubs. Although newborns only weigh around a pound they usually exceed 30 pounds at 3 months and weight around 50–60 pounds at 6 months. Cubs generally remain with the mother for the first three or four years. Sexual maturity is reached around five years of age, but growth continues until ten years old. A brown bear will typically live 30–50 years. As with other bears the diet primarily consists of insects and vegetable matter supplemented with carrion. Although brown bears do not hunt they will fish given the opportunity. Adult brown bears are too large to climb trees.



**Kodiak bears**

These are a very large race of brown bears notable for their speed and power. Unlike other bears they actively prey on other animals, even black bears.

**Kodiak Bear**

*Non-Sentient*  
*Threat: 19      Treasure: 4      Type: Prey*

**Size: Large (5' shoulder, 1500 pounds)**

STR: 63 (HP × 1½)	CON/END: 21 (HP × ½)
AGI: 9	WIT: 8
WIL: 11 (HP × ¼)	POW: 21 (HP × ½)
HP: 42 (4d20)	AP: 2 (hide)
SR: 3/2	Dodge: 12
Move: 12/4	Morale: 21 (HP × ½)
Vision: 53'	Night Vision: Good
Sound: -2	

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	15	2	1d8+2d10 Cut
Claw (S)	24	5	1d10+1d12 Tear
Grab (S)	18	4	2d10+3d12 Grapple
Crush	30		+1d10+1d12 Crush

**Brown Bear, Male Adult**

*Non-Sentient*  
*Threat: 10      Treasure: 3      Type: Found*

**Size: Medium Large (3½' shoulder, 700 pounds)**

STR: 33 (HP × 1½)	CON/END: 22 (HP)
AGI: 9	WIT: 8
WIL: 11 (HP × ½)	POW: 11 (HP × ½)
HP: 22 (4d10)	AP: 1 (hide)
SR: 3/2	Dodge: 13
Move: 10/3	Morale: 11 (HP × ½)
Vision: 44'	Night Vision: Good
Sound: -2	

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	12	2	1d8+1d10 Cut
Claw (S)	18	4	1d6+1d8 Tear
Grab (S)	11	3	3d12 Grapple
Crush	30		+1d6+1d8 Crush

<i>Skill</i>	<i>Score</i>
Swim	14

<i>Skill</i>	<i>Score</i>
Swim	14

**Polar bears**

These are usually found on or near ice flows, but are sometimes stranded during their seasonal migrations in more temperate zones. Polar bears have long, thick unpigmented fur and a thick layer of insulating fat. Their paws are broad and well



adapted for paddling. Breeding takes place during late winter and early spring with up to a three month delayed implantation and a six month gestation resulting in one to four cubs. At six months a cub usually exceeds 30 pounds in weight and reaches full growth after five



or six years. Cubs stay with the mother for the first two or three years. Polar bears are active during the day, though two-thirds of that time is spent resting. They hunt by laying in wait at a seal's breathing hole or by stalking seals, in or out of the water. After eating the skin and blubber the rest of the carcass is abandoned and the polar bear will groom itself.

### Polar Bear

*Non-Sentient*

*Threat: 13      Treasure: 3      Type: Found*

**Size: Large (4½' shoulder, 1100 pounds)**

STR: 50 (HP × 1½)      CON/END: 17 (HP × ½)

AGI: 10      WIT: 7

WIL: 8 (HP × ¼)      POW: 17 (HP × ½)

HP: 33 (6d10)      AP: 2 (hide)

SR: 3/2      Dodge: 13

Move: 10/10      Morale: 17 (HP × ½)

Vision: 51'      Night Vision: Good

Sound: -2

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	12	2	2d12 Cut
Claw (S)	15	3	1d8+1d10 Tear
Grab (S)	12	3	4d8 Grapple
<i>Crush</i>	30		+1d8+1d10 Crush

<i>Skill</i>	<i>Score</i>
Swim	15

### Cave bears

These are an old race of bear that can still be found in mountain regions. They are bigger than any other bear and are aggressive predators with a mean disposition.

### Cave Bear

*Non-Sentient*

*Threat: 19      Treasure: 5      Type: Prey*

**Size: Large (6' shoulder, 2400 pounds)**

STR: 80 (HP × 1½)      CON/END: 27 (HP × ½)

AGI: 8      WIT: 6

WIL: 20 (HP × ¼)      POW: 27 (HP × ½)

HP: 53 (5d20)      AP: 3 (hide)

SR: 3/2      Dodge: 11

Move: 8/2      Morale: 27 (HP × ½)

Vision: 27'      Night Vision: Excellent

Sound: -2

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	12	2	2d10+1d12 Impale
Claw (S)	18	4	2d8+1d10 Tear
Grab (S)	12	3	5d12 Grapple
<i>Crush</i>	30		+2d8+1d10 Crush

### Bear-Boar

*Forest (Sidhe Mound)*

Perhaps the most dangerous game in a sidhe mound are the bear-boars. These very large and semi-sentient creatures are quite tough and cunning to boot. They live in loose-knit packs of two to twelve with a range of five to fifty square miles for the home territory where they are most frequently found though they will make excursions alone or in pairs in search of food. When the sidhe go on a bear-boar hunt they usually take arrows enchanted with bane bear-boar.

On the offensive a bear-boar will usually charge the most dangerous foe and attempt to gore him with his tusk. Despite their bulk, a bear-boar is capable of covering short distances very quickly. If victorious and additional foes are present the bear-boar will continue the charge, though successive gore attempts in the same round are considered wild attacks. A bear-boar can attempt to gore anyone in a front facing during its movement. It automatically gets a "Shoulder" attack against anyone whose hex it moves through while charging.

If a foe withstands the initial rush the bear-boar will next attempt to maul it, goring and swatting with both claws in a single SR in an attempt to overwhelm the foe's defense. If testing a dangerous target the bear-boar will swat with one paw, followed by a combination attack of swatting with



the other paw and goring in the following SR. The maneuver earns the second set of attacks a +6 to hit and a -6 to defend against. It is important to remember that bear-boars are smart and will not pursue a kamikaze attack. Instead they will retreat, recover and ambush. A recovering bear-boar who licks his wounds (or has his wounds licked by another bear-boar) will heal one point of damage each minute. If there is active bleeding then it is stopped at the rate of one level of bleeding per minute of licking. A badly injured bear-boar will benefit from multiple bear-boars licking its wounds.

Despite the high POW of a bear-boar it normally has a low presence score. This suppression is again a natural ability that cannot be detected via magic. If necessary a bear-boar can reveal its full presence; changing this state can only be done between rounds. When suppressed a bear-boar's PRE is equal to  $\frac{1}{10} \times \text{POW}$ .

**Hunter Bear-Boar**

These are the most commonly encountered bear-boars with an uncanny ability to blend into their surroundings and suppress incidental noise. The ability is wholly natural and is undetectable as magic. Cloaking also reduces the bear-boar's effective presence to zero. When motionless a "cloaked" hunter bear-boar is essentially invisible and cannot be seen whatsoever. Moving produces slight perturbations and visual artifacts that are subtle but those attuned to their surroundings may notice. In particular, if a cloaked hunter bear-boar moves then anyone who has a reasonable chance of seeing it gets a Notice roll (made by the referee of course) with a difficulty determined by the rate of movement. A hunter bear-boar cannot sustain cloaking moving faster than Mv 5.

Cloaking	
Mv	Difficulty
1	100
2	50
3	35
4	25
5	20

**Hunter Bear-Boar**

*Semi-Sentient*  
*Threat: 68      Treasure: 28      Type: Prey*  
**Size: Very Large (7½' shoulder, 3000 pounds)**  
STR: 137 (HP)      CON/END: 34 (HP × ¼)  
AGI: 13      WIT: 12  
WIL: 69 (HP × ½)      POW: 137 (HP)  
HP: 137 (13d20)      AP: 12 (hide)  
SR: 3/5      Dodge: 15  
Move: 5 (25 charge)      Morale: 69 (HP × ½)  
Vision: 68'      Night Vision: Starlight  
Sound: +2

Attack	Sc	SR	Damage
Gore (C)	24	4	5d10 Imp
Charge	24	SR	5d12 Imp
Claw (C)	24	4	2d8+2d10 Cut
Shoulder	24	SR	5d12 Stun

Skill	Score
Climb	21
Sneak	26
Swim	8

**Royal Bear-Boar**

A pack of at least five bear-boars may have a royal bear-boar acting as the leader. Only in a large pack would there be more than one in which case they would lead the pack as equals. A royal bear-boar is distinguished from the others not just by being larger and stronger, but by possessing the special ability to roar. As with cloaking, roars are not magic and cannot be detected or defended against as such. If a royal bear-boar's presence is suppressed then performing a roar automatically and immediately un-suppresses it.

There are four types of roars that a royal bear-boar can do, each of which takes one action and costs magic points to do. A "power roar" costs 5 MP, but adds POW to STR for a minute and makes the charge Mv 60. A "fear roar" costs 1 MP and causes everyone to make a morale check with a difficulty equal to the bear-boar's PRE. A "stunning roar" costs 3 MP and targets one individual in a front hex facing of the bear-boar—the roar does POW adjSTR stun damage (6d12 on average) ignoring armor or other protection. There is no defense against such an attack. A "summoning roar" costs 10 MP and calls any hunter bear-boars within

extremely weak presence range (8,929 feet on average) and alerts any royal bear-bears within incredibly weak presence range (35,720 feet on average).

## Royal Bear-Boar

*Semi-Sentient*

*Threat: 102    Treasure: 51    Type: Prey*

**Size: Very Large (8' shoulder, 4000 pounds)**

STR: 189 (HP)    CON/END: 47 (HP × ¼)  
 AGI: 10    WIT: 12  
 WIL: 95 (HP × ½)    POW: 189 (HP)  
 HP: 189 (18d20)    AP: 15 (hide)  
 SR: 2/4    Dodge: 12  
 Move: 10 (40 charge)    Morale: 95 (HP × ½)  
 Vision: 92'    Night Vision: Starlight  
 Sound: +2

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Gore (C)	30	3	5d12 Imp
w/ Power Roar			8d12 Imp
Charge	30	SR	7d12 Imp
w/ Power Roar			12d12 Imp
Claw (C)	30	3	1d10+3d12 Cut
w/ Power Roar			6d12 Cut
Shoulder	30	SR	6d12 Stun
w/ Power Roar			10d12 Stun

<i>Skill</i>	<i>Score</i>
Climb	15

## Bear-Dog

*Savanna, Steppe*

These are huge dog-like creatures measuring some six feet at the shoulder and eleven feet in length, plus tail. They are slow but strong carnivores which prey on anything that can't get out of their way. Bear-dogs are solitary hunters with exclusive ranges. They are active both day and night with their sleep broken up into multiple naps taking a total time of four to six hours a day. The remainder of their time is approximately divided between roaming and resting.

Female bear-dogs only become fertile every other year and then only for a single month roughly corresponding to July. Drawn by pungent pheromones, males will gather and battle for the privilege of mounting her. Gestation lasts a year after which she will give birth to up to a dozen pups.

A newborn bear-dog weighs fifty pounds and reaches 250 pounds after six months at which point it is weaned and forced to find its own territory. Full growth is attained over a period of ten to twelve years with a life expectancy of sixty to eighty years—barring premature death which is quite frequent.

Normally a bear-dog will make one attack, either a claw or a bite, although it can combine both attacks against a single target in the same round. If pressed it will claw twice and bite in a single round, but doing so costs it an extra fatigue point and the second claw attack comes in the strike rank following the first: it is unable to make them at the same time.

## Bear-Dog, Adult

*Non-Sentient*

*Threat: 25    Treasure: 10    Type: Prey*

**Size: Very Large (11' long, 4000 pounds)**

STR: 84 (HP)    CON/END: 21 (HP × ¼)  
 AGI: 9    WIT: 12  
 WIL: 21 (HP × ¼)    POW: 84 (HP)  
 HP: 84 (8d20)    AP: 3 (hide)  
 SR: 4/2    Dodge: 11  
 Move: 12    Morale: 42 (HP × ½)  
 Vision: 210'    Night Vision: Moon Sight  
 Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	12	3	1d10+2d12 Chop
Claw (S)	18	5	2d8+1d10 Chop

<i>Skill</i>	<i>Score</i>
Swim	40

## Beaver

*River, Lake*

These primarily aquatic, nocturnal mammals have squat, sturdy bodies characterized by a broad, flat tail. The tail is important as it acts as both paddle and rudder when in the water and when slapped against the water makes a loud, distinctive sound for an effective alarm. While the body hair is red to brown in coloration the tail is covered with grey to black scales. They are monogamous and share the raising of the young.

Other than the characteristic tail beavers are best known for their lodges and dams. A beaver family begins by selecting a river, pond or lake for home.



In the case of rivers a dam is built of mud, rocks and branches to stem the flow and create a pond. Once this has been accomplished the beavers will select or build a mound in the water and construct a lodge on it. The lodge itself, like the dam, is created from rocks, branches and mud. For each family living in a lodge there will be two entrances and two adjoining chambers. One chamber is used for drying and is the foyer. The second chamber is where the family lives and will have a soft bed of twigs, grass and moss.

The pond acts as a moat for keeping predators away from the beaver lodge, but during winter the water freezes over allowing access. To supplement the defense beavers apply a fresh layer of mud over the outside of the lodge to freeze into near rock-hardness with the onset of frost.

**Beaver**

A typical beaver lodge measures some eight feet across with a three foot ceiling and is home to two adults and one to four kits. Once the mother feels pregnant again, which happens each spring, the adults kick the children out. Following a three month gestation another litter is born and after two weeks the kits are weaned and given diving instructions.

The lifespan of a beaver is twenty years though few live that long even with the protection afforded by the lodge. Between cunning predators and hunters after the valuable fur there are too many

opportunities for error to bring a beaver's life to an abrupt and early end.

**Beaver**

*Quasi-Sentient*  
*Threat: 3      Treasure: 1      Type: Prey*  
**Size: Medium Small (2' long, 10" tail, 50 pounds)**  
STR: 7 (HP)      CON/END: 11 (HP × 1½)  
AGI: 14      WIT: 15  
WIL: 7 (HP)      POW: 7 (HP)  
HP: 7 (2d6)      AP: 1 (hair and hide)  
SR: 3      Dodge: 20  
Move: 4/7      Morale: 2 (HP × ¼)  
Vision: 33'      Night Vision: Excellent  
Sound: +2

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	18	3	1d8 Impale
<i>Skill</i>	<i>Score</i>		
Build Dam	15		
Build Lodge	15		
Swim	24		

**Giant Beaver**

The tail of a giant beaver is longer and narrower than other beavers and the body is more sinuous. As it is larger it builds larger lodges—usually twenty feet across with five to eight foot ceilings. Giant beavers also sometimes build their lodge entirely on land, but always with at least one tunnel leading to a hidden entrance some distance from the lodge itself. The lodges also make significant use of rocks for their foundations.

Though still possessing waterproof hair, capable at swimming and never far from water giant beavers are not as dependent on water for living and survival. They are also more aggressive and carnivorous as well. Their cunning allows them to build deadfall traps as well as logfalls to pin or even kill prey.



## Giant Beaver

*Quasi-Sentient*

*Threat: 9*

*Treasure: 5*

*Type: Prey*

**Size: Medium Large (5' long, 3' tail, 500 pounds)**

STR: 22 (HP)

CON/END: 11 (HP × ½)

AGI: 18

WIT: 15

WIL: 11 (HP × ½)

POW: 22 (HP)

HP: 22 (4d10)

AP: 3 (hair and hide)

SR: 5/4

Dodge: 22

Move: 14/9

Morale: 7 (HP × ⅓)

Vision: 55'

Night Vision: Excellent

Sound: +2

*Attack*

*Sc SR Damage*

Bite (C)

24 6 2d8 Impale

*Skill*

*Score*

Build Lodge

15

Build Trap

15

Swim

12

## Beetle

*Desert, Forest, Jungle, Savanna, Steppe*

Beetles feed on plants, fungi, animal remains and other insects. Like all insects a beetle's body is comprised of three sections: the head, thorax and abdomen. The thorax is the main body to which the wings and legs are attached with the head in front and the abdomen behind.

The body is protected by a hard exoskeleton and the wings are protected by a rigid sheath. Ground and giant beetles have limited flight capabilities, but most retain the wings and the wing sheathes. However the pair of wing sheathes may be fused into a single unit.

Beetles start life as eggs laid by a female that hatch into larva. The larva eat, moult and grow larger. The larva then pupates during which stage it is immobile and basically defenseless relying primarily on camouflage. In due time the adult emerges from the pupa, mates and starts the cycle again.

### Egg

In this stage the beetle is nascent and usually a tenth or less of adult size (at least two sizes smaller). The shape and hardness of eggs differ between beetle species but in general they are oval and resilient. For giant species of beetle the egg's exterior

generally affords protection equivalent to 1 AP of leather

### Larva

There are usually three moults in the larval stage which are referred to as instars. The first instar is the form when the larva first hatches, the second instar follows the first moult and the third instar follows the second moult. For most beetle species the primary difference between instars is one of size. The first instar is generally two sizes smaller than adult, the second instar one size smaller than adult and the third instar approximates adult size. A larva, depending on species, is basically a many-legged worm with powerful mandibles and a constant hunger.

### Pupa

In virtually all beetle species the pupa is immobile and basically resembles the final instar except for being encased in a protective shell. For giant beetle species this shell is usually equivalent to 12 AP of leather.

### Imago

This is the final, adult, stage of life for a beetle and is the form in which mating occurs. It is described more thoroughly in the individual beetle entries. While most beetles do the bulk of their eating during the larval stage there are exceptions, such as the scarab. And all of the giant beetles attack as a form of defense. Their powerful mandibles are very dangerous and can quickly rend a victim.

### Beetle Larva

These provide rule-of-thumb descriptions for larva based solely on the size and assume the larva is at the second instar. AGI is generally equal to twice the instar plus four. WIT is generally equal to instar. The attack score for bite is generally equal to eight times instar. The referee should feel free to adjust as desired for any given beetle species.

For the listed beetles very small larva could only be first instar and large larva could only be third instar. However, to be consistent the descriptions are written for a second instar larva.

**Very Small Larva***Mindless**Threat: 2      Treasure: 1      Type: Found***Size: Very Small (1½' long, 7 pounds)**

STR: 3 (HP)      CON/END: 9 (HP × 3)  
 AGI: 8      WIT: 2  
 WIL: 3 (HP)      POW: 2 (POW × ½)  
 HP: 3 (1d4)      AP: 0  
 SR: 1/2      Dodge: 16  
 Move: 2 (AGI × ¼)      Morale: 3 (HP)  
 Vision: —      Night Vision: —  
 Sound: +1

*Attack*

Bite (C)

*Sc SR Damage*

16 1 1d4 Crush

**Small Larva***Mindless**Threat: 3      Treasure: 1      Type: Found***Size: Small (2¼' long, 20 pounds)**

STR: 5 (HP)      CON/END: 10 (HP × 2)  
 AGI: 8      WIT: 2  
 WIL: 5 (HP)      POW: 3 (HP × ½)  
 HP: 5 (1d8)      AP: 1 (hide)  
 SR: 1/2      Dodge: 15  
 Move: 3 (AGI × ⅓)      Morale: 5 (HP)  
 Vision: —      Night Vision: —  
 Sound: +1

*Attack*

Bite (C)

*Sc SR Damage*

16 1 1d6 Crush

**Medium Small Larva***Mindless**Threat: 4      Treasure: 1      Type: Found***Size: Medium Small (3' long, 60 pounds)**

STR: 7 (HP)      CON/END: 11 (HP × 1½)  
 AGI: 8      WIT: 2  
 WIL: 7 (HP)      POW: 4 (HP × ½)  
 HP: 7 (2d6)      AP: 2 (hide)  
 SR: 2      Dodge: 14  
 Move: 4 (AGI × ½)      Morale: 7 (HP)  
 Vision: —      Night Vision: —  
 Sound: +1

*Attack*

Bite (C)

*Sc SR Damage*

16 2 1d8 Crush

**Medium Larva***Mindless**Threat: 5      Treasure: 1      Type: Found***Medium (4½' long, 190 pounds)**

STR: 10 (HP)      CON/END: 10 (HP)  
 AGI: 8      WIT: 2  
 WIL: 10 (HP)      POW: 5 (HP × ½)  
 HP: 10 (3d6)      AP: 3 (hide)  
 SR: 2      Dodge: 13  
 Move: 6 (AGI × ¾)      Morale: 10 (HP)  
 Vision: —      Night Vision: —  
 Sound: +1

*Attack*

Bite (C)

*Sc SR Damage*

16 2 1d10 Crush

**Medium Large Larva***Mindless**Threat: 10      Treasure: 3      Type: Found***Size: Medium Large (6' long, 570 pounds)**

STR: 22 (HP)      CON/END: 11 (HP × ½)  
 AGI: 8      WIT: 2  
 WIL: 22 (HP)      POW: 11 (HP × ½)  
 HP: 22 (4d10)      AP: 4 (hide)  
 SR: 3/2      Dodge: 12  
 Move: 8 (AGI)      Morale: 22 (HP)  
 Vision: —      Night Vision: —  
 Sound: +1

*Attack*

Bite (C)

*Sc SR Damage*

16 3 2d8 Crush

**Large Larva***Mindless**Threat: 15      Treasure: 4      Type: Found***Size: Large (9' long, 1700 pounds)**

STR: 42 (HP)      CON/END: 11 (HP × ¼)  
 AGI: 8      WIT: 2  
 WIL: 42 (HP)      POW: 21 (HP × ½)  
 HP: 42 (4d20)      AP: 5 (hide)  
 SR: 3/2      Dodge: 11  
 Move: 10 (AGI × 1¼)      Morale: 42 (HP)  
 Vision: —      Night Vision: —  
 Sound: +1

*Attack*

Bite (C)

*Sc SR Damage*

16 3 2d8+1d10 Crush

## Bombardier Beetle

*Forest, Jungle, Savanna, Steppe*

This is one of the smaller species of giant beetle. Like its name sake it sprays an acidic gas as a defense mechanism to compensate for its inability to fly. It does retain the wing sheathes which, in fact, are still separate—but the wings themselves are bonded to the shell and inseparable. When agitated it will flap its wing sheathes making a loud buzzing sound.

Once per round it can spray an acidic gas having a damage potential of POW into any of the back three hexes. The spray is accompanied by a loud pop which startles most animals and requires a morale check for hobgoblins. The damage is done over a period of one minute to all objects or creatures that were in the target hex.

A desperate bombardier beetle can discharge a more impressive gaseous cloud, but doing so depletes it such that it cannot do any sprays for a minute and a large spray for another ten minutes. However, such a gaseous cloud covers a three hex diameter with one perimeter hex being in one of the bombardier beetle's rear facing hexes. Moreover the cloud will hang until the end of the round and affects anyone passing through a hex of the cloud. Just like with the lesser gas cloud the damage potential is realized over one minute.

## Bombardier Beetle

*Non-Sentient*

*Threat: 3      Treasure: 2      Type: Found*

**Size: Medium Small (2½' shoulder, 80 pounds)**

STR: 9 (HP)      CON/END: 9 (HP)

AGI: 12      WIT: 5

WIL: 9 (HP)      POW: 9 (HP)

HP: 9 (2d8)      AP: 1 (shell)

SR: 2      Dodge: 18

Move: 6      Morale: 2 (HP × ¼)

Vision: —      Night Vision: —

Sound: +1

*Attack*

Spray      Sc SR Damage  
30 4 POW over 1 minute

Bite (C)      18 2 1d10 Crush

## Boring Beetle

*Forest, Jungle*

Though small for a giant beetle these are still enormous compared to normal beetles. Like their namesake, boring beetles have a hankering for wood. While they prefer living wood they will take dead wood and have been known to dismantle towers and forts to get at the wood therein. This makes them particularly noxious to settlements.

Boring beetles are somewhat leaner than the average beetle species throughout their life cycle. The eggs take about seven weeks to hatch at which point the light tan to deep chocolate larva emerge. Each instar also lasts about seven weeks so they pupate about five months after hatching. The metamorphosis only takes about a week at which point the imago emerges. The adult boring beetle's shell color tends to earth tones. Although it has fully functional wing sheathes and wings it is cumbersome in the air and takes Enc additional FP each round it is airborne.

## Boring Beetle

*Non-Sentient*

*Threat: 4      Treasure: 2      Type: Found*

**Size: Medium Small (2' shoulder, 60 pounds)**

STR: 7 (HP)      CON/END: 11 (HP × 1½)

AGI: 10      WIT: 5

WIL 7 (HP)      POW: 4 (HP × ½)

HP: 7 (2d6)      AP: 4 (shell)

SR: 2      Dodge: 16

Move: 10/5      Morale: 4 (HP × ½)

Vision: —      Night Vision: —

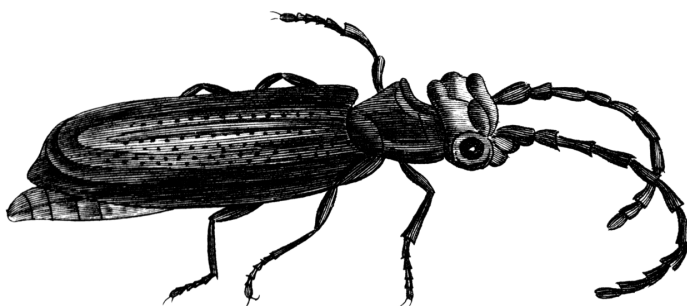
Sound: +1

*Attack*

Bite (C)      Sc SR Damage  
24 3 1d8 Crush

*Skill*

Fly      Score  
5





**Burrowing Beetle**

*Forest, Savanna, Steppe*

The heavily built burrowing beetle is notable in that it creates and uses burrows and tunnels. While it can forage above ground at need, the burrowing beetle prefers to dig for its food. Though not particularly aggressive it can be a pest when its tunnels go underneath a building and the tunnel later collapses putting additional strain on the foundations and structure.

Burrowing beetles can spend from four weeks to four months in the egg depending on external conditions. When they hatch the larva proceed to eat whatever is in front of them and, in their mindless way, they often make tunnels in the pursuit of food. The time between moults is heavily dependent on the environment and nourishment received by the larva, but is rarely less than four weeks or more than four months. At the end of the third instar the larva will dig itself a burrow and proceed to pupate. It generally spends a week as a pupa before emerging as an imago.

Imago tend to be solitary. The females lay eggs frequently which, if not eaten or otherwise destroyed, are viable for up to a year. If a male happens across a clutch of eggs it will usually fertilize them. Imago have a life span of about ten years. The wings of a burrowing beetle are fused to its shell and the wing sheathes are permanently joined. It can, however, still lift the wing sheath which it does on emery from a burrow to shuck the loose dirt from its back.

**Burrowing Beetle**

*Non-Sentient*  
*Threat: 8      Treasure: 4      Type: Found*  
**Size: Medium Large (3½' shoulder, 400 pounds)**  
STR: 17 (HP)      CON/END: 11 (HP × ⅔)  
AGI: 8      WIT: 5  
WIL: 17 (HP)      POW: 9 (HP × ½)  
HP: 7 (2d6)      AP: 12 (shell)  
Move: 12      Morale: 9 (HP × ½)  
Vision: —      Night Vision: —  
Sound: +1

<i>Attack</i>	<i>Sc SR Damage</i>
Bite (C)	18 3 2d8 Crush

**Dung Beetle**

*Desert, Forest, Savanna, Steppe*

These beetles are broad bodied with shells colored from black to brown and having a metallic lustre. They prefer farmland due to the density of fecal matter, but can be found most anywhere beetles are found. They feed on dung, mushrooms and rotting vegetable matter through the larval stages and as an imago.

They have a strong sense of smell and can detect and locate dried dung from a considerable distance. They roll dung into a ball which they bury for future use or use as the basis of a nest.

A female will bury a dung ball along with a clutch of eggs that have been fertilized by a male. After a month the eggs hatch. Each larval instar takes from two to three months and pupation itself takes a whole month. An imago has a life span of about eight years.

**Dung Beetle**

*Non-Sentient*  
*Threat: 6      Treasure: 3      Type: Found*  
**Size: Medium (3½' shoulder, 250 pounds)**  
STR: 14 (HP)      CON/END: 14 (HP)  
AGI: 12      WIT: 5  
WIL: 14 (HP)      POW: 7 (HP × ½)  
HP: 14 (3d8)      AP: 5 (shell)  
SR: 2      Dodge: 17  
Move: 14/7      Morale: 7 (HP × ½)  
Vision: —      Night Vision: —  
Sound: +1

<i>Attack</i>	<i>Sc SR Damage</i>
Bite (C)	18 2 2d6 Crush
<i>Skill</i>	<i>Score</i>
Fly	12

**Fire Beetle**

*Forest, Savanna, Steppe*

Perhapse the most dangerous beetle of all is the fire beetle. Though not as big as the rhinoceros beetle or as aggressive as the scarab its ability to project fire make it particularly difficult to handle. In appearance it is an oversized beetle whose gold and black shell proclaims its presence. The fully functional wing sheathes are an iridescent red and when raised allow the beetle to fly. However, as with the other

giant beetles it has but limited flight and moves ponderously in that mode being rather more agile on the ground. It is also fatiguing for the beetle, incurring an extra Enc FP every round it is in the air.

The two fire glands are located on either side of the head and allow the fire beetle to project fire into its front facing. Such a fire projection can be directed, in which case it encompasses a hex in breadth and with a range of up to POW hexes, or it can be diffuse, in which case it can be projected in a cone to a distance of square root of POW hexes. In either case it does fire damage for a fire intensity of POW, lasts until the end of the round and costs 1 MP. A typical fire beetle has a range of 110 feet with a fire jet and 20 feet with a fire cone.

In the larval stage fire beetles are voracious, but no more so than is typical for other beetle larva. They are distinguished from other larva by the black, red and gold markings that twine down their length. These characteristic markings are continued through the pupa, though more subdued.

### Fire Beetle

*Non-Sentient*

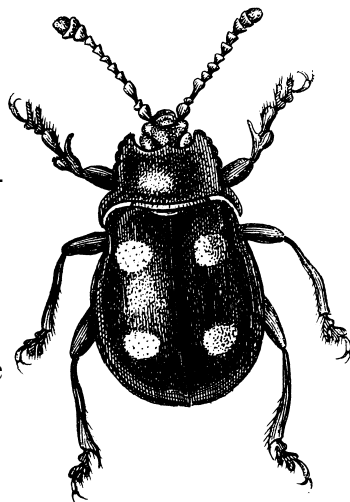
*Threat: 11      Treasure: 6      Type: Found*

**Size: Medium Large (4' shoulder, 600 pounds)**

STR: 22 (HP)      CON/END: 11 (HP × ½)  
 AGI: 12      WIT: 5  
 WIL: 11 (HP × ½)      POW: 22 (HP)  
 HP: 22 (4d10)      AP: 6 (shell)  
 SR: 3/2      Dodge: 16  
 Move: 12/6      Morale: 11 (HP × ½)  
 Vision: —      Night Vision: —  
 Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Fire (110')	24	12	1d8 Fire
Bite (C)	12	2	2d8 Crush

<i>Skill</i>	<i>Score</i>
Fly	6



### Rhinoceros Beetle

*Forest, Savanna, Steppe*

The largest of the giant beetles is the rhinoceros beetle, so named for the long, curved horn jutting from its head. This beetle has a curved back, black to mottle green-grey shell with metallic highlights. Although it retains functional wing sheathes and wings it is too large to actually fly. What it can do is slow its descent or, with great exertion (Enc additional FP per round), hover. When it is in the air the beating of its wings makes a loud buzzing noise. If it is hovering the buzzing becomes deafening.

The rhinoceros eggs take four months to hatch and each instar lasts from four to eight months. Even pupation takes four to eight months, but at the end the imago that emerges has a life span of twenty years. Although females lay eggs monthly the clutches are small and, given the long time to hatch, often don't survive.

### Rhinoceros Beetle

*Non-Sentient*

*Threat: 15      Treasure: 8      Type: Found*

**Size: Large (7' shoulder, 2400 pounds)**

STR: 42 (HP)      CON/END: 11 (HP × ¼)  
 AGI: 8      WIT: 5  
 WIL: 42 (HP)      POW: 21 (HP × ½)  
 HP: 42 (4d20)      AP: 18 (shell)  
 SR: 3/2      Dodge: 11  
 Move: 15      Morale: 21 (HP × ½)  
 Vision: —      Night Vision: —  
 Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	18	3	2d8+1d10 Crush
Gore (X)	24	7	2d8+1d10 Impale

### Scarab

*Desert, Savanna, Steppe*

A type of dung beetle with an iridescent to metallic black shell that is round in form, the scarab is known for its voracious appetite even in adult form—and its taste for living flesh. Which would all be bad enough if they weren't unnaturally fast, tough and moving in swarms. The HP of a swarm is equal to the number of individuals in it: each point of damage taken by the swarm reduces its size by one with consequent results for its damage and chance to hit.



A swarm of scarabs is one size larger than typical. A Medium Large swarm of scarabs (no more than 270 in number) can occupy a single hex, but a Large swarm requires three hexes, a Very Large swarm ten hexes, a huge swarm thirty hexes, and so on.

**Scarab, swarm of 10**

*Mindless*  
*Threat: 6      Treasure: 2      Type: Found*

**Size: Small Swarm**

STR: 10 (HP)	CON/END: 10
AGI: 18	WIT: 5
WIL: 10 (HP)	POW: 10 (HP)
HP: 10	AP: 0
SR: 3/4	Dodge: 25
Move: 10	Morale: 10 (HP)
Vision: —	Night Vision: —
Sound: +1	

<i>Attack</i>	<i>Sc SR Damage</i>
Bite (C)	17 3 1d10 Impale

**Scarab, swarm of 50**

*Mindless*  
*Threat: 23      Treasure: 6      Type: Found*

**Size: Medium Swarm**

STR: 50 (HP)	CON/END: 10
AGI: 18	WIT: 5
WIL: 50 (HP)	POW: 50 (HP)
HP: 50	AP: 0
SR: 4	Dodge: 23
Move: 10	Morale: 50 (HP)
Vision: —	Night Vision: —
Sound: +1	

<i>Attack</i>	<i>Sc SR Damage</i>
Bite (C)	21 4 3d10 Impale

**Scarab, swarm of 250**

*Mindless*  
*Threat: 84      Treasure: 21      Type: Found*

**Size: Medium Large Swarm**

STR: 250 (HP)	CON/END: 10
AGI: 18	WIT: 5
WIL: 250 (HP)	POW: 250 (HP)
HP: 250	AP: 0
SR: 5/4	Dodge: 22
Move: 10	Morale: 250 (HP)
Vision: —	Night Vision: —
Sound: +1	

<i>Attack</i>	<i>Sc SR Damage</i>
Bite (C)	23 5 7d12 Impale

**Stag Beetle**

*Forest, Savanna, Steppe*  
These giant beetles sport huge mandibles that resemble the horns of a stag. And like the stag the “horns” are used to fight other males, particularly when mating. Their shell is of black to brown coloration.

Although not as large as rhinoceros beetles these are the size of a horse and can be ridden. They don’t take kindly to riders, however, and it is a rare skill attempted by few. The life span of an imago is about twelve years.

Stag beetle eggs take a month to hatch, though they can lie dormant for up to six months in harsh conditions. Each instar lasts from four to six weeks—the larva must feed constantly to achieve the aggressive growth required for this. The imago emerges a month after pupation.

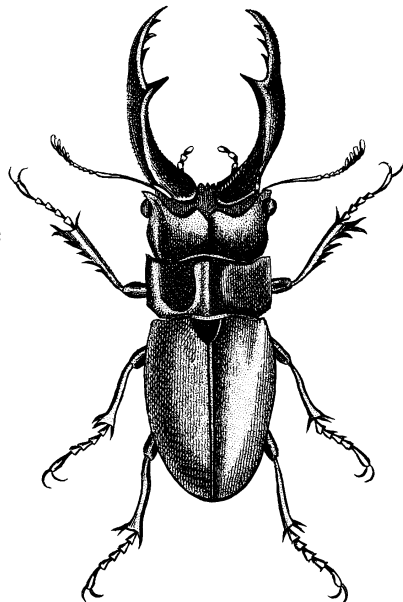
**Stag Beetle**

*Non-Sentient*  
*Threat: 11      Treasure: 6      Type: Found*

**Size: Large (5' shoulder, 1200 pounds)**

STR: 33 (HP)	CON/END: 11 (HP × ⅓)
AGI: 12	WIT: 6
WIL: 33 (HP)	POW: 17 (HP × ½)
HP: 33 (6d10)	AP: 6 (shell)
SR: 3/2	Dodge: 15
Move: 8/4	Morale: 17 (HP × ½)
Vision: —	Night Vision: —
Sound: +1	

<i>Attack</i>	<i>Sc SR Damage</i>
Bite (C)	18 3 1d10+1d12 Crush
Head butt (C)	24 4 1d6+1d8 Crush
<i>Skill</i>	<i>Score</i>
Fly	6



## Water Beetle

The larva of the water beetle are unique in that they are able to breath below water as well as above. Even the pupa are able to conduct their metamorphosis underwater, but the imago adults are not and will drown like any other beetle if submerged. They can, however, walk on water from which their nickname “water strider” comes. The imago sport black shells, though some have green spots or flecks.

The eggs usually hatch three to four weeks after fertilization with each instar taking about a month. Pupation lasts for two weeks after which the imago emerges. It has a life span of about eight years.

## Water Beetle

*Non-Sentient*

*Threat: 5      Treasure: 3      Type: Found*

**Size: Medium (3½' shoulder, 250 pounds)**

STR: 11 (HP)      CON/END: 11 (HP)

AGI: 12      WIT: 5

WIL: 11 (HP)      POW: (HP × ½)

HP: 11 (3d6)      AP: 4 (shell)

SR: 2      Dodge: 17

Move: 12      Morale: 6 (HP × ½)

Vision: —      Night Vision: —

Sound: +1

*Attack*

*Sc SR Damage*

Bite (C)      18 2 1d10 Crush

## Boar

*Forest, Marsh, Savanna*

These herbivores are not particularly selective eaters consuming variously nuts, berries, melons, tubers, refuse and even insects. Most prefer certain mushrooms and tubers. Being nocturnal they primarily forage by night and bed down by day.

Not being able to sweat, boars wallow in mud to cool off and so are found primarily near rivers or ponds. They live in small family groups consisting of the parents and children not yet old enough to forage on their own.

Boars have short, coarse hair, usually brown to black, with coarser, longer and darker hair forming a stripe down the back. The tails are short and strait. Though both males and females have tusks, those of the female are too short to be useful in combat.

## Boar

These boars are a large variety of wild boar. The males try to keep as large a harem as they can, some managing as many as eight sows. With up to a dozen infants per litter and care provided to the young for a year boar herds vary from a half dozen to three dozen in number, though most will usually be juveniles.

The number of litters per year varies, but most sows only have one per year. The litters are birthed four months after impregnation in a nest of grass where they are nursed for three to four months by the mother. About half the young are usually taken by predators before reaching maturity and at one year the young boars are expected to fend for themselves.

Sexual maturity is reached in about a year though males lack the size to compete until the fifth year. Although the average life span is about ten years a boar can live for thirty years.

## Boar

*Quasi-Sentient*

*Threat: 5      Treasure: 1      Type: Found*

**Size: Medium Large (3½' shoulder, 650 pounds)**

STR: 28 (HP)      CON/END: 14 (HP × ½)

AGI: 10      WIT: 12

WIL: 14 (HP × ½)      POW: 28 (HP)

HP: 28 (5d10)      AP: 1 (tough skin)

SR: 3/2      Dodge: 14

Move: 10      Morale: 14 (HP × ½)

Vision: 56'      Night Vision: Normal

Sound: +1      Smell: +5

*Attack*

*Sc SR Damage*

Gore (C)      15 2 1d8+1d10 Impale

*charge*      1d10+1d12 Impale

*Skill*

*Score*

Smell      30

## Giant Boar

The giant boar is an enormous hog sometimes used as a war mount by goblins, kobolds and other small races. Although a giant boar in the wild is, despite its appearance, a shy and retiring herbivore the war training turns them into aggressive beasts who, while not carnivores, will still attack with little or no provocation.

Although theoretically a giant boar could be broken for riding without the war training in practice this is seldom, if ever, done. Their broad, hard back and lumbering gate do not make for smooth or comfortable riding.

### Giant Boar

*Non-Sentient*

*Threat: 6      Treasure: 2      Type: Found*

**Size: Large (6' shoulder, 1200 pounds)**

STR: 53 (HP)      CON/END: 13 (HP × ¼)

AGI: 8      WIT: 10

WIL: 13 (HP × ¼)      POW: 27 (HP × ½)

HP: 53 (5d20)      AP: 2 (tough hide)

SR: 3/2      Dodge: 11

Move: 10      Morale: 27 (HP × ½)

Vision: 50'      Night Vision: Poor

Sound: 0

*Attack*

*Sc SR Damage*

Gore (S)      9   3   2d8+1d10 Impale

*charge*      3d10+1d12 Impale

### Bonnacon

*Savanna*

These herd animals have an unusual adaptation: when threatened they flee and vacate their bowels such that whatever behind them is exposed to noxious vapors. Moreover, the emissions, both solid and gaseous, are highly flammable—there is a 10% chance during any such incident that the entire area affected is enveloped in flame. A bonnacon can only do this once a day.

Anyone exposed to the noxious vapors must contend with bonnacon “poison” having a potency equal to POW, the effect of which is nausea and vomiting. The area of effect is a cone with a depth in feet equal to the bonnacon’s POW and lasts for one minute. If the region is on fire it burns with a fire intensity equal to POW and so does 1d8 fire damage. Such a fire lasts for as long as the poison would and consumes the poison.

The bonnacon resembles a bull except for having a mane like a horse and horns which curl back on themselves so much as to not present a point. Although the bonnacon could head butt with some effect they are too timorous to even attempt such an aggressive act, even when cornered.

### Bonnacon

*Non-Sentient*

*Threat: 2      Treasure: 0      Type: None*

**Size: Medium Large (4' shoulder, 550 pounds)**

STR: 22 (HP)      CON/END: 11 (HP × ½)

AGI: 12      WIT: 8

WIL: 6 (HP × ¼)      POW: 22 (HP)

HP: 22 (4d10)      AP: 0

SR: 3/2      Dodge: 16

Move: 14      Morale: 1 (HP × ½)

Vision: 110'      Night Vision: Normal

Sound: +3

*Attack*

*Sc SR Damage*

Evacuate      30   4   POT 22 (POW)

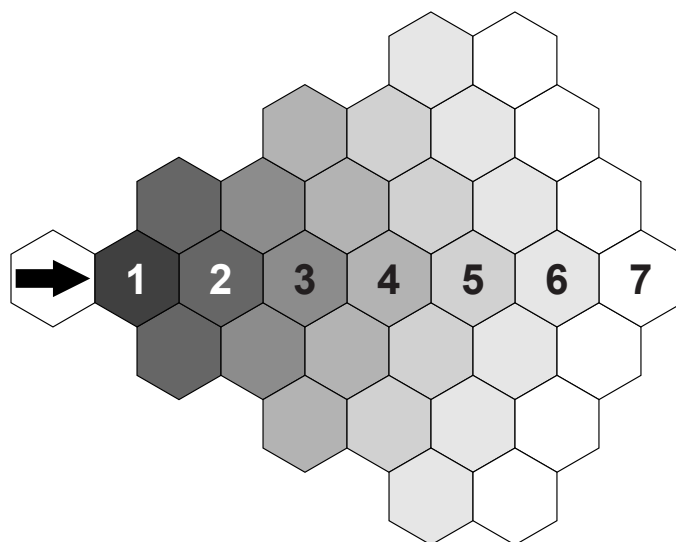
*burning*      1d8 Fire

### Bugbear

*Forest, Jungle*

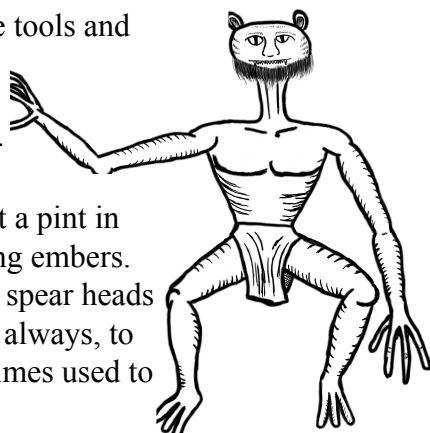
These woodland creatures have broad heads, flat noses, long necks, arms and legs. They have four digits on each hand, one opposed and all long. They have a wiry strength which belies their size and are very quick and agile. Their long, powerful fingers are used to throttle the small animals they prey upon.

Bugbears live in communities of fifty to a hundred, about half of which are juveniles of various ages. They build nests in the crotches of trees consisting of a rough platform and overhead cover. Being adept climbers they find no need to install ladders or ropes, simply climbing the trunk directly to the perch or leaping from limb to limb.





They make simple tools and weapons. The leader is responsible for nurturing the community fire pot, an earthenware pot about a pint in size containing burning embers. Fire is used to harden spear heads and often, though not always, to cook. It is also sometimes used to clear underbrush.



Bugbears have their own language which consists of grunts, whistles, hoots and clicks. Its expressive capacity is limited to Rank 1 (Skill Score 6). The language is composed of a one-to-one relation between sounds and morphemes. These are then compounded to make statements. There is no grammar as such and lots of room for ambiguity.

### Bugbear

*Semi-Sentient*

*Threat: 4      Treasure: 2      Type: Prey*

**Size: Medium (5' long, 120 pounds)**

STR: 10 (HP)      CON/END: 10 (HP)

AGI: 15      WIT: 10

WIL: 10 (HP)      POW: 10 (HP)

HP: 10 (3d6)      AP: 0

SR: 3      Dodge: 20

Move: 15      Morale: 5 (HP × ½)

Vision: 30'      Night Vision: Good

Sound: +3

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Claw (C)	18	3	1d6 Cut
Club (M)	14	3	1d10 Crush
Spear (L)	14	3	1d10 Impale

<i>Skill</i>	<i>Score</i>
Climb	23
Jump	23
Listen	23
Search	23
Speak Bugbear	6



## Camel

### Desert

These are creatures of the desert featuring padded feet well suited to traction on dry sand but next to useless in muddy conditions. The eyes are protected by a double set of eyelashes and the nose can be closed. The body temperature is regulated independently of needing to sweat which allows them to tolerate a much greater range of temperatures than normal. They can safely drink faster than other creatures as well as tolerating greater levels of dehydration. In effect it takes as much water loss to have the same ill effect and they can rehydrate twice as fast as well.

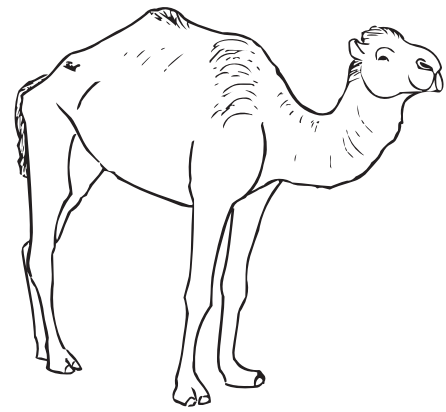
In form the neck is long and curving and connected to the body which itself is topped by a hump. The tail is short for the size of the body, but the legs are long being almost spindly in appearance. Longer hair adorns the throat, shoulders and hump; all of the hair is brown coloration, usually ranging from light sandy to dark chocolate. A camel moults each spring, losing about five pounds of hair.

Sexual maturity is reached between ages of three and six with females reaching maturity sooner than males. Males vie for females through aggressive posturing and fighting. Camel-to-camel fighting usually involves attempts to bite the legs and head of the adversary.

Breeding itself takes some few minutes which, if the female is successfully impregnated, is followed by a fifteen month gestation. The newborn calf is able to walk by the end of the first day though maternal care continues for one to two years. Camels live for about forty to fifty years.

A herd numbers two to twenty individuals usually comprised of an alpha male, several females and their young. Younger males may also travel in the herd though they are kept apart from the breeding females by the alpha male.

Camels eat most any plant available in the desert, but typically this is composed of thorny plants and bushes with high salt content. A camel can reach vegetation up to ten to twelve feet above the ground. They usually spend eight to twelve hours a day grazing, but do so over a broad area which lessens the impact of the grazing on the plant life.



### Camel

*Non-Sentient*

*Threat: 3*

*Treasure: 0*

*Type: None*

**Size: Large (6' shoulder, 1100 pounds)**

STR: 32 (HP)

CON/END: 11 (HP × ⅓)

AGI: 12 (18 racing)

WIT: 10

WIL: 16 (HP × ½)

POW: 11 (HP × ⅓)

HP: 32 (3d20)

AP: 1 (hide)

SR: 3/2

Dodge: 15

Move: 12 (AGI)

Morale: 6 (HP × ⅓)

Vision: 110'

Night Vision: Good

Sound: +1

#### *Attack*

*Sc SR Damage*

Bite (L)

12 4 1d8 Crush

#### *Skill*

*Score*

Run

30

## Capricorn

### Ocean

These sea creatures are a cross between goats and fish and are raised by mermen for food. Like the mermen they can breathe water as well as air and spend most of their time under the sea. Occasionally a capricorn who has escaped his herder will crest the waves to the surprise of any sailor who happens to be nearby. They have the temperament of a goat and will head butt with malice anyone who gets close enough, including small boats.

Female capricorns lay eggs approximately every three years which are then fertilized by males. The eggs, which number in the hundreds, hatch three months later. The newborn capricorns are three inches long and weigh a fraction of an ounce. Most are eaten by predators, but those that survive



will grow to full size in two years. The life expectancy of a capricorn who survives to adulthood is ten to twelve years.

## Capricorn

*Non-Sentient*

*Threat: 3      Treasure: 1      Type: Found*

**Size: Medium Small (5' long, 80 pounds)**

STR: 8 (HP  $\times \frac{3}{4}$ )      CON/END: 10 (HP)  
 AGI: 12      WIT: 10  
 WIL: 15 (HP  $\times 1\frac{1}{2}$ )      POW: 8 (HP  $\times \frac{3}{4}$ )  
 HP: 10 (3d6)      AP: 0  
 SR: 2      Dodge: 20  
 Move: -/10      Morale: 5 (HP  $\times \frac{1}{2}$ )  
 Vision: 75'      Night Vision: Excellent  
 Sound: 0

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Head butt (C)	15	1	1d8 Crush
Rear & Plunge (C)	15	1	1d6+1d8 Crush

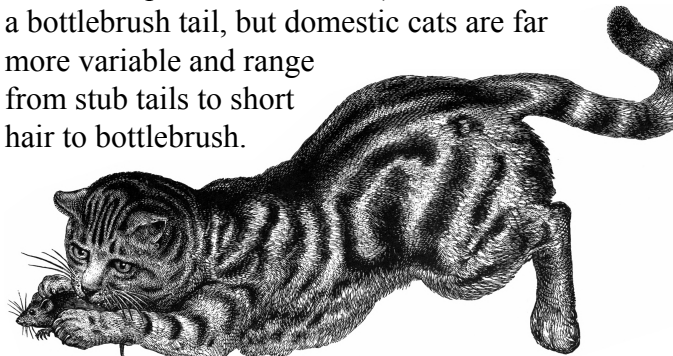
<i>Skill</i>	<i>Sc</i>
Swim	18

## Cat

*Forest, Jungle, Mountain, Savanna, Steppe*

This listing includes house cats and closely related species. Though there is substantial variation females are generally only 80% the weight of the males and are less aggressive. Although fertility varies by species many are fertile year round and most are fertile at least from late summer through winter. Gestation lasts two months, culminating in litters of one to eight cats. Females are sexually mature at one year, males generally don't reach sexual maturity until 18 months.

Cats vary in coloration, but most wild cats tend to brown and grey in a mixed pattern that provides good camouflage in outdoor environments (+40% to Hide attempts while outdoors). Most wild cats have a bottlebrush tail, but domestic cats are far more variable and range from stub tails to short hair to bottlebrush.



Additionally, domestic cats have enormous variety in coloring and hair length. Most have sufficient camouflage color and pattern to gain a 25% bonus to Hide rolls outdoors.

When a cat dies it uses up one of its lives of which there are nine. Until the lives run out a cat will be reborn at the size it was when dead the night of the new moon following the first full moon after its death. A cat is reborn at its place of death and, if the corpse is viable, will seem to re-animate. Otherwise it just emerges from the ground.

Cats prey primarily on small rodents, such as mice, and even rabbits as large as themselves. They lounge about a lot to conserve energy, spending only 10% of their time on hunting. A cat will wander its territory and if it happens on prey will switch to stalking mode: crouched and silent with ears laid back and eyes dilated. Movement is done in short bursts of speed when the prey is not looking. Upon reaching striking distance the cat will pounce and "catch" its prey if small or "clutch" its prey if large.

**Catching** involves the use of claws to hook into the skin of the prey, restraining it with cruel hooks as sharp as needles. To break free requires the prey win a STR / *hook* damage roll and, if successful, does the *hook* damage (less the level of success) as real damage.

**Clutching** uses the forepaws to grab the prey and the cat proceeds to bite and kick with both hind legs. The clutch acts a grapple Grab maneuver for purposes of restraining the prey.

If a cat gets into a fight it will swat with its claws and bite. If seriously threatened it will either run away or clutch its opponent and start kicking and biting.

There is a 1% chance that an all-black cat with green eyes is actually a cat-demon manifesting in our world and stalking souls. Cat-demons bring bad luck to those they pass unless measures are taken. For example, a cat-demon walking underneath a ladder will cause the ladder to fall shortly thereafter. To counter the ill-luck brought by a cat-demon requires any form of countermagic, particularly spells that counter black magic. For more information see the entry for Cat-demon in the Spirit chapter.

**Wild Cat***Quasi-Sentient**Threat: 2      Treasure: 1      Type: Prey***Size: Very Small (9" shoulder, 8 pounds)**

STR: 1      CON/END: 10 (HP × 10)  
 AGI: 13      WIT: 12  
 WIL: 5 (HP × 5)      POW: 10 (HP × 10)  
 HP: 1 (1)      AP: 0  
 SR: 2/3      Dodge: 24  
 Move: 6      Morale: 1 (HP)  
 Vision: 10      Night Vision: Excellent  
 Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	9	2	1d2-1 Impale
Claw (C)	18	3	1d4-1 Tear
Catch (C)	30	4	1d4 <i>hook</i>
Clutch (C)	24	4	1d4 Grapple
Kick (C)	30	4	1d4 Tear

<i>Skill</i>	<i>Sc</i>
Climb	18
Hide	18
Jump	18
Listen	18
Scan	18
Search	18

**Tomcat***Quasi-Sentient**Threat: 2      Treasure: 1      Type: Prey***Size: Small (11" shoulder, 15 pounds)**

STR: 2 (HP)      CON/END: 8 (HP × 4)  
 AGI: 12      WIT: 10  
 WIL: 12 (HP × 6)      POW: 10 (HP × 5)  
 HP: 2 (1s6)      AP: 0  
 SR: 1/2      Dodge: 21  
 Move: 6      Morale: 1 (HP × ¼)  
 Vision: 10'      Night Vision: Excellent  
 Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	9	0	1d4-1 Impale
Claw (C)	18	1	1d4 Tear
Catch (C)	30	2	1d6 <i>hook</i>
Clutch (C)	24	2	1d6 Grapple
Kick (C)	30	2	1d6 Tear

<i>Skill</i>	<i>Sc</i>
Climb	12
Hide	12

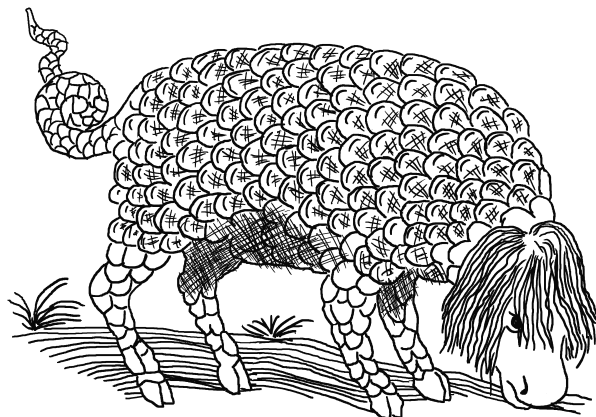
Jump	18
Listen	24
Scan	18
Search	24

**Catoblepas***Savanna, Steppe, Swamp*

These strange beasts are rather like bulls in appearance, but afflicted with inordinately large and heavy heads that droop earthwards in such a fashion as to leave its gaze permanently fixed on the ground. The body is covered entirely by heavy scales and its tail likewise. Matted hair falls from its head and over its eyes. The scales are of a brown to grey coloration with the hair being brown to black. The flesh of its horrid face is like the hair though of a lighter hue.

The catoblepas eats only poisonous plants which gives its fetid breath such power as to wither, wilt and kill that which it breathes on and leave a poisonous miasma hanging in the air about it. It causes nausea in those who breathe it and injures that which it touches. For details to the effect of the poison consult the Poison chapter in book two; for area it occupies all front hexes and hangs in them losing one point of potency per round.

Although terrible enough when encountered singly the catoblepas move in herds of four to fifty comprised nearly evenly of adults and young. Catoblepas couple by backing into each other so as to avoid having to breathe the other's breath. Such activity is awkward due to neither being able to see the other and usually takes an hour or more to successfully complete. Such horrible union is rewarded after ten months with the birth of a single calf which itself reaches maturity in some ten years time. Although the lifespan of a catoblepas remains unknown it is estimated that they live no less than a hundred years.



## Catoblepas

*Non-Sentient*

*Threat: 5*

*Treasure: 3*

*Type: Prey*

**Size: Medium Large (4' shoulder, 600 pounds)**

STR: 22 (HP)

CON/END: 11 (HP × ½)

AGI: 7

WIT: 8

WIL: 11 (HP × ½)

POW: 22 (HP)

HP: 22 (4d10)

AP: 6 (scaley hide)

SR: 2/1

Dodge: 11

Move: 14

Morale: 4 (HP × ⅓)

Vision: 11'

Night Vision: Normal

Sound: +3

*Attack*

*Sc SR Damage*

Breath

area – Poison (POT: POW)

Head Butt (C)

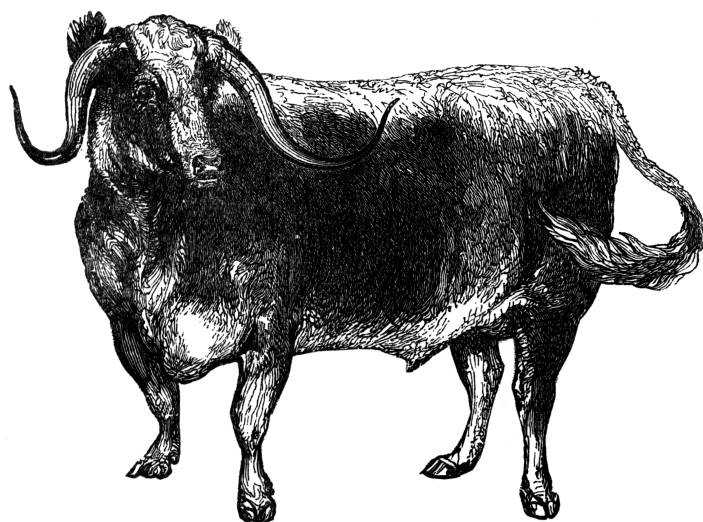
12 1 1d10 Crush

## Cattle

*Savanna, Steppe*

This is a generic entry for large herd animals such as the various bovines domesticated by humans. As a rule of thumb breeding occurs in late summer to fall (August to October) with a nine month gestation resulting in births in late spring to early summer (May to July). Sexual maturity is reached in three or four years with physical maturity taking somewhat longer. Life span is about 25 years or so.

Cattle generally move in herds of five to fifty, though in the wilds of a savanna herds sometimes number in the hundreds or even thousands. A common herd will generally have one dominant male served by the adult females with the remainder being juveniles.



## Cattle

*Non-Sentient*

*Threat: 3*

*Treasure: 0*

*Type: None*

**Size: Large (5' shoulder, 1200 pounds)**

STR: 42 (HP)

CON/END: 11 (HP × ¼)

AGI: 6

WIT: 6

WIL: 5 (HP × ⅛)

POW: 11 (HP × ¼)

HP: 42 (4d20)

AP: 1

SR: 2/1

Dodge: 9

Move: 12

Morale: 4 (HP × ⅓)

Vision: 55'

Night Vision: Normal

Sound: +1

*Attack*

*Sc SR Damage*

Bite (C)

6 0 1d8 Crush

Gore (S)

12 2 2d12 Impale

Kick (M)

12 2 1d8+1d10 Crush

Trample (C)

12 1 2d8+1d10 Crush

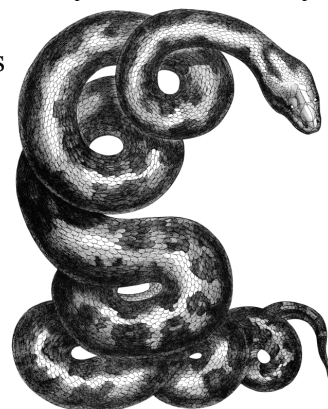
## Cave Snake

*Subterranean*

This large snake is a poisonous constrictor. They mature in five years and continue to grow throughout their lifespan. There is scant information on just how long they live being difficult to keep in captivity or to keep track of in the wild. The Wyrms of Isa was a cave snake that terrorized the town for 250 years before being killed by a band of adventurers.

The cave snake will catch and squeeze its prey to death. Its venom is reserved for enemies and is most commonly used on creatures too small to have any significant food value. The poison does 1d4–1 damage at the end of each round. The potency of the poison does not vary with size, but how long it remains active does as the larger specimens are able to inject more of the poison into the victim. The poison is considered to be potency 21 and have very fast speed.

Unlike other snakes it is frequently active out of the sun and is quite aggressive in its lair. An old cave snake will often have a significant amount of incidental wealth from the inedible accouterments of its prey.





## Cave Snakeling

At or near birth the cave snake is this size, though growing rapidly. The poison glands are already there though it takes a day to regenerate the poison for a bite and each bite only does damage for a single round.

### Cave Snakeling

*Non-Sentient*

*Threat: 1      Treasure: 0      Type: Prey*

**Size: Very Small (6' long, 7 pounds)**

STR: 5 (HP)      CON/END: 8 (HP × 1½)  
 AGI: 9      WIT: 4  
 WIL: 3 (HP × ½)      POW: 5 (HP)  
 HP: 5 (2d4)      AP: 2 (scales)  
 SR: 1/2      Dodge: 18  
 Move: 6      Morale: 1 (HP × ¼)  
 Vision: 5'      Night Vision: Excellent  
 Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Grab (C)	6	0	2d6 Grapple
<i>Crush</i>	30	4	+1d3 Crush
Bite (C)	12	0	1d4 Impale (P)

### Juvenile Cave Snake

A five year old cave snake is sexually mature though it is rarely able to mate until achieving full adult growth. The poison glands are good for five bites with each bite being regenerated in a day. Each bite does damage for five rounds.

### Juvenile Cave Snake

*Non-Sentient*

*Threat: 3      Treasure: 1      Type: Prey*

**Size: Medium Small (15' long, 45 pounds)**

STR: 10 (HP)      CON/END: 10 (HP)  
 AGI: 7      WIT: 6  
 WIL: 5 (HP × ½)      POW: 10 (HP)  
 HP: 10 (3d6)      AP: 4 (scales)  
 SR: 1      Dodge: 12  
 Move: 4      Morale: 3 (HP × ⅓)  
 Vision: 10'      Night Vision: Good  
 Sound: +2

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Grab (C)	12	0	2d10 Grapple
<i>Crush</i>	30	3	+1d6 Crush
Bite (M)	18	2	1d8 Impale (P)

## Adult Cave Snake

A cave snake never stops growing, but after twenty years it does slow down a lot and at that point can be considered an adult. At this point the poison glands are good for twenty bites with each bite being regenerated in an hour. Each bite delivers enough poison to cause damage for five minutes.

### Adult Cave Snake

*Non-Sentient*

*Threat: 8      Treasure: 4      Type: Prey*

**Size: Medium Large (45' long, 400 pounds)**

STR: 42 (HP)      CON/END: 11 (HP × ¼)  
 AGI: 7      WIT: 6  
 WIL: 21 (HP × ½)      POW: 42 (HP)  
 HP: 42 (4d20)      AP: 6 (scales)  
 SR: 2/1      Dodge: 9  
 Move: 4      Morale: 14 (HP × ⅓)  
 Vision: 17'      Night Vision: Good  
 Sound: +2

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Grab (C)	14	1	1d10+3d12 Grapple
<i>Crush</i>	30	3	+2d8 Crush
Bite (L)	21	3	2d10 Impale (P)

### Old Cave Snake

As the cave snake never stops growing one of exceptionally advanced years can grow to enormous size. The poison glands hold twenty bites, regenerate one bite every ten minutes and deliver enough poison to cause damage for an hour.

### Old Cave Snake

*Non-Sentient*

*Threat: 12      Treasure: 6      Type: Prey*

**Size: Large (78' long, 1200 pounds)**

STR: 84 (HP)      CON/END: 21 (HP × ¼)  
 AGI: 6      WIT: 6  
 WIL: 21 (HP × ¼)      POW: 42 (HP × ½)  
 HP: 84 (8d20)      AP: 8 (scales)  
 SR: 2/1      Dodge: 6  
 Move: 5      Morale: 21 (HP × ⅓)  
 Vision: 21'      Night Vision: Good  
 Sound: +2

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Grab (C)	15	1	6d12 Grapple
<i>Crush</i>	30	3	+2d8+1d10 Crush
Bite (P)	24	5	1d10+2d12 Imp (P)

## Centaur

*Forest, Savanna, Steppe*

These are half-men, half-horse creatures having the form and figure of a human from the waist up situated on the forequarters of a pony-sized horse where the neck and head should be.

Like most other intelligent races they form communities of their own and

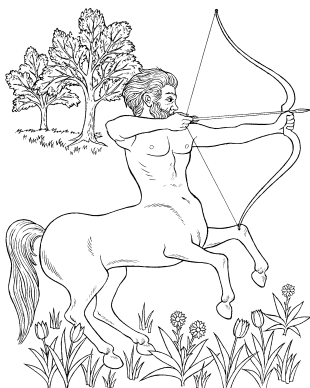
different communities have different characters.

Some centaurs are known for being drunk and disorderly, others for their sage wisdom and still others for their archery. And then individual centaurs vary even more. This diversity also is apparent in their appearance: build, coloring, relative stature, length of fetlocks, and so on. The coloring of their horse portion is reflected in their head hair.

Centaurs range from 700 to 1200 pounds and 10 to 12 hands (40 to 48 inches) at the “shoulder” (which is approximately where the transition from horse to human begins). Their “head-height” is about that of a human (64 to 73 inches or so). They mature physically in only six or seven years, but are not considered adults until at least twenty. The natural centaur lifespan is about 100 years.

Because of their bulk, hooves, etc., centaurs do not usually build much in the way of towns or cities, though they occasionally live among humans. A centaur village will appear to be a rough affair of whole-log construction with minimal shaping and no shaving of the bark. However, this appearance is deceptive: centaur craftsmen are very able and just as skilled as those of other races though requiring differently arranged workshops. Centaur shops and libraries (which are found in any self-respecting centaur village) do not bother with lower shelves as these are awkward for centaurs to reach.

Centaur music styles vary as much as those of the human. Noted centaur bards have mastered lutes, harps, flutes and most any other instrument in wide spread use. Community songs are usually of the rhythmic chanting variety. Sports usually focus on speed, agility and strength. Races are popular events, as are obstacle courses and log-pulls.



Due to the bulk and rather unique shape, armor for centaurs weighs three times as much as normal armor and costs five times as much from any but a centaur armorer. However, in many battles the centaur’s front is what needs the most protection and a centaur can wear armor intended for humans that protects only the head, arms and chest.

### Centaur

*Sentient*

*Threat: 5*

*Treasure: 5*

*Type: Owner*

**Size: Large (6' tall, 1000 pounds)**

STR: 14 ( $HP \times \frac{1}{3}$ )

CON/END: 11 ( $HP \times \frac{1}{4}$ )

AGI: 7

WIT: 10

WIL: 11 ( $HP \times \frac{1}{4}$ )

POW: 11 ( $HP \times \frac{1}{4}$ )

HP: 42 (4d20)

AP: 0

SR: 2

Dodge: 8

Move: 12/2

Morale: 11 ( $HP \times \frac{1}{4}$ )

Vision: 132'

Night Vision: Excellent

Sound: +1

#### Attack

*Sc SR Damage*

Bow (25', 140', 980')

15 12 1d12 Impale

Spear (P)

15 3 2d6 Impale

Rear & Plunge (M)

15 1 2d10 Crush

#### Skill

*Score*

Run

11

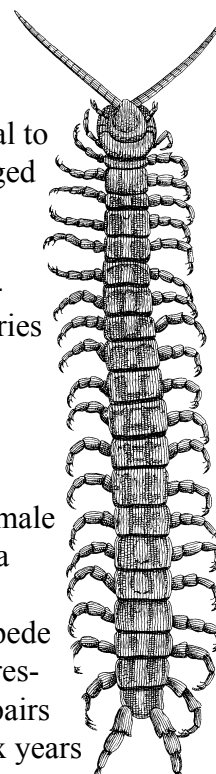
## Centipede

*Forest, Jungle, Savanna*

These agile arthropods are found from tropical to temperate climes and have a long, multi-legged body comprised of numerous segments.

Antenna at the front are used to “see” and pincers at the back are used to sting. All centipedes are poisonous though the potency varies considerably. In game terms potency equals POW.

Although reproduction details vary in general males spin a web and put their spermatophore in it. After a courtship dance a female will lay her egg with it and bury both. After a few days to weeks to months (depending primarily on the size of the specie) the centipede will hatch and reach adult size through progressive moultings in which it gains successive pairs of legs. Centipedes live for at least five to six years and giant variations may live as long as twenty.





## Centipede

*Non-Sentient*

*Threat: 1      Treasure: 0      Type: Found*

**Size: Extremely Tiny (8" long, 4 ounces)**

STR: —      CON/END: 12  
 AGI: 18      WIT: 6  
 WIL: 3      POW: 3  
 HP: (1)      AP: (1)  
 SR: 1/4      Dodge: 38  
 Move: 6      Morale: 1  
 Vision: —      Night Vision: —  
 Sound: +1      Life Sense: 12'

*Attack*

*Sc SR Damage*

Bite (C)      15   1   Poison (POW)

## Giant Centipede

*Non-Sentient*

*Threat: 4      Treasure: 2      Type: Prey*

**Size: Medium Small (5' long, 50 pounds)**

STR: 7 (HP)      CON/END: 14 (HP × 2)  
 AGI: 15      WIT: 6  
 WIL: 11 (HP × 1½)      POW: 7 (HP)  
 HP: 7 (2d6)      AP: 4 (shell)  
 SR: 3      Dodge: 21  
 Move: 15      Morale: 7 (HP)  
 Vision: —      Night Vision: —  
 Sound: +1      Life Sense: 14'

*Attack*

*Sc SR Damage*

Bite (C)      18   1   Poison (POW)

## Cheetah

*Savanna*

These are the fastest natural land animals whose speed is but a blur. They are characterized by a tawny coat with black spots except for a white throat and tail tuft. Additionally the last third or so of the tail is ringed instead of spotted. Adults range from 2½ to 3½ feet at the shoulder with a torso length of 4 to 5 feet. The tail length is about half that again so a typical adult cheetah will measure 6¾ feet from tip to tail. Adults range from 75 to 150 pounds in weight.

The top-sprint of a cheetah is faster than indicated by its Mv, however it also incurs greater fatigue whenever it exceeds its normal sprinting speed, incurring a cost of +1 FP per SR instead of the normal +1 FP per 10 SR.

Cheetah do not mingle with the opposite gender except to mate, which matings usually occur during winter months but are not limited to them. A series of successful matings results in a litter of one to eight young (usually three or four) after a gestation of three months. At birth the cubs are grey-furred and Very Tiny (a foot long and half a pound in weight). The young are usually weaned after four to five months. Due to the mother perforce abandoning the young to hunt for their food each day about 90% die, usually eaten by lions. The mother teaches the young to hunt with the cub leaving at one to one and a half years of age. Sexual maturity is reached at two years. The life span of a cheetah is seven to fourteen years.

Cheetah hunt during the early morning and late afternoon using a high point for observation to find a beast separated from its herd. The cheetah will then attempt to get within fifty yards or so of the prey and sprint to it, barreling into the prey and knocking it down. If successful it will crush the head of small prey or strangle the larger.

## Cheetah

*Quasi-Sentient*

*Threat: 3      Treasure: 1      Type: Found*

**Size: Medium (3' shoulder, 110 pounds)**

STR: 10 (HP)      CON/END: 15 (HP × 1½)  
 AGI: 15      WIT: 12  
 WIL: 5 (HP × ½)      POW: 5 (HP × ½)  
 HP: 10 (3d6)      AP: 0  
 SR: 3      Dodge: 20  
 Move: 25 [60]      Morale: 2 (HP × ½)  
 Vision: 150'      Night Vision: Normal  
 Sound: +1

*Attack*

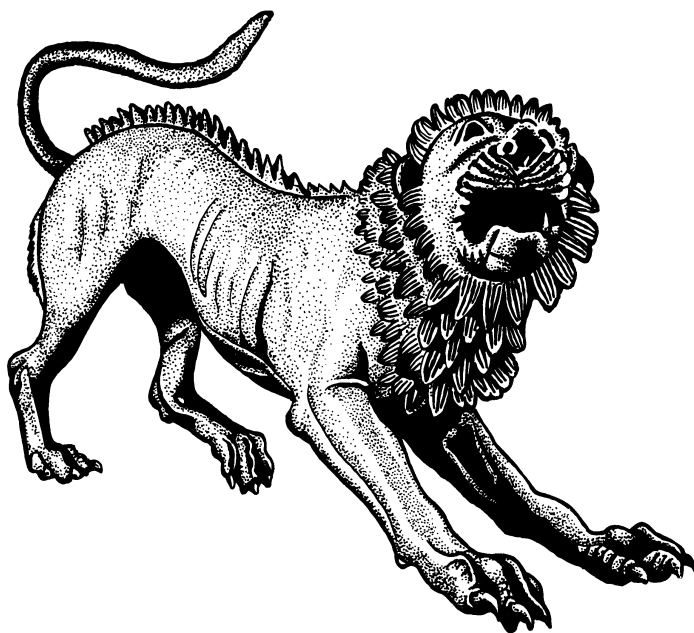
*Sc SR Damage*

Slam (run)      15      1d6+1d8 Brawl  
*sprint*      1d10+1d12 Brawl  
*top sprint*      2d12 Brawl  
 Bite (Close)      18   3   1d8 Crush  
*Strangle*      30   4   +1d6 Crush and FP

*Skill*

*Score*

Run      30  
 Climb      24  
 Sneak      18



### Chimera

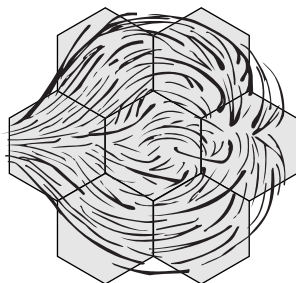
*Savanna, Steppe*

These creatures have the tail of a dragon, the body of a goat and the head of a lion. However, various efforts to reproduce them via animal alchemy have resulted in some variations, such as the one depicted which has the body and tail of a dragon and the forequarters of a lion with no clear trace of the goat.

As a natural beast they run in packs of five to twenty and prey on herd beasts. They are unsexed and work in cooperation without a pack leader. Each can belch fire having intensity equal to POW, though each such breath costs the creature one magic point. As the breath occupies the entire hex it is belched into it cannot be parried, only blocked or dodge. If dodge is employed a movement of one hex is *always* required. Usually they attack their prey by biting, or by rearing and kicking with their goat hooves.

Though dangerous it is their mother which is to be feared. A greater chimera is larger than her offspring and spawns them after eating the bodies of a lion, goat and serpent, gestating for a year, and finally regurgitating the new chimera nearly full-grown. One greater chimera is usually responsible for and looks after from fifty to two hundred chimeras.

A greater chimera can



breath fire multiple times in a round, though at least 4 SR apart. It also expands in a cloud with a diameter of 3 hexes rather than occupying a single hex. One edge hex will be located in the targeted front hex of the greater chimera.

### Chimera

*Quasi-Sentient*

*Threat: 6 Treasure: 5 Type: Prey*

**Size: Medium (3½' shoulder, 250 pounds)**

STR: 22 (HP)	CON/END: 22 (HP)
AGI: 13	WIT: 13
WIL: 11 (HP × ½)	POW: 22 (HP)
HP: 22 (4d10)	AP: 0
SR: 3	Dodge: 18
Move: 12	Morale: 7 (HP × ⅓)
Vision: 220'	Night Vision: Moon Sight
Sound: +2	

#### Attack

	Sc	SR	Damage
Bite (C)	18	3	2d6 Impale
Rear & Plunge (M)	18	4	1d8+2d10 Crush
Belch Fire (1 hex)	24	5	1d8 Fire (9 IP)

### Greater Chimera

*Semi-Sentient*

*Threat: 35 Treasure: 20 Type: Prey*

**Size: Large (5' shoulder, 2400 pounds)**

STR: 84 (HP)	CON/END: 84 (HP)
AGI: 15	WIT: 15
WIL: 42 (HP × ½)	POW: 84 (HP)
HP: 84 (8d20)	AP: 3 (tough hide)
SR: 4/3	Dodge: 18
Move: 18	Morale: 28 (HP × ⅓)
Vision: 840'	Night Vision: Star Sight
Sound: +3	

#### Attack

	Sc	SR	Damage
Bite (C)	24	5	1d10+2d12 Impale
Rear & Plunge (P)	24	7	6d12 Crush
Belch Fire (3 hex)	30	13	2d10 Fire (18 IP)

### Cockatrice

*Forest, Savanna, Steppe*

These are unnatural creatures only made through magical effort involving a rooster and an adder. The result is a creature with the body of a dragon and the head of a rooster. First, the witch must obtain an egg from a rooster, which occurs but once and then only late in the life of the cock sometime from early

July to early September.

Such an egg is about the size of a hen's egg, but rounder, and having a muddy yellow appearance. The egg never develops a shell, but has a thick, tough skin (12 AP). Second, the witch must have an adder nest on the egg from one new moon to the next at which time a spell hatches the cockatrice. A newborn cockatrice weighs a mere twelve ounces and is about six inches in length. It grows quickly if fed well, however, and will reach full growth in three years.

A full grown cockatrice measures some six feet from head to tail. The cockatrice also has the power to turn any creature on whom it turns its gaze into stone. The creature gets a saving throw of WIL vs WIL. If successful the creature will turn and flee from the cockatrice as fast as possible for a minimum of one full round and not stopping until the cockatrice is out of sight. A cockatrice can only gaze at one creature per round. The cockatrice is a favored pet and guardian of witches.

Although omnivorous a cockatrice is vegetarian by necessity as any animal it gazes up on is likely to end up as stone. Succulent vegetables and tubers are the preferred food though a cockatrice will voraciously eat any meat if the opportunity presents.

### Cockatrice

*Non-Sentient*

*Threat: 10\* Treasure: 10 Type: Found*

**Size: Medium (6' long, 200 pounds)**

STR: 10 (HP) CON/END: 10 (HP)

AGI: 8 WIT: 10

WIL: 10 (HP) POW: 20 (HP × 2)

HP: 10 (3d6) AP: 6

SR: 2 Dodge: 12

Move: 5 Morale: 5 (HP × ½)

Vision: 100' Night Vision: Normal

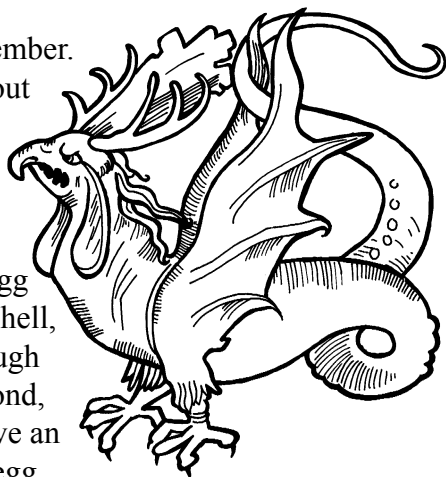
Sound: 0

*Attack*

Gaze (R)

*Sc SR Damage*

Res 12 Turn to stone



### Corpse Scavenger

*Desert, Forest, Swamp*

A corpse scavenger is so-called due to its particularly gruesome dismemberment and incorporation of human corpses. It is not limited to humans, of course, but it does stick to fully sentient species. The corpse scavenger has cylindrical, segmented body like a worm, but with legs and a toothy maw at one end. Each leg ends in pincers: it grips the ground with them when walking and can climb a rocky cliff face by finding pincer holds. In addition a head protrudes for each complete corpse consumed that still had its spirit. These heads protrude at strange angles and from different positions all along its length.

These pincers are strong and sharp and used to slice and tear corpses into pieces. They are also effective at excavation and used to exhume corpses. A corpse scavenger enjoys a good graveyard: a smorgasboard of sorts.

Although old corpses provide the basic nourishment this monster needs, what it really likes is to consume a fresh kill. It doesn't matter to the corpse scavenger who killed it and, as it eats the corpse, it eats the spirit along with it. If the spirit has already started the separation it will survive with whatever portion had left the corpse—the corpse scavenger gets the rest. Consumed POW is added to its own POW and increases STR and CON/END as well. Each complete spirit it consumes increases its WIT and WIL by one point each. In addition it gains knowledge of any magic the corpse had when alive. Not being able to chant or gesture properly puts it at a disadvantage, an effective penalty of -10 [resisting score of 20]. The corpse scavenger's base chance of success is  $WIT \times 1\frac{1}{2}$  [active score is WIT]. Note that it cannot prepare new wizardry spells, only utilizing those that were prepared by the wizard at the time of his death.

Corpse scavengers have an innate ability to suppress their presence and usually have an effective POW 1 for presence purposes. They can release their full POW at will, however, and do so to try and stun victims to make the dismemberment easier.

In addition each head gives the corpse scavenger the ability to use the Mind Blender psychic discipline. The corpse scavenger's pPOW is per-

force divided between the heads using the discipline in any given round. This being a native talent the corpse scavenger is considered to have a meditative focus at all times on its use. The corpse scavenger has no skill per se, but can automatically locate targets within the Weak range of its current effective POW. In other words, it can't use this ability when masking its presence.

The older a corpse scavenger is the higher its attributes will be and the more magic it will have at its disposal. As corpse scavengers have no natural lifespan there is no real limit to how powerful they can get. It is also unknown where new corpse scavengers come from though some believe they occur when certain evil men die, that corpse being the first and fuel for the rest. The philosopher Var-Siik proposed that corpse scavengers are the exclusive domain of animal alchemists, but this seems at odds with the (admittedly rare) finding of a small corpse scavenger in the middle of the desert. Var-Siik's counter proposal ran that over thousands of years a hungry corpse scavenger would "deflate" and slowly lose power.

### Corpse Scavenger, 5 heads

*Quasi-Sentient*

*Threat: 16      Treasure: 8      Type: Found*

**Size: Large (8' long, 2' body, 1000 pounds)**

STR: 27 (HP × ½)      CON/END: 27 (HP × ½)

AGI: 8      WIT: 15 (10 + heads)

WIL: 32 (HP × ½ + hds)      POW: 53 (HP)

HP: 53 (5d20)      AP: 2 (hide)

SR: 3/2      Dodge: 9

Move: 12      Morale: 27 (HP × ½)

Vision: —      Night Vision: —

Sound: 0      Sixth Sense: 27'

*Attack      Sc    SR    Damage*

Claw (S) × heads      18    3    2d6 Cut

*Skill      Sc*

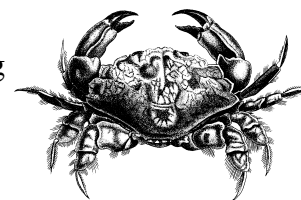
Dig      24

### Crab, Carnivorous

*Coastal*

These arthropods are extremely aggressive and lust for the taste of warm flesh. They will ignore the cold, dead flesh of a corpse if there is the warm flesh of a living creature, or even the still warm

flesh of the freshly dead, available. Although annoying enough when encountered singly carnivorous crabs live and move in enclaves of fifty to five hundred.



Carnivorous crabs lay clutches of hundreds of eggs in previously prepared nests. After three weeks larvae begin to emerge a stage which lasts about a week as the larvae consume the remaining eggs before dispersing in search of more food. They reach adult size and sexual maturity in ten months. The natural life span of a carnivorous crab is difficult to ascertain as they consume the weak in their number, keeping the enclave in good strength and condition.

A carnivorous crab needs to eat its weight in flesh once a month to maintain its health, though it can survive on less than half that. Any living creature having the misfortune of washing up in a carnivorous crab enclave is set upon immediately, but most of the time the enclave will scour the nearby coast for living creatures every fortnight or so.

### Carnivorous Crab

*Non-Sentient*

*Threat: 2      Treasure: 1      Type: Found*

**Size: Tiny (4 wide carapace 2 pounds)**

STR: 2 (HP)      CON/END: 10 (HP × 5)

AGI: 14      WIT: 6

WIL: 2 (HP)      POW: 2 (HP)

HP: 2 (1d3)      AP: 1 (carapace)

SR: 1/3      Dodge: 35

Move: 7      Morale: 1 (HP × ½)

Vision: 2'      Night Vision: Perfect

Sound: +1      Heat Sense: 10'

*Attack      Sc    SR    Damage*

Pinch (C)      24    1    1d3 Crush

*Grip*      1d6 Grapple

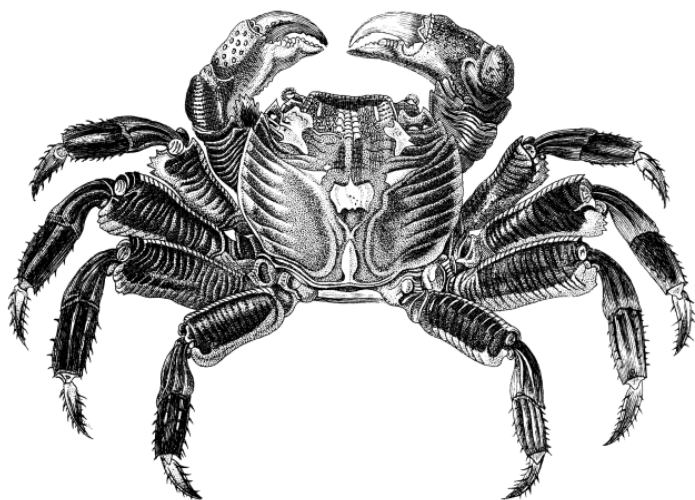
Bite (C)      24    1    1d3 Impale

### Crab, Giant

*Coastal*

These are enormous crabs who appear timid at first with their preference for hidden seclusion. But if disturbed the veil is rent and their true, aggressive na-





ture is shown. A disturbed crab will chase whatever is in front of it with intent to crush and eat, for these crabs are omnivorous.

Mermen like to use chained giant crabs as guard beasts with the chains run through metal loops to allow pulling them up short to allow safe passage. They must also be kept separated from each other to avoid an immediate blood bath.

Female giant crabs will produce a large number of eggs once every three to five years which are kept in a pouch until fertilized by a male. An egg bearing female approached by a male is one of the rare instances where being disturbed does not result in combat. The males are alerted by chemical traces emitted by a female bearing unfertilized eggs and are drawn to her. Males encountering one another on this trek will attack one another viciously. Once the eggs are fertilized the female will seek out deep waters and lay the eggs there where they will hatch after four to six months. A clutch will usually number in thousands of eggs, each the size of a baseball. New born crabs are ravenous and as likely to eat each other as anything else. Giant crabs reach full growth in four to five years and have a life expectancy of twenty to thirty years.

In a fight a giant crab will try to "pinch" an opponent, simultaneously doing damage and getting a restraining grip. A giant crab can do a reduced damage "pinch" attack (while retaining the same grapple damage) on weaker prey to avoid tearing them to pieces. A restrained opponent will be bitten.

## Giant Crab

*Non-Sentient*

*Threat: 37      Treasure: 20      Type: Found*

**Size: Very Large (8' height, 4000 pounds)**

STR: 84 (HP)      CON/END: 17 (HP × ½)

AGI: 8      WIT: 8

WIL: 21 (HP × ¼)      POW: 21 (HP × ¼)

HP: 84 (8d20)      AP: 12

SR: 4/2      Dodge: 8

Move: 6/4      Morale: 63 (HP × ¾)

Vision: 85'      Night Vision: Excellent

Sound: 0

*Attack*

Pinch (P)      Sc SR Damage

*Grip*      18 6 2d8+1d10 Crush

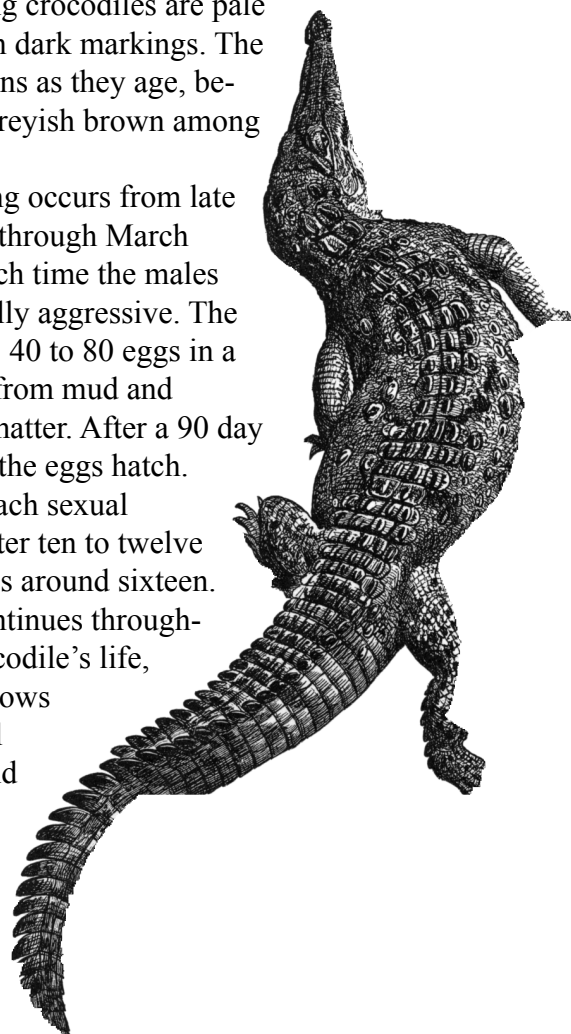
Bite (C)      30 3 2d12 Impale

## Crocodile

*Coastal, River, Swamp, Marsh*

These are larger relatives of the alligator and are typically found in saltwater areas. The head is triangular. Young crocodiles are pale yellow with dark markings. The color darkens as they age, becoming a greyish brown among adults.

Breeding occurs from late November through March during which time the males are especially aggressive. The female lays 40 to 80 eggs in a nest made from mud and vegetable matter. After a 90 day incubation the eggs hatch. Females reach sexual maturity after ten to twelve years, males around sixteen. Growth continues throughout the crocodile's life, though it slows after sexual maturity and males are generally bigger than females.





## Crocodile, Adult

*Quasi-Sentient*

*Threat: 8      Treasure: 4      Type: Found*

**Size: Large (15' long, 1,500 pounds)**

STR: 42 (HP)      CON/END: 11 (HP  $\times \frac{1}{4}$ )

AGI: 7      WIT: 8

WIL: 21 (HP  $\times \frac{1}{2}$ )      POW: 42 (HP)

HP: 42 (4d20)      AP: 6

SR: 2/1      Dodge: 8

Move: 4/4      Morale: 32 (HP  $\times \frac{3}{4}$ )

Vision: 55'      Night Vision: Good

Sound: +2

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	11	1	2d10 Impale
Twist	60		+3d10+1d12 Tear

<i>Skill</i>	<i>Score</i>
Hide	21
Scan	20
Sneak	10
Swim	10

## Crocodile, Large

*Non-Sentient*

*Threat: 11      Treasure: 5      Type: Found*

**Size: Very Large (20' long, 3,500 pounds)**

STR: 84 (HP)      CON/END: 11 (HP  $\times \frac{1}{8}$ )

AGI: 6      WIT: 6

WIL: 42 (HP  $\times \frac{1}{2}$ )      POW: 84 (HP)

HP: 84 (8d20)      AP: 8

SR: 3/1      Dodge: 5

Move: 2/6      Morale: 63 (HP  $\times \frac{3}{4}$ )

Vision: 55'      Night Vision: Normal

Sound: +2

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (S)	9	3	1d10+2d12 Impale
Twist	60		+6d12 Tear

<i>Skill</i>	<i>Score</i>
Hide	18
Scan	15
Sneak	9
Swim	9

## Deer

*Forest, Savanna, Steppe*

These woodland creatures are shy herbivores are solitary or found in small groups of two to four. A group will usually consist of a doe and her fawns. Stags are almost always solitary, the primary exception being the mating season. Deer are tan to brown in coloration with lighter underbellies. The underside of the tail is pure white and when alarmed deer will lift the tail as a signal and run at speed from the perceived threat. Any other deer seeing the signal will likewise flee.

Most deer rut from mid-September through late February, peaking in November. The seven month gestation results in or two young weighing four to eight pounds. Most births after the first result in twins. Male deer start growing velvet covered antlers in April. When the antlers stop growing, usually in September, the velvet dries and is scraped off against trees. Antlers are shed during the winter to be regrown the next spring. Deer can expect to live ten to twenty years.

Deer live on the edge of forests and are not usually found deep in the interior. They feed on bark. Adult males weigh 130 to 350 pounds (most weigh from 125 to 200 pounds) and measure 3 to 3½ feet at the shoulder. Females weigh 90 to 130 pounds.

Only a stag with full grown antlers (September to December) can gore. The common attack is to

rear and plunge, sometimes to bite. Kick attacks are opportunistic in nature. Doe will generally not fight, preferring to flee instead.

### Deer

*Non-Sentient*

*Threat: 1*

*Treasure: 0*

*Type: Found*

**Size: Medium (3' shoulder, 110 pounds)**

STR: 8 (HP)

CON/END: 8 (HP)

AGI: 13

WIT: 11

WIL: 4 (HP × ½)

POW: 8 (HP)

HP: 8 (1d6+1d8)

AP: 0

SR: 3

Dodge: 20

Move: 13

Morale: 1 (HP × ⅛)

Vision: 40'

Night Vision: Good

Sound: +2

#### Attack

*Sc SR Damage*

Bite (C)

9 2 1d4-1 Crush

Kick (S)

11 3 1d6 Crush

### Stag

*Non-Sentient*

*Threat: 3*

*Treasure: 0*

*Type: Found*

**Size: Medium (3' 4" shoulder, 150 pounds)**

STR: 11 (HP)

CON/END: 11 (HP)

AGI: 12

WIT: 10

WIL: 5 (HP × ½)

POW: 11 (HP)

HP: 11 (3d6)

AP: 0

SR: 2

Dodge: 18

Move: 12

Morale: 3 (HP × ¼)

Vision: 50'

Night Vision: Good

Sound: +2

#### Attack

*Sc SR Damage*

Gore (S)

18 3 1d10 Impale

Rear & Plunge (S)

18 3 2d8 Crush

Bite (C)

11 1 1d3 Crush

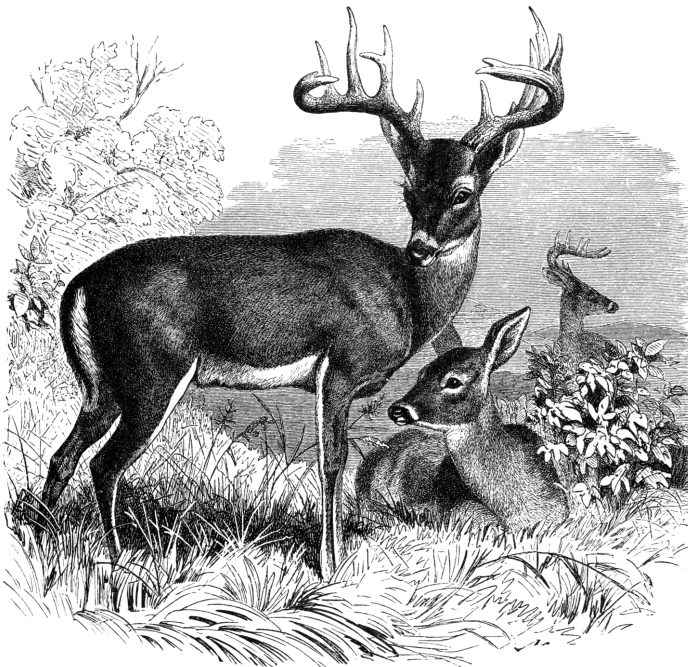
Kick (S)

14 2 1d8 Crush

## Dire Wolf

*Savanna, Steppe*

The original dire wolf was of normal size, but a gnoll mage named Dirus Vulsonius experimented on them and created a new species that is larger and more powerful than the original. Unfortunately their temper was unsuitable for domestication and inevitably one of his pets escaped. It slaughtered an entire village for sport and was subsequently hunted and slain. The beast's trail led back to Dirus



Vulsonius's mansion. Dirus himself was slain in the ensuing melee while attempting to protect his creation. Thanks to his efforts a mated pair survived and bred successfully in the wild. The creatures have an affinity with gnolls and allow themselves to be handled by them, but are otherwise extremely aggressive.

There are still normal-sized dire wolves in existence, but the name is generally associated with the larger variety. The original dire wolf was very similar to the gray wolf, but shorter limbed, stronger and with a larger, broader skull.

### Dire Wolf

*Quasi-Sentient*

*Threat: 8      Treasure: 4      Type: Found*

**Size: Large (5' shoulder, 1000 pounds)**

STR: 53 (HP)      CON/END: 13 (HP × ¼)  
 AGI: 8      WIT: 12  
 WIL: 27 (HP × ½)      POW: 53 (HP)  
 HP: 53 (5d20)      AP: 2 (tough hide)  
 SR: 3/2      Dodge: 9  
 Move: 8      Morale: 18 (HP × ⅓)  
 Vision: 65'      Night Vision: Moon Sight  
 Sound: +1

<i>Attack</i>	<i>Sc SR Damage</i>
Bite (C)	18 3 3d8 Cut

### Small Dire Wolf

*Quasi-Sentient*

*Threat: 4      Treasure: 2      Type: Found*

**Size: Medium (3' shoulder, 110 pounds)**

STR: 14 (HP)      CON/END: 14 (HP)  
 AGI: 10      WIT: 12  
 WIL: 14 (HP)      POW: 14 (HP)  
 HP: 14 (4d6)      AP: 1 (tough hide)  
 SR: 2      Dodge: 15  
 Move: 10      Morale: 4 (HP × ¼)  
 Vision: 70'      Night Vision: Moon Sight  
 Sound: +1

<i>Attack</i>	<i>Sc SR Damage</i>
Bite (C)	21 2 1d12 Cut

## Dog

*Various*

Dogs are a diverse set of breeds ranging widely in traits and size. On the whole dogs are domesticated though they can revert to feral behavior.

...

## Hunting Dog

This heading represents a variety of breeds including tretrivers, pointers and setters.

...

## Hunting Dog

*Quasi-Sentient*

*Threat: ?      Treasure: ?      Type: ?*

**Size: Medium Small**

STR:

<i>Attack</i>	<i>Sc SR Damage</i>
Bite (C)	? ? ?

## Dólgfín

*Forest*

These are forest creatures which resemble some sort of mixture between dog and ape. They stand in a permanent ape-crouch about between five and half and six feet tall weighing about 200 pounds on average. Their hairy pelts are mottled browns, usually tangled with leaves and twigs. They differ from ape form primarily in their leanness of limb and the definite canine cast to their head from which yellow eyes examine the world.

Having ape-like hands they are capable of rudimentary crafts—sufficient to produce clubs, fire-hardened spears, stone axes and slings which they use to hunt. Though not known as conversationalists, dólghán have been known to comment that human flesh tastes good, but elfin tastes better. Halflings are okay, though a bit on the fatty side and





dwarves are just too tough and stringy—though if you stew them long enough they're edible too.

Dölgfan live in forests and woodlands on a semi-nomadic basis, usually traveling in clans of twenty to thirty (including females and juveniles). But some have established semi-permanent and permanent villages with rough hewn lumber construction. They tend to copy the form of the more civilized establishments they have seen and will occasionally make efforts at a timber palisade in addition.

Native dölgfan crafts are few, but include stone work and weaving. Few wear any clothing, but bags are used to carry meat from the kill. Adventurous merchants trade glass beads and the like for pelts. Negotiating with the dölgfin is usually interesting as they rarely learn other languages, not even common, and their native tongue is very limited in what can be expressed.

Upon occasion a young dölgfin ignores his elders' advice and goes alone to a human establishment to "see the world." Since telling the difference between an inquisitive dölgfin and a marauding one is rather difficult these young dölgfin often end up as a battle trophy.

Although there is little information about the dölgfin, the evidence suggests that they grow to maturity in a scant eight years and, if they don't manage to get killed off before hand, cannot expect to live much past twenty or thirty anyway.

### Dölgfin

*Sentient*

*Threat: 3      Treasure: 2      Type: Personal*

**Size: Medium (6' tall, 200 pounds)**

STR: 14 (HP)	CON/END: 14 (HP)
AGI: 9	WIT: 7
WIL: 7 (HP × ½)	POW: 7 (HP × ½)
HP: 14 (3d8)	AP: 2 (toughened hides)
SR: 2	Dodge: 15
Move: 8	Morale: 5 (HP × ½)
Vision: 80'	Night Vision: Dark-Sight
Sound: +1	

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Club (M)	15	2	1d8 Crush
Large Club (M)	15	2	2d6 Crush
Spear (L)	15	2	1d10 Impale
Stone Axe (M)	15	2	1d12 Chop

### Dragon Stinger Poison

<i>POT/CON</i>	<i>Result</i>
Critical	Death
Special	Blood Poisoning: -2d6 DEX for 1 hour, 2d6 damage
Normal	Severe Pain & Swelling: -2d6 DEX for 30 minutes, 1d6 damage
Miss	Swelling & Painful: -1d6 DEX for 10 minutes, 1 point of damage
Failure	Painful: -1 DEX for 1 minute
Fumble	No Effect

<i>Skill</i>	<i>Sc</i>
Speak Dölgfin	6

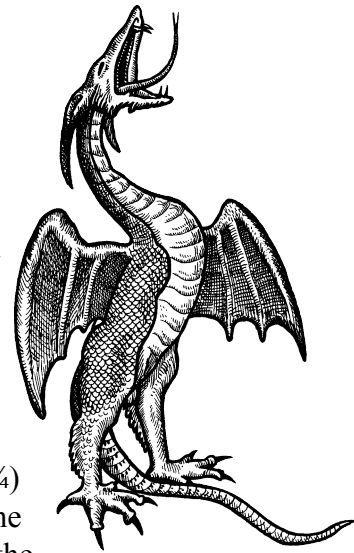
### Dragon

*Mountain*

These are large lizards having wings, a stinger-tipped tail and a flame breath. An adult dragon is ten to twelve feet long with a wingspan of thirty to forty feet and a six to eight foot tail. The stinger has a potency equal to CON (HP × ¼) that takes effect at the end of the round following one in which the stinger did any damage past armor. The breath is a jet of flame with a range of HP feet.

Like other winged creatures the dragon may buffet one or more opponents with his wings. Such an attack cannot be defended against except by dodging. A special success knocks down the targets and a critical success does real damage. A dragon can buffet an area centered in front of him equal to half his wing span and extending forwards one half the same. In other words, a dragon with a forty foot wingspan would be able to attack 10 feet to either side and in front of him.

In melee combat a dragon can claw twice, sting with its tail, buffet with its wings and either bite or breathe flame. This makes it a formidable opponent as few can withstand the onslaught of simultaneous attacks. Each flame breath costs the dragon 1 MP.



## Dragon

*Semi-Sentient*

*Threat: 65    Treasure: 65    Type: Prey*

**Size: Very Large (18' long, 35' wingspan)**

STR: 84 (HP)    CON/END: 21 (HP × ¼)

AGI: 14    WIT: 10

WIL: 42 (HP × ½)    POW: 84 (HP)

HP: 84 (8d20)    AP: 12

SR: 5/3    Dodge: 17

Move: 5/25 (flying)    Morale: 42 (HP × ½)

Vision: 1050'    Night Vision: Star-Sight

Sound: +3

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (S)	11	5	1d8+2d10 Cut
Flame Breath (R)	21	13	1d10 per 10 POW plus 1d6 for remainder of 5 or more
Claw (M)	14	5	1d10+1d12 Chop
Wing Buffet (M)	24	7	3d12 Stun
Stinger (P)	11	6	2d6 Imp + Poison
<i>Skill</i>	<i>Sc</i>		
Fly	21		

## Drake

*Various (see subtype descriptions)*

Sometimes called dragons, drakes are winged lizards of which there are several types. Fire drakes breathe fire, frost drakes spew freezing cold, fanged drakes carry potent venom, poison drakes spew poison gas, bitter drakes spit acid and the common drake has no special ability—other than flight.

A drake, regardless of type, must consume 5% of its body weight a day. For a large drake that's a lot of cows. Usually a drake will eat over the spring and summer, then gorge through fall to survive winter. But it is dangerous to assume that a drake found in the winter is sleeping. Unlike lesser lizards a drake is not at the whim of the weather and doesn't need the sun to be active.

## Bitter Drake

*Forest, Swamp*

These are woodland drakes with a darkish coloration, usually brown to black. They measure some eight feet tip-to-tail and have a fifteen foot wing span. Their bodies are broad and muscular.

Bitter drakes rarely mate, but when they do the female lays a clutch of five to twenty eggs. Each

egg weighs about five pounds (very small size). The mother nests with them while the male returns to his solitary ways. It takes nearly two years for an egg to hatch. A bitter drake hatchling can walk shortly after emerging from the shell, but its wings are vestigial and only reach proper proportions after three years. The young are cared for by the mother for the first five years until the juvenile is competent enough to live on its own. The life span of a bitter drake is two to three hundred years.

## Bitter Drake

*Semi-Sentient*

*Threat: 29    Treasure: 29    Type: Prey*

**Size: Medium Large (8' long, 15' wing span)**

STR: 30 (HP)    CON/END: 15 (HP × ½)

AGI: 14    WIT: 10

WIL: 15 (HP × ½)    POW: 30 (HP)

HP: 30 (3d8+3d10)    AP: 6

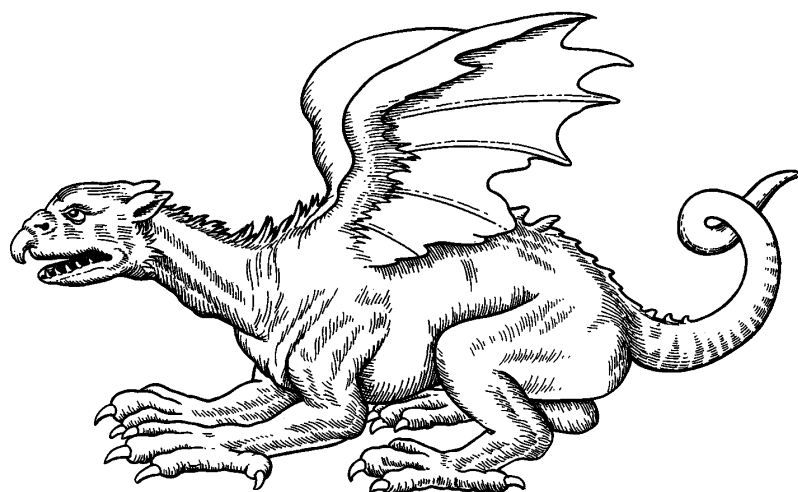
SR: 4/3    Dodge: 20

Move: 6/-/20    Morale: 15 (HP × ½)

Vision: 375'    Night Vision: Moon Sight

Sound: +3

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	12	3	1d8+1d10 Cut
Acid Spit (R)	21	13	POW potency acid
Claw (S)	14	4	2d6 Chop
Wing Buffet (S)	24	6	1d10+1d12 Stun
<i>Skill</i>	<i>Score</i>		
Fly	21		





## Common Drake

*Forest, Savanna, Steppe*

Common drakes are the most common form of drake and is much less feared than the others. If a village militia is able to corner it, they can usually kill one with minimal danger to themselves. The only problem is they don't tend to stay cornered.

Mating season occurs every other year and the female is only fertile for a single week. Given the small window of opportunity and the fact that common drakes are otherwise solitary matings do not occur that often and when they do only one to four eggs result after six months.

The mother guards her eggs jealously, but having been abandoned by the male is obligated to leave the eggs in search of food for herself. The eggs weigh about twenty pounds (small size) and have tough shells (6 AP) but are still susceptible to being found and eaten.

Common drake hatchlings are shaky on their legs for all of a minute. Though the initial wings are insufficient to fly at eighteen months they have reached adult proportions and at two years the young drakes are on their own. The life span of a common drake is four to six hundred years.

## Common Drake

*Semi-Sentient*

*Threat: 34    Treasure: 34    Type: Prey*

**Size: Large (15' long, 30' wingspan)**

STR: 53 (HP)                      CON/END: 18 (HP × ⅓)

AGI: 14                              WIT: 10

WIL: 18 (HP × ⅓)              POW: 53 (HP)

HP: 53 (5d20)                  AP: 8

SR: 4/3                              Dodge: 18

### Fanged Drake Poison

<i>POT/CON</i>	<i>Result</i>
Critical	Death
Special	Blood Poisoning: -2d6 DEX for 1 hour, 2d6 damage
Normal	Severe Pain & Swelling: -2d6 DEX for 30 minutes, 1d6 damage
Miss	Swelling & Painful: -1d6 DEX for 10 minutes, 1 point of damage
Failure	Painful: -1 DEX for 1 minute
Fumble	No Effect

Move: 5/-/25

Vision: 540'

Sound: -

Morale: 27 (HP × ½)

Night Vision: Normal

*Attack*

*Sc SR Damage*

Bite (S)                              11   4   2d8+1d10 Cut

Claw (M)                            14   4   2d10 Chop

Wing Buffet (M)                  24   6   2d10+1d12 Stun

*Skill*

*Score*

Fly                                      21

## Fanged Drake

*Forest, Mountain*

Fanged drakes are a woodland drake which also dwells in rocky lairs. Found equally in crags and dells, it is more stealthy than the other drakes, preferring to slink up to its victim and bite rather than fly in from above. Its poison has a potency equal to its POW (HP) and is functionally the same as dragon venom.

Like the other drakes the fanged drake is solitary, only consorting with others of its kind during annual mating. Courtship lasts a month after which the losers slink to their lairs and dream of next year's opportunity while the winners couple. A successful coupling results in a clutch of twenty to thirty eggs being laid a month later. It takes four to five months for an egg to hatch during which time the mother rarely leaves the nest. The male who paired with her remains until next year's courtship rituals, but by then the hatchlings, at six months of age, can fend off most predators.

A juvenile fanged drake grows its full wings by the fifth year and attains complete independence from its mother. Sexual maturity is not reached until the fiftieth year, however, and most males are not able to successfully court until they are over a hundred. The life span of a fanged drake is three to four hundred years.

## Fanged Drake

*Semi-Sentient*

*Threat: 28    Treasure: 28    Type: Prey*

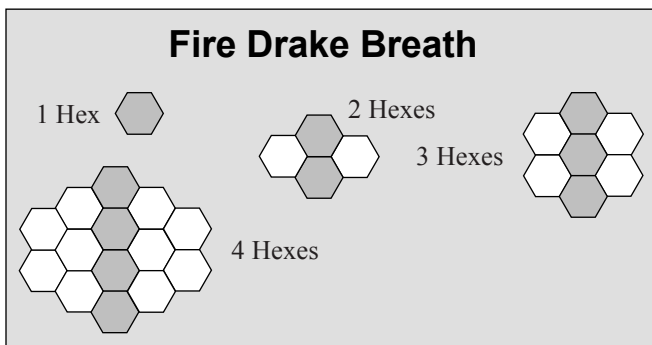
**Size: Large (15' long, 30' wingspan)**

STR: 42 (HP)                      CON/END: 17 (HP × ⅔)

AGI: 14                              WIT: 10

WIL: 21 (HP × ½)              POW: 42 (HP)

HP: 42 (4d20)                  AP: 8



SR: 4/3                      Dodge: 18  
 Move: 6/-/20              Morale: 21 (HP × ½)  
 Vision: 510'                Night Vision: Moon Sight  
 Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (S)	11	4	2d10 Imp, poison
Claw (M)	14	4	2d8 Chop
Wing Buffet (M)	24	6	2d8+1d10 Stun
<i>Skill</i>	<i>Score</i>		
Fly	12		
Hide	24		
Sneak	24		

## Fire Drake

### *Forest, Mountain*

Fire drakes are perhaps the most feared of all the drakes is the fire drake. They measure some sixty feet in length and have a hundred foot wingspan. An average fire drake can belch fire to 450 feet and melt iron at 150 feet. The jet of fire can hit one target at 25', one hex at 50', two hexes at 100', 3 hexes at 150' and 4 hexes at 200'. The flame does full damage out to POW feet, half damage out to POW × 2 feet and quarter damage out to POW × 3 feet. Those adjacent to the passage of flame may, at the referee's discretion, take ½ damage as massive, incidental heating. Each breath costs 1 MP. The tail sweep of the dragon can be made on rear opponents out to ⅓ the dragon's length. Such attacks have massive momentum and require a STR vs Stun roll to remain standing. They cannot be parried.

Fire drakes lay one egg at a time and are only fertile once every 10 years or so. An egg is only about twenty five pounds (small size) with a shell that looks like burnished steel (12 AP). A fire drake hatchling is fully capable at the moment of hatching.

They grow throughout their life though the rate varies considerably depending on food sources and external stresses. It is usually about a pound every week though it can be as slow as a pound every year if the dragon is all but starving and under ideal circumstances can be as fast as a pound a week.

If a fire drake hatchling is fortunate enough to have a good source handy then it will reach medium small size in a week or two at the most and will likely reach the listed size in less than three centuries. An ancient fire drake that is 4,000 years old is quite possibly gargantuan in size—a true monstrosity worthy of a party of rune masters.

## Fire Drake

### *Semi-Sentient*

*Threat: 116    Treasure: 116    Type: Prey*

### **Size: Huge (60' long, 100' wingspan)**

STR: 158 (HP)              CON/END: 26 (HP × ⅙)  
 AGI: 14                      WIT: 10  
 WIL: 63 (HP × ½)        POW: 158 (HP)  
 HP: 158 (15d20)           AP: 20  
 SR: 5/3                      Dodge: 14  
 Move: 3/-/30              Morale: 79 (HP × ½)  
 Vision: 1300'              Night Vision: Star Sight  
 Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (M)	11	5	2d10+3d12 Cut
Flame Jet (R: 474')	21	13	1d20 per 20 POW plus 1d10 for remainder of 8 or more
Flame Cone (R: 63')	+3		1d10 per 20 POW plus 1d6 for remainder of 8 or more
Claw (L)	14	5	4d10 Chop
Tail Sweep (P)	21	7	3d8 Stun
Wing Buffet (L)	24	7	5d12 Stun
<i>Skill</i>	<i>Score</i>		
Fly	21		

## Frost Drake

### *Glacier*

Frost drakes have blue-white scales, a horned head and a barbed tail. But what they are feared for is their frigid breath. A frost drake can, by expending 1 MP, emit a breath so cold that it does ice damage to everything within a cone up to POW feet distant. The damage done is 1d10 per 10 POW, plus 1d6 for a remainder of 4 or more.

Frost drakes mate every year, but many couplings are unsuccessful resulting in an average of five years between clutches. There are from one to five eggs in a clutch which will hatch after two and a half months. The hatchlings are able to walk immediately and can take short flights at one week. The juveniles stay with the mother until she either lays another clutch, but no longer than five years. A hatchling is only about five pounds (very small size), but grows rapidly to small size (two months). At six months the juvenile is medium small and at twenty one months reaches medium size. seven to eight years reaches sexual maturity and medium size. At five to six years the frost drake reaches sexual maturity and medium large size—though it is unable to compete for coupling until it reaches the full growth as listed here which is reached at sixteen years.

Though frost drakes continue to grow through their life it is at a much slower rate after achieving “full growth.” They don’t achieve very large size until three hundred years of age nor huge until twelve centuries have passed. Although unlikely, if a fire drake lived for 43,000 years it would reach gargantuan proportions.

**Frost Drake**  
*Semi-Sentient*

*Threat: 41      Treasure: 41      Type: Prey*  
**Size: Large (15' long, 30' wingspan)**  
STR: 42 (HP)      CON/END: 14 (HP × ⅓)  
AGI: 16      WIT: 10  
WIL: 21 (HP × ½)      POW: 42 (HP)  
HP: 42 (4d20)      AP: 8  
SR: 4/3      Dodge: 21  
Move: 6/–/30      Morale: 21 (HP × ½)  
Vision: 560'      Night Vision: Moon Sight  
Sound: +2

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (S)	11	4	2d12 Cut
Ice Breath (42')	21	13	4d10 Ice
Claw (M)	14	4	2d10 Chop
Wing Buffet (M)	24	6	2d8+1d10 Stun
Barbed Tail (L)	21	5	1d10 Tear

<i>Skill</i>	<i>Score</i>
Fly	24

**Mini Drake**  
*Coastal, Mountain*

Mini drakes are the smallest of the drakes, the mini drake is four feet from tip-to-tail with a wingspan of six feet. Valued by some as a pet, the mini drake will impress on the first creature it sees after hatching, forever looking up to that creature.

The mother will usually lay a dozen eggs after mating, which they do once a year. The eggs must be kept warm while they incubate—the mothers do this by burying them in a sandy beach or in a nest exposed to the sun. About half the eggs in a clutch are expected to survive snakes and other predators and half of those hatched survive their first year and mature. Mini drakes usually live ten to fifteen years.

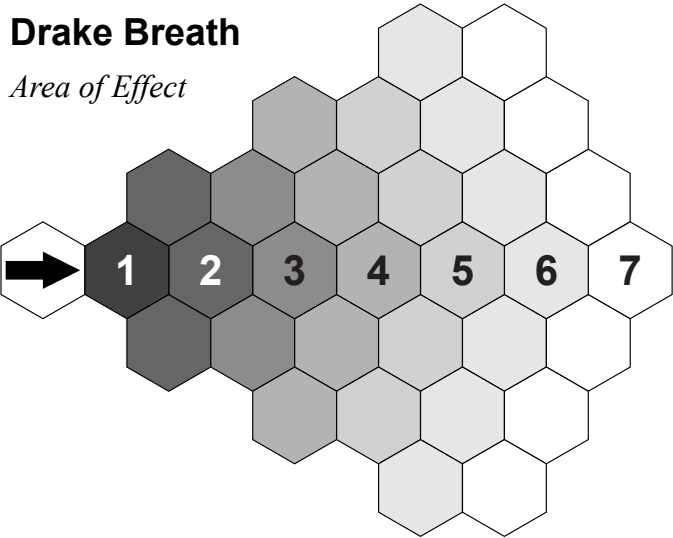
Mini drake eggs are about half a pound in weight (very tiny size) and the hatchlings are the same. They grow at about one pound every three weeks until they reach their full growth. A mini drake hatchling must be fed until it reaches its third month and can fly.

There are two poison sacs in the mouth of a mini drake that produce and store dragon poison having a potency equal to POW. The mini drake’s main method of defense is to spit this poison at opponents.

**Mini Drake**  
*Semi-Sentient*  
*Threat: 5      Treasure: 5      Type: Prey*

**Size: Small (4' long, 6' wingspan)**  
STR: 5 (HP)      CON/END: 10 (HP × 2)  
AGI: 14      WIT: 10  
WIL: 5 (HP)      POW: 10 (HP × 2)

**Drake Breath**  
*Area of Effect*





HP: 5 (1d8)      AP: 1  
 SR: 3/4      Dodge: 24  
 Move: 2/-/14      Morale: 3 (HP × ½)  
 Vision: 100'      Night Vision: Moon Sight  
 Sound: +3

Attack	Sc	SR	Damage
Bite (C)	11	2	1d4 Cut
Spit (5', 10', 30')	21	14	poison
Claw (C)	14	2	1d3 Chop
Wing Buffet (C)	24	4	1d6 Stun
Skill	Score		
Fly	21		

### Poison Drake

*Forest, Mountain*

Poison drakes are another woodland drake which has mottled green scales and chlorine breath. Although valued by alchemists, capturing a poison drake is no easy task. Their lairs are easily found by the chemical odor but most adventurers turn aside. The moderate sized drakes are tough to kill and dangerous to combat. The chlorine gas can be exhaled in a cone to a range of POW feet and has a potency equal to ½ POW. There is no limit to the number of times a poison drake can exhale chlorine gas, but it takes 5 SR between each breath to replenish itself.

By spending 1 MP a poison drake can exhale phosgene gas instead of chlorine. This is normally done as a stealthy attack as phosgene smells like freshly cut grass and is not very visible. Phosgene has a potency of POW.

### Poison Drake

*Semi-Sentient*

Threat: 36      Treasure: 36      Type: Prey

**Size: Medium Large (12' long, 20' wingspan)**

STR: 28 (HP × ⅔)      CON/END: 42 (HP)

AGI: 14      WIT: 10

WIL: 21 (HP × ½)  
 HP: 42 (4d20)  
 SR: 4/3  
 Move: 6/-/20  
 Vision: 800'  
 Sound: +2

POW: 42 (HP)  
 AP: 8  
 Dodge: 18  
 Morale: 21 (HP × ½)  
 Night Vision: Moon Sight

Attack	Sc	SR	Damage
Bite (C)	11	3	2d8 Cut
Breath Gas (R: 42')	24	13	poison
Claw (S)	14	4	2d6 Chop
Wing Buffet (S)	24	6	2d10 Stun
Skill	Score		
Fly	12		

### Drakkonian

*Mountain, Forest, Savanna, Steppe*

The drakkonians, sometimes referred to as draks, are an ancient reptilian race possessing lean and delicate features with a proud and mystical heritage. They stand seven feet in height at a skeletal two hundred pounds. Their heads are triangular with long, narrow jaws. Unlike most reptiles they do not have a tail—nor are they cold blooded, though they enjoy the sun as much as anyone. Their hands and feet are tipped with long, curving talons which the warriors cultivate and the aristocrats trim. Their tough, scaly greenish-brown hide protects them from damage as 1 AP.

They are rarely trusted by humans, elves, dwarves, or indeed anyone. Theirs is an ancient civilization which saw its height long ago and has been in decline for the last five hundred years or more. However, their libraries remain repositories of great knowledge and some of the finest craftsmen are drakkonian. Though they mature as rapidly as humans, drakkonians can expect to see a hundred and fifty years and some few live to two hundred. Still, they lack the vitality of the younger races and fewer and fewer drakkonians are born each year.

### Drakkonian

*Sentient*

Threat: 5      Treasure: 5      Type: Personal

**Size: Medium (7' tall, 200 pounds)**

STR: 10 (HP)      CON/END: 10 (HP)

AGI: 10      WIT: 11

WIL: 15 (HP × 1½)      POW: 15 (HP × 1½)

HP: 10 (3d6)                      AP: 1  
 SR: 2                              Dodge: 9  
 Move: 8                            Morale: 5 (HP × ½)  
 Vision: 200'                      Night Vision: Good  
 Sound: +2

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Spear (P)	20	4	1d10 Impale
<i>Skill</i>	<i>Score</i>		
Base List	18		
Primary Thaumaturgy	24		
Secondary	12		

## Draugr

### *Barrow*

Draugar are undead creatures who have been raised through the black arts. They are malevolent, strong, tough and immune to edged weapons. But most cannot tolerate the day and they can be slain. Though typically associated with northern peoples and magic draugar can be found most anywhere. Sometimes excessive greed and pride can create a draugr spontaneously.

Memories of its life seem like fleeting dreams to a draugr, but they are there. But even if the draugr was once kind and noble it is now a creation of black magic and become cruel and evil. A draugr retains the skills it had when alive and can improve on them. If a draugr was a rune master when alive it will return the mastery, but once a draugr it cannot gain any further mastery. Normally draugar are unable to work magic, even if they were capable of doing so when alive.

A draugr normally spends the day (and most nights) resting in its barrow. If a draugr does not have a barrow it will create one. As a draugr does not incur normal fatigue they can excavate sizeable barrows in relatively short times. However, a draugr will usually be satisfied with a barrow having one hex per POW. Draugar will not share their barrows with one another or, in fact, with any creature they cannot completely dominate.

Draugar are immune to edged weapons, though they will still take damage from any magical properties of an edged weapon. A mundane blade will simply not bite and either slide across or bounce off the draugr.

A draugr loses 1 MP per minute of exposure to natural daylight. This is effective during pre-dawn and post-sunset twilight. If the sun is above the horizon and the draugr getting the fullness of the sun's rays it loses 1 MP per round and takes one point of damage per minute. A draugr caught in daylight will make all haste for his barrow. If MP expenditure reaches the draugr's POW it will flee without regard for anything else. If MP expenditure reaches twice the draugr's POW it will go at full speed to its barrow and, upon arrival, do nothing else until the MP expenditure falls below twice POW.

A draugr with MP expenditure equal to or greater than POW cannot venture forth from its barrow. MP are recovered at a rate determined by POW as FP for END, but with time measured in days rather than rounds. MP can only be regained in the draugr's barrow. Thus a POW 15 draugr would recover 2 MP each night spent in its barrow.

The given attributes and powers are minimal and equate to a draugr created with SL 10. A draugr can have higher STR, CON, DEX, AGI, WIL and POW as well as special powers. These are determined at the time the draugr is created. Each benefit has a cost in SL as given.

**CON:** Each additional multiple of CON costs 1 SL.

**DEX:** Each SL buys 2½ DEX, rounded down.

**AGI:** Each SL buys 2½ AGI, rounded down.

**STR:** Each additional multiple of STR costs 3 SL.

**POW:** Each additional multiple of POW costs 2 SL.

**Move through earth:** For 5 SL the draugr can move through raw earth and stone as through water. Worked stone is still a barrier.

**Day walker:** For 10 SL the draugr can be active in daylight without adverse affect, though it can still only leave its barrow if MP expenditure is less than POW.

**Mist body:** For 5 SL the draugr can take a body of mist at will. Such a body is impervious to normal damage, will hold its form regardless of wind and can seep through the smallest gap (though a small gap does take longer to traverse). If the gap is somehow closed during



this process the body will instantly be on the side with the greater portion of the body. The mist body has Mv equal to WIL  $\times 0.2$ .

**Regeneration:** Each SL provides that many HP recuperation per minute.

**Black arts:** Each SL provides that number of free MP for casting sorcery charms, much as for Channel. Such a draugr can cast any sorcery black magic charm reflexively and with automatic success and without incurring any consequence for fumbled resistance rolls.

## Draugr

*Sentient*

*Threat: 20      Treasure: 30      Type: Personal*

**Size: Medium (6' tall, 180 pounds)**

STR: 20 (HP  $\times \frac{2}{5}$ )      CON/END: 50 (HP)

AGI: 10      WIT: 10

WIL: 10 (HP  $\times \frac{1}{5}$ )      POW: 10 (HP  $\times \frac{1}{5}$ )

HP: 50 (3d6  $\times 5$ )      AP: *per armor*

SR: 2      Dodge: 15

Move: 8      Morale: undead

Vision: 100'      Night Vision: Undead

Sound: +2

*Attack*

*Sc SR Damage*

Sword (M)      24 4 2d8 Chop

## Dwarf

*Mountain*

The dwarves build underground cities carved from rock and have undoubtedly the most highly developed art of stoneworking among all the intelligent races. Dwarf cities are delved into the sides of mountains with outposts being carved from rocky outcroppings and bluffs. They are a short, stout people who can see living creatures in the utter darkness of the underground dwellings by the heat of their living bodies. In the total absence of light they can see the general form of living creatures and even, to a small extent, track them by the heat trace lingering where they have passed. Dwarves are best known for their craftsmanship in precious metals and gems as well as for the skill in crafting arms and armor.

However, they are also well known for the stoutness of their arm and their ability to hold drink. It is a rare fool who tries to match a dwarf drink for

drink, and one who will only see the underside of the table. Dwarves prefer their own mead, named óðrœrir, which has a magical quality of making the drinker poetic. A dwarf never cuts his beard, but will braid and groom it with care. Its length is viewed as a measure of the owner's experience and dwarves find the human custom of shaving with some amusement—why would someone want to conceal their own status? Because of the extreme pride which dwarves take in their beards it is a real punishment to cut their beard.

Dwarves average about four and a half feet in height and around 180 pounds in weight—unlike other living creatures they actually significantly denser than water and will sink unless they actively swim to stay afloat. Most dwarves avoid the water and have a preference for large boats when they must travel across it. They physically mature in 35 to 45 years, but are not usually considered adults until they reach 100. They seem to age little and often live four or five hundred years.

There are two dwarven mysteries that have never been penetrated and the dwarves aren't telling. Many have wondered about the scarcity of dwarven women who are seldom, if ever, seen. Most believe that female births are simply uncommon, but it would then follow logically that the dwarves would be protective of their women which—on the rare occasions that they are seen—has not been the case. The scholar Var-Siik suggests that dwarves are all born male, but become female when necessary for procreation. The second oddity revolves around stories of dwarves being found in forgotten shafts who appeared to be statues with inches of dust piled on them, but who awoke when found and professed to have been “only in a deep sleep.” The best explanation, that dwarves do not age while sleeping, seems improbable.

## Dwarf

*Sentient*

*Threat: 5      Treasure: 5      Type: Personal*

**Size: Medium (4' 6" tall, 180 pounds)**

STR: 15 (HP  $\times 1\frac{1}{2}$ )      CON/END: 10 (HP)

AGI: 9      WIT: 10

WIL: 10 (HP)      POW: 10 (HP)

HP: 10 (3d8)      AP: armor

SR: 2      Dodge: 8

Move: 5                      Morale: 5 (HP × ½)  
Vision: 80'                Night Vision: Heat-Sight  
Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Battle Hammer (M)	20	3	1d10 Crush

<i>Skill</i>	<i>Score</i>
Mine	11



## Eagle

*Forest, Mountain, Savanna, Steppe*

These winged predators are reknowned for their keen vision. The basic coloring of an eagle is brown with white markings. The beak is curved as are the heavy talons. Eagles hunt prey two or three size levels smaller than themselves, soaring and circling in the sky and looking down with sharp eyes.

The primary attack is to dive at foe or prey and strike with the talons. If the eagle so desires, which it does when hunting, it achieves a grapple hold on the target with an effective Grapple damage equal to the combined damage of both claw attacks. Pecking is usually reserved for prey that has been captured and restrained by the talons. The wing buffet is a last resort of a captured eagle.

## Eagle

These are normal eagles and sometimes used in falconry. This entry covers a variety of eagles, but describes in particular the golden eagle. Most eagles have a life span of thirty to sixty years.

Size varies from 26 to 40 inches in length with wingspans from five to eight feet. Weight ranges from 5½ to 15½ pounds. The feathers are dark brown to black with white markings. Golden eagles have a gold crown and nape from which they take their name.

Eagles mate for life and couple each year. In the spring one to four eggs (usually two) are laid which hatch after a month and a half. Hatchlings are all white and only gradually develop the adult plumage which is only complete in the fifth year. The parents feed the hatchlings for two months after which the young must start flying to get their own food. The first eaglet to hatch dominates the others, taking their food and attacking them. Normally only the dominant eaglet survives long enough to fly.

Nests are large and grow larger over time as the eagles expand it. A typical eyrie is a bowl of twigs, branches and grass six feet wide and three feet tall. An eagle will maintain multiple eyries in its territory.

Eagles eat mice, rats, squirrels, small lizards and other similar game, though occasionally they will take on some larger creature. They also are not above scavenging a dead sheep.

## Eagle, small

*Quasi-Sentient*

*Threat: 2*

*Treasure: 1*

*Type: Found*

**Size: Very Small (5' wingspan, 7 pounds)**

STR: 3 (HP)

CON/END: 9 (HP × 3)

AGI: 18

WIT: 12

WIL: 3 (HP)

POW: 3 (HP)

HP: 3 (1d4)

AP: 0

SR: 2/4

Dodge: 26

Move: 1/–/20 [150]

Morale: 1 (HP × ⅓)

Vision: 450'

Night Vision: Normal

Sound: +2

### Attack

*Sc SR Damage*

Claw (C) [×2]

24 3 1d4–1 Tear

Peck (C)

18 2 1d3 Impale

Wing Buffet (C)

24 3 1d4 Stun

### Skill

*Score*

Fly

24

Scan

24

## Eagle

*Quasi-Sentient*

*Threat: 3*

*Treasure: 1*

*Type: Found*

**Size: Small (8' wingspan, 15 pounds)**

STR: 4 (HP)

CON/END: 8 (HP × 2)

AGI: 15

WIT: 12

WIL: 4 (HP)

POW: 4 (HP)

HP: 4 (1d6)

AP: 1 (feathers)

SR: 2/3

Dodge: 22

Move: 1/–/20 [150]

Morale: 1 (HP × ⅓)

Vision: 400'

Night Vision: Normal

Sound: +2

### Attack

*Sc SR Damage*

Claw (C) [×2]

24 3 1d3 Tear

Peck (C)

18 2 1d4 Impale

Wing Buffet (S)

24 4 1d6 Stun

### Skill

*Score*

Fly

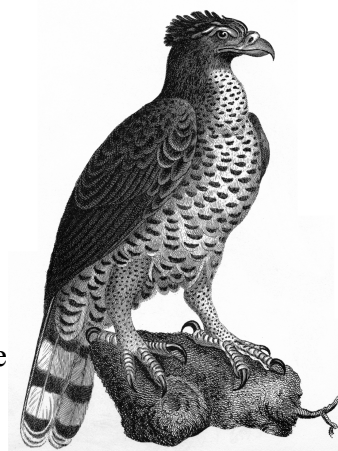
24

Scan

24

## Giant Eagle

These enormous birds are shadowed by the Roc but are rather more intelligent. They are rarely found outside of remote mountains as they have little use or care for mankind.





Legend has it that in years long since past that they fought along side elves against powers of evil.

The ikthnar are the natural enemies of the giant eagles and gaining an alliance with one is sure to win the enmity of the other. Giant eagles patrol their territory and tear apart any ikthnar that get too close. The scream of a patrol calling for support is a sound to send a shiver down the spine.

The eyrie of a giant eagle is invariably wedged high in some craggy place that cannot be scaled. The nest varies with the size of the giant eagles and the family, but is at least thirty feet across with a basic structure consisting of saplings with branches to fill in. The moult feathers line it giving a soft, downy feel. And old nest may have two or three feet of accumulated down.

Giant eagles pick a mate by their twentieth year and begin using one another's eyries. Coupling is not often productive so it is often five years between clutches. Although multiple eggs in a clutch have happened they are extremely rare and the parents dote over whatever eaglets do hatch.

It takes the better part of a year for an eaglet to gain sufficient size and strength to fly and it is closely watched by its parents until it is five. An eaglet may continue to live in its parent's eyries until it finds a mate, or it may leave as young as ten. But even after leaving the egg rarely falls far from the nest with the end result that a cliff face is sometimes dotted with the eyries of a whole clan of giant eagles.

The life span of a giant eagle is uncertain, but is certainly over a hundred. Stories tell of great giant eagle chieftans who lived to eight hundred or more and the sage Var-Siik proposed that, like the elves, if the giant eagles stay in their mountain eyries that they may have long lives indeed.

## Giant Eagle

<i>Sentient</i>	<i>Lawful Natural Good</i>
<i>Threat: 13</i>	<i>Treasure: 7</i>
<i>Type: Prey</i>	
<b>Size: Medium Large (40' wingspan, 350 pounds)</b>	
STR: 22 (HP)	CON/END: 11 (HP × ½)
AGI: 12	WIT: 12
WIL: 22 (HP)	POW: 22 (HP)
HP: 22 (4d10)	AP: 3 (feathers)
SR: 3/2	Dodge: 24
Move: 2/-/20	Morale: 7 (HP × ⅓)

Vision: 550'

Sound: +3

### Attack

Claw (S) [×2]

Peck (S)

Wing Buffet

### Skill

Fly

Scan

Night Vision: Moon Sight

*Sc SR Damage*

24 5 1d10 Tear

21 4 2d6 Impale

24 5 2d8 Stun

*Score*

24

24

## Earth Worm

### Subterranean

The ordinary earthworm is of little consequence outside of its role in improving soil and feeding birds but the earth worm presented here is a truly enormous relative. Although occasionally driven to the surface by water (earth worms have minimal oxygen requirements but can still drown) they are rarely seen out of ground.

Earth worms are not aggressive but neither are they cowards. In fact, being mindless they aren't much of anything. An earth worm will attempt to eat its way through any obstacle and will respond to an attack by counterattacking, only retreating if terribly wounded.

Procreation is rare and not frequently necessary as earth worms live centuries at least and some scholars believe for millenia. They are extremely tough and regenerate one point of damage every minute.

## Earth Worm

### Mindless

*Threat: 5*

*Treasure: 2*

*Type: Prey*

**Size: Large (18' long, 4' diameter, 2000 pounds)**

STR: 32 (HP × ½)

CON/END: 21 (HP × ⅓)

AGI: 5

WIT: 5

WIL: 8 (HP × ⅛)

POW: 8 (HP × ⅛)

HP: 63 (6d20)

AP: 0

SR: 2/1

Dodge: 8

Move: 5

Morale: 32 (HP × ½)

Vision: —

Night Vision: —

Sound: +1

### Attack

Bite (C)

### Skill

Tunnel

*Sc SR Damage*

10 1 1d12 Crush

*Sc*

10

## Eel

*Lake, Ocean, River*

These are long, agile fish who lack pelvic fins though they may have pectoral fins and all eels have tail fins. Depending on species they range from one to ten feet in length and weigh up to 150 pounds.

Although there are considerable differences between the various eel species all have the ability to tunnel.

### Coastal Eel

*Coastal*

These eels live in eel pits in coastal waters. They have the green to brown color of sea weed and hunt by hiding among it, darting out at speed to grab their prey, typically small fish or crustaceans. One SR each round an eel can sprint at high speed. When they are done with hunting they retire to their eel pits.

Externally an eel pit looks like a simple hole a few inches in diameter, but behind it hides a network of tunnels. An eel disappearing into a pit could reappear most anywhere within a thousand feet. Eggs are laid in nests prepared deep within the tunnels. This provides protection from most predators as few creatures capable of entering an eel pit present any threat to the eel guardians posted on approaches to the nest.

Eel eggs are laid throughout the year, though spring is the time of greatest fertility, and hatch after incubating for four weeks. The elvers (juvenile eels) explore the tunnels on their own, eventually finding the open water where they hunt through instinct. Those that survive reach maturity in three years and have a life span of fifteen.

### Coastal Eel

*Non-Sentient*

*Threat: 2      Treasure: 0      Type: Found*

**Size: Small (6' long, 20 pounds)**

STR: 5 (HP)	CON/END: 10 (HP × 2)
AGI: 13	WIT: 8
WIL: 5 (HP)	POW: 5 (HP)
HP: 5 (1d8)	AP: 0
SR: 2/3	Dodge: 20
Move: 5 [20 sprint]	Morale: 2 (HP × ⅓)
Vision: 10'	Night Vision: Normal
Sound: +3	

*Attack*

Bite (C)

*Sc SR Damage*

18 2 1d4 Impale

### Deep Sea Eel

*Ocean*

These eels live in eel pits deep in the sea. Their eel pits form extensive tunnel networks on the ocean bottom extending for miles in some cases. Although less unreasonably aggressive than giant eels, deep sea eels are even larger and regard most inhabitants of the deep as prey. The eel pit tunnels vary in size, but most have a diameter of ten feet so as to readily accomodate the bulk of the deep sea eels.

Deep sea eels vary considerably in coloration, ranging from the pale white expected of such remote depths to dark, mottled browns to black. Their girth of fifteen to twenty feet gives the forty plus foot long body a leanness of form that still has difficulty turning around in an eel pit. For this reason there are periodically "turn around" points where the tunnel has been widened to fifteen or twenty feet.

### Deep Sea Eel

*Non-Sentient*

*Threat: 9      Treasure: 5      Type: Found*

**Size: Large (45' long, 1200 pounds)**

STR: 42 (HP)	CON/END: 11 (HP × ¼)
AGI: 12	WIT: 8
WIL: 21 (HP × ½)	POW: 42 (HP)
HP: 42 (4d20)	AP: 4 (tough hide)
SR: 3/2	Dodge: 15
Move: 18	Morale: 14 (HP × ⅓)
Vision: 11'	Night Vision: Normal
Sound: +5	

*Attack*

Bite (C)

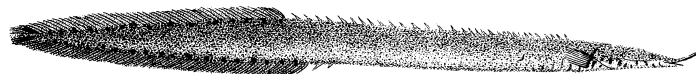
*Sc SR Damage*

18 3 2d10 Impale

### Electric Eel

*Lake, River, Swamp*

Despite the name these creatures are only superficially eels. They are in fact a highly specialized creature much sought after by animal alchemists. Approximately 80% of the electric eels body is comprised of three organs responsible for generating the electrical discharge for which it is named.



Between the three electric generating organs the eel is able to generate high voltage attacks and low voltage pulses for orientation and communication indefinitely. In combination with its extraordinarily acute hearing the electro-navigation of the electrical eel allow it to “see” in the mud and murk of a swamp as if the water were perfectly clear and illuminated. The range of this perception is CON × POW feet.

When used to attack the electrical discharge does stun damage to everything within range using an adjSTR equal to POW. Range varies with the environment, but is generally POW feet. Although discharging does not tire the electric eel it takes 5 SR to replenish the charge. The attack is always rolled at 100% chance of success. This is done solely to determine the level of success: the discharge can be neither dodged nor parried.

Electric eels reach maturity in three to five years and have a life span of twenty five to thirty years.

### Electric Eel

*Non-Sentient*

*Threat: 8      Treasure: 0      Type: None*

**Size: Medium Small (8' long, 45 pounds)**

STR: 6 (HP)	CON/END: 9 (HP × 1½)
AGI: 15	WIT: 10
WIL: 6 (HP)	POW: 18 (HP × 3)
HP: 6 (1d10)	AP: 0
SR: 3	Dodge: 21
Move: 8	Morale: 2 (HP × ⅓)
Vision: 9'	Night Vision: Normal
Sound: +10	Electro Sense: 54'

*Attack*

Bite (C)	12   2   1d4–1 Crush
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Discharge (6')	*   13   1d6 Stun
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### Freshwater Eel

*Lake, River*

Freshwater eels start life as leptocephali, a transparent, leaf-like fish found in the ocean. These larva range from one to five inches as they migrate from the spawning grounds to the freshwaters of the adult eel. The migration takes years to complete, but upon reaching the freshwater the larva transform into glasseels, so called for their translucent appearance.

At this point they travel upstream to find the desired head waters or lake. Glasseels can cross wet grass and dig through sand for thirty miles at a time in this effort. Obstacles, such as beaver dams, are cross by group effort. They simply pile and writhe higher and higher until the obstacle is overcome.

Young eels, known as elvers, grow for ten to fifteen years until reaching adulthood at which point their bodies start to transform again and they attempt to make the long trek in reverse. Their coloration becomes yellow to brown, the eyes grow larger and better adapted for ocean voyaging, and they lose the ability to eat relying solely on stored energy to get them to the spawning grounds. Although they rarely reach it freshwater eels have a life span of a hundred years.

### Freshwater Eel

*Non-Sentient*

*Threat: 1      Treasure: 0      Type: Found*

**Size: Very Small (4' long, 10 pounds)**

STR: 4 (HP)	CON/END: 12 (HP × 3)
AGI: 15	WIT: 8
WIL: 4 (HP)	POW: 4 (HP)
HP: 4 (1d6)	AP: 0
SR: 1/3	Dodge: 23
Move: 1/10	Morale: 1 (HP × ¼)
Vision: 12'	Night Vision: Star Light
Sound: +2	

*Attack*

Bite (C)	12   0   1d3–1 Crush
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### Giant Eel

*Ocean*

These enormous eels reach considerable length. While all eels are predators, giant eels are aggressive and will attack potential prey whether or not the eel is hungry. Within the constraints of their limited intelligence they do select prey as being substantially weaker.

Giant eels are normally found in swarms numbering two to twelve. These aggregations are not social, however, and membership constantly fluctuates. Mating is opportunistic and occurs once a year with the result being large numbers of eggs, some few of which will survive to hatch. And of those that hatch only a few live long enough to

become adults. Giant eels take five years to mature and live for up to twenty years.

Although found throughout the ocean, giant eels frequent the surface waters along sea trade routes ever hungry for the gift of food that piracy and warfare bring. Their long, sinuous forms with maws full of needle-sharp teeth are cause of consternation and fear. Sailors talk of giant eels that gnaw through the hull of a ship to get at living flesh. While not likely to be true it does illustrate their fearful reputation.

Most giant eels use spawning grounds in the tropics where thousands of eggs are laid, hundreds hatch and tens survive to become adults. But some have take to using existing caves along a coast, or even to tunneling their own eel pits, and nest there instead. Given the relative safety of such a spawning ground the region soon becomes infested with giant eels.

### Giant Eel

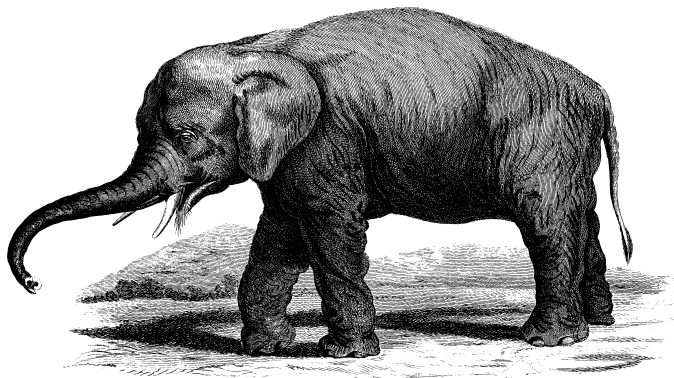
*Non-Sentient*

*Threat: 6      Treasure: 0      Type: Found*

**Size: Medium (20' long, 250 pounds)**

STR: 14 (HP)	CON/END: 14 (HP)
AGI: 15	WIT: 8
WIL: 14 (HP)	POW: 14 (HP)
HP: 14 (3d8)	AP: 2 (tough hide)
SR: 3	Dodge: 20
Move: 15	Morale: 7 (HP × ½)
Vision: 70'	Night Vision: Star Sight
Sound: +5	

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	21	3	2d6 Impale
Grab (C)	24	4	2d6 Grapple
Crush	30		+1d8 Crush



## Elephant

*Savanna*

These represent some of the larger land animals in existence. They are four-legged with straight tails that are narrow for their size, large heads with an extended, prehensile nose called a trunk and large, floppy ears. The mouth is framed by a tusk on either side which is used in defense. Elephants browse on grass and live in herds for self defense.

### Elephant

*Forest, Jungle, Savanna, Steppe*

These elephants are practically hairless and have thick hides. The skin color ranges from grey to brown. Depending on species the head may be above the shoulders or the back sloping like a hill, and the trunk may have one or two digits at the end for manipulation. In all cases the cylindrical feet barely have toes with nails marking their placement more than anything.

Elephants have an odd dental arrangement: the front teeth are worn away through use and are replaced by back teeth moving forward. If an elephant outlives all of its teeth it simply starves to death. Depending on species females as well as males will have tusks. The rate at which tusks grow varies, but can be assumed to be six to seven inches a year.

Although flexible, elephants prefer to live in regions that provide open grassy areas as well as shrubs and trees. So while they can be found in jungles they are more common on the steppe or fringes of a forest.

Elephants can mate throughout the year but cows generally give birth no more frequently than once every three to four years and it can be even less frequent than that if the environment is poor. Gestation takes 1½ to 2 years and results in a single calf weighing about 250 pounds. After a few days the calf is able to walk and follow its mother around. Although the calf may start eating grass as early as six months it will may continue to nurse for a year or two. At age fourteen the calf reaches sexual maturity. Females will continue with the herd while males become solitary until they are capable of taking a herd from another dominant male. An elephant herd numbers about two to three dozen



including juveniles. The life span of an elephant is about 70 years.

## Elephant

*Non-Sentient*  
*Threat: 7      Treasure: 0      Type: Fount*  
**Size: Huge (9' shoulder, 4 tons)**  
 STR: 126 (HP)      CON/END: 11 (HP × 1/12)  
 AGI: 8      WIT: 12  
 WIL: 16 (HP × 1/8)      POW: 32 (HP × 1/4)  
 HP: 126 (12d20)      AP: 2 (tough hide)  
 SR: 4/2      Dodge: 7  
 Move: 13      Morale: 16 (HP × 1/8)  
 Vision: 55'      Night Vision: Normal  
 Sound: +2

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Gore (S)	12	4	4d12 Impale
charge			5d12 Impale
sprint charge			9d12 Impale
Bite (C)	10	3	1d8+1d10 Crush
Kick (P)	12	4	4d10 Crush
Trample (C)	18	5	2d10+3d12 Crush

## Mammoth

*Forest, Steppe*

These wooly elephants are adapted to and only found in cold climates. They have two-foot long shaggy brown hair, small ears and fifteen foot long tusks that curve in a cork screw shape reaching an approximate rotation. The curve of the tusks makes them span a wider space than the rest of the mammoth's body. The most common combat use for the tusks is to catch and throw assailants. This is then followed in the same round by a trample attack while the foe is prostrate on the ground.

Mammoth cows give birth to one calf about once every three years. Calfs reach maturity in twelve years though the males are unable to compete for cows until they are twenty. The life span of a mammoth is eighty to a hundred years.

Mammoths move in herds comprised of six to eighteen cows and their young. This gives a herd of nine to forty cows and juveniles at any given time. The herd is led by a male who protects it and drives off other males. Occassionally a male will seduce one or more females away from the herd to start a new one. This typically happens with large herds toward the end of a bull mammoth's life.

## Mammoth

*Non-Sentient*  
*Threat: 19      Treasure: 0      Type: None*  
**Size: Huge (12' shoulder, 7 tons)**  
 STR: 158      CON/END: 13 (HP × 1/12)  
 AGI: 8      WIT: 11  
 WIL: 20 (HP × 1/8)      POW: 40 (HP × 1/4)  
 HP: 158 (15d20)      AP: 4 (hide and hair)  
 SR: 4/2      Dodge: 7  
 Move: 14      Morale: 20 (HP × 1/8)  
 Vision: 65'      Night Vision: Normal  
 Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Throw (X)	18	7	4d10 "knockback"
Bite (C)	12	4	1d10+1d12 Crush
Trample (C)	15	5	5d12 Crush

## Mastodon

*Forest, Steppe*

Although not truly an elephant the mastodon is described here because they are largely similar, the most obvious difference being that they are browsers, not grazers, and so eat from trees and shrubs rather than grass.

Like the mammoth a mastodon has hair, though not as thick or long. A mastodon's slightly curved tusks can reach fifteen feet or longer. They are larger in the head and bulkier of build than an elephant of similar size would be.

As with elephants, mastodons run in herds having only one adult male with a harem of as many cows as the bull can protect and keep and their young. A cow whose calfs are frequently lost to predators is likely to become dissatisfied and leave with an importunate male.

## Mastodon

*Non-Sentient*  
*Threat:      Treasure:      Type: None*  
**Size: Huge (10' shoulder, 6 tons)**  
 STR: 147 (HP)      CON/END: 12 (HP × 1/12)  
 AGI: 8      WIT: 7  
 WIL: 18 (HP × 1/8)      POW: 25 (HP × 1/6)  
 HP: 147 (HP)      AP: 6 (hide and hair)  
 SR: 4/2      Dodge: 7  
 Move: 18      Morale: 18 (HP × 1/8)  
 Vision: 120'      Night Vision: Normal  
 Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Gore (X)	15	7	4d10+1d12 Impale
<i>charge</i>			7d12 Impale
<i>sprint charge</i>			11d12 Impale
Bite (C)	12	3	2d10 Crush
Kick (X)	15	7	2d10+2d12 Crush
Trample (C)	21	4	5d12 Crush

## Oliphaunt

*Desert, Jungle, Savanna, Steppe*

These are gargantuan elephants with long, tusks that curve so much that they complete a loop. While a regular elephant can carry a single-man fighting platform an oliphaunt can carry an entire squad.

The oliphaunt described here has been trained for war. For an oliphaunt encountered in the wild reduce morale and attack scores—creatures this size rarely need to fight to survive. Though still fearsome simply from sheer size they are not dangerous for a careful party.

Despite life span normally being proportional to size the oliphaunt only lives 80 to 100 years. However, it does take the a considerable portion of that time to reach adult size and sexual maturity. A new born calf weighs in at about a ton and reaches full size in thirty to forty years (depending on nutrition). A female oliphaunt can expect to get pregnant three to four times in her life each time bearing a single calf.

Though the oliphaunt is normally only found singly or a cow with her calf the food requirements are such as to make them scarce outside of the jungle. Despite their considerable water requirements they can in fact be found on the fringes of a desert, though they are unlikely to be spend any great length of time there. It appears to be a pilgrimage of sorts as if such a thing were possible.

## Oliphaunt

*Non-Sentient*

*Threat: 21    Treasure: 0    Type: None*

**Size: Titanic (20' shoulder, 50 tons)**

STR: 588 (HP)	CON/END: 30 (HP × $\frac{1}{30}$ )
AGI: 6	WIT: 10
WIL: 30 (HP × $\frac{1}{30}$ )	POW: 98 (HP × $\frac{1}{6}$ )
HP: 588 (56d20)	AP: 8 (tough hide)
SR: 4/1	Dodge: 0

Move: 30	Morale: 196 (HP × $\frac{1}{3}$ )
Vision: 150'	Night Vision: Normal
Sound: +2	

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Gore (X)	15	7	11d12 Impale
<i>charge</i>			24d12 Impale
<i>sprint charge</i>			38d12 Impale
Bite (C)	12	3	4d10+1d12 Crush
Kick (X <sup>5</sup> )	15	4	9d12 Crush
Trample (C)	21	4	13d12 Crush

## Elf

*Forest, Coastal*

Elves are most often found in areas of virgin wilderness, but some choose to live among humans. There are two basic races of elves: the sylvan, or woodelves, and the ilryian, or sea elves. Both races share the same general characteristics: medium (as compared to humans) height and slender build with ears tending to a point. The eyes are nearly always mismatched (different colors) and they can see by moonlight nearly as well as by daylight, though underground, on overcast nights, or on moonless nights they are as blind as humans. The main difference between the two races is in coloration: the sylvan hair tends to brown to blonde and their eyes from brown to hazel to green. The ilryian hair tends to blue-blonde to sea green to green and their eyes from grey through blue to green. There are exceptions, of course, though there is little quite so strange as seeing a red-headed ilryian.

Elves average about 69 inches (5' 9") in height and around 140 pounds in weight. They physically mature in 30 to 35 years, but are rarely considered adults until age 50 or older. However, their rate of aging seems to be connected with the degree of contact with their native environment (woods, for sylvan and the sea for ilryian). An elf, born, raised and living in a human city will live perhaps to see 100, but one born of nature and living in an untouched forest or on an ilryian isle may see 500 years or more. Apparently the heroes of old commonly lived to 800 or even 1000 though this is unheard of in present times.

## Elf

*Sentient* *Lawful Natural Good*  
*Threat: 8* *Treasure: 8* *Type: Personal*

**Size: Medium (5' 9" tall, 140 pounds)**

STR: 9 (HP  $\times \frac{5}{6}$ ) CON/END: 11 (HP)  
 AGI: 14 WIT: 10  
 WIL: 11 (HP) POW: 11 (HP)  
 HP: 11 (3d6) AP: *varies*  
 SR: 3 Dodge: 21  
 Move: 10 Morale: 3 (HP  $\times \frac{1}{4}$ )  
 Vision: 165' Night Vision: Moon Sight  
 Sound: +3

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Sword (M)	14	3	1d10 Chop
Spear (P)	14	4	1d10 Imp
Bow (R)	24	13	1d8 Imp

<i>Skill</i>	<i>Score</i>
Track	12

## Eloi

*Forest, Mountain*

These folk look like elves with eagle wings sprouting from their upper back. At an extended wingspan of twelve feet the eloi have an impressive breadth which can be used to fool animals into thinking they are much larger than they really are.

Although eloi can be found in forests they are more common in the upper regions of mountains. They are acquainted with and know the language of the giant eagles and the two occasionally fly on joint sorties. The eloi described below are typical of their militia as might be encountered patrolling the perimeter of an eloi "village" region.

Eloi usually live in groups having approximately the size of a village, consisting of a dozen or more families with each family comprised of the family elder and all descendants. Such a family usually has four generations though sometimes they are abbreviated to three or reach to five. Such families typically have fifteen to thirty members ranging from infants to the elderly. A small village will have a hundred inhabitants while a larger one might have four or even five hundred. Truly small villages consisting of a half dozen or fewer families are very rare but do exist.

Although the family elder is usually male an eloi man marries into his wife's family and property

is held by the women. And women do at times lead families—the eloi are fairly egalitarian.

Common eloi crafts include smithing, carpentry, weaving and sewing. The native textiles tend to rough-woven blankets which serve equally as rugs and hangings. Fine textiles are less common though mountain sheep are herded for their wool and some villages make rather good cloth from it. Though they have little need for trade what commerce there is with non-eloi is usually in fine textiles, alcoholic drinks and books. In turn the eloi offer elaborate embroidery and highly decorative smith-work.

An eloi reaches physical and sexual maturity between the ages of fifteen and twenty, but is not considered an adult until thirty. Living in their native lands they can easily reach two hundred years and stories tell of eloi who live to three and four hundred. Among humans, however, they can only expect a life span of a hundred years.

Eloi young are ground bound until at five or six years of age when the wings have reached sufficient expanse and musculature to support their weight. Their wings account for approximately 10% of their weight.

## Eloi

*Sentient* *Lawful Natural Good*  
*Threat: 4* *Treasure: 4* *Type: Personal*

**Size: Medium (5½' tall, 120 pounds)**

STR: 9 (HP) CON/END: 9 (HP)  
 AGI: 15 WIT: 12  
 WIL: 9 (HP) POW: 18 (HP  $\times 2$ )  
 HP: 9 (2d8) AP: 0  
 SR: 3 Dodge: 20  
 Move: 8/–/12 Morale: 2 (HP  $\times \frac{1}{4}$ )  
 Vision: 180 Night Vision: Moon Sight  
 Sound: +3

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bow (25', 90', 630')	18	13	1d8 Impale
Long Spear (P)	18	5	1d10 Impale
Wing Buffet (M)	18	4	1d10 Stun

<i>Skill</i>	<i>Score</i>
Fly	18
Scan	24

## Ettin

*Forest, Savanna, Steppe*

These large, brutish creatures are distinguished by having multiple heads. They lead a rustic existence on desolate regions with homes built of rough-hewn logs, sometimes the gaps in the wall being filled with moss. Othertimes the home is built into a hillside or with a sod roof. Although few ettins have adequate skill to work stone a very few feature half timber construction.

Each of an ettin's heads has a separate personality and consciousness. A serious wound to one head does nothing to the others. However, ettins are too dim-witted to put this advantage to proper use and are more likely to argue with one another than put their heads together for a proper plan or strategy.

An ettin matures over a span of twenty years and, if stupidity doesn't cut his span short, can expect to live another hundred years. They are too unsocial to mate often, but when they do it is (however reluctantly) for life and they share in the raising of offspring.

## Ettin

*Sentient*

*Threat: 7      Treasure: 5      Type: Personal*

**Size: Medium Large (8' tall, 600 pounds)**

STR: 22 (HP)      CON/END: 17 (HP)

AGI: 8      WIT: 8

WIL: 22 (HP)      POW: 22 (HP)

HP: 22 (4d10)      AP: 0

SR: 3/2      Dodge: 12

Move: 12      Morale: 11 (HP × ½)

Vision: 170'      Night Vision: Excellent

Sound: 0

*Attack*

*Sc SR Damage*

Ettin Club (L)      15 4 3d12 Crush





## Falcon

*Forest, Mountain, Savanna, Steppe*

See the description under Hawk.

## Færie

The færie are a strange and inhuman race whose very nature mystifies. To the human perception they are enormously powerful, volatile and unpredictable both physically and emotionally. They are natural shapechangers whose true form, if they have one, is incomprehensible to non-færies. They can appear as anything from an ant to a man to a dragon with the size and powers to match—for they do not just change appearance but take on the nature of the form they hold. As a fire drake they can fly and breathe fire, as a lizardman they gain the natural armor of the tough scales. However, they can only imitate states of being and thus can appear to be truly a vampire, but could never be one.

Although in essence they can freely control the appearance of their physical form, a færie cannot imitate the form of another person. Whether this is a literal impossibility or simply something that never happens it never happens. Not even by a færie using magic.

As their form and appearance is not their true self they cannot be changed like others can. For example, a færie would never suffer from lycanthropy or vampirism anymore than it could get sick. They do seem to die with their body as the body then evaporates (whether or not this then ends that individual færie's existence is an open question). There are no færie zombies.

Færies have at least as much in common with spirits as with mundane, physical beings. They are closely associated with nature and some philosophers have conjectured that they are more sophisticated examples of elementals. The physical attributes of a færie follow with whatever form it happens to be using. The other attributes (WIT, WIL, POW, TAL and CHA) are not fixed either and vary as the færie desires, within limits. The total of these five attributes cannot exceed a number which varies from færie to færie, but is generally in the range of 50 to 100. It takes one round of concentration to adjust these attributes or to change form.

As might be guessed, færies don't have skill aptitudes, nor do they gain experience in any normal fashion. Færies can thus never master runes, but this is of little consequence to them: a færie can choose to have rune levels by using their attribute pool. This is the primary way in which they gain skills which they desire to use. The normal rules requiring at least an actual percent in a skill to be able to increase it with rune powers are ignored in the case of the færie. A færie wishing to be a sword fighter might put five of its attribute points into Warrior rune levels—this would allow up to 50% in any one skill governed by that rune.

If it matters, a færie can be assumed to know any spell—though the referee should feel free to limit this arbitrarily for two reasons: firstly, the færies don't have much in the way of learning or knowledge so they might not even have an awareness of something, much less know how to do it. Second, even if it can be presumed that a færie has awareness and knowledge of a spell it does not necessarily follow that it is thinking of it at the moment. Regardless, they have to follow all the normal rules regarding spell usage appropriate for their present manifestation.

For creatures to whom physical reality is merely a means of expression there is obviously little value to any material wealth. Færies are uninterested in physical possessions and their motives, whatever they are, are so remote and alien as to make them appear to be completely whimsical to those firmly rooted in reality.

If the referee cares, the size of the attribute pool is equal to the skill percent that could be bought for their EP with a Very Hard skill having a skill base of 1. A 2000 EP færie would have a pool of 34 points, one with a pool of 50 points would have at least 5,953 EP. Clearly, færies are magical in nature: their apparent "spell level" is equal to the size of their attribute pool. This "spell level" is unaffected by spells which alter SL, such as Dispel Magic or Suppress Magic, but is, for example, detectable with a magic type of færie.

## Familiar (Vampiric)

### Various

A vampire's familiar is a dangerous creature. They are undead made by a vampire which retain their original spirit and intelligence but are faithful and loyal servants of their maker regardless of how they may have felt when alive.

A familiar can hypnotize others by looking at their eyes and making a WIL vs WIL roll in the same fashion as a vampire. If successful it can choose to control the victim as if it were a mindling, or freeze them on the spot, or cause the victim to forget a specified period of time. Though the victim forgets the memories are still there and can be found through Hypnotism, Mind Reading or magical means.

They also feed on blood, taking five minutes to drain one pint from a hypnotised victim. A goon can be made by draining all of the victim's blood and reanimating the corpse, the whole process taking an hour. A mindling can be made by gratifying the victim's lust that results from the feeding.

A goon has only a very limited intelligence, but they make good shock troops and can take simple orders such as 'wait here,' 'attack the next people who come by,' or 'come to me.' Although a familiar can have as complete control over a goon as it does a mindling they rarely bother with the effort. A familiar can control a number of goons up to twice his WIL.

A mindling is left as a normal human with buried memories of unnatural lust for the familiar and a hidden link with it. The familiar can possess it as little or completely as it desires. For instance, it can see through the mindling's eyes if it so desires, or it can inhabit the mindling's body and control all actions. No matter how little or much the familiar does the mindling is unable to realize, suspect or do anything about the familiar's presence. A mindling counts as a one goon for every five points of WIL it has.

Familiars lose strength and vitality if they do not drink blood and lose it faster if they are awake. For each day a familiar doesn't drink at least a pint of blood it loses one hit point, one point of STR and one point of END. Additional blood heals damage at the rate of one point per extra pint drunk that

night and restores all FP and STR losses. Blood drunk in the process of making a goon or mindling does not count towards the daily pint, nor as extra healing blood drinking.

A familiar can "hibernate" to slow the need for blood. While hibernating the familiar sleeps all day and night, but can't be woken up except through magic or supplication by a mindling in physical contact. As a result the loss of HP, STR and FP is slowed to the rate of one point every four weeks (a lunar cycle).

Holy water does 1d6 damage for every pint splashed upon the familiar. Sunlight doesn't cause damage, but is shunned as being hateful to the familiar. Nor do they like running water, such as a stream, though they can cross it.

Unlike a vampire a familiar does not have a single resting place, a personal coffin. It can bury itself in the earth like a goon and there it can spend the day asleep. This freedom of mobility widens the vampire's range of influence considerably.

A familiar is not immune to damage, but it regenerates at the rate of one point per round while "awake" and one point per minute while "resting." Even if it is "killed" by taking five times its HP in damage it will regenerate through the next day at the rate of one point per ten minutes. The only way to truly kill a familiar is to burn it or to cut off its head and give it last rites.

### Human Familiar

#### Sentient

Threat: 5

Treasure: 5

Type: Personal

#### Size: Medium (5' 8", 180 pounds)

STR: 22 (HP)

CON/END: 22 (HP)

AGI: 10

WIT: 10

WIL: 11 (HP  $\times$  ½)

POW: 22 (HP)

HP: 22 (4d10)

AP: 0

SR: 2

Dodge: 15

Move: 8

Morale: 11 (HP  $\times$  ½)

Vision: 100'

Night Vision: Perfect

Sound: 0

#### Attack

#### Sc SR Damage

Bite (C)

12 1 1d6 Tear

Punch (C)

18 2 1d8 Natural

## Feshin

### Forest

The feshin are normally found only in ancient forests and are in some fashion a protector of nature—albeit an evil and ill-tempered protector. Although feshin have a physical form their nature is that of a spirit and killing one only sends its spirit back to its home tree. The feshin can only be killed in truth by felling the tree.

A feshin has a head about two feet across with a fanged maw and taloned arms on either side. The whole is of pitch-black and near impossible to see in the forest at night. The feshin themselves sense the presence of everything around them and consequently have no modifiers for illumination and are considered to be aware of everything around them regardless of direction.

The claws of a feshin are preternatural and capable of shearing through any inanimate substance thus rendering non-magical protection useless. A feshin defense is typically to parry with a claw declared to grab the weapon on a special success and then rend the weapon into pieces.

## Feshin

### Quasi-Sentient

Threat: 4      Treasure: 4      Type: Prey

**Size: Medium (2' head, 8' span, 100 pounds)**

STR: 13 (HP)      CON/END: 13 (HP)

AGI: 20      WIT: 12

WIL: 13 (HP)      POW: 13 (HP)

HP: 13 (3d8)      AP: —

SR: 4      Dodge: 25

Move: 16 (flying)      Morale: 4 (HP × ⅓)

Vision: —      Night Vision: —

Hearing: —

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Claw (C)	18	4	1d8 Cut*

## Fish

### Ocean, Coastal, Lake, River, Marsh, Swamp

This is a generalized description for fish. Fish vary considerably in size, even in the same species. Catfish, for example, range from one to fifty pounds (though most range from two to four pounds). Life spans vary considerably as well, but 5 to 30 years is a reasonable range. Most fish will lay thousands of

eggs annually in a spawning ground with only a few surviving to adulthood.

There is an attribute listing for representative sizes. These fish are not aggressive—this is meant for the numerous and anonymous denizens of the sea.

## Medium Fish

### Non-Sentient

Threat: 0      Treasure: 0      Type: None

**Size: Tiny (12" long, 2 pounds)**

STR: 2 (HP)      CON/END: 10 (HP × 5)

AGI: 14      WIT: 6

WIL: 1 (HP × ½)      POW: 1 (HP × ½)

HP: 2 (1d3)      AP: —

SR: 1/3      Dodge: 25

Move: 7 (swimming)      Morale: 0 (HP × ⅛)

Vision: 2'      Night Vision: Excellent

Sound: +3

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Nibble (C)	10	0	1d2-1

## Large Fish

### Non-Sentient

Threat: 0      Treasure: 0      Type: None

**Size: Small (20 pounds)**

STR: 5 (HP)      CON/END: 15 (HP × 3)

AGI: 12      WIT: 5

WIL: 1 (HP × ¼)      POW: 3 (HP × ½)

HP: 5 (1d8)      AP: —

SR: 1/2      Dodge: 19

Move: 6 (swimming)      Morale: 1 (HP × ⅛)

Vision: 5'      Night Vision: Excellent

Sound: +3

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Nibble (C)	10	0	1d3-1

## Huge Fish

### Non-Sentient

Threat: 2      Treasure: 0      Type: None

**Size: Medium Large (9' long, 650 pounds)**

STR: 22 (HP)      CON/END: 22 (HP)

AGI: 8      WIT: 5

WIL: 6 (HP × ¼)      POW: 11 (HP × ½)

HP: 22 (4d10)      AP: 2 (scales)

SR: 3/2      Dodge: 12

Move: 8 (swimming)      Morale: 3 (HP × ⅛)

Vision: 16'      Night Vision: Excellent

Hearing: +3

Attack Sc SR Damage  
Nibble (C) 10 2 1d6 Crush

## Floater

*Subterranean, Forest, Ocean*

Floaters are subterranean cratures of supernatural origin existing solely as a floating head with a number of short tentacles hanging from above its single eye. Below this large eye is a jagged maw that extends nearly across the entire head. Although able to eat floaters do not depend on it for sustenance, nor do they produce any byproducts instead consuming their food entirely. The skin of a floater is craggy and mottled, generally brown, orange or blue.

They can float nearly indefinitely without tiring, but to do so requires concentration. A sleeping floater will rest on the ground. Although rated with strength they lack hands to grip with and arms to lift. The STR score does come into play when slamming into something. Many floaters possess tentacles coming from the top of their head. These tentacles can be moved and pointed, but lack the ability to grip in any fashion including wrapping.

## Orbu Dominus

Said to be spawned of evil spirits in pits deep inside the earth, the orbu dominus are the chief of the floaters. They are known to be extremely long-lived with some reputed to reach an age of a thousand years.

Up to seven tentacles adorn the top of its head, each ending in eye with magical powers. One causes paralysis, another emits a beam of cold, a third a jet of plasma energy, a fourth a ray of energy, a fifth a death ray, a sixth a disintegration and the last a mind control ray.

Perhaps due to their infernal origins, floaters are able to speak any language known to anyone in their presence, though always with a gravelly voice. They are likewise able to understand anything spoken in their presence due to a weak mind reading ability. Even the lowest whisper is clearly audible to a floater. Floaters have their own tongue which is related only to the infernal languages of the Abyss.

Most floaters lack full functionality in all their tentacles and the sage Var Siik postulated that their age could be estimated by the number of active tentacles.

**Paralysis:** 1 MP to get a WIL/WIL roll to paralyze the target. A success causes complete paralysis with a duration determined by the level of success. A miss causes paralysis until the victim loses a complete action. Normal success lasts until the end of the following round, a special success lasts one minute, a critical success lasts one hour, a double critical lasts one day, a triple critical lasts one month and a quadruple critical is permanent. While paralyzed the target is effectively in a state of suspended animation.

**Cold:** 1d6 cold per MP. The points of damage from cold are an additional penalty for all physical actions. A deep chill lasts for one minute per point of cold stun, plus one hour per point of ice damage.

**Plasma:** 1d6 fire damage per MP.

**Energy:** damage for adjSTR equal to  $MP \times 5$ , ignoring all AP from metal armor though cloth armor counts double and leather armor counts quadruple.

**Death Ray:** 5 MP to get a WIL/HP roll; if successful the target dies. On a miss the target passes out at least until the end of the following round.

**Disintegration:** 1 MP per use. A miss causes one point of damage, a normal success causes damage sufficient for a serious wound, a special success causes HP damage, a critical success does  $2 \times$  HP damage, a double critical does  $3 \times$  HP damage and so on. Against inanimate objects each hit disintegrates up to one cubic hex (100 cubic feet).

**Mind Control:** 1 MP to get a WIL/WIL roll to control the mind of the target for a duration determined by the level of success. A miss causes the

### Orbu Dominus Eye

Success	Duration
Normal	end of following round
Special	one minute
Critical	one hour
Critical <sup>2</sup>	one day
Critical <sup>3</sup>	one month
Critical <sup>4</sup>	permanent



target to enter a catatonic state until he loses a complete action. Orders are normally given verbally, but for 1 MP the floater can give silent orders if the controlled target is within normal presence range (111 feet for a typical orbu dominus). A normal success lasts until the end of the following round, a special success lasts one minute, a critical success lasts one hour, a double critical lasts one day, a triple critical lasts one month and a quadruple critical is permanent.

**Orbu Dominus**

*Sentient*  
*Threat: 22      Treasure: 22      Type: Prey*  
**Size: Large (5' diameter, 1000 pounds)**  
STR: 53 (HP)      CON/END: 53 (HP)  
AGI: 15      WIT: 13  
WIL: 53 (HP)      POW: 106 (HP × 2)  
HP: 53 (5d20)      AP: 6 (tough hide)  
SR: 4/3      Dodge: 18  
Move: 5 (flying)      Morale: 18 (HP × 1/3)  
Vision: 44'      Night Vision: Perfect  
Sound: +5

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Tentacle Eye	24	13	varies

**Orbu Servus**

Although superficially very similar to orbu dominus, the orbu servus is very different. They lack full sentience and the ability to speak, the tentacles are decoration only having no special powers and the eye is just a facsimile and has nothing to do with seeing. An orbu servus can “see” everyone and thing, invisible, immaterial or otherwise, within its presence.

There are at least three types of orbu servus which can be differentiated by their skin coloring. Those with brown coloring explode if their skin is penetrated doing the listed damage (damage is for an adjSTR of PRE squared). An orbu servus with orange coloring bursts releasing a strange gas that causes all metal it comes into contact with to decay according to the listed damages. Most dreadful, however, is a blue colored orbu servus which, on bursting, releases thousands of spores. If the damage exceeds the CON of the target then it becomes a carrier and a new orbu servus will grow within it.

The spirit associated with the orbu servus can choose to stay dormant for up to a fortnight, but when it spawns it takes only an hour to hatch full grown. At the beginning of a hatching the carrier will begin experiencing discomfort which will increase rapidly.

Although orbu servus procreate in such fashion they are also spawned deep within the earth by means of evil spirits taking form from rock and clay.

**Orbu Servus**

*Quasi-Sentient*  
*Threat: 10      Treasure: 0      Type: None*  
**Size: Large (5' diameter, 1000 pounds)**  
STR: 22 (HP)      CON/END: 22 (HP)  
AGI: 15      WIT: 10  
WIL: 22 (HP)      POW: 22 (HP)  
HP: 22 (4d10)      AP: 2 (tough hide)  
SR: 4/3      Dodge: 18  
Move: 5 (flying)      Morale: 22 (HP)  
Vision: —      Night Vision: —  
Sound: —

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Explode, same hex			3d10+2d12
one hex			3d12
two hexes			2d12
three hexes			1d8+1d10
four to five hexes			1d6+1d8
six to ten hexes			1d10
11–24 hexes			1d6
25–97 hexes			1d3–1

**Flying Skull**

*Graveyard, Ruins*

This creature has the appearance of a giant skull complete with hinged jaw and attached spine that trails like a tail and ends with a bony spike. Though a flying skull floats easily such that its tail clears the ground it can only fly higher with effort. The primary attack is the tail spike which can be made poisonous by expending magic points. The potency of the poison is equal to MP expended and lasts for an equal number of rounds. Flying skulls gather points equal to damage done to a living creature, or one point per night spent resting in a graveyard. They also recover one point at sunset for each new moon. For every five excess points gathered one



point of damage is healed. Thus a one point of damage is healed every five lunar months whether or not the flying skull is resting.

To double the maximum altitude requires expending an additional FP. This cost is immediate and recurs every minute thereafter. So a flying skull with a 5' maximum altitude would be able to rise to 10' above ground level for 1 FP and could reach to nearly a mile (5,120 feet) for 10 FP, spent immediately and again each minute thereafter.

## Flying Skull

Flying skulls are created through black magic from skeletons, needing only the skull to be successful. If the original spirit can be bound into it the flying skull is rather more dangerous retaining the level of sentience it once had as well as possessing the spirit's POW as supplemented by the spell. As such flying skulls are most frequently found around graveyards and ruins. They may also be employed by a sorcerer or dark necromancer to guard his home.

## Flying Skull

*Quasi-Sentient*

*Threat: 5      Treasure: 3      Type: Prey*

**Size: Small (5' tall, 15 pounds)**

STR: 15 (HP)      CON/END: 30 (HP × 2)  
 AGI: 10 (\*)      WIT: 10 (\*)  
 WIL: 10 (\*)      POW: 15 (HP)  
 HP: 15 (SL)      AP: 0  
 SR: 1/2      Dodge: 10  
 Move: 10      Morale: Undead  
 Vision: 10'      Night Vision: Undead  
 Sound: +5

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	10	0	1d4 Crush
Tail (S)	15	2	2d6 Impale
<i>Skill</i>	<i>Score</i>		
Fly	15		

## Flying Skull Spirit

Flying skull spirits are much the same as flying skulls except for having full sentience. They occur naturally in the Spirit World and can be created in a mortal realm by using a skull from which the spirit has not fully departed. A flying skull spirit gathers a

number of points equal to SPI for each point that would otherwise have been gathered. For more information see the Create Flying Skull charm in the Sorcery chapter.

## Flying Skull Spirit

*Sentient*

*Threat: 13      Treasure: 7      Type: Prey*

**Size: Medium (8' tall, 125 pounds)**

STR: 30 (HP)      CON/END: 60 (HP × 2)  
 AGI: 10 (\*)      WIT: 10 (\*)  
 WIL: 10 (\*)      POW: 30 (HP)  
 HP: 30 (SL + POW<sub>orig</sub>)      AP: 5 (adjSL)  
 SR: 2      Dodge: 10  
 Move: 10      Morale: Undead  
 Vision: 10'      Night Vision: Undead  
 Sound: +5

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	15	2	1d6 Crush
Tail (S)	21	4	1d10+1d12 Impale
<i>Skill</i>	<i>Score</i>		
Fly	10		

## Frog, Giant

*Marsh, Swamp*

These are enormous and omnivorous frogs found in large swamps. Though not especially fast on land they are high speed swimmers and can jump incredible distances. A typical giant frog has a base jump distance of eighteen feet and can leap flat-footed over a nine foot obstacle. Note that a giant frog can land on anything it can jump over.

Giant frogs are very territorial and are only found in a group when hatching—and even then the newborn will either fight or put distance between one another. Adults visit hatching grounds separately. A female will identify by smell an unused hatching ground near the territory of a male, lay a few hundred eggs over the span of an hour, and then leave. Males who smell an unfertilized clutch of eggs will visit it briefly to fertilize them then leave.

In a fortnight the eggs will hatch and the young fight or flee until the spawning ground is deserted. Growth is fast at that point, doubling in weight every lunar cycle, though few make it to adulthood either being consumed by a predator or falling afoul of another giant frog. The life span of a giant frog is

ten to twenty years.

### **Giant Frog**

*Non-Sentient*

*Threat: 5      Treasure: 3      Type: Prey*

**Size: Medium Large (4' tall, 450 pounds)**

STR: 16 (HP)      CON/END: 12 (HP  $\times \frac{3}{4}$ )

AGI: 18      WIT: 8

WIL: 8 (HP  $\times \frac{1}{2}$ )      POW: 8 (HP  $\times \frac{1}{2}$ )

HP: 16 (3d10)      AP: —

SR: 5/4      Dodge: 22

Move: 6/18      Morale: 4 (HP  $\times \frac{1}{4}$ )

Vision: 24'      Night Vision: Starlight

Sound: +2

*Attack*

*Sc SR Damage*

Bite (C)      24 6 1d8 Crush



**Gar**

*Lake, River*

These long, narrow fish have a round cross section and generally cylindrical appearance. The snout is also a long, narrow cylinder lined with needle sharp teeth. Gar are typically found in shallow water with lots of weeds to offer them concealment. Although they are slow swimmers they can dart rapidly to grab prey in their mouth. Their two sets of jaws then set to work incrementally pulling the prey inside to be swallowed whole.

A character so trapped inside a gar is tightly pressed by the gar's insides giving a penalty of 20 to any action. Only cutting and impaling weapons can be used. Further, the digestion of the gar does damage. For game purposes this can be considered to be the gar's HP done over a ten minute period. So a gar having 17 HP would do one point of damage every six rounds. Such damage is cumulative against armor or any other protection.

Gar eggs are poisonous having a potency equal to HP, but the dosage is a pound.



**Gar**

Most gar are not particularly large or aggressive despite being voracious predators. Most species have dark spots against a silver to yellow to brown background to assist in camouflage. They primarily eat small fish and crustaceans.

Gar spawn once a year in the spring. Males are generally smaller than females and don't live as long. Males reach sexual maturity in two years and have a ten year life span while females take four years to reach maturity and have a twenty year life span.

**Gar**

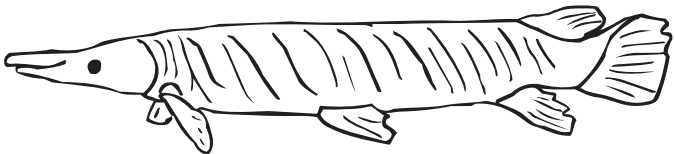
<i>Non-Sentient</i>		
<i>Threat: 2</i>	<i>Treasure: 0</i>	<i>Type: None</i>
<b>Size: Very Small (3' long, 5½ pounds)</b>		
STR: 3 (HP)	CON/END: 9 (HP × 3)	
AGI: 13	WIT: 10	
WIL: 1 (HP × ⅓)	POW: 3 (HP)	
HP: 3 (1d4)	AP: 0	
SR: 3/5 (speed bonus)	Dodge: 21	
Move: -1 [5]	Morale: 1 (HP × ⅓)	
Vision: 9'	Night Vision: Normal	
Sound: +1		

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	24	4	1d4 Impale

**Alligator Gar**

These are the largest gar found in rivers and as with the other gar are voracious predators. Given their size they feed on most other aquatic life large enough to attract their attention.

Not only are alligator gar larger, but they live longer as well. It takes six years for a male alligator gar to reach sexual maturity and eleven years of a female. The male gar have a life expectancy of thirty years while the females have fifty year life span.



<b>Alligator Gar</b>		
<i>Non-Sentient</i>		
<i>Threat: 6</i>	<i>Treasure: 0</i>	<i>Type: None</i>
<b>Size: Medium Large (10' long, 300 pounds)</b>		
STR: 14 (HP)	CON/END: 9 (HP × ⅔)	
AGI: 13	WIT: 10	
WIL: 5 (HP × ⅓)	POW: 7 (HP × ½)	
HP: 14 (3d8)	AP: 1 (scales)	
SR: 6/5 (speed bonus)	Dodge: 17	
Move: -1 [10]	Morale: 5 (HP × ⅓)	
Vision: 9'	Night Vision: Normal	
Sound: +1		
<i>Attack</i>		
<i>Bite (C)</i>	<i>Sc</i>	<i>SR Damage</i>
	24	7 2d6 Impale

**Giant Gar**

The giant gar is truly enormous for a fresh water fish and is in fact too big to live in rivers being found exclusively in large lakes. Unlike normal gar which favor shallow water the giant gar requires at least four feet of water to maneuver and prefer areas with fifteen to twenty feet of water.

While more modest gar are content with preying from weeds the giant gar swims where it wills and attacks as it pleases. Unlike other gar the giant gar tend to be solitary except the once a year egg fertilization. As with other gar the female is larger and takes longer to mature. Male giant reach sexual

maturity in twelve years and have sixty year life span. Female giant gar reach sexual maturity in twenty years and have a hundred year life span.

## Giant Gar

*Non-Sentient*

*Threat: 13      Treasure: 0      Type: None*

**Size: Large (20' long, 1600 pounds)**

STR: 42 (HP)      CON/END: 11 (HP × ¼)

AGI: 13      WIT: 8

WIL: 14 (HP × ⅓)      POW: 21 (HP × ½)

HP: 42 (4d20)      AP: 4 (scales)

SR: 6/5 (speed bonus)      Dodge: 16

Move: -/2 [15]      Morale: 14 (HP × ⅓)

Vision: 11'      Night Vision: Good

Sound: +2

*Attack*

*Sc SR Damage*

Bite (C)      24   7   2d8+1d10 Impale

## Gargoyle

*Ruins*

Although their origins are not clear it is well-established that gargoyles inhabit ruins. Some believe that gargoyles are result of spirits animating statuary, but the sage Var Siik claims any architecture left long enough will from its own nature spontaneously generate gargoyles.

The body of a gargoyle is comprised entirely of stone and is very tough. However, they are unable to heal and healing magic has no effect on them. In fact no known magic can repair damage to a gargoyle. Consequently though they do not age they still do not live forever.

Gargoyles vary considerably in size and density ranging from smaller gargoyles the size of dogs to larger gargoyles up to eight or ten feet in height. While most gargoyles are made up of a hard, stone shell and either honey-combed stone inside or lined with a less dense stone and having a hollow interior, some gargoyles are solid stone through and through.

Although gargoyles don't need much in the way of sustenance they do eat rock, typically fallen rubble from the ruins that comprise their home. And a particularly hungry gargoyle might take a bit from a bit of standing architecture leaving puzzling teeth marks.

## Grotesque Gargoyle

These smaller gargoyles resemble the grotesques used in gothic architecture, hence the name. As might be supposed they vary greatly in the specifics of their appearance, but distorted features and horns are common. Some walk upright and others on all fours. Some have wings though they are unable to fly or even glide.

In terms of the gargoyle hierarchy they are little more than pets. They usually wander in and around the ruins and, depending on temperament, will run away from, howl at, or attack interlopers. Grotesque gargoyles tend to be found in groups of one to six.

Because attacks must come on different strike ranks normally only two attacks are possible: either claw/claw or bite/claw. A pressed grotesque gargoyle will expend the fatigue to increase strike rank which typically allows bite/claw/claw and increases threat level to 5.

## Grotesque Gargoyle

*Quasi-Sentient*

*Threat: 4      Treasure: 4      Type: Prey*

**Size: Medium (4' tall, 120 pounds)**

STR: 14 (HP)      CON/END: 14 (HP)

AGI: 10      WIT: 10

WIL: 11 (HP × ¾)      POW: 4 (HP × ¼)

HP: 14 (4d6)      AP: 4 (stone skin)

SR: 2      Dodge: 15

Move: 10      Morale: 4 (HP × ¼)

Vision: 70'      Night Vision: Moon-Sight

Sound: +3

*Attack*

*Sc SR Damage*

Bite (C)      12   1   1d10 Impale

Claw (C) × 2      15   1   1d8 Cut

*Skill*

*Score*

Track      10

## Winged Gargoyle

These are typical gargoyles other than having wings and the ability to fly. In a gargoyle enclave they will be employed as scouts due to their greater mobility.

Although typically armed with a large club that is wielded one handed a winged gargoyle sometimes makes use of a sword or spear picked up from a fallen foe. A weaponless winged gargoyle only has threat level 6.



## Winged Gargoyle

*Semi-Sentient*

*Threat: 10    Treasure: 10    Type: Prey*

**Size: Medium Large (7' tall, 800 pounds)**

STR: 33 (HP)    CON/END: 33 (HP)  
 AGI: 8    WIT: 10  
 WIL: 17 (HP × ¾)    POW: 8 (HP × ¼)  
 HP: 33 (6d10)    AP: 6 (stone skin)  
 SR: 3/2    Dodge: 12  
 Move: 8/12    Morale: 8 (HP × ¼)  
 Vision: 330'    Night Vision: Moon Sight  
 Sound: +2

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Claw (C) × 2	15	2	1d6+1d8 Cut
Large Club, 2-H (L)	18	4	4d10+1d12 Crush
Bastard Sword, 1-H	12	3	2d8+1d10 Chop
Long Spear (P)	12	4	1d10+1d12 Impale

<i>Skill</i>	<i>Score</i>
Speak Gargoyle	6

## Ghast

*Graveyard*

These vile creatures inhabit graveyards and feast on human flesh, dead or alive. They look somewhat human themselves, but diseased and bloated.

Ghasts lack any presence and are immune to the effects of presence. Their very touch drains the living of one MP for each (movement) strike rank the contact is maintained. Any combat hit that lands on the target reduces POW by a number of points equal to the level of success with the hit. Touching clothing or armor is sufficient, though only a weapon or shield is not.

If a ghaſt reduces the POW of a target to zero then the victim becomes a ghaſt himſelf, transforming over the course of a minute into the liſted deſcription. A new ghaſt has HP (and STR, CON, END and WIL) equal to POW. The transformation eliminates any trace of the previous personality and appearance.

Each magic point drained from a target will heal one point of damage. Each point of POW drained heals five points of damage and recovers 1 FP. Conſequently a ghaſt can uſually keep going in a fight without ſignificant fatigue loſs.

A ghaſt that has turned a ſentient creature becomes a maſter ghaſt: its STR, CON, END, WIL

and HP are all increased by one point. After a certain point it becomes ſo difficult to kill a maſter ghaſt that it ſimply keeps getting more powerful by turning more people into ghaſts. Such a fearsome creature is known as an über ghaſt and will uſually be accompanied by a two to twelve maſter ghaſts and a hoſt of a hundred to a thouſand normal ghaſts.

Ghasts have no presence whatsoever and as ſuch cannot be detected by ſuch means. They are conſidered to be undead and have no fixed ſpan of life.



## Ghast

*Quasi-Sentient*

*Threat: 5    Treasure: 5    Type: Prey*

**Size: Medium (6' tall, 180 pounds)**

STR: 14 (HP)    CON/END: 14 (HP)  
 AGI: 8    WIT: 5  
 WIL: 14 (HP)    POW: 0  
 HP: 14 (4d6)    AP: —  
 SR: 2    Dodge: 13  
 Move: 6    Morale: 14 (HP)  
 Vision: 42'    Night Vision: Perfect  
 Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	10	1	1d4 Crush plus POW
Claw (C) × 2	12	1	1d8 Stun plus POW

## Master Ghast

*Quasi-Sentient*

*Threat: 13    Treasure: 13    Type: Prey*

**Size: Medium (6' tall, 180 pounds)**

STR: 24 (HP)    CON/END: 24 (HP)  
 AGI: 8    WIT: 5  
 WIL: (HP)    POW: 0  
 HP: 24 (4d6+10)    AP: —  
 SR: 2    Dodge: 20  
 Move: 6    Morale: 24 (HP)  
 Vision: 72'    Night Vision: Perfect  
 Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	15	1	1d6 Crush plus POW
Claw (C) × 2	18	2	1d12 Stun plus POW

## Über Ghast

*Quasi-Sentient*  
*Threat: 123    Treasure: 123    Type: Prey*

**Size: Medium (6' tall, 180 pounds)**

STR: 205 (HP)	CON/END: 205 (HP)
AGI: 8	WIT: 10
WIL: 205 (HP)	POW: 205 (HP)
HP: 205 (10d20+100)	AP: —
SR: 2	Dodge: 30
Move: 6	Morale: 205 (HP)
Vision: 615'	Night Vision: Perfect
Sound: +1	

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	30	3	2d8+1d10 Crush*
Claw (C) × 2	30	3	1d8+4d10 Stun*
			* plus POW

## Ghoul

### Graveyard

These nocturnal creatures are grotesque caricatures of humans with prominent animal features. They have erect, pointed ears, fangs, and a short muzzle. Their eyes are slit like a cat's and they see by the light of the moon. They stand a mere five feet in height and weigh in at around 120 pounds, but they are much stronger and tougher than this would indicate.

Although ghouls may be encountered most anywhere they are usually encountered in graveyards, particularly large or abandoned ones. The reason for this is their fondness for eating rotten human flesh. They dig up or burrow into graves and feast on the contents.

They dislike daylight, though they can function in it. Their vision is impaired due to the bright light of full daylight, or anything significantly brighter than a full moon.

Ghouls breed on nights of the full moon in an orgiastic frenzy if they have fed successfully. They howl and yowl for two to three hours until, sated, they return to their burrows. Gestation lasts a single month with the pup born on the following full moon, often in litters of six or more. Pups are small, weigh-

ing a mere four to five ounces, and are brought back rotting flesh by the adults. The pups grow quickly and in a single year reach full growth and sexual maturity.

The bite of a ghoul carries the flesh rot disease with a virulence equal to the ghoul's POW. See the Disease chapter for more information.

## Ghoul

*Quasi-Sentient*  
*Threat: 8    Treasure: 8    Type: Prey*

**Size: Medium (5' tall, 120 pounds)**

STR: 16 (HP)	CON/END: 16 (HP)
AGI: 12	WIT: 10
WIL: 8 (HP × ½)	POW: 8 (HP × ½)
HP: 16 (3d10)	AP: 1 (tough hide)
SR: 2	Dodge: 18
Move: 10	Morale: 8 (HP × ½)
Vision: 40'/80'	Night Vision: Moon-Sight
Sound: +2	

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	11	1	1d12 Impale flesh rot disease
Claw (C) × 2	18	2	1d12 Tear

<i>Skills</i>	<i>Score</i>
Swim	18
Climb	18
Jump	18

## Giant

### Various

Giants are human-like creatures that are exceptionally large. They come in various sizes and abilities as outlined below. All giants have long life spans to match their stature.

Common giants live in hills, storm giants live in mountains and sky realms, ice giants live on the ice packs, fire giants live in the desert.

## Common Giant

### Forest, Mountain, Savanna, Steppe

These are the smallest and least cultured of all the giants and generally have a blustery attitude. They have some skill at craft, but work mostly wood and leather. They build crude homes of logs and use simple tools. Weaving is a high art for them and most of the few textiles they have are gained

through barter or raids. They live in single family farmsteads or small farming communities composed of no more than a dozen families.

Common giants spend a year and a half in the womb and are born with open eyes and weighing a forty pounds or more. They reach physical maturity in a scant twelve to fifteen years and live to two hundred years. Female giants are only fertile during the autumn and pass child bearing age at around fifty years. Due to the strain of finding enough food to satisfy the appetite of a growing giant few families have two juveniles at a time which end result is a slight decline in the population.

Domesticated war pigs are common as household pets and sometimes trained for hunting and herding. Though not particularly intelligent they do exhibit great loyalty and serve as an early warning alarm against intruders.

### Common Giant

*Sentient*  
*Threat: 8      Treasure: 4      Type: Personal*  
**Size: Large (10' tall, 1000 pounds)**  
 STR: 42 (HP)      CON/END: 11 (HP × ¼)  
 AGI: 9      WIT: 9  
 WIL: 11 (HP × ¼)      POW: 11 (HP × ¼)  
 HP: 42 (4d20)      AP: 4 (leather armor)  
 SR: 3/2      Dodge: 12  
 Move: 12      Morale: 11 (HP × ¼)  
 Vision: 110'      Night Vision: Normal  
 Sound: +0

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Giant's Club (P)	12	3	1d10+3d12 Crush
Rock (15', 126', 420')	15	12	1d8+1d10 Crush

<i>Skills</i>	<i>Score</i>
Farm	9

### Fire Giant

*Desert*  
 These desert dwellers are skilled in smithing and earn their name from association with the forge. Though not exceptional craftsmen their work is passable.

Fire giants tend to coarse and curling dark hair that covers them like a mat. They show skin on the cheek bones, nose, brow, ears, soles of their feet and palms of their hands. Pretty much everything else is

matted with hair. They are broad shouldered and thick waisted with heavy bones to support their thick-corded muscles.

### Fire Giant

*Sentient*  
*Threat: 40      Treasure: 40      Type: Personal*  
**Size: Huge (25' tall, 8 tons)**  
 STR: 158 (HP)      CON/END: 16 (HP × ⅓)  
 AGI: 10      WIT: 11  
 WIL: 16 (HP × ⅛)      POW: 26 (HP × ⅓)  
 HP: 158 (15d20)      AP: 15 (chainmail)  
 SR: 4/2      Dodge: 9  
 Move: 33      Morale: 40 (HP × ¼)  
 Vision: 160'      Night Vision: Good  
 Sound: +0

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Giant Sword, 1-H (X <sup>4</sup> )	15	5	9d12 Chop
Stone (15', 135', 1500')	18	12	7d12 Crush

<i>Skill</i>	<i>Score</i>
Craft: Blacksmith	11

### Ice Giant

*Glacier, Mountain*  
 These enormous creatures lead a primitive existence on ice packs and glaciers. Unlike the common giants they are not backwards, just resource deprived. They are apt carpenters and have designed and constructed enormous longships capable of handling their bulk.

Though largely immune to the bite of cold they do burn wood for light and the forge. Although they do occasionally cook their food more often the meat they eat is preserved in brine.

### Ice Giant

*Sentient*  
*Threat: 48      Treasure: 32      Type: Personal*  
**Size: Enormous (40' tall, 25 tons)**  
 STR: 315 (HP)      CON/END: 32 (HP × ⅓)  
 AGI: 10      WIT: 10  
 WIL: 32 (HP × ⅓)      POW: 32 (HP × ⅓)  
 HP: 315 (30d20)      AP: 2 (animal hides)  
 SR: 5/2      Dodge: 5  
 Move: 53      Morale: 79 (HP × ¼)  
 Vision: 260'      Night Vision: Excellent  
 Sound: +0

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Huge Club, 1-H (X <sup>4</sup> )	12	6	22d12 Crush
Stone (...180', 3070')	15	12	11d12 Crush
600 lbs (up to 2740')			29d12 Crush

## Stone Giant

### *Mountain, Savanna, Steppe*

Solitary creatures who live on wind-swept moors and rocky slopes and mountains, stone giants are the most primitive of their kind. Though capable of making and using tools they lack the requisite knowledge, though some have experimented with using trees as clubs.

As the oldest race of giant the stone giants also have the greatest connection with the earth, their mother. Not just the skin, but the flesh, muscle and organs of a stone giant are composed of living stone, hence the name. Although usually made of granite, a stone giant can be composed of most any stone. It is thought that the stone degenerates with age and an ancient stone giant is made of sandstone.

Though not obviously gendered and unobserved to mate or bear children it is presumed that the stone giants reproduce in some fashion. The sage Var Siik speculated that stone giants originate as rocky outcroppings which decide to perambulate.

It is easy to see where this notion started as the form and figure of a stone giant is only humanoid in the most general sense. Their skin is rough and craggy, and when they settle down to rest their limbs merge into each other and the torso until there is not even a vague resemblance to a living creature and effective PRE drops to zero. Combined with the lack of breath while sleeping and a stone giant is nigh impossible to detect unless active.

It is not known for certain how long a stone giant can sleep, but it is fairly certain that they can do so for at least centuries, if not millenia. It is equally unknown how long they can live as no one has penetrated stone giant "society" sufficiently to obtain the information, but it is most likely that stone giants are among the oldest races.

Given the potential for lengthy sleep a stone giant may find, on waking, that he has become part of the landscape. However, with a quick stretch of muscles and a shake he can easily throw off the earth and opportunistic shrubs. There are legends of

rocky buttes waking up and moving—and if true there are enormous stone giants beyond mortal comprehension, and even without a club would have a threat level of 98 (264 if there are 1-ton boulders handy).

## Stone Giant

### *Sentient*

*Threat: 30      Treasure: 20      Type: Prey*

### **Size: Very Large (12' tall, 5300 pounds)**

STR: 126 (HP)	CON/END: 21 (HP × ⅙)
AGI: 5	WIT: 7
WIL: 21 (HP × ⅙)	POW: 13 (HP × ⅙ <sub>10</sub> )
HP: 126 (12d20)	AP: 12 (stone skin)
SR: 3/1	Dodge: 7
Move: 8	Morale: 32 (HP × ¼)
Vision: 210'	Night Vision: Star Sight
Sound: +3	

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Punch (P)	18	3	3d12 Crush
Huge Club, 1-H (X)	12	4	12d12 Crush
Boulder (... 45', 495')	15	11	23d12 Crush

## Legendary Stone Giant

### *Sentient*

*Threat: 1480      Treasure: 1000      Type: Prey*

### **Size: Gargantuan (56' tall, 240 tons)**

STR: 2100 (HP)	CON/END: 420 (HP × ⅓)
AGI: 5	WIT: 7
WIL: 420 (HP × ⅓)	POW: 210 (HP × ⅓ <sub>10</sub> )
HP: 2100 (200d20)	AP: 70 (stone skin)
SR: 5/1	Dodge: 0
Move: 37	Morale: 525 (HP × ¼)
Vision: 4200'	Night Vision: Star Sight
Sound: +3	

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Punch (X <sup>8</sup> )	18	5	17d12 Crush
Tree (X <sup>10</sup> )	12	7	500d12 Crush
Boulder (195', 4 mi)	15	11	152d12 Crush

## Storm Giant

### *Mountain*

These titans live in castles and palaces on high mountains. They mostly keep to themselves, but when they come down to the "little world" of the low lands their heavy tread shakes the ground like an earth quake. A storm giant foot print is about eight feet long and a yard wide.



Though a storm giant will usually take a sword to battle uprooting a tree will do in a pinch. Given their enormous strength the imbalance of a random tree is inconsequential though the hitting power is not. Hitting something immovable, like the ground or a cliff face, will shiver the tree into splinters.

Another weapon of opportunity is the boulder. The stats for throwing one hundred, one thousand and ten thousand pound boulders are given. Picking up and hurling a human against a cliff would do 42d12 damage—to the human, the cliff might take half that from the impact.

Storm giants are known for their pets. Most will have some form of giant lizard, whether it is a dragon, drake, wyvern or wyrm. A daring storm giant may even keep a fire drake for taking on hunting trips in the low lands.

### Storm Giant

*Sentient*  
*Threat: 128    Treasure: 128    Type: Personal*  
**Size: Titanic (60' tall, 70 tons)**  
 STR: 630 (HP)                      CON/END: 63 (HP  $\times \frac{1}{10}$ )  
 AGI: 13                                WIT: 12  
 WIL: 63 (HP  $\times \frac{1}{10}$ )                POW: 63 (HP  $\times \frac{1}{10}$ )  
 HP: 630 (60d20)                   AP: —  
 SR: 6/3                                Dodge: 3  
 Move: 104                            Morale: 158 (HP  $\times \frac{1}{4}$ )  
 Vision: 630'                        Night Vision: Moon Sight  
 Sound: +5

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Tree Trunk (X <sup>7</sup> )	15	8	63d12 Crush
Giant Sword (X <sup>6</sup> )	15	7	45d12 Chop
Boulder (234', 6140')	18	13	25d12 Crush
1000 lbs (up to 5765')			54d12 Crush
10,000 lbs (...4565')			117d12 Crush

### Gjallareðla

*Glacier, Mountain*

The gjallareðla is a favorite pet of frost giants as a form of guard dog. When excited the gjallareðla bellows and roars. Moreover they are highly territorial and aggressive, but with a pack mentality that allows for including other species in the social circle.

A gjallareðla has an internal furnace and is only suited for cold climates which balance its internal

### Gjallareðla and Temperature

<i>Temperature</i>	<i>Heat Damage</i>
at least 50°	cannot recover heat damage
at least 60°	one point per day
at least 70°	one point every 6 hours
at least 80°	one point every hour
at least 90°	one point every 6 minutes
at least 100°	one point every round
each +10°	another point every round

heat. If taken outside of their native cold they take heat damage per the Gjallareðla and Temperature table. To keep the internal furnace running requires considerable fuel and the gjallareðla are voracious eaters, consuming their weight in food each week. But the furnace enables them to move very quickly.

Gjallareðla roam the ice in packs of four to twelve with about half being juveniles. Though a pack is led by an alpha male there are often fights for mating rights—essentially the alpha male must continually assert dominance. When two packs meet one will warn the other with bellows and roars. Unless one pack retreats a no-holds-barred fight quickly ensues. The young are usually the first to die, drug out by their slayers to be quickly wolfed down.

An adult is four to five feet long, plus three to four foot tail. The protective scales are grey to blue to green to white. The head is decorated with a colorful frill of mottled red, blue and purple. The hind legs are heavily clawed with powerful toe muscles for gaining rapid purchase on slippery ice. The digits of the fore legs are also clawed, but also feature a large sickle claw that is used to hold and tear prey. The roar of a gjallareðla stuns those in its front facing and within range, though it cannot bite in the same round as a roar. There is no to hit roll for the roar, it simply affects anyone within range.

It takes four years for a gjallareðla to reach physical and sexual maturity though a male cannot usually mate until its sixth or seventh year. Although life expectancy in the wild is only around ten years the actual life span is twenty.



## Gjallareðla

*Quasi-Sentient*

*Threat: 13      Treasure: 4      Type: Prey*

**Size: Medium (3' shoulder, 220 pounds)**

STR: 14 (HP)      CON/END: 14 (HP)  
 AGI: 25      WIT: 10  
 WIL: 14 (HP)      POW: 14 (HP)  
 HP: 14 (3d8)      AP: 2  
 SR: 5      Dodge: 30  
 Move: 20      Morale: 5 (HP × ⅓)  
 Vision: 140'      Night Vision: Excellent  
 Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	24	6	2d6 Impale
Claw (S) ×2	18	6	2d8 Tear
Roar (14')	*	7	2d6 Stun
Tail Whip (S)	12	5	1d8 Stun

<i>Skill</i>	<i>Score</i>
Run	24
Swim	24

## Gnoll

*Forest, Savanna*

This is a northern race whose features borrow equally from humans and wolves. They are of human size and build, but with muzzles, pointed ears and yellow eyes. Gnolls see fairly well at night.

Although most humans wouldn't admit it, gnolls are just as intelligent, sophisticated and advanced as they are. They build towns and cities, practice crafts and arts, wage war on one another and others, study philosophy and magic.



## Gnoll

*Sentient*

*Threat: 5      Treasure: 5      Type: Personal*

**Size: Medium (5' 8" height, 150 pounds)**

STR: 11 (HP)      CON/END: 11 (HP)  
 AGI: 10      WIT: 10  
 WIL: 11 (HP)      POW: 11 (HP)  
 HP: 11 (3d6)      AP: var (as per armor)  
 SR: 2      Dodge: 20  
 Move: 6      Morale: 6 (HP × ½)  
 Vision: 110'      Night Vision: Good  
 Sound: +2

*Attack*

	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Short Sword (S)	18	3	1d10 Chop
Sling (25', 100', 550')	18	12	1d10 Crush

## Gnome

*Forest*

Though found widely in forest villages, gnomes do not appear to build towns or farming villages, though many have been known to settle in human ones. Despite the amount of contact between gnomes and humans little is known of gnome society. They are, on the whole, more artistic than humans and seem to be well advanced in the arts, sciences and magic—they just haven't turned their abilities to city-building.

Adult gnomes stand around four and a half feet in height and weigh around eighty pounds. Their skin has a greenish tinge, their hair is brown to black. Elfin facial features would seem to indicate some relation and their language is similar as well, but if they are related it is in the distant depths of time. Gnomes live to be around sixty years of age, though some have survived to eighty or more.

Gnome villages are scattered throughout forests everywhere, though they are usually built into the terrain and are not particularly obtrusive. They live by a combination of hunting and gathering with a limited amount of farming that is really more like gardening.

Although these, the forest gnomes, are the best known there is another race of gnomes who make their home underground. These gnomes have blunter features and darker skin with earth tones. Their hair also runs from brown to black. These gnomes live in burrows and delve underground, but they are no relatives of the dwarves, nor can they see in the dark like a dwarf. Most spend a goodly amount of their time above ground.

## Gnome

*Sentient*

*Threat: 4      Treasure: 4      Type: Personal*

**Size: Medium Small (4' 6" height, 80 pounds)**

STR: 7 (HP)      CON/END: 14 (HP × 2)

AGI: 12      WIT: 12

WIL: 14 (HP × 2)      POW: 10 (HP × 1½)

HP: 7 (2d6)      AP: var (as per armor)

SR: 2      Dodge: 20

Move: 6      Morale: 4 (HP × ½)

Vision: 84'      Night Vision: Normal

Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Short Sword (S)	18	3	1d8 Chop
Sling (25', 70', 350')	18	12	1d8 Crush

## Goblin

*Subterranean*

This is a subterranean race having a short, stubby appearance and rather bulbous features. The skin coloring is pale, but tends towards green, though sometimes it is mottled with splotches tending toward brown. Their hair is dark, brown to black, and tends to be long and wiry, almost like bristles. They have no real facial hair unless you count the long hairs that sometimes sprout from large and unlikely warts. Their eyes are nearly uniformly black.

They have a long standing enmity with dwarves who feel, with justification, that goblins are trying to move in on their territory. Although it is a rare goblin who is a physical match for any dwarf they are tough and very stubborn. They also aren't stupid enough to make a move without superior force. A typical goblin tactic is to wait for dwarven miners to find a good vein of ore and then move in with a small army and jump the claim. The goblins make every effort to jump a claim before it becomes obvious that it is a good find and thus better protected. Nor do they even then try to take the mine by main force, but instead will attempt to infiltrate and perhaps even collapse a tunnel or two to cut off dwarven forces from one another.

Although goblins are an old race, both the elves and the dwarves record pre-goblin history. It is not clear from whence they came, but it is widely thought that they were unusually anti-social humans (perhaps mixed with some other breeds) who were

driven by their more broad-thinking fellows underground. Certainly, if there is someone the goblins loathe more than a dwarf it is a "sun-dweller."

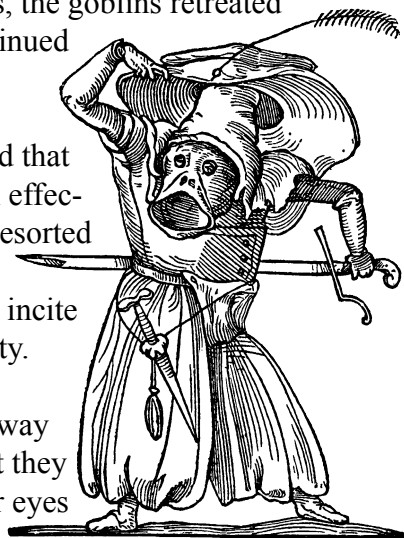
Although subterranean by habit, goblins are perfectly capable of living above ground and will occasionally raid sun-dweller settlements. The more serious of these excursions are undertaken with assistance, usually from orcs. Of all races the goblins probably only respect the orcs. They have a vastly over rated opinion of their own cunning, though they are devious, and fall prey at times to thinking that their cunning is more than a match for any amount of brawn.

Although not as famous as dwarven smiths, goblin craftsmen are very capable and given their ready access to good ore often possess well-made weaponry and armor. Consequently daring tradesmen will do business with goblins, although the goblins will usually turn on a trader at some point.

Goblins reach physical maturity at around 15 years of age and don't experience decline until about forty or fifty—if they even live that long. Old age for a goblin could last until they were sixty or seventy, but rarely do they live that long. An adult goblin stands about four and a half feet tall and weighs around a hundred pounds.

These creatures resemble short, stumpy humans with bad breath and bad dispositions. They used to live above ground, but got it in their heads to wipe out humanity. Oh, and while they were at it the elves and dwarves, too. They enlisted the aid of the orcs, but still found that they had bitten off more than they could chew. Defeated time and again, abandoned by the orcs, the goblins retreated underground and continued the fight. But, their numbers seriously diminished, they found that they couldn't wage an effective war and so have resorted to terror tactics and trying to organize and incite others against humanity.

These unhappy creatures have lived away from light so long that they hate and shun it. Their eyes



have adapted well to the phosphorescent lighting of their new home and the light of the sun is too strong for their eyes. Their skin is extremely pale while their hair is long, dark and coarse. It would hardly be possible to mistake one of these creatures for a dignified dwarf. When the goblins fled they took their pets and animals with them and these creatures changed more so even than their masters. Known as gobbers, these creatures haunt the land near goblin entrances and are particularly active at night.

## Goblin

*Sentient*

*Threat:*                      *Treasure:*                      *Type: Personal*

**Size: Medium Small (4' 6" height, 80 pounds)**

STR: 7 (HP)                      CON/END: 14 (HP × 2)

AGI: 12                      WIT: 12

WIL: 14 (HP × 2)                      POW: 10 (HP × 1½)

HP: 7 (2d6)                      AP: var (as per armor)

SR: 2                      Dodge: 20

Move: 6                      Morale: 4 (HP × ½)

Vision: 70'                      Night Vision: Normal

Sound: +2

*Attack*                      *Sc SR Damage*

Short Sword (S)                      18 3 1d8 Chop

Sling (25', 70', 350')                      18 12 1d8 Crush

## Golem

*Magical workshops*

These monsters best resemble animated statues.

They are all magical creations, whether by wizards or priests, and are not truly creatures at all. Not being truly alive they do not take damage like normal monsters. Nor do they heal. The HP of a golem are determined by what material it is made of. The size of a golem varies depending on the size of the statue which was animated. However, as golems are usually made as guardians of a temple or wizard workshop, they are usually made at human stature to be able to stand and walk. What follows are some typical examples of golems.

The three basic types of golems are wood, stone and iron. A wood golem weighs about half to two-thirds the creature being modeled depending on the wood used. A stone golem weighs two to three times as much, again depending on the stone used. A metal golem weighs about eight times as much

also depending on the metal used. STR is normal for the golem's weight, but HP are three times as much. A wood golem has normal AGI while a stone or metal golem has half normal. SR adjustments are made based on the size of the creature being modeled, not the golem's size.

Golems do not truly have vision but instead a magical perception of their surroundings. This perception is not dependent on light, air or in fact on any medium at all, but it is rather short range.

Golems have no animating spirit and thus are objects without WIL or POW. This means that they cannot resist spells, but it also means that spells targeted at creatures have no effect—only those which work on objects are efficacious.

## Stone Golem Dog

*Non-Sentient*

*Threat: 6                      Treasure: 3                      Type: Prey*

**Size: Medium (3' long, 150 pounds)**

STR: 11 (HP × ⅓)                      CON/END: 32 (HP)

AGI: 5                      WIT: 5

WIL: —                      POW: —

HP: 32 (3d20)                      AP: 5 (stone skin)

SR: 1                      Dodge: 10

Move: 8                      Morale: n/a

Vision: —                      Night Vision: —

Sound: —                      Perception: 21'

*Attack*                      *Sc SR Damage*

Bite (C)                      12 0 1d10 Cut

## Stone Golem Human

*Non-Sentient*

*Threat: 13                      Treasure: 7                      Type: Prey*

**Size: Medium Large (6' tall, 450 pounds)**

STR: 21 (HP × ⅓)                      CON/END: 63 (HP)

AGI: 5                      WIT: 5

WIL: —                      POW: —

HP: 63 (6d20)                      AP: 5 (stone skin)

SR: 1                      Dodge: 9

Move: 8                      Morale: n/a

Vision: —                      Night Vision: —

Sound: —                      Perception: 21'

*Attack*                      *Sc SR Damage*

Punch (C)                      15 0 1d10 Crush

Club, 1-H (M)                      12 1 2d10 Crush

Large Club, 2-H (L)\* 12\* 1 1d8+3d10 Crush

## Iron Golem Human

*Non-Sentient*

*Threat: 23      Treasure: 12      Type: Prey*

**Size: Large (5' 6" height, 1200 pounds)**

STR: 42 (HP)      CON/END: 126 (HP)

AGI: 5      WIT: 5

WIL: –      POW: –

HP: 126 (12d20)      AP: 5 (stone skin)

SR: 1      Dodge: 8

Move: 6      Morale: n/a

Vision: –      Night Vision: —

Sound: –      Perception: 21'

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Punch (C)	15	0	2d8 Crush
Large Club, 1-H (L)	12	1	4d12 Crush

## Tall Iron Golem Human

*Non-Sentient*

*Threat: 55      Treasure: 28      Type: Prey*

**Size: Very Large (7' 6" height, 3300 pounds)**

STR: 70 (HP  $\times \frac{1}{3}$ )      CON/END: 210 (HP)

AGI: 5      WIT: 5

WIL: –      POW: –

HP: 210 (20d20)      AP: 12 (iron skin)

SR: 2/1      Dodge: 7

Move: 5      Morale: n/a

Vision: –      Night Vision: —

Sound: –      Perception: 21'

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Punch (S)	15	1	2d12 Crush
Large Club, 1-H (L)	12	2	6d12 Crush
Great Sword, 2-H (P)	12	3	5d12 Chop

## Wood Golem Human

*Non-Sentient*

*Threat: 10      Treasure: 10      Type: Prey*

**Size: Medium (6' height, 120 pounds)**

STR: 11 (HP  $\times \frac{1}{3}$ )      CON/END: 32 (HP)

AGI: 10      WIT: 5

WIL: –      POW: –

HP: 32 (3d20)      AP: 2 (wood skin)

SR: 2      Dodge: 15

Move: 8      Morale: n/a

Vision: –      Night Vision: —

Sound: –      Perception: 21'

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Punch (C)	18	2	1d6 Crush
Club, 2-H (L)	15	2	1d6+1d8 Crush

## Goon

*Anywhere*

These creatures are the undead slaves of vampires or their familiars. Though usually human, vampires have been known to make goons out of elves, dwarves and even animals such as dogs. The following is a human goon, it can be adjusted as appropriate for other sorts.

A goon is reanimated—undead—it does not have the original spirit. Consequently they are not particularly smart or cunning. Stupid comes to mind. Or imbecile. They are good for frontal assaults or simple ambushes, but little else. They will take and follow their maker's orders as well as their limited intellect allows.

A goon appears dead. It has white flesh with the stink of death. Hair becomes sparse as it falls out. Their personal hygiene leaves a lot to be desired.

But they do have a couple of nifty abilities. One is that they are twice as strong as they were when still living. Another is that they can bury themselves in earth, though solid rock is out. They cannot delve far though—just enough to conceal themselves. Being buried doesn't impair their faculties in the slightest. Walking into a room and having a dozen goons rise from the floor and step out of the walls can be a bit unnerving. Goons are also sometimes exchanged with corpses in a graveyard and ordered to attack anyone disturbing them.

Goons cannot heal. Being dead they do not heal naturally, nor do healing spells have any effect on them. In fact, any spell that affects only the living has no effect on goons. Because they cannot be healed goons have a limited lifespan.

Vampires usually try to equip goons with some sort of simple weaponry. This, as well as any clothing that they happen to be wearing, goes with them when they bury themselves.

Finally, being undead goons shun the sun though they take no damage from it. They will retreat from it and take cover. They can cross running water by a bridge, but they cannot ford a river. Splashing a pint of holy water on them does 1d6 damage.

A goon that is released from service by its master, or whose master is killed, becomes a rogue. Because of their dislike of the sun, rogue goons are



only active at night. They tend to haunt graveyards, but where ever they happen to be they will attack anyone they meet. In most cases rogue goons are easily dealt with because they have only a few hit points left.

## Goon (Human)

*Non-Sentient*

*Threat: 7      Treasure: 4      Type: Prey*

**Size: Medium (5' 8", 180 pounds)**

STR: 22 (HP)      CON/END: 22 (HP)

AGI: 8      WIT: 4

WIL: 6 (HP × ¼)      POW: 11 (HP × ½)

HP: 22 (4d10)      AP: 0

SR: 2      Dodge: 12

Move: 6      Morale: n/a

Vision: —      Night Vision: —

Sound: —

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	12	1	1d6 Crush
Punch (C)	15	1	1d10 Stun
Club, 1-H (M)	12	2	2d10 Crush

## Gorgon

*Cave, Coastal*

These terrible creatures are vaguely human, but possessing gold wings, brass claws and boar tusks.

They are terrible in aspect and hideous in appearance.

Gorgons are said to have been created to assist in overthrowing the gods, but terrifying as they are this is quite a stretch. The sage Var Siik claims this to be misdirected and that gorgons were in fact made by forces of evil to rid the world of humanity.

Whatever their genesis, gorgons are a terrible foe as just seeing their face petrifies the viewer (no resistance roll). Indirect sight, as through a mirror, negates this power. Magic that provides other means of seeing, such as scrying or the ceremony Heimdall's Ears of the Church of Baldur, bypasses the petrification as well.

Although usually solitary gorgons have been known to live or travel in pairs or triples, though never more. Whether this is some magical law, their quarrelsome nature or something else entirely is unknown.

Note, the threat value of a gorgon disregards the effect of the petrification. In a fight a party unable to avoid looking directly at the gorgon will simply lose no matter how powerful they are.

## Gorgon

*Semi-Sentient*

*Threat: 8\*      Treasure: 16      Type: Prey*

**Size: Medium (6' tall, 200 pounds)**

STR: 16 (HP)      CON/END: 16 (HP)

AGI: 10      WIT: 8

WIL: 32 (HP × 2)      POW: 32 (HP × 2)

HP: 16 (3d10)      AP: 8 (tough skin)

SR: 2      Dodge: 15

Move: 8/16      Morale: 4 (HP × ¼)

Vision: 160'      Night Vision: Excellent

Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Scimitar (M)	24	4	1d8+1d10 Cut

## Griffin

*Mountain, Forest*

These creatures have the forebody and wings of an eagle and the hindquarters of a lion. In the wilds they are a carnivorous predator which rends with its talons and tears with its beak. An adult griffin ranges from 120 to 180 pounds in weight and has a wingspan from ten to fifteen feet. Sometimes small creatures, such as halflings, tame griffins and use them as mounts.

## Griffin

*Quasi-Sentient*

*Threat: 12      Treasure: 6      Type: Prey*

**Size: Medium (12' wingspan, 150 pounds)**

STR: 22 (HP)      CON/END: 22 (HP)

AGI: 14      WIT: 12

WIL: 22 (HP)      POW: 22 (HP)

HP: 22 (4d10)      AP: 2 (feathers)

SR: 3      Dodge: 21

Move: 8/—/16      Morale: 11 (HP × ½)

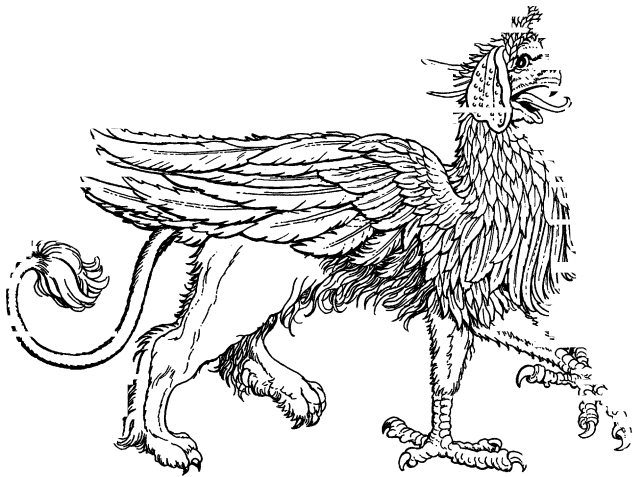
Vision: 220'      Night Vision: Excellent

Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Beak (C)	14	2	1d6+1d8 Cut
Talon (C) ×2	18	3	1d10 Tearing

<i>Skill</i>	<i>Score</i>
Fly	21





**Gug**

*Various*

These are guardians of nature and natural places built somewhat like gorillas, but with four arms and long, coarse hair that gives it a shaggy appearance. They have eyes of the purest black that as a result appear as pits of deepest pitch wedged in the skull beneath the shaggy hair. Gugs have the ability to call and command natural creatures and can never be attacked by any creature considered an animal, natural or otherwise. A gug can call and command a number of creatures whose combined threat level does not exceed its POW. Although a call takes one action command is at the speed of thought and requires no especial effort on the part of the gug.

As guardians of nature they rarely molest those who do not violate natural places. But hewing a tree in a protected forest is sure to invoke the wrath of a gug. In such cases a gug will usually take spirit form and can move one mile each round (Mv 528) and resume physical form on reach its destination. In such fashion they can quickly traverse large territories.

Although any given natural place is usually protected by a single gug it was not always so. In times long past a huge forest might have had a dozen protectors who, though usually acting separately, could act in concert. Even then different types of gugs never cooperated.

Gugs are immortal and unable to procreate. As such their number ever dwindles and at some unknown point in the future the last one will pass on. Still, they can live indefinitely and are very

tough so this will likely take a long time to come to pass.

**Gug**

*Semi-Sentient*  
*Threat: 67      Treasure: 67      Type: Prey*  
**Size: Large (14' tall, 2000 pounds)**  
STR: 84 (HP)      CON/END: 84 (HP)  
AGI: 21      WIT: 14  
WIL: 84 (HP)      POW: 84 (HP)  
HP: 84 (8d20)      AP: 8 (hide and hair)  
SR: 5/4      Dodge: 30  
Move: 21      Morale: 28 (HP × 1/3)  
Vision: 84'      Night Vision: Perfect  
Sound: +10

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Grab (L) ×2	30	6	6d12 Grapple
Crush	30	6	2d8+1d10 Crush
Slap (L) ×4	30	6	2d8+1d10 Stun



Halfling

Various

These creatures are very human in appearance, though often somewhat rotund due to their normal overindulgence in food and fine drink. They were named by humans for having “half the stature” of a man. Their origin is a mystery and they have no name or tongue they call their own. Although they are found in all the same places as humans they usually live in separate enclaves. Halflings practice merchanting and thieving, but many more are crafters and farmers. Few are adventurers. After all, the halflings are perhaps best known for their appetite and where is the promise of a square meal of the finest foods and wines when you are out hunting trolls or some other such foolishness?

Halflings average about four feet in height and around seventy or eighty pounds in weight. They mature physically in 12 to 15 years and are considered adults at 18. Their natural lifespan is about seventy or eighty years.

Halfling

*Sentient*  
*Threat: 3      Treasure: 3      Type: Personal*  
**Size: Medium Small (4' 6" height, 80 pounds)**  
STR: 7 (HP)      CON/END: 14 (HP × 2)  
AGI: 12      WIT: 12  
WIL: 14 (HP × 2)      POW: 10 (HP × 1½)  
HP: 7 (2d6)      AP: var (as per armor)  
SR: 2      Dodge: 20  
Move: 6      Morale: 4 (HP × ½)  
Vision: 84'      Night Vision: Good  
Sound: +1

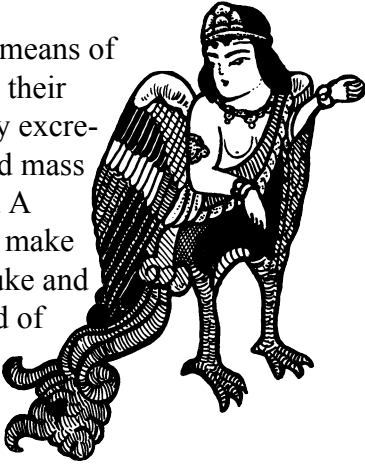
<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Short Sword (S)	18	3	1d8 Chop
Sling (25', 70', 350')	18	12	1d8 Crush

Harpy

Forest, Mountain

These are creatures have the head and torso of a woman with the wings and lower body of a large owl. The wingspan of an adult varies from six to eight feet and maneuvers their 80–120 pound bodies clumsily. Though not as agile, elegant and graceful as most winged creatures, harpies don't stop there. They can attack with their claws or buffet with their

wings, but their preferred means of attacking is to defecate on their victims from above. Harpy excrement is a sticky, semi-solid mass that has an evil smell to it. A victim of a direct hit must make a CON saving throw or puke and do nothing else. At the end of each round a CON saving throw is made to quite puking. Until thoroughly cleaned, a victim cannot be approached by others closer than ten feet without a successful CON saving throw—otherwise revulsion steers them clear.



Harpy

*Semi-Sentient*  
*Threat: 8      Treasure: 4      Type: Prey*  
**Size: Medium (7' wingspan, 100 pounds)**  
STR: 11 (HP)      CON/END: 11 (HP)  
AGI: 14      WIT: 12  
WIL: 11 (HP)      POW: 11 (HP)  
HP: 11 (3d6)      AP: 1 (feathers)  
SR: 3      Dodge: 21  
Move: 4/–/16      Morale: 6 (HP × ½)  
Vision: 110'      Night Vision: Normal  
Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Defecate (R)	18	13	Evil smell
Claw (C) ×2	18	3	1d6 Tearing
Wing Buffet (C)	21	3	2d6 Stun
<i>Skill</i>	<i>Score</i>		
Fly	21		

Hashileem

Subterranean

These creatures...

...

Hashileem

*Sentient*  
*Threat:      Treasure:      Type:*  
**Size: Medium Large ()**  
STR: (HP)      CON/END: (HP)  
AGI:      WIT:  
WIL: (HP)      POW: (HP)  
HP:      AP:

SR: Dodge:  
 Move: Morale:  
 Vision: Night Vision:  
 Sound:  
*Attack* *Sc SR Damage*  
 Scimitar  
 Halberd

## Hawk

*Forest, Mountain, Savanna*

These predatory creatures are adapted (depending on species) for hunting either in open or enclosed territory but never both. Additionally, a hawk (again by species) either hunts other birds or it hunts ground animals. Attempting to take quarry of the wrong sort or in the wrong terrain is a doomed endeavor. The following are the main types of hawks.

**Peregrine** This medium-sized falcon hunts other birds. It is the epitome of the bird-of-prey and much sought after.

**Goshawk** This strong, shortwinged hawk excels at taking a wide variety of game including pheasants, rabbits and hares. Due to the wide variety it is sometimes called the “Cooks’ Hawk.” It is useful in woodlands.

**Harris Hawk** This is a popular hawk because it is easy to train and handle—almost a friendly hawk. Although having a peregrine brings more status, flying a harris hawk can be more satisfying. It is found natively in deserts and grasslands, but adapts well to other environments.

**Sparrowhawk** This small, good-looking hawk is delicate and temperamental—well-matched to the lady falconer. It is very fast and agile, capable of taking magpies and partridges. It is a common bird-of-prey and can easily be found in the wild. Due to its temperament it takes an experienced falconer to handle it. This is the most common sort of hawk and can be seen in most country districts.

**Redtail Hawk** This large and powerful buzzard can take rabbit and hare.

**Merlin** This is the smallest falcon and can take small birds. The male is known as a “Jack”—an old word meaning man and many is the lady who flies a merlin, affectionately referring to it as her Jack.

**Lanner Falcon** This is perhaps the most beautiful

falcon and with a gentle temperament—for which reasons it is often chosen for public display, such as in fairs. It is a longwinged bird and, as falcons go, easy to train and handle. However, it does rather poorly in hunting.

## Hawk

*Quasi-Sentient*

*Threat: 3 Treasure: 0 Type: None*

**Size: Very Small**

STR: 3 (HP)	CON/END: 12 (HP × 4)
AGI: 14	WIT: 12
WIL: 12 (HP × 4)	POW: 6 (HP × 2)
HP: 3 (1d4)	AP: 1 (feathers)
SR: 3	Dodge: 26
Move: 1/–/14	Morale: 2 (HP × ½)
Vision: 240'	Night Vision: Normal
Sound: +1	

<i>Attack</i>	<i>Sc SR Damage</i>
Beak (C)	14 2 1d4 Cut
Talon (C)	18 3 1d4–1 Tear
<i>Skill</i>	<i>Score</i>
Fly	21

## Hell Hound

*Desert*

These dogs are found in deserts and other desolate places where they scavenge in packs of three to twelve beasts. A female usually whelps every three years with a hell hound reaching maturity in one year. The life span is ten to twelve years.

A unique ability of a hell hound, and the source of its name, is its fire breath. To breathe fire is a combat action that costs 1 MP and does magical fire damage with an adjSTR equal to POW.

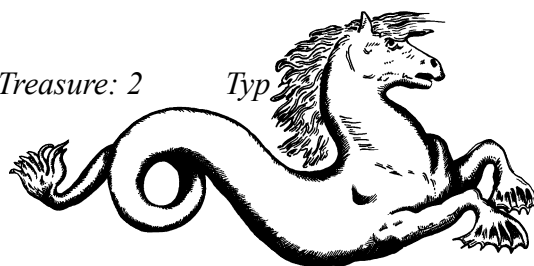
A hell hound stands about four feet at the shoulder and weighs in at around 250 pounds. They have short, brown hair and pitch-black eyes. Their breath reeks of brimstone and tendrils of smoke rise from their nostrils.

## Hell Hound

*Quasi-Sentient*

*Threat: 4 Treasure: 2 Type: Prey*

**Size: Medium**  
**(4' shoulder, 250 pounds)**



STR: 14 (HP)      CON/END: 14 (HP)  
 AGI: 14      WIT: 12  
 WIL: 13 (HP)      POW: 14 (HP)  
 HP: 14 (3d8)      AP: 1 (hide)  
 SR: 3      Dodge: 19  
 Move: 11      Morale: 4 (HP × ¼)  
 Vision: 65'      Night Vision: Moon Sight  
 Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	12	2	1d10 Cut
Breath (5')	18	5	2d6 magical fire
<i>Skill</i>	<i>Score</i>		
Track	12		

## Hippocampus

### *Ocean*

These creatures have the head and forequarters of a horse and the tail of a serpent. They are raised by mermen and tritons to pull chariots and, in the case of the tritons, to ride.

Hippocampi are less timid than horses and make excellent steeds of the sea being able to swim on and below the surface propelling themselves both by the wriggling of their serpent's tail and pounding of their hooves—for the hooves of the hippocampi have the power to strike water as ground.

The life cycle of the hippocampi starts with the mating of a male and female which, after a three month gestation, results in the birth of a serpent. The serpent lives and grows for three years at which time it metamorphoses into a young hippocampus. Sexual maturity is reached five years after the metamorphosis, but physical maturity and the ability to compete for mates takes another five years. Overall the life expectancy of a hippocampus is fifty years.

## Hippocampus

### *Non-Sentient*

*Threat: 3      Treasure: 0      Type: None*

### **Size: Large (2200 pounds)**

STR: 63 (HP)      CON/END: 11 (HP × ½)  
 AGI: 10      WIT: 10  
 WIL: 11 (HP × ½)      POW: 16 (HP × ¼)  
 HP: 63 (6d20)      AP: 0  
 SR: 3/2      Dodge: 12  
 Move: -/18      Morale: 8 (HP × ⅛)

Vision: 110'      Night Vision: Star Sight  
 Sound: +2

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	9	2	1d12 Crush
Rear & Plunge (M)	9	3	2d10+3d12 Crush
<i>Skill</i>	<i>Score</i>		
Swim	15		

## Hippogriff

### *Forest*

These creatures have the head, wings and forebody of an eagle and the body of a horse. They were created about 500 years ago by the animal alchemist Thanótar for his liege-lord Minráth to ride. Since then they have spread although they are not too common and are occasionally found in the wild.

The hippogriff has the aggressive predator behavior characteristic of an eagle and the size of a horse. Although they can be trained for riding they are never truly tamed and in fact become more sulky and surly the longer they are maintained in captivity. Eventually even the best trained hippogriff will turn on its master—the acknowledged practice of the hippogriff trainers is to release them into the wild once they become unruly. The useful trained life of a hippogriff varies with the trainer, but typically ranges from five to fifteen years.

Hippogriffs can mate throughout the year, but most pregnancies occur in the late summer to fall with births in spring to early summer. The estrous cycle is lunar with fertility lasting three days. A young hippogriff looks like a deformed colt with vestigial wings. Over the course of three years it achieves the proper proportions although full size and sexual maturity is not reached until the fifth year. A male hippogriff is not usually able to successfully compete for mating until its ninth year. The life expectancy of a hippogriff is sixty years.

To be successful training should begin within the first year and continue through the third to fifth year. The number of years of useful training is equal to the level of success plus two and the durability of the training is five years times the level of success. So a special success with training starting with the first birthday and continuing to the fifth birthday will be effective until the fifteenth birthday. The



difficulty of the training is the hippogriff's WIL.

In the wild, for which stats are provided, hippogriffs are solitary, though if a male encounters a receptive female and successfully courts her they will mate. Courtship in the wild is catch-me-if-you-can affair of wild flights. If another male is present or encountered the two will fight until one is disabled.

## Hippogriff

*Non-Sentient*

*Threat: 18      Treasure: 6      Type: Prey*

**Size: Large (64" shoulder, 1200 pounds)**

STR: 42 (HP)      CON/END: 11 (HP × ¼)  
 AGI: 12      WIT: 12  
 WIL: 21 (HP × ½)      POW: 42 (HP)  
 HP: 42 (4d20)      AP: 0  
 SR: 3/2      Dodge: 15  
 Move: 12/–/24      Morale: 14 (HP × ⅓)  
 Vision: 420'      Night Vision: Moon Sight  
 Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Peck (C)	18	3	2d10 Impale
Claw (L) ×2	24	4	2d8 Tear
Kick (S)	18	4	1d8+1d10 Crush
Wing Buffet (P)	24	5	2d8+1d10 Stun

<i>Skill</i>	<i>Score</i>
Fly	18

## Hippopotamus

*River*

These creatures are among the largest natural land animals and, despite being herbivores, are dangerously aggressive. They live primarily in and along rivers, but sometimes venture two miles or more in search of sufficient fodder. An adult typically consumes a hundred pounds of grass a day.

A hippopotamus has a barrel-shaped, hairless body with short, thick legs. The head is large with a broad snout and mouth. The tusks are long and sharp. The nostrils can be sealed for underwater activity. Overall the skin is brown in color, but with purple highlights caused by secretion of a bloody oil that acts as a moisturizing sun screen. The body is so dense that hippopotami are unable to swim, but instead walk on the bottom of the river. They

can hold their breath for up to thirty minutes.

Hippopotami sleep during the day and graze at night. They mark their territory with dung and woe to another hippopotamus who dares to trespass. Upon sight of a trespasser or predator a hippopotamus lets loose a loud roar that can be heard for miles. Even with a herd dominance fights are common and frequently fatal. Hippopotami typically live in herds of two to three dozen, but gatherings of one to two hundred have been observed.

Mating occurs throughout the year and, when successful, is followed by an eight month gestation which produces a calf weighing from eighty to a hundred pounds. Most births occur in either the late spring or in the fall. Birthing and nursing are underwater though the young will often ride on the mother's back. Sexual maturity is generally reached in seven to nine years but it varies widely with females generally taking two months longer than males. Overall the life expectancy is sixty years.

## Hippopotamus

*Non-Sentient*

*Threat: 13      Treasure: 0      Type: None*

**Size: Very Large (5' shoulder, 3 tons)**

STR: 126 (HP)      CON/END: 11 (HP × ⅓)  
 AGI: 8      WIT: 6  
 WIL: 13 (HP × ⅓)      POW: 13 (HP × ⅓)  
 HP: 126 (12d20)      AP: 2 (hide)  
 SR: 4/2      Dodge: 10  
 Move: 6/8 [26 sprint]      Morale: 32 (HP × ¼)  
 Vision: 55'      Night Vision: Excellent  
 Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	15	3	2d10+2d12 Cut

## Hobgoblin

*(various)*

These are strange and mysterious creatures, parasites on human society from time immemorial, but little understood by any. No one knows from whence they came nor when they will go. It is unclear whether they age or even if they are born. The vast majority spend their entire lives, short or long, living in alleys and under bridges. They wear whatever cast-off rags they can find and eat in a similar

manner. Like rats, they are found in every human city. If a new one is built by settlers, hobgoblins will manifest in some as yet unknown fashion.

As with rats, hobgoblins survive by not being noticed. Most people realize their existence, but don't concern themselves overly much about it. When you hear the chittering of some hobgoblins hobnobbing (hence their name) in an attic you thump the ceiling much as you might for rats, but it is essentially impossible to eradicate them. This is due in part to the hobgoblins' innate power of not being noticed. As long as they are not doing something to draw attention to themselves, no one will ever see them. In fact, even if someone knows where a hobgoblin is and tries to look for them they will find themselves overlooking the hobgoblin. Using some indirect means of seeing them, such as a mirror, is about the only way to overcome this natural defense other than magic.

They would make excellent thieves and assassins except for their gibbering fear of being caught. They are a fearful and timid race who keep as quiet (except for their hobnobbing) and unobtrusive as possible. A hobgoblin thief about to leave with some valuable treasure will drop it and run at the slightest provocation (like an unexpected noise).

For some unknown reason several hundred years ago they broke this silence and waged guerilla war on mankind. Though the initial casualties were high, as soon as mankind figured out what was going on the losses amongst the hobgoblins were even more massive and the hobgoblins have, if it's possible, been even more fearful and cautious since that time.

Hobgoblins average about four and a half feet in height and around sixty or seventy pounds in weight. They are slender, long-limbed and covered with a brown to black fine body fur. Though humanoid their features are very animal-like and their fingers are clawed. Their eyes are brown to black. They are usually as unkempt and as filthy as you would expect of anyone living in alleyways and eating scraps. The listed threat level is for when cornered.

### Hobgoblin

*Sentient*

*Threat: 1      Treasure: 2      Type: Prey*

**Size: Medium Small (4' 6" height, 80 pounds)**

STR: 7 (HP)

AGI: 14

WIL: 7 (HP)

HP: 7 (2d6)

SR: 2

Move: 6

Vision: 70'

Sound: +3

*Attack*

Claw (C) ×2

Light Club (S)

*Skill*

Sneak

CON/END: 14 (HP × 2)

WIT: 9

POW: 7 (HP)

AP: 0

Dodge: 23

Morale: 0

Night Vision: Perfect

*Sc SR Damage*

9 1 1d4 Tear

6 1 1d6 Crush

*Score*

21

## Homunculus

*Laboratory*

These creatures are the result of an alchemist's experimentation and are extremely rare as few alchemists every manage to create one. However, having an indefinite life span they do live a long time and can be found in some odd places.

A homunculus is a perfect miniature hermaphroditic human. Though not particularly threatening they can be dangerous in their cunning.

### Homunculus

*Sentient*

*Threat: 2      Treasure: 2      Type: Prey*

**Size: Extremely Tiny (6" tall, 2 ounces)**

STR: 1 (HP)

CON/END: 20 (HP + 19)

AGI: 20

WIT: 20

WIL: 20 (HP + 19)

POW: 20 (HP + 19)

HP: 1 (1)

AP: 0

SR: 1/4

Dodge: 51

Move: 1

Morale: 0

Vision: 20'

Night Vision: Perfect

Sound: +10

*Attack*

*Sc SR Damage*

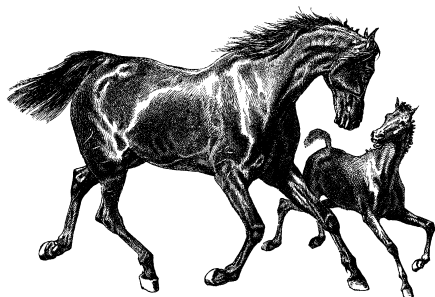
Bite (C)

30 2 1d2-1 Crush

## Horse

*Savanna, Steppe, with humans*

Horses can vary considerably in size, strength and endurance, but in general are large enough to be ridden, pull wagons, and otherwise used as beasts of burden. Further breeds can be extrapolated from the



basic types described here.

For game purposes horses are considered to have four gaits: walk, trot, canter and gallop. A walk is a movement rate up to the square root of the listed move. For example, a riding horse's movement rate is listed as 16 so a walk is anything up to a four. A trot is up to half the listed movement rate, 8 for a riding horse, a canter is up to the listed movement rate and a gallop is anything faster.

### Riding Horse

A riding horse is a generic label that covers a variety of breeds well-suited and often used for the saddle. Such a horse can be expected to reach maturity in two to four years and have a live expectancy of around twenty four years. They are usually of good temper. They are not, however, particularly strong and are usually encumbered when carrying a rider.

Most riding horses have smooth and even walk, trot and even canter gaits, but a gallop is uniformly jarring to the rider. This has two effects when riding at a gallop. First, any ride roll is made with a penalty of 6. Second, an extra FP is incurred every skill level rounds.

### Riding Horse

*Non-Sentient*

*Threat: 3      Treasure: 0      Type: None*

**Size: Large (64" shoulder, 1200 pounds)**

STR: 42 (HP)	CON/END: 11 (HP × ¼)
AGI: 10	WIT: 12
WIL: 8 (HP × ⅓)	POW: 8 (HP × ⅓)
HP: 42 (4d20)	AP: 0
SR: 3/2	Dodge: 13
Move: 16	Morale: 4 (HP × ⅓)
Vision: 42'	Night Vision: Normal

Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	14	2	1d8 Crush
Rear & Plunge (P)	12	3	3d10+1d12 Crush
Kick (L)	12	3	1d8+1d10 Crush

<i>Skill</i>	<i>Score</i>
Swim	15
Jump	15
Run	15

### Racing Horse

This represents horses bred for racing, such as thoroughbreds and arábians. They are tall, long-limbed and lean. In short, built for speed. Although very fast they often do not have smooth, even gaits making them less suitable as a riding horse. This is reflected in the game as follows.

At a canter any ride roll is made with a penalty of four and the rider incurs an extra FP every skill score rounds. At a gallop any ride roll is made with a penalty of ten and the rider incurs an extra FP every skill level rounds.

### Racing Horse

*Non-Sentient*

*Threat: 3      Treasure: 0      Type: None*

**Size: Large (64" shoulder, 1000 pounds)**

STR: 42 (HP)	CON/END: 8 (HP × ⅓)
AGI: 12	WIT: 12
WIL: 14 (HP × ⅓)	POW: 8 (HP × ⅓)
HP: 42 (4d20)	AP: 0
SR: 3/2	Dodge: 15
Move: 20	Morale: 4 (HP × ⅓)
Vision: 42'	Night Vision: Normal
Sound: +1	

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	14	2	1d8 Crush
Rear & Plunge (M)	12	3	3d10+1d12 Crush
Kick (S)	12	3	1d8+1d10 Crush

<i>Skill</i>	<i>Score</i>
Swim	18
Jump	18

Run

18

War Horse

This represents horses bred and trained for war. Though not swift they are strong and solidly built. When used for work, not war, they are known as draft horses. A draft horse will have lower morale ( $HP \times \frac{1}{10}$ ) and less skill attacking (Score 7 for Bite and 6 for Rear & Plunge and Kick).

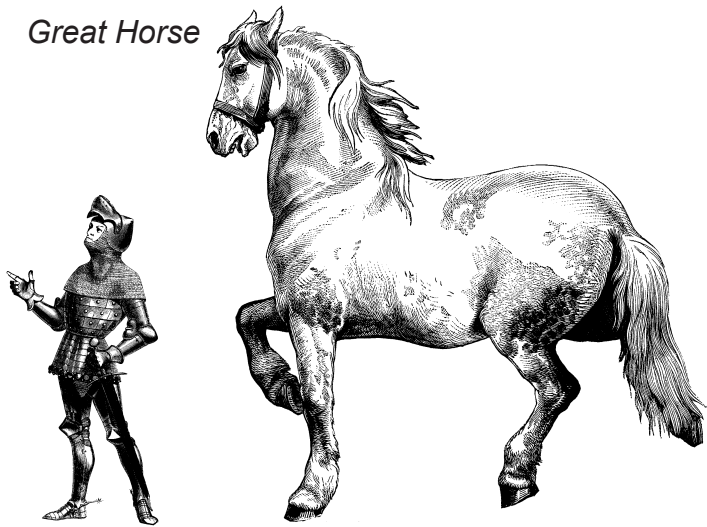
A war horse has particularly uncomfortable gaits making anything more than a walk awkward. At a trot there is a penalty of two to any ride skill roll and an extra FP is incurred every skill score rounds. At a canter there is a penalty of six to any ride skill roll and an extra FP is incurred every skill level rounds. A full gallop incurs a penalty of fifteen to any ride skill roll and an extra FP is incurred every skill score SRs.

Further, it takes a full round for a war horse to progress through each gait. That is, it takes one round of walking before it can trot, a round of trotting before it can canter and a round of cantering before it can gallop.

War Horse

Non-Sentient  
Threat: 6      Treasure: 0      Type: None  
Size: Large (68" shoulder, 1800 pounds)  
STR: 63 (HP)      CON/END: 13 ( $HP \times \frac{1}{5}$ )  
AGI: 7      WIT: 12  
WIL: 21 ( $HP \times \frac{1}{3}$ )      POW: 13 ( $HP \times \frac{1}{5}$ )  
HP: 63 (6d20)      AP: 0  
SR: 3/2      Dodge: 9  
Move: 14      Morale: 16 ( $HP \times \frac{1}{4}$ )

Great Horse



Vision: 63'  
Sound: +1

Night Vision: Normal

Attack	Sc	SR	Damage
Bite (C)	14	2	1d12 Crush
Rear & Plunge (P)	12	3	2d10+3d12 Crush
Kick (L)	12	3	3d8 Crush
Skill	Score		
Swim	11		
Jump	11		

Quarter Horse

These horses are bred for sprinting ability and as such as are compact and muscular. Though smaller than many breeds they are in fact significantly stronger. This strength allows them to run faster than expected: a quarter horse can go from a sprint to top speed, though when running at top speed an extra FP is expended each SR.

Although the walk of a quarter horse is fairly smooth and its trot is tolerable the canter and gallop are both jarring. In game terms this results in a penalty of four when cantering, plus one FP per ride skill score rounds, and a penalty of ten when galloping, plus one FP per ride skill level rounds. At full speed it is so jarring that any ride skill roll is at a penalty of fifteen and an extra FP is incurred every ride skill level SRs.

Quarter Horse

Non-Sentient  
Threat: 5      Treasure: 0      Type: None  
Size: Large (60" shoulder, 1400 pounds)  
STR: 53 (HP)      CON/END: 11 ( $HP \times \frac{1}{5}$ )  
AGI: 12      WIT: 13  
WIL: 18 ( $HP \times \frac{1}{3}$ )      POW: 11 ( $HP \times \frac{1}{5}$ )  
HP: 53 (5d20)      AP: 0  
SR: 3/2      Dodge: 17  
Move: 16 [48]      Morale: 7 ( $HP \times \frac{1}{8}$ )  
Vision: 42'      Night Vision: Normal  
Sound: +1

Attack	Sc	SR	Damage
--------	----	----	--------

Bite (C)	14	2	1d10 Crush
Rear & Plunge (M)	12	3	1d8+4d10 Crush
Kick (S)	12	3	1d10+1d12 Crush
<i>Skill</i>	<i>Score</i>		
Swim	18		
Jump	18		
Run	18		

## Great Horse

The great horse is a breed lost to our day and age, a true monster of a horse standing taller than a man. These are mostly found bred and trained for war as they consume too much food and are too slow to fill a working niche between draft horses and oxen. But as war horses they are unparalleled.

Still, they consume a prodigious amount of food and only the wealthy can afford to keep them. A typical great horse will consume two to three times as much fodder as a riding horse and needs more quality grain in its diet to retain its fighting mettle.

As mentioned great horses are slow requiring a full two rounds between each gait. It takes six rounds to reach a gallop.

## Great Horse

*Non-Sentient*

*Threat: 7      Treasure: 0      Type: None*

**Size: Very Large (72" shoulder, 2450 pounds)**

STR: 84 (HP)	CON/END: 17 (HP × ⅓)
AGI: 6	WIT: 12
WIL: 17 (HP × ⅓)	POW: 17 (HP × ⅓)
HP: 84 (8d20)	AP: 0
SR: 4/2	Dodge: 8
Move: 12	Morale: 21 (HP × ¼)
Vision: 84'	Night Vision: Normal
Sound: +1	

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (S)	18	4	1d6+1d8 Crush
Rear & Plunge (P)	14	4	6d12 Crush
Kick (P)	14	4	3d10 Crush
<i>Skill</i>	<i>Score</i>		
Swim	9		
Jump	9		

## Riding Pony

These ponies are particularly well-suited for riding being of gentle nature and smooth gait though not

of a size to carry a warrior and his gear. Only at a gallop is the rider inconvenienced, and that only with a penalty of six to ride skill rolls and an extra FP every ride skill level rounds.

## Riding Pony

*Non-Sentient*

*Threat: 3      Treasure: 0      Type: None*

**Size: Medium Large (52" shoulder, 800 pounds)**

STR: 32 (HP)	CON/END: 11 (HP × ⅓)
AGI: 10	WIT: 12
WIL: 11 (HP × ⅓)	POW: 11 (HP × ⅓)
HP: 32 (3d20)	AP: 0
SR: 3/2	Dodge: 15
Move: 20	Morale: 3 (HP × ⅓)
Vision: 32'	Night Vision: Normal
Sound: +1	

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	14	2	1d8 Crush
Rear & Plunge (L)	12	3	3d12 Crush
Kick (M)	12	3	2d8 Crush
<i>Skill</i>	<i>Score</i>		
Swim	15		
Jump	15		

## Human

*(various)*

The ubiquity of humanity is somewhat balanced by their very diversity. Physically, they range considerably in height, skin color, hair color and eye color, though all have the same general form. There are numerous cultural variations as well. Ranging from primitive, stone-wielding tribesmen to technologically and culturally advanced renaissance courtiers and clergymen they present a full range.

Humans average about 68 inches (5' 8") in height and around 170 to 180 pounds in weight. They physically mature in 12 to 15 years and are usually considered adults by the time they are 18. The natural lifespan of a human is about seventy to eighty years, but is often brought considerably



shorter by violence or disease. In primitive areas the average lifespan is as short as 30 while in civilized areas those who can afford proper medical attention can live to the full 80 or more allotted them.

### Human (Brigand)

*Sentient*

*Threat: 5      Treasure: 5      Type: Personal*

**Size: Medium (5' 8" height, 180 pounds)**

STR: 11 (HP)	CON/END: 11 (HP)
AGI: 10	WIT: 10
WIL: 11 (HP)	POW: 11 (HP)
HP: 11 (3d6)	AP: 2 (leather armor)
SR: 2	Dodge: 15
Move: 6	Morale: 6 (HP × ½)
Vision: 110'	Night Vision: Normal
Sound: +0	

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Short Sword (S)	18	3	1d10 Chop
Sling (R)	18	12	1d10 Crush

<i>Skill</i>	<i>Score</i>
Camouflage	12
Hide	12
Sneak	12

### Human (Crafter)

*Sentient*

*Threat: 1      Treasure: 2      Type: Personal*

**Size: Medium (5' 8" height, 180 pounds)**

STR: 11 (HP)	CON/END: 11 (HP)
AGI: 10	WIT: 10
WIL: 11 (HP)	POW: 11 (HP)
HP: 11 (3d6)	AP: 0
SR: 2	Dodge: 10
Move: 8	Morale: 1 (HP × ⅛)
Vision: 110'	Night Vision: Normal
Sound: +0	

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Knife	6	0	1d6 Cut
Punch	10	1	1d6 Stun

<i>Skill</i>	<i>Score</i>
[Craft]	18

## Hydra

*Swamp, Lake, Coastal*

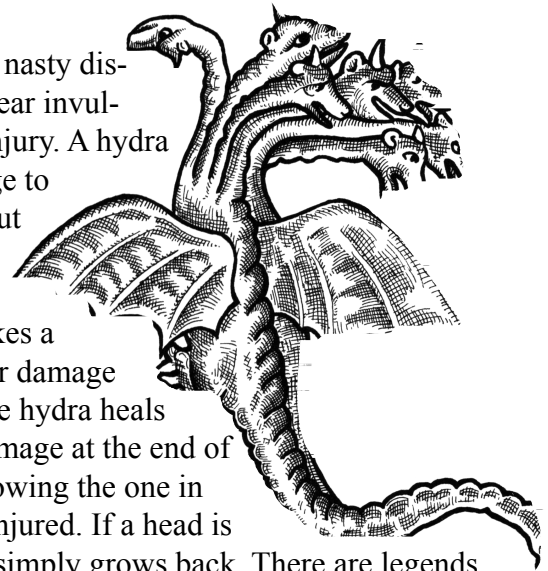
These creatures live in and around water, eating fish with their multiple heads. What makes them dan-

gerous is their nasty disposition and near invulnerability to injury. A hydra ignores damage to any location but the head: the wound heals instantly. It takes a little longer for damage to the head: the hydra heals all non-fire damage at the end of the round following the one in which it was injured. If a head is decapitated it simply grows back. There are legends of a hydra which, if a head is removed, regrows *two* heads instead of just one. The only way to kill a hydra is to destroy each head with fire. It takes HP points of damage to do so for each head.

A hydra is born with one head and grows another every ten years thereafter. They don't weaken with age and an ancient one is dangerous indeed. Each head is considered separately, so a serious wound to one head has no effect on the others. Also, each head gets its own attack. The necks are long and flexible enough that the hydra can attack anyone in its front three hexes (out to reach), as well as those in its own hex.

There are several theories on the origins of hydras. According to many scholars they simply coalesce from the latent poison inherent in a swamp. The scholar Var Siik takes a different view insisting that hydras were originally conceived in an animal alchemist's laboratory as dragon with regenerative powers. There is also the view that hydras are simply natural creatures which appears to be born out in observation of their life cycle.

Fortunately hydras mate but rarely with an average of twenty years between successful couplings. Such result after a month in the laying of an egg. The mother dotes over the egg and incubates it for three years before it hatches. A hydra does not reach sexual maturity until twelve years of



age. They have no known upper limit on life span. Although solitary and aggressive they do seek out mates for coupling every few years.

If a hydra has each head incapacitated then it is temporarily defeated, but as it regenerates at the end of the following round it is at best a limited setback for the hydra. The threat levels are only valid if the hydra's opponents can do magical damage.

### Young (1–4 heads)

*Quasi-Sentient*

Threat: 13      Treasure: 7      Type: Prey

**Size: Medium Large (8' long, 400 pounds)**

STR: 22 (HP)      CON/END: 22 (HP)  
 AGI: 10      WIT: 6  
 WIL: 11 (HP × ½)      POW: 22 (HP)  
 HP: 22 (4d10)      AP: 0  
 SR: 2/1      Dodge: 14  
 Move: 8/15/–      Morale: 22 (HP)  
 Vision: 160'      Night Vision: Moon Sight  
 Sound: +0

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (S) ×heads	15	2	2d6 Imp

<i>Skill</i>	<i>Score</i>
Swim	15

### Mature (5–8 heads)

*Quasi-Sentient*

Threat: 77      Treasure: 39      Type: Prey

**Size: Large (12 long, 1200 pounds)**

STR: 42 (HP)      CON/END: 32 (HP × ¾)  
 AGI: 9      WIT: 7  
 WIL: 21 (HP × ½)      POW: 42 (HP)  
 HP: 42 (4d20)      AP: 1  
 SR: 3/2      Dodge: 11  
 Move: 8/12/–      Morale: 126 (HP × 3)  
 Vision: 240'      Night Vision: Moon Sight  
 Sound: +0

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (M) ×heads	18	4	2d10 Imp

<i>Skill</i>	<i>Score</i>
Swim	18

### Old (9–16 heads)

*Quasi-Sentient*

Threat: 273      Treasure: 137      Type: Prey

**Size: Very Large (18' long, 3600 pounds)**

STR: 84 (HP)      CON/END: 42 (HP × ½)  
 AGI: 8      WIT: 8

WIL: 42 (HP × ½)  
 HP: 84 (8d20)  
 SR: 4/2  
 Move: 6/15/–  
 Vision: 320'  
 Sound: +0

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (L) ×heads	21	5	1d10+2d12 Impale

<i>Skill</i>	<i>Score</i>
Swim	21

### Ancient (17+ heads)

*Quasi-Sentient*

Threat: 494      Treasure: 247      Type: Prey

**Size: Huge (27' long, 10,000 pounds)**

STR: 158 (HP)      CON/END: 40 (HP × ¼)  
 AGI: 7      WIT: 9  
 WIL: 79 (HP × ½)      POW: 158 (HP)  
 HP: 158 (15d20)      AP: 4  
 SR: 4/2      Dodge: 3  
 Move: 4/20/–      Morale: 1580 (HP × 10)  
 Vision: 320'      Night Vision: Star Sight  
 Sound: +0

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (P) ×heads	24	7	5d10 Impale

<i>Skill</i>	<i>Score</i>
Swim	24

## Hyena

*Savanna, Steppe*

The hyena has light brown to yellow to grey coarse hair with dark brown to black spots, though the spots fade with age gradually merging into the coat. They have a heavily muscled neck and forebody and long front legs with the hinqarters being relatively less developed. This gives a characteristic slope from shoulders to hindquarters. The females are slightly larger at ten to twenty pounds more weight. In fact the females are practically male in their genitalia and are difficult to distinguish.

Breeding occurs approximately every year and a half with the time of breeding not tied to any particular season or cycle. Gestation lasts nearly four months resulting in a litter of up to four, usually twins. When birthing is imminent the mother will seek out a burrow separate from the pack's den. This is to protect the young from predation by other

adults. Even so, littermates of the same sex usually fight to the death. After about a month the mother takes any surviving offspring to the communal den.

The young are weaned from one to one and a half years following birth (before the mother mates again). Once the mother mates again the young from her previous litter are expected to fend for themselves. Sexual and physical maturity is reached in about three years, though it varies from two to five years. A mature male seeks out a new clan to join while females remain in their birth clan. The natural life span is forty years.

Hyena packs, commonly referred to as clans, range in size from an adult pair to eighty in number. However, a clan is rarely together with members foraging alone or in small groups. They are very territorial and mark their territory with scent and communal latrines. Invaders bring the clan together to make a concerted defense. Hyenas will also leave their territory to make excursions in search of prey with fifty mile round trips being common.

The females are not only larger but are more dominant as well. They lead the packs and, though a male courts the female, mating is entirely up to the female. When meeting males will go head-to-tail, raise the nearer rear left leg and sniff the other hyena's genitals. Females do not acknowledge any but the highest ranking males in this fashion.

Hyenas make a long, drawn out whooping sound as a call; in combat they make a wide range of sounds including laughter, growling, giggling and snarling.

## Hyena

*Quasi-Sentient*

*Threat: 7      Treasure: 2      Type: Prey*

**Size: Medium (2½' shoulder, 150 pounds)**

STR: 21 (HP × 1½)      CON/END: 14 (HP)

AGI: 12      WIT: 8

WIL: 14 (HP)      POW: 14 (HP)

HP: 14 (3d8)      AP: 0

SR: 2      Dodge: 18

Move: 18      Morale: 7 (HP × ½)

Vision: 140'      Night Vision: Moon Sight

Sound: +1

*Attack*

*Sc SR Damage*

Bite (C)      18 2 1d10 Impale

Claw (C) ×2      18 2 1d8 Cut



## Ikthnar

### Mountain

These flying creatures are the natural enemies of the giant eagles.

...

## Ikthnar

### Semi-Sentient

Threat:      Treasure:      Type:

### Size:

STR:

Attack      Sc SR Damage

...

## Gobber

### Subterranean, above ground at night

These are creatures of the goblins and are at least as miserable and unhappy as their masters. They delight in terrorizing above-ground folk, but are unwilling to brave daylight and do their dirty work only at night. Although nocturnal, they do not fear artificial illumination, only that of the sun. They see perfectly well by the light of the moon, or even just the stars. They are at home in any level of darkness with a mixture of sensitive seeing and hearing.

Imps take many different forms, each some sort of variation of a normal creature. There are small imps which used to be rats or cats, even dogs, there are medium sized imps which used to be deer or wolves and larger imps which used to be bears or horses. Some are used as beasts of burden by the goblins, others trained as attack or watch animals. Many simply run wild.

Because they vary so much in form and ability there is no easy way of describing them. A few examples are given which can be used as stock imps if necessary.

## Small Gobber

### Non-Sentient

Threat: 2      Treasure:      Type:

### Size: Small (2' long, 20 pounds)

STR: 5 (HP)	CON/END: 10 (HP × 2)
AGI: 12	WIT: 6
WIL: 5 (HP)	POW: 5 (HP)
HP: 5 (1d8)	AP: 0
SR: 1/2	Dodge: 21
Move: 6	Morale: 3 (HP × ½)

Vision: 10'

Sound: +1

### Attack

Bite (C)

Claw (C) ×2

Night Vision: Heat-Sight

Sc SR Damage

11 0 1d6 Cut

14 0 1d8 Tear

## Medium Gobber

### Non-Sentient

Threat: 5      Treasure:      Type:

### Size: Medium (4' long, 150 pounds)

STR: 10 (HP)      CON/END: 10 (HP)

AGI: 10      WIT: 5

WIL: 10 (HP)      POW: 10 (HP)

HP: 10 (3d6)      AP: 1 (tough hide)

SR: 2      Dodge: 15

Move: 8      Morale: 5 (HP × ½)

Vision: 20'      Night Vision: Heat-Sight

Sound: +1

### Attack

Bite (C)

Claw (S) ×2

Sc SR Damage

11 1 1d8 Cut

14 2 1d10 Tear

## Large Gobber

### Non-Sentient

Threat: 7      Treasure:      Type:

### Size: Large (6' long, 1,000 pounds)

STR: 22 (HP)      CON/END: 11 (HP × ½)

AGI: 8      WIT: 4

WIL: 22 (HP)      POW: 22 (HP)

HP: 22 (2d20)      AP: 2 (tough hide)

SR: 3/2      Dodge: 9

Move: 12      Morale: 11 (HP × ½)

Vision: 33'      Night Vision: Heat-Sight

Sound: +1

### Attack

Bite (S)

Claw (M) ×2

Sc SR Damage

11 3 1d10 Cut

14 3 2d6 Tear





## Jack-o-Crow

### *Various*

A jack-o-crow is a jack-o-lantern headed scarecrow that has been animated with an evil sentience (technically some sort of malign spirit from the spirit world) that is visible in the orange to purple light that comes from inside its head.



A jack-o-crow can only be animated at night and the spell animating it becomes dormant during daylight hours (the apparent spell level is reduced significantly). They are thus hardest to detect but easiest to defeat during the day. The body of a jack-o-crow, normally a sack stuffed with straw fitted with two poles for legs and two for arms with a fifth for a backbone, can be dispersed during daylight hours, but at nightfall will magically reconstruct.

To kill a jack-o-crow the spell must be permanently removed or the body destroyed by fire. The pumpkin shell must also be destroyed. Only the cleansing change of fire will prevent the jack-o-crow from magically reconstructing at sunset.

Although the body of a jack-o-crow was never alive in the sense of a corpse, they never-the-less are treated in all ways as if they were undead. The animating spirit has, or provides the equivalency, of all attributes at twice SL, except for DEX and AGI which are equivalent to SL. They are fully sentient and can make deals, in particular with other evil creatures. They have a curious charisma that draws wrong-doers to them. They are only injured by fire or magic, and only magic that would hurt an inanimate object or an undead creature. Thus the hedge wizardry cantrip of Blast has no effect. A jack-o-crow knows all forms of black magic with a skill score equal to  $SL \times 1\frac{1}{2}$  though one jack-o-crow will not create another: they don't like to share.

Jacks-o-crow are rarely created, though sometimes a circle of black sorcerers will create one in ritual where their combined power will be sufficient to control it. Occasionally someone is fool or evil enough to think that they can bargain with it. This works as long as the jack-o-crow is satisfied—usually with regular animal (or human) sacrifices.

The touch of a jack-o-crow can deliver any

ranged black magic spell of its choice at no cost to the jack-o-crow and having an SL of 0. It is immune to any backlash due to failures in overcoming the target's WIL. The jack-o-crow's chance to touch someone in combat (this is a Close range attack) is equal to its DEX. A jack-o-crow, like all undead, has no Morale score whatsoever and is immune to any spell affecting morale.

A jack-o-crow will typically raise a group of skeletons to serve it. Its (momentary) touch will animate a skeleton in one round, though it can have no more skeletons raised in this manner than its POW and these skeletons can only be controlled if they are within the weak presence range of the jack-o-crow (about thirty feet).

If a jack-o-crow has a weakness it is for torture: it would rather draw out the agony of capture and increase it through physical discomfort rather than simply kill an opponent. Though they have no compunction against simply killing an opponent during a fight they will readily take prisoners and cause them much pain before allowing the suffering to end.

## Jack-o-Crow

*Sentient*

*Threat:*

*Treasure:*

*Type:*

**Size: Medium (6' tall, 180 pounds)**

STR: 28 (HP)

CON/END: 28 (HP)

AGI: 14 ( $HP \times \frac{1}{2}$ )

WIT: 28 (HP)

WIL: 28 (HP)

POW: 28 (HP)

HP: 28 (5d10)

AP: 0

SR: 3

Dodge: 20

Move: 8

Morale: n/a (undead)

Vision: 280'

Night Vision: Perfect

Sound: +0

*Attack*

*Sc SR Damage*

Touch (C)

14 2 magic

*Skill*

*Score*

Sorcery (HP  $\times$  1½) 42

...

## Jackal

*Savanna*

Jackals are nocturnal scavengers who roam the night, usually singly or with a mate.

### Jackal

*Quasi-Sentient*

*Threat:*      *Treasure:*      *Type:*

**Size: Medium Small (2' tall, 50 pounds)**

STR: 7 (HP  $\times$  ¾)      CON/END: 14 (HP  $\times$  1½)

AGI: 14 (HP  $\times$  1½)      WIT: 9 (HP)

WIL: 9 (HP)      POW: 7 (HP  $\times$  ¾)

HP: 9 (2d8)      AP: –

SR: 3      Dodge: 23

Move: 14      Morale: 7 (HP  $\times$  ¾)

Vision: –      Night Vision: –

Sound: –

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	13	2	1d6 Impale

<i>Skill</i>	<i>Sc</i>
Track	14

## Jaguar

*environ*

These creatures ...

...

### Jaguar

*Quasi-Sentient*

*Threat:*      *Treasure:*      *Type:*

**Size:**

STR:

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)			

## Jelly Fish

*Ocean*

These creatures ...

... (and giant variety?)

### Jelly Fish

*Mindless*

*Threat:*      *Treasure:*      *Type:*

**Size:**

STR:

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
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**Kaablin**

*Subterranean*

The kaablin are related to goblins, but are generally more inimical. Whereas some goblins manage to mix in normal society, kaablins only attack it. Despite the physical similarity to a goblin, the phonetic closeness of their names, and the general similarities in language the two come of entirely different stock.

According to kaablin legend they originated from the thickening of darkness deep underground, germinated by stone and earth, animated by a need to destroy. But their destructive urge is strictly turned outward. The kaablin have no difficulty in constructing items and structures for their own use, but take immense pleasure in destroying the work of others.

Being rather small-minded and uncharismatic their depredations would be easily turned aside if it were not for the work of others, primarily the Hashileem, who spare no effort in dominating the kaablins and giving them effective direction.

Kaablins prefer weapons like themselves: blunt and direct, and hold no armament in higher regard than the mace. Still, spears are useful and common. Even swords and axes find their way into kaablin hands.

**Kaablin**

*Sentient*  
*Threat:*                      *Treasure:*                      *Type:*

**Size: Medium Small ()**

STR: 7 (HP)	CON: 14 (HP × 2)
AGI: 10	WIT: 8
WIL: 7 (HP)	POW: 7 (HP)
HP: 7 (2d6)	AP: 0
SR:	Dodge:
Move:	Morale:
Vision:	Night Vision:

Sound	
<i>Attack</i>	<i>Sc SR Damage</i>

Club  
Mace  
Spear

**Khatin**

*Various*

A khatin is a terrible creature of the undead created through black magic by necromancers to serve as a heavy-handed hitman. They are difficult to face and even more difficult to slay.

**Appearance**

A khatin appears as a six-foot-or-so figure, hooded and robed in black. Underneath the hood and robes they are to all appearances in black full plate. The helm is slotted for vision and breathing (not that a khatin actually does either). They are usually mounted on coal-black steeds which are functionally the same as war horses. If the khatin’s form underneath the armor is exposed (as by damage) it appears to be rotted flesh. Displaced maggots will crawl out of wounds.

**Aura**

Upon first encountering a khatin a character must make a morale check. The roll is considered to be for the whole encounter—if there is a 15 minute escape from khatin presence then a re-encounter requires a new morale check.

**Behavior**

As far as servants go the khatin are not particularly flexible, but they are tenacious and difficult to eliminate. Their basic purpose in life is to eliminate enemies. As with all sorcery, the Make Khatin spell is permanently linked to the sorcerer. This link can be used to communicate and issue orders through a rudimentary telepathy, though it must be remembered that khatin are next to mindless. The khatin have a certain amount of autonomous function: when instructed to kill someone they will recognize the target despite changes of clothes, they can organize appropriate transportation to follow and so on and so forth. Generally, a khatin tries to blend in so they will do things that most people do: when travelling they will stop and “sleep” at night. However, it is important to note that they are more like idiot-savants in this regard: though they are able to do these things it is more like a machine going through motions than any understanding of what is going on.

A masterless khatin is restricted to this automaton behavior, but its evil nature tells. It will, coldly and methodically, attempt to kill and destroy every living thing. It starts with sentient creatures

and will work its way down through animals to plants. It will ignore other undead unless they interfere with it (at which point it will turn on them mercilessly).

### Combat

The SL of the Create Khatin spell becomes the attribute score of the khatin, as well as the minimum damage to incapacitate. The khatin's move score is  $SL \times 0.4$ . The khatin's skill with the long sword is  $SL \times 3$ . Damage with the long sword is  $adjSTR = SL \times 1.3$ .

If the khatin's weapon skill is at 30 or more it can split the attack between multiple opponents or direct them against a single opponent. Khatin are not penalized for illumination as (being undead) they do not see in the normal sense. They do not dodge, but they do parry.

The swords they wield are special: any hit, even if it does not do damage, will incapacitate the location struck with an icy chill. The only sensation to come from such an affected limb is one of icy cold. Attempting to pick up one of their swords requires an immediate WIL/SL roll. If the roll is fumbled (or if the roll is missed and the khatin who wielded the sword has been slain) then the character picking it up becomes a khatin at the end of the round. If the roll is a success the character is frozen with the sword in his hand with so much pain in his head that he cannot see or act. If the player declares an intention to let go the sword then it will drop and the player will be left with a headache so bad it causes a penalty of  $-1$  per point. The points are equal to  $3 \times (6 - \text{level of success})$ . The headache dissipates at the rate of one point per hour, but every fifth point lingers for a day.

### Slaying a Khatin

A khatin's HP are really the damage to incapacitate a location. The damage must be done in a single blow in which case the injured location is treated as if it has taken a serious wound. Thus only blows to the chest or head serve to truly incapacitate them. However, at nightfall the khatin will re-manifest in the same place as it has fallen—regardless of the amount of damage it has taken—with full attributes.

To slay a khatin takes more than damage, it requires sorcery or equivalent magic. The *Lay To*

*Rest* sorcery charm does damage to undead, and thus to khatin. However, as khatin follow special rules and cannot be completely killed through mere damage alone this will not destroy it (and, in fact, has no especial effect unless it incapacitates the khatin in a single casting).

To actually slay a khatin requires a successful usage of the *Banish* charm on a “slain” khatin with SL/SL. If the khatin has not been slain then a *Banish* with a successful WIL+SL/SL will “slay” the khatin and a second successful casting would destroy it.

The passing of a khatin has an aura of black magic and the spot on which a khatin is “slain” gains a stain of SL black magic points (which leaves a permanent of  $\frac{1}{5}$  SL). Additionally, anything that grows there will be black and twisted. If a khatin is laid to rest it will collapse in a smoking heap, completely evaporating over the course of a number of hours equal to  $\frac{1}{4} \times SL$ . There will be a magical/psychic concussion of SL black magic points with a temporary stain on the spot of  $\frac{1}{5} \times SL$  black magic points (and a permanent of  $\frac{1}{25} \times SL$  black magic points).

### Khatin

*Mindless*

*Threat: 38      Treasure:      Type:*

**Size: Medium (6' tall, 200 pounds)**

STR: 20 (HP)	CON/END: 20 (HP)
AGI: 10	WIT: 10
WIL: 20 (HP)	POW: 20 (HP)
HP: 20 (2d8+2d10)	AP: 12 (Full Plate)
SR: 3	Dodge: 0
Move: 8	Morale: n/a (undead)
Vision: undead	Night Vision: undead
Sound: +0	

*Attack*

	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Khatin Sword (M)	60	7	2d10 Chop

*Skill*

	<i>Score</i>
Ride	15

### Ki-rin

*Mountain*

These strange creatures have a dragon head, deer antlers, fish body of scales having however four legs with ox hooves and finally a lion tail.



## Kobold Warriors

<i>Rank</i>	<i>TL</i>	<i>HP</i>	<i>Dodge</i>	<i>AP</i>	<i>Attack</i>	<i>Score</i>	<i>SR</i>	<i>Parry</i>	<i>Damage</i>
Rabble	1	5	8	none (1)	Light Club (S)	6	2	1	1d6 Crush
Common	3	7	14	none (1)	Light Club (S)	12	3	2	1d6 Crush
Veteran	5	8	20	none (1)	Small Axe (S)	18	4	2	1d8 Chop
Hero	9	10	26	lt. leather (2)	Battle Axe (M)	24	5	3	1d10 Chop
Champion	13	12	30	hd. leather (4)	Short Spear, 2-H (L)	30	5	6	1d10 Impale

...

### Ki-rin

*Sentient*

*Threat:*                      *Treasure:*                      *Type:*

**Size: Medium (3½' shoulder, 200 pounds)**

STR:                                      CON/END:

AGI:                                      WIT:

WIL:                                      POW:

HP:                                      AP:

SR:                                      Dodge:

Move:                                      Morale:

Vision:                                      Night Vision:

Sound:

*Attack*                                      *Sc SR Damage*

...

## Kobold

*Subterranean*

The kobold race is said to have been created by the alchemist Kalmáth around a thousand years ago to act as shock troops in the battles current then. They have since then bred indiscriminately and spread everywhere. Though not particularly bright, kobolds have their own sort of cunning and, having been created to die in the service of others, have a very much “us against them” attitude. Given their small size they use gang tactics when fighting. A kobold saying goes, “Though I may fall, my brothers, uncles and cousins follow close behind.” Around 95% of the kobold population is male.

They are a squat race averaging around four feet in height and seventy pounds in weight with considerable ugliness and a disagreeable personality to match. When Kalmáth was doing his work it is said that he used a faithful war hound as the basis for his creation. The war hound was undoubtedly prettier, but there is no mistaking the canine heritage present in the kobold features, though it appears to have

been liberally mixed with some sort of lizard.

Kobold skin is scaly and tough (which acts as armor worth one point), they have one or more short, stubby horns protruding from or near their forehead, yellow eyes with slit pupils, an almost spiny spinal column. Their hands end in lizard-like talons. Although the skin does not look like a dogs the form of the head is very canine, as are their teeth.

While Kalmáth is reputed to be their creator, the kobolds themselves worship a god they name Kèlmuth as their creator. He is violent, conniving deity who seems to expect the same behavior from his followers.

Kobolds normally only wear a wide leather belt which serves to support a loin cloth and perhaps a pouch with a few personal possessions. Kobolds are notoriously fond of dicing and enjoy alcoholic beverages when they can obtain them. Most kobolds are hunters, a few raiders and some very few practice crafts or other peaceful pursuits.

Kobolds mature in a short five years and, if they aren't killed first, can expect to live to see twenty, maybe even thirty or forty. Most, however, die a young death. The few females are guarded like the vital key to survival they are. If fifty kobolds died defending one female it would be worth it as she can be expected to produce a litter of four to six every year from maturity until twenty or more years of age. This lends the males a much higher morale than would otherwise be expected.

### Kobold

*Sentient*

*Threat:* 2                      *Treasure:* 2                      *Type:* Capture

**Size: Medium Small (4' 6" tall, 80 pounds)**

STR: 7 (HP)                                      CON/END: 11 (HP × 1½)

AGI: 14                                      WIT: 10

WIL: 7 (HP)                                      POW: 7 (HP)

## *Tim Doty*

HP: 7 (2d6)                      AP: 1 (tough hide)  
SR: 3                              Dodge: 12  
Move: 8                          Morale: 5 ( $HP \times \frac{3}{4}$ )  
Vision: 44'                      Night Vision: Dark-Sight  
Sound: 0

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Knife (C)	10	2	1d4 Cut
Club, 1 H (M)	10	3	1d6 Crush
Axe, 1 H (M)	10	3	1d8 Chop
Spear (L)	10	3	1d8 Impale
Sling (25', 70', 210')	10	13	1d6 Crush

<i>Skill</i>	<i>Score</i>
Swim	18





**Lamia**

...

These creatures have the head and torso of a woman but the body of a serpent. They eat human children, the younger the better. Fourteen years minus the age of the child is the number of decades the lamia can subsist off of the meal.

...

**Lamia***Sentient***Size:** ...

STR: ...

*Attack**Sc SR Damage*

...

**Lammasu**

...

These creatures ...

(female shedu; winged lions with human heads?)

**Lammasu***Sentient?**Threat: Treasure: Type:***Size:**

STR:

*Attack**Sc SR Damage*

...

**Lampray***Ocean*

These creatures ...

...

**Lampray***Non-Sentient?**Threat: Treasure: Type: None***Size:**

STR:

*Attack**Sc SR Damage*

...

**Leech***River*

These creatures ...

...

**Giant Leech***Mindless**Threat: Treasure: Type:***Size:**

STR:

*Attack**Sc SR Damage*

...

**Leopard**

...

These ...

...

**Leopard***Quasi-Sentient***Size:** ...

STR: ...

*Attack**Sc SR Damage*

...

**Leprechaun**

...

These creatures ...

...

**Leprechaun***Sentient**Threat: Treasure: Type:***Size:**

STR:

*Attack**Sc SR Damage*

...

**Leucrota**

...

These creatures are the offspring of a lion and a crocotta. They can imitate the human voice and mimic words. In appearance they are cloven hooved and the size of a donkey, but having the haunches of a stag, the tail, chest and neck of a lion and the head of a badger. The mouth is a gaping maw opening back as far as the ears and with ridge bones instead of teeth which, combined with the powerful jaw muscles, can crush anything.

...

**Leucrota***Quasi-Sentient*



*Threat:*                      *Treasure:*                      *Type:*  
**Size:**  
STR:  
*Attack*                                      *Sc SR Damage*  
Bite (C)

## Lich

*Savanna*  
These ...

## Lich (human)

*Sentient*  
*Threat:*                      *Treasure:*                      *Type:*  
**Size:** ...  
STR: ...  
*Attack*                                      *Sc SR Damage*  
...

## Lion

*Savanna*

The male lion lazes around while his pride of lionesses hunt. The females are smaller than the males and have more sense, hence the lower morale.

## Lion

*Quasi-Sentient*  
*Threat:*                      *Treasure:*                      *Type: Found*  
**Size: Medium Large (10' long, 400 pounds)**  
STR: 20 (HP)                      CON/END: 15 (HP ×  $\frac{3}{4}$ )  
AGI: 11                                      WIT: 9  
WIL: 10 (HP ×  $\frac{1}{2}$ )                      POW: 10 (HP ×  $\frac{1}{2}$ )  
HP: 20 (3d12)                      AP: 2 (tough hide)  
SR: 3/2                                      Dodge: 15  
Move: 14 [50]                      Morale: 5 (HP ×  $\frac{1}{4}$ )  
Vision: –                                      Night Vision: –  
Sound: –

*Attack*                                      *Sc SR Damage*  
Bite (M)                                      17 4 2d6 Impale  
Claw [× 2] (M)                                      14 3 1d10 Cut  
*Skill*                                      *Score*  
Swim                                      18

## Lizardman

*Subterranean*

The lizardmen live in swamps where they lead a rustic life of primitive simplicity. They live primarily by fishing and are renowned swimmers

with an uncanny ability to hold their breath so long that it gives them a reputation for being able to breathe water. They tend to collect around war-leaders and fight constantly amongst themselves, though they will unite against outsiders—lizardmen tend to see all other races as enemies. Though it is extremely rare for a lizardman to be versed in the magical arts there are shamans, some of considerable power.

Though not truly warm-blooded, neither are they cold-blooded. Their activity level is moderated by their body temperature, but not regulated by it. Superficially they resemble humanoid alligators having long snouts double lined with curved razor teeth, protruding eyes and a powerful tail. The heavy scales of a lizardman's hide give him protection equivalent to four point armor. They have bred alligators for size which they use as mounts. Such beasts are not truly domesticated and can be dangerous even for an unwary lizardman.

The lizardmen are nomadic with each tribe having traditional fishing grounds through which they move. There are frequently old stonework foundations and underground construction in the older, most traditional, swamps with low above ground shelters being built on top for common, every day living. The more temporary structures are low walled and roofed with excavated floors. In newer settlements only these temporary, above ground structures exist, though they are preferentially built on or near caves. Lizardmen prefer cool, moist habitats.

Few lizardmen wear armor, or even clothing beyond a loincloth, but those that do must have it custom made to accommodate their differently shaped bodies and, due to their great size, the armor weighs twice as much as normal.

## Lizardman

*Sentient*  
*Threat:*                      *Treasure:*                      *Type: Personal*  
**Size: Medium Large (7' 6" tall, 500 pounds)**  
STR: 20 (HP)                      CON/END: 15 (HP ×  $\frac{3}{4}$ )  
AGI: 9                                      WIT: 9  
WIL: 10 (HP ×  $\frac{1}{2}$ )                      POW: 10 (HP ×  $\frac{1}{2}$ )  
HP: 20 (3d12)                      AP: 4 (tough hide)  
SR: 3/2                                      Dodge: 13  
Move: 14                                      Morale: 15 (HP ×  $\frac{3}{4}$ )

Vision: 105'                      Night Vision: Good  
 Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Club, 1 H (M)	14	3	2d10 Crush
Club, 2 H (M)	14	3	2d12 Crush
Sling (25'/200'/1000')	14	—	1d6+1d8 Crush

<i>Skill</i>	<i>Score</i>
Swim	18

## **Lynx**

...

These creatures ...  
 (giant variety?)

## **Lynx**

*Quasi-Sentient*

*Threat:*                      *Treasure:*                      *Type:*

**Size:**

STR:

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)			



## Manticore

### Grasslands

These are terrible creatures with a man's head, the body of a lion, three rows of razor-sharp teeth and a spiked tail. They can speak like a man, though they can only carry dim-witted conversation. They prefer the flesh of people (humans, elves, dwarves, and so on) to animals and are sometimes found scavenging outside of a village, looking for an opportunity to make off with children or even an unwary adult.

A manticore will bat at foes it is unsure of with its claws, reserving the bite for prey or a coup de grâce. The tail it will use on those it deems dangerous.

## Manticore

### Semi-Sentient?

**Size: Medium Large (3½' shoulder, 450 pounds)**

STR: 16 (HP)	CON/END: 12 (HP × ¾)
AGI: 12	WIT: 8
WIL: 12 (HP × ¾)	POW: 16 (HP)
HP: 16 (3d10)	AP: 2 (tough hide)
SR: 3/2	Dodge: 17
Move: 10	Morale: 4 (HP × ¼)
Vision: –	Night Vision: –
Sound: –	

Attack	Sc	SR	Damage
Bite (C)	9	2	1d6+1d8 Imp
Claw (S)	18	4	1d8 Chop
Tail (M)	14	3	1d6+1d8 Imp



## Marauder Cat

### Savanna, Steppe

These are tiger-sized felines ranging from 500 to 800 pounds as adults. Their most notable feature is probably the twin downward curving saber-like fangs with which they impale their prey. The marauder cat ambushes its prey, which includes

quarry four and five times its size, and with a single, powerful jerk of its body sinks its foot and a half long fangs into the victim.

If fighting, as opposed to ambushing, the marauder cat will single out the largest attacker and leap on it with the same impaling attack, but following that up by gnawing with the jaws and tearing with the hind claws. A marauder cat at bay will use its massive front paws to swat at whatever is bothering it.

The gnawing follow up to the main bite attack damage is cumulative against armor and is considered to be one huge wound. Being targeted by a marauder cat is to be marked for death.

## Marauder Cat

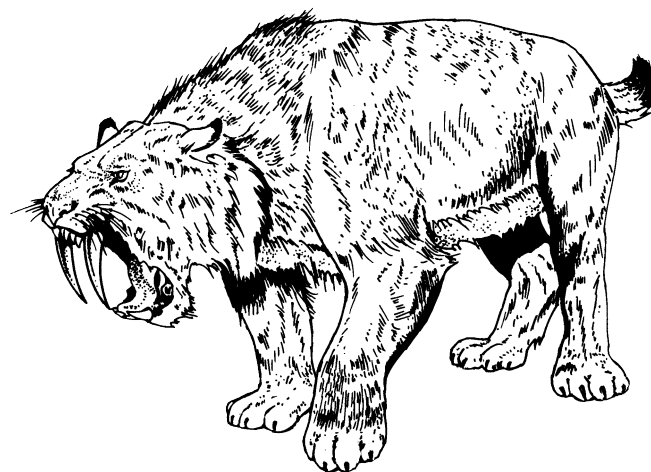
### Quasi-Sentient

**Size: Large (4' shoulder, 650 pounds)**

STR: 30 (HP)	CON/END: 15 (HP × ½)
AGI: 13	WIT: 9
WIL: 15 (HP × ½)	POW: 30 (HP)
HP: 30 (5d6+12)	AP: 4 (tough hide)
SR: 4/3	Dodge: 12
Move: 8	Morale: 20 (HP × ⅔)
Vision: –	Night Vision: –
Sound: –	

Attack	Sc	SR	Damage
Bite (C)	15	3	4d6 Imp
Paw (S)	24	6	2d8 Cut
Hindclaws (C)	24	5	2d8 + 2d6 Tear
Gnaw (C)	24	5	+1d6 Cut

Skills	Sc
Jump	15
Hide	24
Sneak	24



## Medusa

...  
These ...

## Medusa

*Semi-Sentient?*

Size: ...

STR: ...

Attack

Sc SR Damage

...

## Mermaid

*Sea, Ocean*

These aquatic creatures are a cross between a fish and a woman. Though they can mate with the mermen they are not truly of the same race. A mermaid can also mate with humans (and similar species, such as elves), though the male drowns as a side effect of the intercourse. The offspring of a mermaid will be of the race of the parent of the same gender. That is, male children will be human if the father was human, merman if the father was merman. Daughters are always mermaids.

To human eyes a mermaid is grotesque, more of a cross between a troll and a fish than a woman and a fish. However, mermaids have a glamour that deceives the eyes of those around them into seeing them as being very beautiful and very desirable. They have, for this purpose, an effective CHA equal to twice their HP. To create the glamour costs 1 MP and the effect lasts for fifteen minutes.

Upon first seeing the mermaid a man can attempt to resist the glamour with a WIL/CHA roll. If he misses the roll he can roll again before doing something stupid (such as jumping in the water wearing full platemail), and every minute thereafter. If he fails the roll he gets a second chance before doing something stupid and every hour thereafter. If the roll is fumbled he will never escape the glamour save through magical intervention (the effect of the glamour on a person can be dispelled as if it were magic having an SL equal to  $HP \times \frac{1}{2}$  for each level of failure).

Mermaids enjoy enticing sailors to jump ship, have their way with the hapless lad, and leave his drowned and bloated corpse when they are through

with him.

A mermaid can walk on land by changing her tail into legs. Doing so costs 1 MP and lasts for one minute. They gather magical energy from watery sources, just like sea elves. Mermaids rarely risk going more than a few steps from water deep enough to swim in.

## Mermaid

*Sentient*

Size: Medium (5½' tall, 200 pounds)

STR: 10 (HP)

ND: 10 (HP)

AGI: 10

WIL: 10 (HP)

HP: 10 (3d6)

SR: 2

Move: (8)/12

Vision: -

Sound: -

Skill

Swim

Gather

CON/E

WIT: 10

POW: 15 ( $HP \times 1\frac{1}{2}$ )

AP: 2 (tail)

Dodge: 15

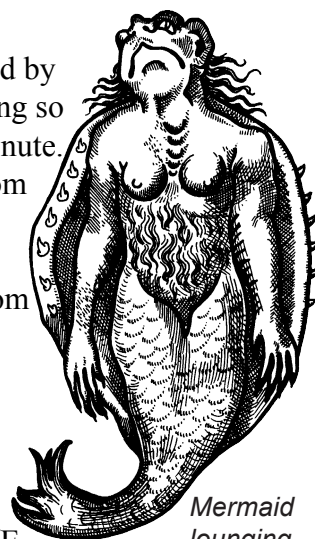
Morale: 3 ( $HP \times \frac{1}{4}$ )

Night Vision: -

Sc

23

8



Mermaid  
lounging  
in a shell

## Merman

*Sea, Ocean*

These creatures are a cross between a fish and a man. Although they breed with mermaids and their offspring are either mermaids or mermen, the two are truly separate species. Mermen herd capricorns and raise hippocampi for tritons.

## Merman

*Sentient*

Size: Medium (6' tall, 250 pounds)

STR: 14 (HP)

AGI: 10

WIL: 10 ( $HP \times \frac{3}{4}$ )

HP: 14 (3d8)

SR: 2

Move: -/12

$\times \frac{1}{2}$ )

Vision: -

ight Vision: -

CON/END: 14 (HP)

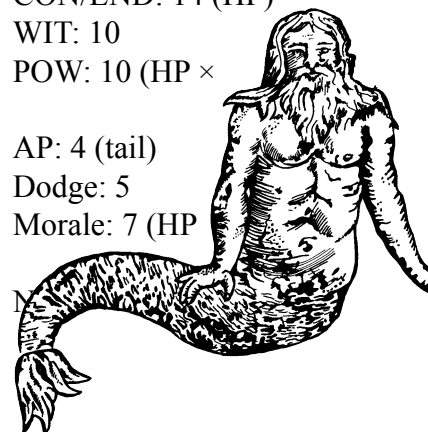
WIT: 10

POW: 10 ( $HP \times$

AP: 4 (tail)

Dodge: 5

Morale: 7 (HP





Sound: —

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Trident, 1-H (L)	15	3	1d8 Imp
Trident, 2-H (L)	15	3	1d12 Imp
<i>Skill</i>	<i>Sc</i>		
Swim	23		

## Merol

*Marsh, Swamp, Coastal*

An aquatic race of humanoids, the merol are crude and primitive with little in the way of tools or crafts. They do fashion spears of the straightest and strongest tree limbs they can find and can chip out axe heads from stone.

In appearance they look like large, ugly humans with knobby joints and coarse skin and hair. Below the waist their skin gives way to scales and their feet are webbed.

## Merol

*Sentient*

**Size: Medium Large (9' tall, 700 pounds)**

STR: 33 (HP)	CON/END: 17 (HP × ½)
AGI: 8	WIT: 8
WIL: 11 (HP × ⅓)	POW: 17 (HP × ½)
HP: 33 (6d10)	AP: 5 (skin) + 3 (hides)
SR: 3/2	Dodge: 12
Move: 8	Morale: 11 (HP × ⅓)
Vision: 85'	Night Vision: Dark Sight
Sound: +1	

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Heavy Long Spear	16	5	3d12 Imp
Large Club	18	5	5d10 Crush
<i>Skill</i>	<i>Score</i>		
Climb	13		
Listen	12		
Scan	12		
Swim	24		

## Mimic

*anywhere*

These artificial creatures do not breed and so never occur naturally being always the product of an alchemical procedure. They never age and do not require food, water or even air. Although they do not need food, mimics have voracious appetites

which do not result in any weight gain. When someone is eaten by a mimic they are completely gone.

Mimics are normally immobile and the basic form consists of a single mouth. Some have clawed limbs to assist in feeding. However, mimics normally conceal their natural appearance, taking on the seeming of some inanimate object until they begin to feed. Once consumption is complete they return to the mimicked shape. A mimic can only take on the appearance of a particular object. A mimic that is slain dissolves into protoplasmic goo that sublimates over the span of a few minutes to hours depending on its size.

Because the camouflage is a natural ability of the mimic it is not detectable as magic. And although mimics are unnatural they are not magical either and so not detected as such.

Mimics do not have normal perception and are not subject to normal perception rules. They actually sense presence and can tell the difference between physical and noncorporeal entities, only responding to the former.

For more information on how mimics are created consult the Alchemy chapter in Book Four.

## Book Mimic

These mimics look like bound volumes, often with clasps and decoration. Although they lack clawed arms, unlike most mimics not only are they mobile they can fly. They normally only activate when the victim opens the “book” and thus the mouth. Once active, however, the mimic will go for hands or head, flapping about and taking chunks of flesh as it can. If it latches onto the head it will usually continue to gnaw and accumulate damage against any protection in a single wound.

## Book Mimic

*Mindless*

**Size: Very Small (14" × 10" × 4", 6 pounds)**

STR: 3 (HP)	CON/END: 9 (HP × 3)
AGI: 15	WIT: 8
WIL: 3 (HP)	POW: 3 (HP)
HP: 3 (1d6)	AP: 0
SR: 7	Dodge: 27
Move: —/15	Morale: 3 (HP)
Vision: —	Night Vision: —
Sound: —	Sixth Sense: 10'

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	23	7	1d4–1 Impale
Bite [head] (C)	23	7	1d6 Grapple
Gnaw	30		+1s10 Impale

### Chest Mimic

These mimics look like treasure chests, steamer trunks and the like. The lid forms the mouth and the appearance usually holds until the “chest” is opened and the victim willingly puts a hand into it. If the contents are prodded with some inanimate object, like a sword or stick, the contents will shift and even make appropriate noises.

Once activated, however, the mimic will assume its real, toothy, appearance. Although immobile it does possess clawed arms used for feeding.

### Chest Mimic

*Mindless*

**Size: Medium Large (3' × 2' × 4', 450 pounds)**

STR: 13 (HP)	CON/END: 13 (HP)
AGI: 0	WIT: 6
WIL: 13 (HP)	POW: 3 (HP × ¼)
HP: 13 (3d8)	AP: 0
SR: 4	Dodge: 0
Move: 0	Morale: 13 (HP)
Vision: —	Night Vision: —
Sound: —	Sixth Sense: 6'

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Grab (S)	15	4	2d10 Grapple
Bite	30		+1d10 Impale

### Door Mimic

These mimics usually appear as double doors, the mouth being the vertical opening. They awake, transform and attack when opened.

...

### Door Mimic

*Mindless*

**Size: Large (10' × 5' × 1', 950 pounds)**

STR: 33 (HP)	CON/END: 11 (HP × ⅓)
AGI: 0	WIT: 5
WIL: 11 (HP × ⅓)	POW: 3 (HP × ⅓)
HP: 33 (6d10)	AP: 0
SR: 3	Dodge: 0
Move: 0	Morale: 33 (HP)
Vision: —	Night Vision: —

Sound: —	Sixth Sense: 5'		
<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Grab (M)	15	3	3d12 Grapple
<i>Bite</i>	30		+2d10 Impale

### Floor Mimic

These mimics appear as normal floor, whether bare dirt, flagstone or hardwood. The size is generally the same regardless of extent as the excess bulk is simply compressed.

The mimic will normally only activate when the prey is centered on it. If there are multiple victims it will usually wait until the group is more or less centered in the room. However, if a victim nears and then departs the center this will almost certainly trigger an attack.

The floor mimic attacks by curling up from the edges of the room and proceeding to digest all victims it can contain. The attack roll is made only when the attack is first sprung. The only meaningful defense is to dodge—if successful this will prevent the victim from being contained by the mimic.

Everyone contained by the mimic takes the rated damage at the end of each round, including the one in which the attack was sprung. Due to the nature of the attack it normally occurs on SR 10, the first possible movement. As the attack envelopes the victims there is no grapple hold to be broken—the only way out is for the mimic to be killed. Due to constriction, attacks by those enveloped are made with the target being in the same hex.

Attacks made from the outside against the mimic doing damage in excess of a serious wound do that excess against a randomly selected enveloped victim.

### Floor Mimic

*Mindless*

Mold Size			
<i>Size</i>	<i>Hexes</i>	<i>Size</i>	<i>Acres</i>
Tiny	<1	Large	1/10
Very Small	1	Very Large	1/3
Small	2–3	Huge	1
Medium Small	4–9	Enormous	2–3
Medium	10–27	Titanic	4–9
Medium Large	28–81	Gargantuan	10–27

**Size: Very Large (15' × 15' × 1', 4500 pounds)**

STR: 63 (HP)	CON/END: 15 (HP × ¼)
AGI: 0	WIT: 8
WIL: 15 (HP × ¼)	POW: 3 (HP × ⅓)
HP: 63 (6d20)	HP: 0
SR: 2	Dodge: 0
Move: 0	Morale: 63 (HP)
Vision: —	Night Vision: —
Sound: —	Sixth Sense: 10'

<i>Attack</i>	<i>Sc SR Damage</i>
Envelope	30 +2d10 Crush

**Mold***Various*

There are several different kinds of molds that are notable. They are named after their color as their most obvious attribute is color and color serves to differentiate the type of mold.

Molds all live directly on their food source and, lacking mobility, do not look for food as others do. Rather they direct their spores (which do have limited motility) and grow where they land.

The size of a mold colony is deceptive as, unlike other creatures, they are spread out over an area. The smallest mold of note is tiny and covers less than a hex. It is, however, attacked as an area, not a creature. If a mold colony takes a serious wound it is not disabled but, if it is larger than Tiny, it is divided into two colonies of the next smaller size with the remaining HP apportioned evenly between the halves. The only way to kill a mold colony is to reduce it to Tiny size and then to zero HP.

**Brown Mold**

This mold has a brownish color, shading to yellow or red, and is most commonly found on plants. Once released the spores can move a total of five hexes under their own power and can survive up to 24 hours of daylight, though no more than 30 days total.

Spores are released by the thousands but tend to travel in clumps of a hundred or more. If they land on a suitable food source and are not disturbed a new colony will start to grow. Each spore accounts for about one square inch on a host. Brown mold is easily dislodged and is fairly brittle. It is also quite

flammable and burns hot, but also very quickly.

A colony of brown mold with enough food can double its size every day. Once the host has been covered spores start to be formed and released before the host has been completely used up as a food source. Once covered a host will lose 1 HP per day.

**Brown Mold***Mindless***Size: Small (2–3 hexes, 20 pounds)**

STR: —	CON/END: 25
AGI: —	WIT: —
WIL: 1	POW: 11 (HP × ⅓)
HP: 33 (6d10)	AP: 0
SR: —	Dodge: —
Move: —	Morale: —
Vision: —	Night Vision: —
Sound: —	

<i>Attack</i>	<i>Sc SR Damage</i>
Eat	1 per day

**Green Mold**

This mold is of a greenish color that is almost blue in certain lights. Green mold produces acid to digest the host and as a defense mechanism against being disturbed.

... contact with the mold does 1 point of damage per round.

**Green Mold***Mindless***Size: Very Small (1 hex, 7 pounds)**

STR: —	CON/END: 30
AGI: —	WIT: —
WIL: 1	POW: 3 (HP × ⅓)
HP: 10 (3d6)	AP: 0
SR: —	Dodge: —
Move: —	Morale: n/a
Vision: —	Night Vision: —
Sound: —	

<i>Attack</i>	<i>Sc SR Damage</i>
Touch	1 per round

**Red Mold**

This mold is red in color, sometimes shifting to orange or purple. ... eats metal ... sometimes mistaken for rust.

In aggressive mode, such as when being attacked, it can do 1 point of damage to metal objects (such as weapons) on contact. Each time this occurs there is a cumulative mold damage times ten percent change that the mold will transfer enough of itself onto the weapon to continue doing one point of damage per movement strike rank. It can do a number of such transfers equal to the weight of the metal in the weapon in pounds. For most weapons having metal this is nearly the entire weight of the weapon, the primary exception being spears whose heads generally weigh no more than one or two pounds.

### Red Mold

*Mindless*

**Size: Tiny (<1 hex, 2 pounds)**

STR: —	CON/END: 25
AGI: —	WIT: —
WIL: 1	POW: 1 (HP × ⅓)
HP: 3 (1d6)	AP: 0
SR: —	Dodge: —
Move: —	Morale: —
Vision: —	Night Vision: —
Sound: —	

*Attack*

*Sc SR Damage*

Eat	1 per SR
-----	----------

### Yellow Mold

This mold is yellow in color. ... prefers living flesh. ... attacks with spore bursts.

... Once covered a host will lose 1 HP per minute.

### Yellow Mold

*Mindless*

**Size: Small (2–3 hexes, 20 pounds)**

STR: —	CON/END: 20
AGI: —	WIT: —
WIL: 1	POW: 11 (HP × ⅓)
HP: 33 (6d10)	AP: 0
SR: —	Dodge: —
Move: —	Morale: —
Vision: —	Night Vision: —
Sound: —	

*Attack*

*Sc SR Damage*

Spore Burst	1 per minute
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## Monkeypine

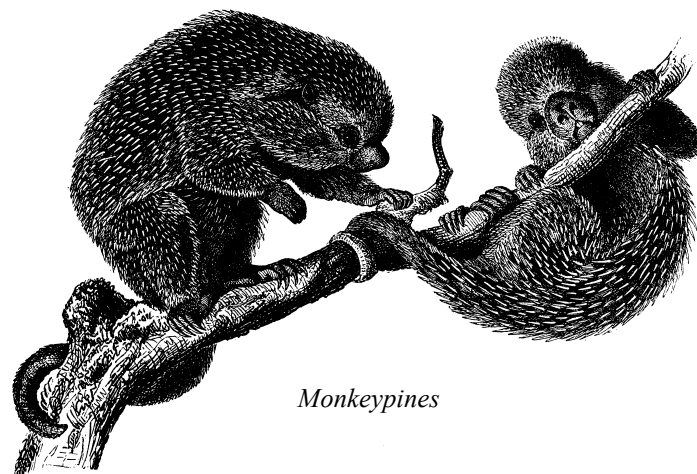
*Forest*

These strange creatures are a cross between monkeys and porcupines. Even stranger, they are natural creatures—not the result of some alchemical experiment. In form they look like small porcupines with unusually long tails that are lacking in quills. The tail is prehensile and very strong: the monkeypine uses it to hang and swing, even hurling itself considerable distances.

Quills can be hurled twenty feet and with such accuracy that the entire distance is considered to be short range. Due to the needle-sharp nature of the quills they ignore the first four points of armor and each four points thereafter only stops one point of damage. These numbers are doubled in the event of a special success. Quills can only be hurled singly and it normally takes 5 SR to ready a new attack. However, for 1 FP the monkeypine can hurl a quill every SR for an entire round.

Further, the tail can be used to grapple an object or opponent. In addition to the basic hold the monkeypine can use the escape, subdue, throw and twist maneuvers. However, subdue can only be attempted if the monkeypine achieved a hold on the head. The throw maneuver throws either the monkeypine or the target, whichever is smaller—usually the monkeypine. Even a quick throw allows the monkeypine to swing twenty to twenty five feet while a particularly good hold can achieve thirty five or even forty feet.

Unlike porcupines, monkeypines are social and live in extended family groups of twenty to fifty individuals. Though usually quiet and lounging in trees eating leaves, when excited they become



*Monkeypines*

rather more active and will swing from tree to tree, throwing quills with surprising range and accuracy if the situation warrants.

Intelligent, they communicate with each other using a range of squeals, growls and clicks. A monkeypine mother will use her hind feet and fore paws to scamper around trees while holding her young with her tail. This arrangement allows her to more readily feed herself by grasping leaves with the fore paws as well as providing pre-masticated food to an infant. However, if she gets in a hurry she will hug the infant to her chest and swing her way out of danger trailing a rain of quills on the interloper.

Monkeypines mate throughout the year with the female having a biweekly estrous cycle. Gestation lasts six weeks resulting in a minuscule infant monkeypine. These are cared for by the mother with orphans cared for by the group. The young are raised in a family nest usually located high in the branches of a tree. Such nests are made of twigs, leaves and grass and hold a variety of objects collected by the curious monkeypines. Foraging is done by the males, juveniles, and females without young. The females stay behind and protect the nest from predators, typically birds who feed on the young.

A monkeypine achieves sexual maturity in twelve months but only reaches adult size after two to three years with the males growing somewhat faster and longer and hence being slightly larger. Females can reproduce from one to sixteen years of age. The life expectancy of a monkeypine is twenty years.

Most monkeypines mate for life and refuse to mate again after a partner dies. Despite males being larger and stronger it is the females who rule the nest and young females stay in the family. Males, however, usually wander for a year or two until finding a family that will take them in.

## Monkeypine

*Semi-Sentient*

*Threat: 4 (11) Treasure: 4 Type: Prey*

**Size: Tiny (10" long plus 10" tail, 2 pounds)**

STR: 2 (HP) CON/END: 12 (HP × 6)

AGI: 25 WIT: 12

WIL: 2 (HP) POW: 2 (HP)

HP: 2 (1s6) AP: 0

SR: 3/5

Move: 5

Vision: 32'

Sound: +2

Dodge: 36

Morale: 1 (HP × ¼)

Night Vision: Excellent

### Attack

Throw Quill (20')

Tail Grapple (C)

Bite (C)

Claw (C)

*Sc SR Damage*

25 15 1d2-1 Impale\*

25 4 1d10 Grapple

12 2 1d4-1 Impale

10 2 1d3-1 Tear

### Skill

*Score*

Acrobatics

25

Climb

50

Jump

25

Speak Monkeypine

6

Swing

25





**Naga**

...  
These ...  
...

**Naga***Sentient***Size: Medium Large (6½' tall, 300 pounds)**

STR: 17 (HP)	CON/END: 11 (HP × ⅔)
AGI: 10	WIT: 10
WIL: 9 (HP × ½)	POW: 17 (HP)
HP: 17 (3d10)	AP: 1 (tough hide)
SR: 3/2	Dodge: 14
Move: 8	Morale: 9 (HP × ½)
Vision: –	Night Vision: –
Sound: –	

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Club, 1 H (M)	15	3	1d12+1 Crush
Hoe, 2 H (P)	9	4	1d12+1 Chop
Scythe, 2 H (P)	9	4	2d10 Chop
Sword (M)	15	3	2d8 Chop
Axe (M)	15	3	2d10 Chop
Shield	15	–	–3 Sc, 4 AP, 12 HP
<i>Skills</i>	<i>Sc</i>		
Tactics	15		

**Nixie***Hills, Mountains*

These ...  
...

**Nixie***Sentient***Size: Large (6½' tall, 300 pounds)**

STR: 17 (HP)	CON/END: 11 (HP × ⅔)
AGI: 10	WIT: 10
WIL: 9 (HP × ½)	POW: 17 (HP)
HP: 17 (3d10)	AP: 1 (tough hide)
SR: 3/2	Dodge: 14
Move: 8	Morale: 9 (HP × ½)
Vision: –	Night Vision: –
Sound: –	

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Club, 1 H (M)	15	3	1d12+1 Crush
Hoe, 2 H (P)	9	4	1d12+1 Chop
Scythe, 2 H (P)	9	4	2d10 Chop
Sword (M)	15	3	2d8 Chop

Axe (M)	15	3	2d10 Chop
Shield	15	–	–3 Sc, 4 AP, 12 HP
<i>Skills</i>	<i>Sc</i>		
Tactics	15		

**Nymph**

...  
These ...  
...

**Nymph***Sentient***Size: ...****STR: ...**

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
...			









**Octopus**

*Ocean*

These ...

...

**Octopus**

*Quasi-Sentient? Semi-Sentient?*

**Size:** ...

**STR:** ...

*Attack*

*Sc SR Damage*

...

**Ogre**

*Hills, Mountains*

These humanoid monsters live in remote areas where they hunt wild animals and dress in the skins. However what ogres really like is a taste of human flesh (elves taste better but are scarcer, dwarves are a bit stringy though they are still better than animals, halflings are a bit on the fatty side though tasty).

Ogres use clubs and, rarely, stone-tipped spears or stone axes.

**Ogre**

*Semi-Sentient?*

**Size:** Large (6½' tall, 300 pounds)

**STR:** 17 (HP)                      **CON/END:** 11 (HP × ⅔)

**AGI:** 10                              **WIT:** 10

**WIL:** 9 (HP × ½)                **POW:** 17 (HP)

**HP:** 17 (3d10)                    **AP:** 1 (tough hide)

**SR:** 3/2                              **Dodge:** 14

**Move:** 8                            **Morale:** 9 (HP × ½)

**Vision:** –                          **Night Vision:** –

**Sound:** –

*Attack*

*Sc SR Damage*

Club, 1 H (M)                    15   3   1d12+1 Crush

Hoe, 2 H (P)                     9   4   1d12+1 Chop

Scythe, 2 H (P)                 9   4   2d10 Chop

Sword (M)                        15   3   2d8 Chop

Axe (M)                          15   3   2d10 Chop

Shield                            15   –   –3 Sc, 4 AP, 12 HP

*Skills*

*Sc*

*Tactics*

15

**Orc**

*Land*

These are humanoid creatures which in the distant

past were produced as the strange offspring of humans and pigs by a forgotten elfin mage (even the elves have tried to forget his name). Orcs despise both life and nature (at least, the lives of others) and love desecrating them. They tend to brown and red skin tones and have long, coarse black hair on their heads and down the middle of their back. They do not have any facial hair. In stature they stand some six to seven feet in height and weigh anywhere from a slender 200 to a healthy 400 pounds.

Orcs worship evil gods or follow shamans who deal with evil spirits. The most common gods associated with them are Nyktar, Umath and Ilthmar. They have a low level of barbaric civilization: they build villages with wooden palisades around them. Buildings are made of simple log-cabin construction with any subdivision into rooms being accomplished by hanging rugs. Their tool making ability is limited and much of what they use is obtained from raids on human settlements.

Orcs out raiding will usually be wearing as good armor as they can manage. For most this will be simple leather (3 AP), though some few will have ringmail (6 AP) and the rare powerful leader will have chainmail (10 AP). Many times their weapons will be tools they have taken from peasants, but most successful raiding parties will have rust-bitten spears, swords and axes. They all use shields whenever possible and decorate them in gruesome and inventive ways. In fact, it is by shield decorations that the different orc factions can be identified.

Although orc raiding parties usually travel by foot, occasionally a leader will compel his followers to ride captured horses rather than eat them—to orcs, horse meat is a delicacy.

An orc out to make a name for himself will usually try to get a band of five to ten like-minded orcs and try to find a tribe of goblins to convince to fight for him. Such orc-led bands are often more dangerous than normal raiding parties as they will usually act in a more disciplined, military manner, identify objectives and form plans to take them rather than simply roaming around butchering and slaughtering.

**Orc**

*Sentient*

**Size:** Medium Large (6½' tall, 300 pounds)

## Tim Doty

STR: 17 (HP)  
AGI: 10  
WIL: 9 (HP  $\times \frac{1}{2}$ )  
HP: 17 (3d10)  
SR: 3/2  
Move: 8  
Vision: 98'  
Sound: 0

CON/END: 14 (HP  $\times \frac{5}{6}$ )  
WIT: 10  
POW: 17 (HP)  
AP: 1 (tough hide)  
Dodge: 14  
Morale: 9 (HP  $\times \frac{1}{2}$ )  
Night Vision: Star-Sight

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Club, 1 H (M)	15	3	1d12+1 Crush
Hoe, 2 H (P)	9	4	1d12+1 Chop
Scythe, 2 H (P)	9	4	2d10 Chop
Sword (M)	15	3	2d8 Chop
Axe (M)	15	3	2d10 Chop
Shield	15	—	—3 Sc, 4 AP, 12 HP
<i>Skills</i>	<i>Sc</i>		
Tactics	15		



## Otter

...  
These ...

...

## Otter

*Non-Sentient*

**Size:** ...

STR: ...

<i>Attack</i>	<i>%</i>	<i>R</i>	<i>Damage</i>
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...

## Owl

...  
These ...

...

## Owl

*Non-Sentient*

**Size:** ...

STR: ...

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
---------------	-----------	-----------	---------------

...





## Pegasus

*Mountain*

These ...

...

## Pegasus

*Semi-Sentient*

**Size:** ...

STR: ...

*Attack*

*Sc SR Damage*

...

## Pixie

*Forest*

These are small, winged humanoids with elfin features. They vary from 12" to 18" in height and weigh a scant one to five pounds. They are of Tiny stature and have HP equal to  $\text{CON} \div 5$ . Very little is known about them, but the evidence suggests that they mature very rapidly (growing to full size in less than a year) and are short-lived (no credible evidence exists for a pixie living past 20 years of age). However, they don't show signs of aging: a fifteen year old pixie looks much the same as a two year old.

There are two major types of pixie: the Ilkthior and the Parway. The Ilkthior have dragonfly wings and can move freely in any direction as well as hover, but they incur Enc fatigue every round they are in flight. The Parway have butterfly wings and can fly forwards—even backwards at half speed—but cannot hover nor fly sideways. They incur Enc fatigue every minute of flight.

A pixie spear weighs 8 ounces, has a minSTR of 3, an adjSTR of 0.2, a short range of 5 feet, a medium range of  $\text{STR} \times 4$  feet and a maximum range of  $\text{STR} \times 7$  feet. A pixie javelin is essentially an arrow, weighs 4 ounces, has a minSTR of 2, an adjSTR of 0.1, a short range of 3 feet, a medium range of  $\text{STR} \times 3$  feet and a maximum range of  $\text{STR} \times 5$  feet. Pixie javelins are often thrown with a strap which effectively doubles their adjSTR and ranges.

## Pixie

*Sentient*

**Size:** Tiny (18" tall, 3 pounds)

STR: 3 (HP)

AGI: 17

WIL: 11 ( $\text{HP} \times 3\frac{1}{2}$ )

HP: 3 (1d4)

SR: 1/3

Move: 3/10

Vision: 51'

Sound: +3

*Attack*

Pixie Spear (M)

□ *thrown*

*Skill*

Fly

CON/END: 15 ( $\text{HP} \times 5$ )

WIT: 10

POW: 11 ( $\text{HP} \times 3\frac{1}{2}$ )

AP: —

Dodge: 29

Morale: 1 ( $\text{HP} \times \frac{1}{4}$ )

Night Vision: Star-Sight

*Sc SR Damage*

15 1 1d2–1 Impale

26 13 5', 12', 21'

*Sc*

26

## Pooka

*Various*

These are supernatural creatures related in some fashion to the færie and the sidhe. Like the færie, pooka are shapechangers, though their repertoire is rather more limited and their HP stay the same. Like the sidhe they are mortal though very long lived. Although some pooka are merely mischievous and will assume human form to talk with humans many are more dangerous and will take the form of a horse. Sometimes they will talk while in animal form, but most of the time they won't to avoid revealing the ruse.

Getting on a pooka, even a "friendly" one, is a dangerous proposition. They take malicious joy in running uncontrollably, often through the woods, using their power to keep a rider on their back. A pooka riding through woods will often try to bash the rider into tree limbs (70% to hit once per round, dodge at half chance, 2d8 Crush). Some pooka live in pools of water and will carry the rider deep into its depths, drowning him.

Pooka, especially the malicious ones, will trample crops and vandalize buildings. Sometimes at night a pooka will come outside a house and call an inhabitant by name, inviting him for a ride. Refusal is an open invitation for some destruction.

As pooka are often found on the fringes of civilization those living in rural areas often try to keep them pacified by leaving some grain in the field for them to eat.

Though the main forms taken by a pooka are



human (usually old and wizened) and horse they have been known to take the form of giant eagles, deformed goblins or goats. An injured or seriously threatened pooka will usually vanish, dropping a rider (if any) on the spot. A particularly malicious pooka with a rider will simply fly as high into the air as it can and then vanish, releasing the rider to plummet to the ground. In any case, particularly with a malicious pooka, any threats or harm are likely to be avenged through crop or property destruction.

To try and dismount a pooka that is holding a rider takes one action and requires a WIL/WIL roll costing both the rider and the pooka 1 MP. When a pooka vanishes (which it can do as an action by spending 5 MP) it is actually going to the færie world (where it always has full MP). Any rider can go with the pooka to the færie world by so declaring, spending 5 MP and succeeding in a WIL/WIL roll. If, while in the færie world, the rider dismounts the pooka for any reason he will return to the mundane realm immediately. Where in the mundane realm is determined by the referee. Possible locations include the point at which the mundane realm was left, the rider's home and a church.

Note that a pooka which has gone to the færie world can return to the mundane at any time and to most any location, though it cannot appear in a building or too near a church. Also, a pooka can (and normally does) disguise its presence. Normally a pooka will have a perceived presence of one-quarter its POW. A pooka can only disguise its presence when not using its powers. In other words when forcing a rider to stay on, when changing shape or returning to the færie world its full, undisguised presence is felt.

### Goblin form

*Semi-Sentient*

**Size: Small (3' tall, 25 pounds)**

STR: 11 (HP × ¼)	CON/END: 21 (HP × ½)
AGI: 21	WIT: 10
WIL: 21 (HP × ½)	POW: 42 (HP)
HP: 42 (4d20)	AP: —
SR: 4	Dodge: 35
Move: 14	Morale: 11 (HP × ¼)
Vision: 100'	Night Vision: perfect
Sound: +3	

### Attack

Claw (C)

Sc SR Damage

21 4 1d6 Cut

### Horse form

*Semi-Sentient*

**Size: Large (64" shoulder, 1200 pounds)**

STR: 42 (HP)	CON/END: 21 (HP × ½)
AGI: 14	WIT: 10
WIL: 21 (HP × ½)	POW: 42 (HP)
HP: 42 (4d20)	AP: —
SR: 4/5	Dodge: 18
Move: 42	Morale: 4 (HP × ¼ <sub>10</sub> )
Vision: 100'	Night Vision: perfect
Sound: +3	

### Attack

Bite (C)

Kick (S)

Rear & Plunge (S)

Sc SR Damage

21 4 1d8 Crush

21 5 1d8+1d10 Crush

15 4 3d10+1d12 Crush

### Human form

*Semi-Sentient*

**Size: Medium (5' tall, 120 pounds)**

STR: 21 (HP × ½)	CON/END: 21 (HP × ½)
AGI: 21	WIT: 10
WIL: 21 (HP × ½)	POW: 42 (HP)
HP: 42 (4d20)	AP: —
SR: 4	Dodge: 32
Move: 7	Morale: 1 (HP × ¼ <sub>40</sub> )
Vision: 100'	Night Vision: perfect
Sound: +3	

### Attack

—

Sc SR Damage

— — —

## Porcupine

*Forest, Mountain, Savanna, Tundra*

Porcupines are large, slow moving, nocturnal rodents with a coat of needle-sharp quills for defense. Their hair and quills are brown to grey in coloration with the back usually darker than the belly. The quills are special hairs coated with keratin that are generally three inches long and numbering in the tens of thousands. These porcupines are normal except that when sufficiently threatened they can throw their quills with dangerous force.

Quills can be thrown singly or all at once. When thrown all at once there is no roll to hit nor is there any defense. However, armor (and a properly positioned shield) do reduce the damage from such an attack. Damage is rolled as a total and depends on the size of the target. It takes about a month for a porcupine to regrow its quills. A normal porcupine would have about half the threat level and attacks primarily by running backwards to ram quills into the predator.

Damage from quills cannot heal until the quill has been removed. This consequently increases the risk of infection which is the usual, eventual cause of death. Thanks to numerous barbs quill removal is not only painful but difficult as well. Just pulling out a quill does another point of damage and, for victims of a quill shower, assume that there are *at least* as many quills as points of damage with up to five times that number being possible. As a rule of thumb the number of quills in a victim is equal to  $(1s10 + 1) \times \text{damage}$ .

To safely remove a quill requires either First Aid or Medical skill. For first aid the difficulty is  $(\text{damage} + 1) \times 5$ . The difficulty for Medical skill is 3 if no damage was done, otherwise it is five times the damage. A medical kit gives its normal bonus.

Porcupines with a propensity for climbing have hairless palms, vestigial thumbs, and claws adapted for grasping trees. They use their quills to advantage to help support them in a tree, even going so far as to use their tail as a barbed prop for extra bracing.

## Lesser Porcupine

*Forest*

These are small porcupines weighing from eight to twelve pounds and ranging from one and a half to three feet in length. The tail ranges from  $\frac{1}{16}$  to  $\frac{1}{8}$  the body length. They have small eyes and ears. The tail quills can be used to make a loud rattle. The back is dark and speckled while the belly is a light grey. Live in burrows, caves, mine tunnels, etc. where they build nests of leaves, twigs and the like.

Although lesser porcupines breed only once a year fertility begins at the beginning of spring and lasts through the end of fall. Pregnancy lasts about three months and usually results in a single offspring though twins do occur. They reach maturity at nine months to a year and a half. Life expectancy is fifteen years.

Lesser porcupines are solitary except for mating. They may range ten miles foraging for food. They eat most any part of a plant though the harder parts they mostly gnaw at to wear down their teeth. They also eat insects, nuts and berries.

## Lesser Porcupine

*Quasi-Sentient*

*Threat: 4*

*Treasure: 0*

*Type: none*

**Size: Very Small (2' long, 10 pounds)**

STR: 4 (HP)

CON/END: 12 (HP  $\times$  3)

AGI: 10

WIT: 8

WIL: 4 (HP)

POW: 4 (HP)

HP: 4 (1d6)

AP: 1 (quills)

SR: 1/2

Dodge: 18

Move: 2

Morale: 1 (HP  $\times$   $\frac{1}{4}$ )

Vision: 12'

Night Vision: Excellent

Sound: +2

*Attack*

*Sc SR Damage*

Throw Quill (8', 12')

20 12 1d2-1 Impale\*

Quill Shower (12')

12 *varies*

Bite (C)

10 0 1d6 Impale

Claw (C)

10 0 1d3 Tear

## Common Porcupine

*Forest*

When the common porcupine is found in a forest it will most likely be situated in a tree. Though they make nests in caves, tunnels, burrows and among rocks, they will sleep in trees if such is not available. They prefer trees, such as hemlocks, that provide

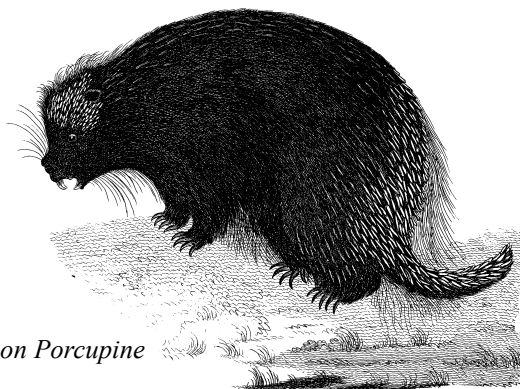
thick foliage and sturdy support. These large rodents weigh from ten to thirty pounds and range from two to three feet in length. Coloring is dark brown to black with yellow bands across the back. A black stripe runs from midback down the length of the tail—quills in this black region are fringed with white.

A common porcupine can throw quills out to fifteen feet and, having about 30,000 in total, has an effectively unlimited supply of them unless it invokes a quill shower blanketing anything and everything within fifteen feet to a height of five feet.

Females rarely intrude on the established territory of another porcupine, but neither do they often defend their own. Males frequently intrude on female porcupine territory, as for mating, but will violently assert their authority on any porcupine that transgresses their own.

Common porcupines breed in the fall. The mating cycle starts with the female indicating her readiness through scents and vocalizations intended to attract potential mates. Those arrive and fight among themselves to establish who will be allowed to breed with the female. After a few days the females readiness peaks and the male demonstrates his desire to mate by urinating on the female.

A successful coupling is followed by a seven month gestation. A new born porcupine weighs about one pound and will be nursed by the mother four four to five months with independance shortly following. Sexual maturity is reached in two to two and a half years though a male is typically five years or older before successfully competing for mating. The life span of a common porcupine is eighteen years.



Common Porcupine

## Common Porcupine

*Quasi-Sentient*

Threat: 4

Treasure: 0

Type: none

**Size: Small (2½' long, 20 pounds)**

STR: 5 (HP)

CON/END: 10 (HP × 2)

AGI: 10

WIT: 8

WIL: 5 (HP)

POW: 5 (HP)

HP: 5 (1d8)

AP: 2 (quills)

SR: 1/2

Dodge: 17

Move: 3

Morale: 1 (HP × ¼)

Vision: 10'

Night Vision: Excellent

Sound: +2

*Attack*

*Sc SR Damage*

Throw Quill (10', 15') 20 12 1d3–1 Impale\*

Quill Shower (15') 12 *varies*

Bite (C) 10 0 1d6 Impale

Claw (C) 10 0 1d3 Tear

## Greater Porcupine

*Forest, Mountain, Savanna, Tundra*

These porcupines range from two to three feet in length, but weigh in at a bulky twenty to seventy pounds. They are of dark coloration ranging from brownish red to brown to black. In addition to the throwing quills they have heavy foot long quills with a dark/light banding pattern. They are more likely than other porcupines to dig their own burrows and often have an extensive tunnel network with multiple camouflaged entrances. The nests are located at the ends of tunnels or in hollowed chambers along a run and can be identified by the mound

### Quill Shower Damage

<i>Size</i>	<i>Lesser</i>	<i>Common</i>	<i>Greater</i>
Extremely Tiny	1d2–1	1d3–1	1d3–1
Very Tiny	1d3–1	1d3–1	1d4–1
Tiny	1d4–1	1d3	1d4
Very Small	1d4	1d6	1d6
Small	1d8	1d8	1d12
Medium Small	1d12	1d6+1d8	1d8+1d10
Medium	1d8+1d10	1d10+1d12	1d8+2d10
Large	3d10	3d12	2d10+2d12
Very Large	1d8+4d10	2d10+3d12	6d12
Huge	6d12	7d12	9d12
Enormous	10d12	12d12	15d12
Titanic	16d12	19d12	24d12
Gargantuan	26d12	30d12	37d12

of grass used in its construction. A female will often prepare a new den before giving birth.

Mating can occur throughout the year with the estrous cycle being five weeks in length, but in general they are born from the beginning of fall to mid spring with most being born during the winter. Gestation lasts four months and produces one or two young. Within a week the young leave the den and start on solid food within a month. The young usually leave their parent's burrow at twelve to eighteen months. Males will establish their own burrow far from their birth-burrow and attempt to attract a female while females will usually take up with a nearby bachelor. Sexual maturity is reached in about a year and a half with physical maturity at two years. Life expectancy is thirty years.

### Greater Porcupine

*Quasi-Sentient*

Threat: 6 Treasure: 0 Type: none

**Size: Medium Small (2½' long, 45 pounds)**

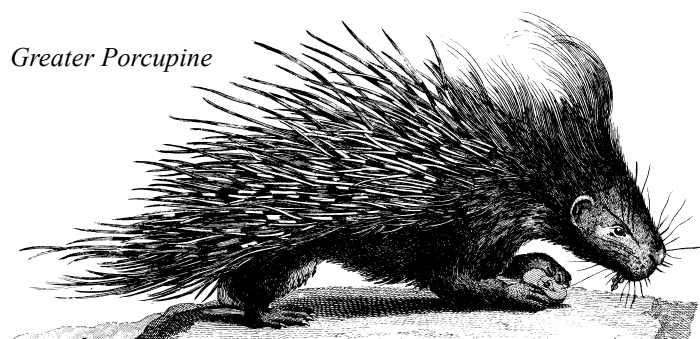
STR: 7 (HP) CON/END: 11 (HP × 1½)  
 AGI: 8 WIT: 8  
 WIL: 7 (HP) POW: 7 (HP)  
 HP: 7 (2d6) AP: 4 (quills)  
 SR: 2 Dodge: 14  
 Move: 2 Morale: 2 (HP × ¼)  
 Vision: 11' Night Vision: Excellent  
 Sound: +2

Attack	Sc	SR	Damage
Throw Quill (10', 20')	20	12	1d3-1 Impale*
Quill Shower (20')		12	varies
Bite (C)	10	1	1d8 Impale
Claw (C)	10	1	1d4 Tear

### Pseudo-Homunculus

*Alchemical Laboratory*

These tiny creatures are the result of alchemical experimentation and are rather more common than the



*Greater Porcupine*

true homunculus being rather easier to create. Some alchemists, particularly those who have become disenchanted with the difficulties of pursuing spiritual perfection, create these creatures and use them as minuscule servants.

At first glance these creatures simply appear to be winged homunculi, but while a homunculus is hermaphroditic these are decidedly male and they have slightly nonhuman features such as extended, pointy ears, slight, narrow muzzles and slit-pupil eyes. They also have a whip-tail used for balance.

There are no females pseudo-homunculi so the species is unable to breed. They need only a pittance to eat and barely need to drink at all. They are produced full grown and have a life expectancy of ten to twenty years.

Pseudo-homunculi are cunning and quite precocious. They can be trained and, by using the Prometheus Process, are often raised to semi-sentience at which point they can be taught language. The voice of a pseudo-homunculus is thin and reedy and, to be heard, often hunch over the ear of the listener.

### Pseudo-Homunculus

*Quasi-Sentient*

**Size: Extremely Tiny (6" tall, 12" wingspan)**

STR: 1 CON/END: 20  
 AGI: 20 WIT: 20  
 WIL: 20 (HP + 19) POW: 20 (HP + 19)  
 HP: 1 (1) AP: 0  
 SR: 1/4 Dodge: 175%  
 Move: 1/5 Morale: 0  
 Vision: 20' Night Vision: Perfect  
 Sound: +10

Attack	Sc	SR	Damage
Bite (C)	30	2	1s10 ÷ 4 Imp (×10)
Skill	Sc		
Climb	30		
Fly	30		
Jump	30		

### Pseudo-Monkey

*Forest*

To all appearances these are normal monkeys with a standing height of between two and three feet, but when threatened wings spring from their backs and

they show long fangs that inject a potent poison. The bite of a pseudo-monkey does 1d3 impaling damage, but it takes four points of armor to stop a single point of damage. If even one point of damage is done then the poison is successfully injected and the victim must make a CON saving throw. Success indicates the loss of 1d6 hit points and failure indicates the loss of 2d6 hit points as well as paralysis. After 30 – CON minutes a CON saving throw is made to throw off the effects of paralysis. A full recovery takes an additional 30 – CON minutes during which time all skills are halved.

### **Pseudo-Monkey**

*Semi-Sentient*

**Size: Small (2½' tall, 5' wingspan)**

STR: 5 (HP)	CON/END: 10 (HP × 2)
AGI: 14	WIT: 8
WIL: 5 (HP)	POW: 5 (HP)
HP: 5 (1d8)	AP: 0
SR: 2/3	Dodge: 24
Move: 6/–/12	Morale: 3 (HP × ½)
Vision: –	Night Vision: –
Sound: –	

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	11	1	1d3 Imp (×2)
Claw (C)	14	1	1d8 Tear

<i>Skills</i>	<i>Score</i>
Fly	21



## Qitt

### *Savanna, Steppe*

These large, intelligent cats form bonds during adolescence with a rider and subsequently have life-long telepathy with that individual as long as one is within the other's very weak presence range. A tenuous link only informing in minimal terms of the others condition persists to a distance of their combined very weak presence ranges.

Being sentient the qitt can and do learn spoken languages. They are unable to vocalize, however, except in their native tongue.

Qitat only breed during the fall in alternating years. Matings are brief and exhausting with the female joining with as many males as practical. Each joining can increase the litter size by one and litters can be substantial, though in the wild are limited in number due to the relative scarcity of potential mates.

Gestation lasts six to nine months with births occurring from spring through summer. Generally the later the birth the larger the litter. Kittens are the size of a full grown housecat and are born with their eyes closed. In the process of cleaning the birth fluid from the kittens the mother licks the eyes open. Kittens feed voraciously from the mother's milk at every opportunity and quadruple their size over the span of a single month at which point they accompany her on hunts. At a year they are juveniles the size of a lion and at two years they are young adults on their own.

Adult qitat find their own ranges, usually covering 20–50 square miles. Males and females alike mark their territory. On chance meetings at boundaries they will talk with one another in their own language. Although fiercely independent they will help each other when necessary, even to the extent of cooperative hunting.

Qitat with riders tend to live in “domesticated” groups. Such groups usually consist of a clan numbering some twenty to fifty qitat and an approximately equal number of riders.

A qitt fights by clawing with both paws and biting. If the bite is a special success then it has latched on and will continue to gnaw—at the end of each round (including the one in which it achieved the special success) it gets an attack whose damage

is cumulative with the original attack against armor and forms a single wound. The total damage counts as a grapple grab for purposes of dislodging the qitt, though the qitt will also lose the bite hold if it ever fails in the gnaw attack.

## Qitat

### *Sentient*

*Threat: 15      Treasure: 8      Type: Prey*

**Size: Large (4½' shoulder, 1200 pounds)**

STR: 42 (HP)      CON/END: 14 (HP × ⅓)

AGI: 12      WIT: 10

WIL: 11 (HP × ¼)      POW: 21 (HP × ½)

HP: 42 (4d20)      AP: 1 (tough hide)

SR: 3/2      Dodge: 15

Move: 12      Morale: 14 (HP × ⅓)

Vision: 150'      Night Vision: Moon Sight

Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	18	3	2d10 Impale
<i>Gnaw</i>	30		+2d8 Impale
Claw (M) ×2	24	5	2d8 Cut

<i>Skill</i>	<i>Score</i>
Speak Qatta	12

## Quazor

### *Subterranean*

These decidedly odd-looking creatures have been described as “reverse centaurs” due to having the upright “human” torso at the back of the creature instead of the front. They have rather more limbs than a centaur, however, with two pairs of arms and three pairs of legs. They have two tails: one originating from the juncture of the two torsos and the second being the forward extension of the lower torso. The first tail ends in sphere that provides a glow whose intensity the quazor can vary and the second tail ends in a rigid appendage of a material very like finger nails. The feet are heavily clawed and the hands are very talon-like as well. A brush-mane of stiff, coarse bristles goes from the crown down the nape to the upper back. The head has short, forward curving horns, a snout and looks canine. The eyes are yellow with vertical slits.

The illumination provided by the glow-sphere ranges from –10 IP if the quazor is consciously dimming it to 0 IP in a normal state and up to 10 IP

with exertion of as many MP per minute. For example to glow with 10 IP costs 1 MP per round. The tail is sufficiently long to allow the quazor to closely illuminate something in front of it though it usually is held slight above and behind the quazor's head.

The forward tail's rigid appendage varies considerably in form. Some are like picks, others like blades and still others like shovels or hammers. There is substantial variety but all are used as tools in some fashion or other. Though they wear with use they are hard and grow fast. Some quazor meticulously sharpen any edge the appendage has.

Due to the positioning of the upright torso with its arms at the back of the body quazors prefer pikes and missile weapons for combat. In general they are an additional hex from their forward hex faces due to this arrangement.

Quazor society is very structured with hierarchical layers. They do not procreate but instead create themselves through some unknown process by which an egg is generated. Eggs are kept collectively in an incubator and hatch after twelve months with a fully adult personality and extensive knowledge. A hatchling quickly grows to adult size and within a year has matured and assumed responsibility. Perhaps because they are born with such a high level of knowledge an adult quazor learns but slowly. They have a fifty year life span.

Due to the two sets of arms a quazor can manage two pikes or two crossbows in alternation. More typically a quazor warrior will wield a pike and a crossbow in combination with a bladed front appendage. Although armor is not unknown it isn't particularly common.

## Quazor

*Sentient*

*Threat: 11      Treasure: 11      Type: Personal*

**Size: Medium Large (6' tall, 650 pounds)**

STR: 11 ( $HP \times \frac{1}{3}$ )      CON/END: 11 ( $HP \times \frac{1}{3}$ )

AGI: 8      WIT: 12

WIL: 16 ( $HP \times \frac{1}{2}$ )      POW: 32 (HP)

HP: 32 (3d20)      AP: 0

SR: 3/2      Dodge: 12

Mv: 8      Morale: 11 ( $HP \times \frac{1}{3}$ )

Vision: 55'      Night Vision: Excellent

Sound: +2

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Front Appendage	24	5	1d10 Chop
Pike	18	4	2d8 Impale
Crossbow (66', 770')	18	12	1d10 Impale

Rat

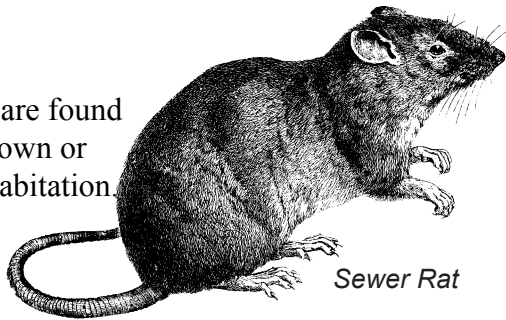
Sewers

These rodents are found in every city, town or other human habitation.

Though normally docile enough

and afraid of humans upon occasion they will swarm and attack humans—madness sweeping the rat population, starvation or control by some external force are all possibilities. Though not particularly dangerous one-on-one, a rat swarm can be a difficult foe to face. The damage from a rat bite is cumulative as the rodent will continue biting in the same spot, gnawing through any armor there maybe.

A pack of ten rats occupies one hex when attacking in concert and has a combined group identity yielding a sum of WIL and POW. They get one attack against a single individual representing their combined efforts. A swarm is made up of several packs, each treated as a separate creature. Every hit that does damage reduces the pack size by one. Packs can form and reform to maintain the required number of members. A pack may also be over strength. This does not increase their damage as that many rats just get in each others way, but does mean that they can maintain pack strength longer. Dodge is reduced by 5% for each member past ten. A pack can be up to twenty rats.



Climb	21
Jump	21

Rat Pack

Quasi-Sentient  
Threat: 6      Treasure: 6      Type: Prey

Size: Pack (10 rats)

STR: 18 (HP)	CON/END: 18 (HP)
AGI: 14	WIT: 12
WIL: 9 (HP × ½)	POW: 18 (HP)
HP: 18 (5d6)	AP: 0
SR: 1/3	Dodge: 23
Move: 4	Morale: 14 (HP × ¾)
Vision: 5'	Night Vision: Good
Sound: +1	

Attack	Sc	SR	Damage
Gnaw (C)	21	1	1d10 Impale
Skills	Sc		
Swim	21		
Climb	21		
Jump	21		

Giant Rat

These are ...  
...

Giant Rat

Quasi-Sentient  
Size: ...  
STR: ...

Attack	Sc	SR	Damage
...			

Rat

Quasi-Sentient  
Threat: ½      Treasure: ½      Type: Prey

Size: Tiny (1' long, 3 pounds)

STR: 2 (HP)	CON/END: 14 (HP × 7)
AGI: 14	WIT: 12
WIL: 1 (HP × ½)	POW: 2 (HP)
HP: 2 (1s6)	AP: 0
SR: 1/3	Dodge: 30
Move: 4	Morale: 1 (HP × ½)
Vision: 5'	Night Vision: Good
Sound: +1	

Attack	Sc	SR	Damage
Gnaw (C)	11	0	1 point Impale
Skills	Sc		
Swim	21		

Ratman

Sewers, Ruins

These creatures are half-men and half-rat, the result of thousands of years of decadent life in crumbling cities. Although they can build their own homes they prefer to shadow human habitation, living in abandoned ruins or in the sewers beneath large cities.

A ratman looks rather like a rat that has been twisted into human proportions with a size somewhat smaller than that of a man. They have their own tongue made up of whistles and squeaks. They are able to speak with rats and keep them as pets, much as humans do with dogs. They breed some

rats for size, these are known variously as giant rats and sewer rats.

Ratmen have excellent hearing and night vision. Their sense of smell is acute and allows them to track old trails, often even over water.

Ratmen usually travel in groups, and even a solitary scout will rarely be more than shouting distance from his comrades. A typical roaming group of ratmen consists of 5–10 adults, 25% equipped with short swords, 50% with clubs and the rest unarmed. A ratman village will be at least fifty individuals, half female and half juvenile. As ratmen are very social there is no real upper limit to the size of ratman town or city other than resources.

## Ratman

*Semi-Sentient*

**Size: Medium Small (4½' tall, 75 pounds)**

STR: 8 (HP × ¾)      CON/END: 15 (HP × 1½)  
 AGI: 14      WIT: 10  
 WIL: 10 (HP)      POW: 10 (HP)  
 HP: 10 (3d6)      AP: 0  
 SR: 3      Dodge: 23  
 Move: 14      Morale: 3 (HP × ¼)  
 Vision: 75'      Night Vision: Excellent  
 Sound: +2

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Shortsword (S)	21	4	1d8 Chop
Club (M)	21	4	1d8 Crush
Bite (C)	11	2	1d6 Cut
Claw (C)	15	2	1d6 Tear

<i>Skill</i>	<i>Sc</i>
Climb	21
Swim	21
Scan	12
Search	21
Listen	12
Smell	12
Track	12

## Reptileman

*Desert*

These are desert dwelling sentient reptiles who revel in the heat of their native habitat. Though cold blooded, in the desert they can get enough heat during the day to remain quite active throughout the night. In more temperate climates, however, they

lapse into deep slumber and during wintry months can rarely be roused at all. Consequently, few reptilemen venture far from their hot deserts. The tough, scaly hide of a reptileman protects him for 2 AP.

The tail of a reptileman is heavy and acts as a repository for water, much like a camel's hump. This, combined with different bodily functioning, makes them uniquely adapted for hot desert climates as they can travel for days with little or no water and weeks on half water rations. They tend to make their abodes in remote cliffs or ravines where they hollow out rooms or build outward with adobe. They favor bright colors and reptileman dyers attain considerable brilliance and range of hue. They like spicy food served hot and make substantial amounts of money selling desert spices to other races. The reptilemen rug weavers are among the most famous in the world due to the intricate (and difficult to copy) patterns and brilliant colors. The weave is so tight as to make the cloth waterproof.

## Reptileman

*Sentient*

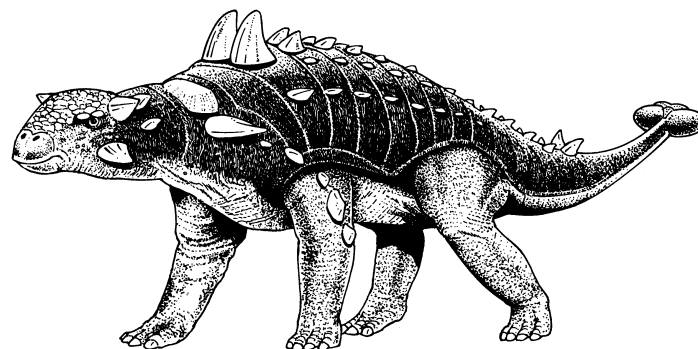
**Size: Medium Large (6' tall, 300 pounds)**

STR: 14 (HP × ⅝)      CON/END: 11 (HP × ⅔)  
 AGI: 11      WIT: 10  
 WIL: 11 (HP × ⅔)      POW: 11 (HP × ⅔)  
 HP: 17 (3d10)      AP: 2 (skin)  
 SR: 3/2      Dodge: 15  
 Move: 11/3      Morale: 9 (HP × ½)  
 Vision: 110'      Night Vision: Excellent  
 Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Battle axe (M)	17	4	2d6 Chop

## Rock Lizard

*Mountain*



These ...

...

**Rock Lizard**  
*Non-Sentient*

**Size:** ...

**STR:** ...

*Attack*                      *Sc SR Damage*

...





## Scorpionman

### Desert

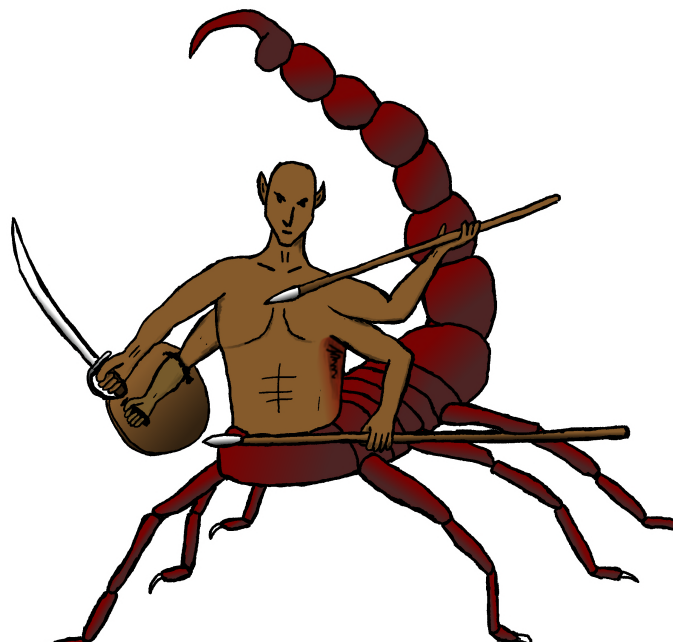
These creatures carve out a precarious existence in the desert supported equally by hunting and raiding. Although some few scorpionmen may raise goats or even farm an irrigated patch of ground these activities are ill-suited to their active and violent temperament. Though preferring to capture through attack, they can be convinced to trade booty collected from other raids if sufficient motivation is provided—such as specialty-made scorpionman armor.

A scorpionman has the appearance of a large scorpion whose head and pincers have been replaced with a somewhat human looking torso, head and two pairs of arms. The scorpion body is plated with an exoskeleton having a dull reddish brown coloration with the “human” portion having a khaki to dark brown coloring. Scorpionmen are naturally bald and lack facial hair. Their ears are slightly elongated and pointed. Their face has strong features and slanted eyes.

Scarification and tattooing are both common among scorpionmen. Due to difficulties imposed by the exoskeleton with the scarification process, such decoration is usually limited to the “human” parts of the anatomy with tattoos being used over the entire body, though tattoos on the “human” anatomy are generally only with blue and black inks with reds and yellows reserved for elaborate patterning on the exoskeleton. Deep tattooing survives even the shedding of an exoskeleton though it will look duller and duller until the current layer is finally shed.

The exoskeleton is shed on an monthly basis during before maturity, slowing down rapidly from the ages 12 to 15 until it arrives at an annual renewal with full growth. As a scorpionman ages the process slows though it is nearly annual until old age at which point an approximate extra six months is cumulatively added to the time between moultings. The moulting itself is brief, taking about a number of minutes equal to the age of the scorpionman.

The four arms of a scorpionman are put to good use in combat allowing a variety of weaponry to be put into play simultaneously. The favored weapons include spears, bows,



crossbows, scimitars and axes. Scorpionman-made leather armor is often worn for upper torso protection. Though chainmail and plate armor are preferred few scorpionmen are skilled in metalworking leaving such items to trade.

The six scorpion legs are of such minor dimension that they are considered minor limbs. The scorpion tail and “human” arms are considered normal limbs. The scorpion tail is twice as long as the body, but limited in flexibility and can only strike those in the scorpionman’s front hex facings. It delivers scorpion venom having potency equal to the scorpionman’s POW.

Although not all scorpionmen are evil the vast majority are with the normal gamut of lawful to chaotic. They tend to be of natural alignment though some are creative.

### Scorpionman Hit Locations

Location	Unarmed	Melee	Ranged	Side	Rear
Head	20	19, 20	20	20	20
Upper Arm*	17–19	17, 18	17–19	19	19
Lower Arm*	14–16	15, 16	14–16	18	18
Chest	12, 13	13, 14	11–13	16, 17	17
Abdomen	10, 11	11, 12	8–10	15	16
Front Leg*	7–9	9, 10	6, 7	13, 14	15
Torso	5, 6	7, 8	5	9–12	11–14
Middle Leg*	4	5, 6	4	7, 8	9, 10
Back Leg*	3	4	3	5, 6	6–8
Tail	1, 2	1–3	1, 2	1–4	1–5

\* roll any die: odd is left, even is right

## Scorpionman Warrior

*Sentient*  
*Threat: 23      Treasure: 23      Type: Capture*  
**Size: Medium Large (5' 3" tall, 250 pounds)**  
 STR: 28 (HP)      CON/END: 14 (HP × ½)  
 AGI: 14      WIT: 10  
 WIL: 14 (HP × ½)      POW: 14 (HP × ½)  
 HP: 28 (5d10)      AP: 3/6 (leather armor)  
 SR: 4/3      Dodge: 24  
 Move: 14/4      Morale: 9 (HP × ⅓)  
 Vision: 96'      Night Vision: Excellent  
 Sound: +2

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Short Spear (L)	21	5	1d6+1d8 Impale
Scimitar (M)	21	5	2d8+1d10 Cut
Tail Stinger (P)	14	5	2d6 Impale + Poison
Heavy Buckler	28		Block 14, HP 11
Punch (C)	21	4	2d6 Stun
<i>Skills</i>	<i>Score</i>		
Climb	21		
Hide	21		
Run	21		
Sneak	21		

### Scorpionman Player Characters

*If the referee allows a player can choose a scorpionman character. In such cases the attributes should be rolled as indicated on the following table. In addition it should be noted that skills that differentiate based on handedness, such as weapon combat skills, are different for each of a scorpionman's four hands. Attacking with the tail stinger is a Hard skill and offers no possibility of defense.*

<i>Attribute</i>	<i>Roll</i>	<i>Characteristic</i>	<i>Value</i>
STR	3d8	Initial Age	1d10 + 10
CON	3d6	Mature	12–14
END	3d8	Adult	15
DEX	3d6	Old	40
AGI	3d8	Life	60
WIT	3d6	Height	3d6 + 53
WIL	3d6	Build	×2.00
POW	3d6	Land Move	×1.0
TAL	1d4	Water Move	×0.3
CHA	2d8	Vision	×8
Points	30	Tail Stinger	×0.5 Imp

## Scorpionman

*Sentient*  
*Threat: 15      Treasure: 15      Type: Capture*  
**Size: Medium Large (5' 3" tall, 250 pounds)**  
 STR: 22 (HP)      CON/END: 11 (HP × ½)  
 AGI: 14      WIT: 10  
 WIL: 11 (HP × ½)      POW: 11 (HP × ½)  
 HP: 22 (4d10)      AP: -/6 (no armor)  
 SR: 4/3      Dodge: 18  
 Move: 3/16      Morale: 6 (HP × ¼)  
 Vision: 88'      Night Vision: Excellent  
 Sound: +2

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Punch (C)	14	3	1d10 Stun
Tail Stinger (P)	7	4	1d10 Imp + Poison
<i>Skills</i>	<i>Score</i>		
Climb	14		
Hide	14		
Run	14		
Sneak	14		

## Sea Dragon

*Sea*

This is a solitary creature which lives in the open sea. They build nests in underwater caves where they lay the occasional egg every dozen years or so. To all appearances the sea dragon is female whose eggs hatch without the need for fertilizing. Certainly no male sea dragon has been observed though there are sailors legends of one such.

The sea dragon is able to swim in or on the water, but has very little endurance for flying—rarely making more than mile long puddle jumps once a day.

It has a fiercesome size and a gaping needle-tooth lined maw. Unlike other types of dragons it has no fiery breath, doesn't spew poison, or anything of the sort. But as its native environment, the open sea, is inherently dangerous to humans it is a very dangerous creature to fight. Its ravenous appetite is attracted to sailing vessels which contain live morsels which the sea dragon finds particularly delicious.

### Sea Dragon

*Non-Sentient*

**Size: Enormous (90' long, 150' wingspan)**

STR: 315 (HP)	CON/END: 79 (HP × ¼)
AGI: 12	WIT: 8
WIL: 158 (HP × ½)	POW: 315 (HP)
HP: 315 (30d20)	AP: 25 (scales)
SR: 5/2	Dodge: 6
Move: 3/16	Morale: 79 (HP × ¼)
Vision: –	Night Vision: –
Sound: –	

<i>Attack</i>	<i>Sc SR Damage</i>
Bite (L)	11 6 8d12 Cut
Claw (X)	14 7 5d12 Chop
<i>Skills</i>	<i>Sc</i>
Swim	18
Fly	6

**Shruman**

*Forests*

These creatures are rather like a cross between humans and mushrooms: they are essentially sentient vegetables that eat worms and insects.

The humanoid form of a shuman can be somewhat deceptive. While sentient they really aren't that much like humans. They practice no crafts and have no economy. They subsist in communal fashion and propagate via spores.

Shruman sleep by burrowing into the ground leaving only their cap visible.

**Shruman**

*Size: Medium*

**Size: Medium**

STR: 9	CON/END: 9
AGI: 9	WIT: 9
WIL: 5	POW: 5 (HP × ½)
HP: 9 (2d8)	AP: 0
SR: 2	Dodge: 9
Move: 7	Morale: 3
Vision: 90	Night Vision: Dark Sight
Sound: +2	

<i>Attack</i>	<i>Sc SR Damage</i>
with what?	
<i>Skills</i>	<i>Score</i>
what?	

**Sidhe**

*Mounds*

The sidhe (pronounced “she”) are most commonly known as the “little-folk” as they are very small (though larger than pixies). The word sidhe comes from their own language and means “mound-dweller” which fits as the sidhe live inside of hills. However, they don't dwell in tunnels and caves like dwarves or goblins, but rather the mound seems to be a link to another place. Each hill represents a kingdom which is connected to other kingdoms of the sidhe only through the mundane realm.

The sidhe live up to their name of “little folk” as, on average, they only stand some two-and-a-half to three feet in height with a weight of about 20 pounds. They are famous for their craftsmanship, both for the speed with which they can work and the fineness of the quality of their products. Wishful peasants put out gifts of milk and cookies for the little folk, hoping to curry favor and maybe get some free work. And at the same time they will buy charms to protect their children from being carried off in exchange for a changeling.

Consequently, the sidhe are respected. While not entirely trusted, nor are they entirely feared. Though they rarely travel outside of their mounds, and then only extensively in their youth, they are as welcome as other strangers in most places. And their customs and culture are very similar to human ones, though their society predates any human one. Some sidhe go so far as to claim that they taught the first humans the crafts and they may be right.

The age of a sidhe is a tricky thing and the Racial Characteristics table in Book 1 gives the character and maturation ages relative to the mound in which the sidhe would, up to that point, have spent its entire life (well, practically—look at the changeling section for more details). The adult, old age and life span ages are for sidhe who spend their life in the world at large. Those who remain in a mound will live longer, much longer. The sidhe are, without a doubt, the longest-lived race.

**Mounds**

Most sidhe spend their entire lives entirely within a mound, but occasionally some venture forth singly or in bands to make the long journey to another sidhe mound or to adventure in the large outer world. And occasionally some of the big folk venture into a sidhe mound. Such entry is difficult to

devise without help from the sidhe as only they or powerful magic can open the hidden gates. The likeliest way inside a mound without direct sidhe intervention is to follow returning sidhe.

Exit from the mound is not as great an endeavor. On the other side the gate will usually appear at the end of a short cave and can be opened physically. However, the gates have the property of being either completely open or completely closed: their magical nature does not allow any other situation to occur.

Inside the mound all outsiders are magically transformed into sidhe stature, or perhaps the sidhe's true height is only revealed in the mounds. Regardless, a non-sidhe entering a mound will find that, relative to the sidhe, he has shrunk to about one-third his former size. This does not alter attributes, however, making a human warrior a doughty opponent both strong and tougher than any sidhe. For this reason outsiders are sometimes brought in to upset the balance in some internal sidhe battle. However, this is a trump rarely used as the sidhe mistrust what a human loose in their mound might do.

Despite persistent rumors to the contrary, the sidhe mounds do not conceal large quantities of gold. But they do have wealth of another sort. If a sidhe-made item were to be carried out of a mound it keeps its proportion to the bearer though it keeps the same weight. Such an item is nearly weightless if carried out by a human, though as tough and strong as indicated by its manufacture. As, on the whole, sidhe have more commerce with elves than with other races such items are often considered to be of elvish origin and elfin chainmail is highly prized.

A significant property of the sidhe lands is that time flows differently, more slowly, there. The sun does not intrude on their world, but the rising and setting of the moon forms their days. Though on Earth a lunar day is only slightly longer than a solar day, this is not so in the land of the sidhe: the passage of a lunar day in a mound corresponds to a whole lunar cycle outside the mound. Thus one day inside of a mound equates to roughly 29½ days.

The rate of aging is tied to the passage of days so a month's travel in the outside world only

equates to the passage of a single day in the mound while the traveler has aged a month. This discourages many sidhe from traveling in the outside world and thus keeps contact between mounds to a minimum as well. When such travel is done it seems to go by very quickly for those inside the mounds.

An old sidhe who never left her mound would only be a hundred years old, but nearly three thousand years will have passed in the outside world. To an outsider the sidhe are immortal.

A human who spent a month in a sidhe mound would find that nearly two-and-a-half years had gone by.

### **Changelings**

The sidhe have one problem: they cannot reproduce. Although they are gendered and the sexes enjoy one another's companionship there can never be any fruit from their union. The sidhe solution to this is the changeling.

What the sidhe do is find some piece of wood the size of an infant they have selected, take the wood to the infant's crib and work a magic spell such that the wood takes on the appearance of the infant and comes to life. The sidhe then sneak the infant back to their mound and raise it as one of their own.

The parents have but one chance should they discover or suspect the switch: the spell worked by the sidhe is such that it will end, transpositioning the child with the now un-animated block of wood, if the parent's can shock the sidhe who cast the spell into breaking his concentration. This must be accomplished before the child matures at which point it becomes a sidhe forever more.

To accomplish this parents will try most anything, though usually an attempt falls into one of two categories: abuse and humor. It is very common for a parent to beat changelings, sometimes to death. A traditional humorous approach is to serve tea in egg shells in the presence of the changeling, or to fry up eggshells instead of the eggs, or something else completely preposterous.

Signs of a changeling include unresponsiveness, surliness as the changeling grows, and a voracious appetite. The sidhe who cast the spell is linked to the changeling and must concentrate, day and night,



for (outside world) years on the spell. This is a tedious task and one not lightly undertaken. Through the link the sidhe sees, hears and experiences all that the changeling does. It is not uncommon for a changeling to speak at a very young age or display knowledge well beyond its years—or to never talk at all. Consequently, if the changeling is beaten the sidhe feels the pain as well, though not to the same degree. It takes a lot of beating to break a sidhe's concentration. If the changeling is beaten to death the spell ends, but badly. The child is transpositioned and the parents are left only with a corpse, not a piece of wood.

Given the nature of the spell it is highly unlikely that the parents, who are usually peasants, could or would have anyone cast a spell to detect or be able to dispell it.

If the spell is not broken by the changeling's thirteenth year it becomes real, just as the stolen child becomes one of the sidhe. This is a real, permanent change. It can be neither detected by magic nor dispelled. Such an adult is fey—touched by the sidhe—and is usually thought to be unlucky by those who can tell. Sometimes being fey grants the individual unexpected insights or occasional secondsight. But more often people simply feel uncomfortable around them making it hard for the fey individual to lead a normal life.

## Sidhe

*Sentient*

**Size: Small (2½' tall)**

STR: 5 ( $\frac{3}{4} \times$ HP)	CON/END: 14 ( $2 \times$ HP)
AGI: 14	WIT: 10
WIL: 10 ( $1\frac{1}{2} \times$ HP)	POW: 10 ( $1\frac{1}{2} \times$ HP)
HP: 7 (2d6)	AP: varies
SR: 3/2	Dodge: 24
Move: 11	Morale: 4
Vision: 84'	Night Vision: Moon-Sight
Sound: +1	

<i>Attack</i>	<i>Sc SR Damage</i>
Shortsword (S)	21 4 1d6 Chop

## Skeleton

*Graveyards*

These are undead creatures consisting of only a skeleton strung together with magic instead of

## Spider Venom

CON/10	Paralytic & Nerve
Critical	No Effect
Special	-1 DEX for 1 minute
Normal	-1d6 DEX for 10 minutes
Miss	-2d6 DEX for 30 minutes
Failure	Paralysis/Spasms
Fumble	Death

sinew. Most are warriors as they are usually created to serve as guards for necromantic wizards. A skeleton requires an at least mostly present skeletal structure to create which also means they are more frequently found in graveyards. A typical necromancer tactic is to leave several skeletal servants in their graves to guard against other interlopers.

Though skeletons vary somewhat, the one described here is a kind of standard skeletal warrior as might be found in the guard of most any necromancer. Being undead and animated independently they can easily outlast their maker, particularly if he is careless. Rogue skeleton warriors are usually very territorial and will attack anyone who comes on to their turf.

A skeleton takes half damage from normal weapons. Further, it takes half damage from cutting and quarter damage from impaling or tearing attacks. The HP are suppressed by the number of hours since dawn, until noon, unless shielded by at least 10 feet of earth and stone. The suppression fades each hour past noon. An undead that "dies" in part because of suppressed HP will reanimate as soon as its HP go above zero.

## Skeleton (Human)

*Non-Sentient*

**Size: Medium (6' tall)**

STR: 10 (HP)	CON/END: n/a
AGI: 10 (Sorcery)	WIT: n/a
WIL: n/a	POW: n/a
HP: 10 (1d20)	AP: varies
SR: 4	Dodge: 24
Move: 8	Morale: n/a
Vision: undead	Night Vision: undead
Sound: undead	

<i>Attack</i>	<i>Sc SR Damage</i>
Battle axe (M)	6 4 1d10

## Skeleton Warrior

### Graveyards

These undead warriors are much tougher than normal skeletons.

...

### Skeleton Warrior

#### Quasi-Sentient

#### Size: Medium (6' tall)

STR: 10 (HP $\times \frac{1}{10}$ )	CON/END: n/a
AGI: 10 (SL)	WIT: 10 (SL)
WIL: 10 (SL)	POW: n/a
HP: 100 (3d6 $\times$ 10)	AP: varies
SR: 2	Dodge: 10
Move: 8	Morale: undead
Vision: undead	Night Vision: undead
Sound: undead	?

<i>Attack</i>	<i>Sc SR Damage</i>
Sword (S: 1½ $\times$ SL)	15 2 1d10

## Slime

### Subterranean

These creatures are a basic life form capable of motility, feeding and growth. They have different survival adaptations and the type can generally be identified by its color. However, that should not be mistaken as definitive as color is not determined by the type and some slimes change their color.

Slimes do not reproduce, but they do generally divide upon reaching a certain size. Slimes can vary enormously in size but are rarely found smaller than very small or larger than large. Generally when a slime reaches medium size it will divide into two medium small slimes though this division may occur in smaller slimes or be delayed until the slime is larger.

Mobility is rather limited and works best on flat, textured surfaces. A slime can climb a cliff face, but only slowly and a glass cliff would be impassable.

A slime that takes a serious wound is incapacitated until it divides which takes one action.

Slimes lack eyes, but between the ability to sense presence and “see” from vibrations they have an equivalency.

Slimes are sometimes encountered around alchemical laboratories as the result of failed experiments.

## Brown Slime

These slimes are generally brown in color, or at least vaguely similar. A brown slime is energized by heat and contact with flame resuscitates and gives it energy. Not only does it not take damage from non-magical fire, but it is healed one point of damage per point of fire damage and recovers 1d6 FP. If FP exceed END it can “go manic.”

A “manic” brown slime can move faster, dodge and attack better. Normally a brown slime attacks by enveloping the target as much as possible. The level of success indicates how many SRs the slime successfully clung to the target, damage is per SR.

### Brown Slime

#### Mindless

Threat: 2      Treasure: 2      Type: Prey

#### Size: Medium Small (5' across, 60 pounds)

STR: 5 (HP $\times \frac{1}{4}$ )	CON/END: 25
AGI: 2 [8]	WIT: 1
WIL: 5 (HP $\times \frac{1}{4}$ )	POW: 1 (HP $\times \frac{1}{16}$ )
HP: 20 (pounds $\times \frac{1}{3}$ )	AP: 0
SR: 0 [2]	Dodge: 5 [14]
Move: 1	Morale: 20 (HP $\times \frac{1}{2}$ )
Vision: —	Night Vision: —
Sound: +5	Second Sight: 20'

<i>Attack</i>	<i>Sc SR Damage</i>
Eat (C)	30 1 1s6 digestive
manic (C)	60 3 1d10 digestive

## Grey Slime

These slimes are grey in color and acidic to the touch. They react strongly to base reagents releasing a substantial amount of heat. Each point of damage due to a base causes 1d6 more damage due to heat to the slime and anyone in the same hex. Adjacent hexes take 1 point of heat damage.

A grey slime only has to touch its target to damage it. The level of success determines the extent of contact possible against an unwilling target with damage being rolled and accumulated each SR.

### Grey Slime

#### Mindless

Threat: 2      Treasure: 2      Type: Prey

#### Size: Small (3' across, 20 pounds)

STR: 3 (HP $\times \frac{1}{4}$ )	CON/END: 20
-----------------------------------	-------------

AGI: 3	WIT: 1
WIL: 3 (HP $\times$ $\frac{1}{4}$ )	POW: 1 (HP $\times$ $\frac{1}{8}$ )
HP: 10 (pounds $\times$ $\frac{1}{2}$ )	AP: 0
SR: 1	Dodge: 8
Move: 2	Morale: 5 (HP $\times$ $\frac{1}{2}$ )
Vision: —	Night Vision: —
Sound: +5	Sixth Sense: 20'
<i>Attack</i>	<i>Sc SR Damage</i>
Eat (C)	30 2 1d6 digestive

### Red Slime

These slimes...

...

### Red Slime

*Mindless*

Size: ...

STR: ...

*Attack*

*Sc SR Damage*

...

### Cameoslime

These slimes take on the color of their surroundings and thus are generally grey or brown in coloration.

...

### Cameoslime

*Mindless*

Size: ...

STR: ...

*Attack*

*Sc SR Damage*

...

### Polyslime

These slimes shift from one color to another taking on the capability of the slime whose color is currently being emulated.

...

### Polyslime

*Mindless*

Size: ...

STR: ...

*Attack*

*Sc SR Damage*

...

### Snake

*Everywhere?*

Snakes have long, sinuous, limb-less bodies that move by undulations of the body. As they are cold blooded they require warmth to move or digest and so are only active during warm months of the year and are fond of sunning themselves on exposed rocks.

There are many sorts of snakes, many of which are covered under their own name, such as adders and anacondas. This listing is for more generic examples of snakes.

### Common Snake

The most common snakes are non-poisonous reptiles that prey on small rodents. They differ primarily from poisonous varieties in the pattern of the teeth marks in the bite lacking the requisite fangs for injecting venom.

### Common Snake

*Non-Sentient*

*Threat:  $\frac{1}{3}$  Treasure: 0 Type: Prey*

Size: Very Small (5' long, 5 pounds)

STR: 3 (HP)

CON/END: 6 (HP  $\times$  2)

AGI: 8

WIT: 6

WIL: 6 (HP  $\times$  2)

POW: 9 (HP  $\times$  3)

HP: 3 (1d4)

AP: 0

SR: 1/2

Dodge: 17

Move: 2

Morale: 1 (HP  $\times$   $\frac{1}{4}$ )

Vision: 12'

Night Vision: Poor

Sound: +3

*Attack*

*Sc SR Damage*

Bite (M)

12 1 1d2-1

### Poisonous Snake

Most poisonous snakes are smaller than the non-poisonous variety and there is an old maxim that the smaller the snake the more virulent the poison.

Each minute the potency of the poison (CON/END) is compared to the victim's HP on the resistance table. Each level of success causes one point of damage. If the roll is fumbled or there are two consecutive failures or three consecutive misses the poison has run its course.

### Poisonous Snake

*Non-Sentient*

*Threat: 1 Treasure: 1 Type: Prey*

Size: Tiny (3' long, 1 pound)

STR: 1 (HP)                      CON/END: 5 (HP × 5)  
 AGI: 12                          WIT: 8  
 WIL: 1 (HP)                    POW: 1 (HP)  
 HP: 1 (1)                        AP: 0  
 SR: 1                            Dodge: 26  
 Move: 4                         Morale: 1 (HP)  
 Vision: 5'                      Night Vision: Poor  
 Sound: +2                      Heat Sense: 5'

*Attack*                      *Sc SR Damage*  
 Bite (M)                    18 2 1d2-1 Impale (P)

## Spitting Spider

*Everywhere*

These are large spiders with a body two feet wide and a leg span of four to five feet capable of spitting their venom out to 100 feet. The type of venom varies with the family. Some are nerve agents which cause spasms and loss of control (CON saving throw), some are paralytic (CON saving throw) and others are caustic (hit and stick, 1s6 first round, plus one each round thereafter, cumulative to eat through armor—ruins armor on struck location).

**Size: Medium Small (2' body, 4½' leg span)**

STR: 7 (HP)                      CON/END: 10 (HP × 1½)  
 AGI: 15                          WIT: 8  
 WIL: 4 (HP × ½)                POW: 7 (HP)  
 HP: 7 (2d6)                      AP: 0  
 SR: 3                            Dodge: 24  
 Move: 6                         Morale: 4 (HP × ½)  
 Vision: –                        Night Vision: –  
 Sound: –

*Attack*                      *Sc SR Damage*  
 Spit (R)                    23 13 venom (100')

## Giant Spider

These are large spiders with a body two feet wide and a leg span of four feet. They spin webs from the trapping of prey. The webbing is like cord (it's about ¼ thick), but much stronger (typically has a tensile STR 100 and 10 AP if attacked). It is, however, very flammable though it doesn't give off enough heat to continue burning. Most have paralytic poison delivered by their fangs, but some have a nerve agent which causes spasms and loss of control while others are caustic doing an additional 2d6 damage to attacks that penetrate armor, +1

damage to all others (though considerable damage to the armor itself).

...

## Giant Spider

*Non-Sentient*

*Threat:*                      *Treasure:*                      *Type: Prey*

**Size: Medium Small (2 body, 4 leg spread)**

STR: 7 (HP)                      CON/END: 14 (HP × 2)  
 AGI: 16                          WIT: 6  
 WIL: 7 (HP)                      POW: 7 (HP)  
 HP: 7 (2d6)                      AP: 0  
 SR: 3                            Dodge: 26  
 Move: 8                         Morale: 4 (HP × ½)  
 Vision: 14                      Night Vision: Excellent  
 Sound: +3

*Attack*                      *Sc SR Damage*  
 Bite (C)                    14 2 1d6 Impale + poison

## Spiderman

*Forest, Mountain*

These creatures are giant spiders whose heads and pincers have been replaced with a human-like torso, head and pair of arms.  
 ?

## Spiderman Warrior

*Sentient*

**Size: Medium Large (5' tall, 250 pounds)**

STR: 28 (HP)                      CON/END: 14 (HP × ¼)  
 AGI: 14                          WIT: 10  
 WIL: 14 (HP × ½)                POW: 14 (HP)  
 HP: 28 (5d10)                      AP: 2 (leather armor)  
 SR: 4/3                           Dodge: 18  
 Move: 3/16                        Morale: 79 (HP × ¼)  
 Vision: –                        Night Vision: –  
 Sound: –

*Attack*                      *Sc SR Damage*  
 Bite (L)                    11 6 8d12 Cut  
 Claw (X)                    14 7 5d12 Chop

*Skills*                      *Score*  
 Swim                        18  
 Fly                            6

## Spiderman

*Sentient*

**Size: Medium Large (5' tall, 250 pounds)**

STR: 22 (HP)                      CON/END: 11 (HP × ¼)

## Tengu

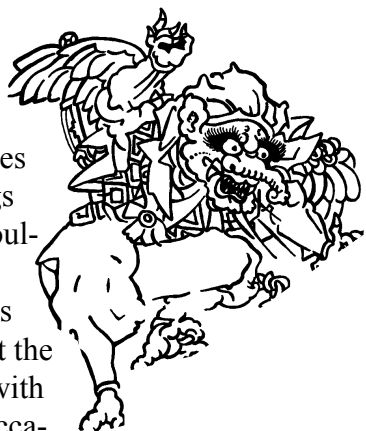
### Mountains

These men, with the faces of crows and large wings sprouting from their shoulders, are legendary swordmasters. Old tales say that the tengu taught the first elves how to fight with the sword and on rare occasions some still instruct men. One thing is for sure, they are formidable swordsmen who decline to use any other weapon in an armed conflict. A tengu attacking with a sword has special abilities. He can increase his SR, boost his chance to hit or parry, decrease his opponent's chance to defend, ignore armor and make repeated attacks.

Each round a tengu has a number of points to distribute between these abilities equal to his POW. Each point gives a +1 SR, +1 to hit, +1 to parry, -1 to defend against, ignore 1 AP or make an extra, full attack against any opponent within reach in the SR following his last full attack. A tengu with 20 POW could increase his SR by 5, take five extra attacks, penalize any defense by -5 and ignore 5 AP. He would get to attack on SR 12, 11, 10, 9, 8 and 7—well before mere mortals.

Additionally, a tengu knows the following martial arts techniques: deflect missile, disarm, fast draw sword, flying and reflect missile. All techniques can be used either one or two handed. A tengu has perfect zanshin: he is never surprised and in effect can track as many opponents as engage him. He can also choose to split his sword skill like a rune master. Tengu are equally skilled with either hand. As if that weren't enough, the black feathers of a tengu are tough as iron and act as a natural armor. It is no wonder that even rune lords respect the tengu.

Anyone lucky enough to receive training from a tengu gets four times as many EP as normal and can exceed skill score 30 even if not a rune master. The tengu martial arts style is part of this training and gets normal EP. In addition to the normal martial arts techniques listed above the trainee gets one of the tengu special abilities at each rank and can exercise up to Martial Arts Level of his POW in



## Tengu Clans

*The referee may decide that there are different tengu clans, some of which do not use the sword. Examples would be the spear, polearm or bow. In the first two cases simply substitute the appropriate weapon (long spear and bisento). With bows, however, the tengu special abilities and martial arts differ. Instead of ignoring 1 AP, a tengu of the bow clan can increase damage by one and the extra attack ability includes drawing and nocking the arrow. An additional special ability allows a quick aim in 1 SR, or for two POW applied a normal aim in 2 SR, or for three POW applied a long aim in 3 SR. Tengu bow martial arts has disarm (using a shot arrow), fast draw arrow and flying.*

special abilities in any given round. Only the tengu or an Unarmed Rune master who has mastered their style can teach the tengu martial arts style and tengu do not train for money, only if they feel like it.

Tengu are immortal, but as they do not reproduce their numbers slowly dwindle. It is unknown from whence they came, though it is commonly believed that they were created by the First God.

## Tengu

*Sentient*

*Threat: 237*

*Treasure:*

*Type:*

**Size: Medium (5' 8" tall, 9' wingspan)**

STR: 20 (HP)

CON/END: 20 (HP)

AGI: 16

WIT: 13

WIL: 30 (HP × 1½)

POW: 20 (HP)

HP: 20 (2d8+2d10)

AP: 12 (iron feathers)

SR: 3

Dodge: 24

Move: 8/-/16

Morale: 15 (HP × ¾)

Vision: 250'

Night Vision: Excellent

Sound: +2

Blind Sight: 10'

*Attack*

*Sc SR Damage*

Katana, 1-H, (M)

45 6 2d8 Chop or Cut

*thrusting*

1d12 Impale

Katana, 2-H (M)

60 7 1d8+1d10 Chop

*thrusting*

1d6+1d8 Impale

*Skill*

*Sc*

Fly

24

Tengu Martial Arts

30



## Trap Bush

### Forest

These appear to be normal thorn bushes until an animal of 50 pounds or more crosses the middle at which point they spring closed and trap the victim. Upon closing the thorns do 1s10 impaling damage each, 2d10 times. The victim, being pressed close by the trap bush, is unable to do more than breathe, and not even much of that. Impaling and crushing weapons have no effect on a trap bush, though chopping, cutting, tearing and flaming weapons do. Flame does double damage, chopping or cutting does normal damage and tearing does half damage. Unless aid is rendered to the victim the trap bush will digest at the rate of one point of damage per hour. It takes five times a character's hit points to completely digest a victim, though they are irrevocably dead after taking damage equal to or greater than twice their hit points.

A trap bush sends out runners which plant a new root system after about fifty feet. Clippings of runner growth can be transplanted and grown to a full-sized bush in three to five years depending on the quantity and quality of prey.

## Trap Bush

### Mindless

Threat: 3      Treasure: 3      Type: Prey

### Size: Medium

STR: 10 (HP)      CON/END: 10 (HP)  
 AGI: –      WIT: –  
 WIL: 5 (HP × ½)      POW: 10 (HP)  
 HP: 10 (3d6)      AP: 0  
 SR: –      Dodge: n/a  
 Move: n/a      Morale: n/a  
 Vision: –      Night Vision: –  
 Sound: –

### Attack

	Sc	SR	Damage
Trap Closing	45	–	1s10 (× 2d10) Imp
Digestion	45	–	1 per hour

## Triton

### Sea, Ocean

These creatures resemble humans with fish tails instead of legs. They often ride hippocampi, raise capricorns and fish. They build underwater cities lit with phosphorescent light. Tritons are most com-

monly found either in the depths of a sea or out on the open ocean where their hippocampi drawn shell chariots keep pace with ships.

A triton is equally at ease in the water and on it, but not having feet they are ill-equipped to walk on land. Even out of water their movements have a slow, deliberate motion though they are capable of quick action if necessary.

## Triton

### Sentient

Threat: 6      Treasure:      Type:

### Size: Medium (6' tall, 200 pounds)

STR: 14 (HP)	CON/END: 14 (HP)
AGI: 12	WIT: 12
WIL: 14 (HP)	POW: 14 (HP)
HP: 14 (3d8)	AP: 2 (scales)
SR: 2	Dodge: 18
Move: 4/8	Morale: 4 (HP × ¼)
Vision: 140'	Night Vision: Starlight
Sound: +1	

### Attack

	Sc	SR	Damage
Trident, 1-H (L)	18	4	1d8 Imp
Net, 1-H (R: 20')	18	12	2d8 Entangle

### Skill

	Score
Swim	18
Ride Hippocampus	18

## Troglodyte

### Subterranean

Troglodytes are large, brutish vaguely reptilian creatures that primarily inhabit subterranean dwellings. Although capable of digging their own tunnels, troglodytes prefer to take over existing tunnel systems.

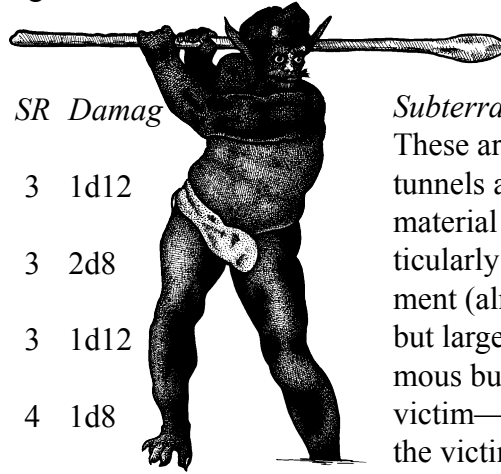
Raiding parties prey on other subterranean denizens and raid above ground, primarily at night due to their sensitivity to light.

Troglodytes are only capable of working stone and have a taboo against using metal implements. Consequently they use clubs, stone axes, stone knives, fire hardened spears and stone-tipped spears. Villainous generals often try to convince troglodytes to use better equipment, rarely with any success. The obstinacy of the troglodyte is second only to the Luddism.

## Troglodyte

*Semi-Sentient*  
*Threat: 2 Treasure: Type:*  
**Size: Medium Large (6½' tall, 300 pounds)**  
 STR: 13 (HP) CON/END: 9 (HP × ⅔)  
 AGI: 8 WIT: 8  
 WIL: 6 (HP × ½) POW: 6 (HP × ½)  
 HP: 13 (3d8) AP: 1 (tough skin)  
 SR: 3/2 Dodge: 10  
 Move: 6 Morale: 4 (HP × ⅓)  
 Vision: 45' Night Vision: Dark  
 Sight  
 Sound: +2

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damag</i>
Small Club (M)	12	3	1d12
Crush			
Club, 2-H (M)	12	3	2d8
Crush			
Stone Axe (M)	12	3	1d12
Chop			
Spear (P)	12	4	1d8
Impale			
Stone Knife (C)	12	2	1d8 Cut



## Tunnel Slug

### *Subterranean*

These are low level life forms that inch through tunnels absorbing and digesting whatever organic material they can envelope in their passage. Not particularly dangerous given their relatively slow movement (almost constant 1 mph) and passive attack, but largely unaffected by damage due to their enormous bulk. It takes hours to digest a human sized victim—the total damage must be at least five times the victim's HP.

A tunnel slug is about half as tall as it is wide and about twice as long as it is wide, though it will deform to conform to the tunnel or cave it inhabits.

## Tunnel Slug

### *Mindless*

*Threat: 9 Treasure: Type: Prey*

**Size: Enormous (10' × 5' × 20', 30 tons)**

STR: 315 (HP) CON/END: 32 (HP × ⅓)  
 AGI: n/a WIT: n/a  
 WIL: 8 (HP × ⅓) POW: 32 (HP × ⅓)  
 HP: 315 (30d20) AP: 0  
 SR: n/a Dodge: n/a  
 Move: 1 Morale: n/a  
 Vision: n/a Night Vision: n/a  
 Sound: n/a

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damag</i>
Digestion	60	—	1d6 per 15 minutes

## Gargantuan Tunnel Slug

### *Mindless*

*Threat: 22 Treasure: Type: Prey*

**Size: Gargantuan (20' × 10' × 40', 100 tons)**

STR: 2100 (HP) CON/END: 210 (HP × ⅓)  
 AGI: n/a WIT: n/a  
 WIL: 525 (HP × ⅓) POW: 210 (HP × ⅓)  
 HP: 2100 (200d20) AP: 0

## Troll

### *Mountains*

These are brutish creatures resembling stocky humans with warts, coarse black hair and horns. They are nocturnal, usually freezing at sunrise into twisted roots, curiously shaped large rocks and the like while they sleep. After sunset they come out and work mischief. Many trolls are massively strong and cunning though few have much intelligence. They are tough and indeed heal so quickly that they can regenerate damage in the middle of a fight making them a feared foe.

...

## Troll

### *Sentient*

*Threat: 11 Treasure: Type:*

**Size: Medium Large (8' tall, 600 pounds)**

STR: 22 (HP) CON/END: 22 (HP)  
 AGI: 10 WIT: 8  
 WIL: 11 (HP × ½) POW: 22 (HP)  
 HP: 22 (4d10) AP: 4 (tough hide)  
 SR: 3/2 Dodge: 10  
 Move: 8 Morale: 22 (HP)

*Tim Doty*

SR: n/a

Move: 1

Vision: n/a

Sound: n/a

*Attack*

Digestion

Dodge: n/a

Morale: n/a

Night Vision: n/a

*Sc SR Damage*

60 – 1d6 per 15 minutes

## Unicorn

*Grasslands, Woodlands*

A unicorn is a magical creature rather resembling a cross between a horse and a goat with a single, spiral-grooved horn coming from the forehead.

A unicorn is wary of humans (and other sentient races) and is very difficult to catch. However, they have a weakness for virgins (whom they deflower with their horn) and an ambush can be successful using a virgin as bait.

The unicorn's horn has magical properties, the best known of which is that of healing. The touch of the horn will heal damage at the will of the wielder, up to a number of points equal to the POW of the unicorn at the time it was detached (a unicorn can heal with its horn, one point of damage for every MP expended). Powder of the horn has various alchemical uses as well. Unfortunately, a unicorn deprived of its horn will soon die, rarely lasting more than a week.

The deflowering of a virgin forms a bond between the two and the unicorn will hear, where ever it may be, her call and will likely come to her aid. The unicorn will also allow her to ride it.



## Unicorn

*Quasi-Sentient*

*Threat: 6      Treasure: 0      Type: none*

**Size: Medium Large (4' shoulder, 750 pounds)**

STR: 16 (HP)      CON/END: 32 (HP × 2)

AGI: 12      WIT: 12

WIL: 32 (HP × 2)      POW: 32 (HP × 2)

HP: 16 (3d10)      AP: 0

SR: 4/3      Dodge: 17

Move: 20      Morale: 3 (HP × ¼)

Vision: 160'      Night Vision: Star-Sight

Sound: +2

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Horn (S)	18	5	1d8+1d10 Imp
Kick (S)	18	5	1d10 Crush
Rear & Plunge (L)	14	4	1d10+1d12 Crush

<i>Skill</i>	<i>Score</i>
Swim	18
Jump	18





## Vampire

### *Anywhere*

These most dangerous of the undead are rarely encountered in person because they do not seek personal encounters. They spend much of their time in isolation or in safe feedings. They are cunning and hide from those who would harm them, preferring to work through proxies and thus not risking themselves. A vampire can make goons (mindless servants), mindlings (controlled people who otherwise seem normal) and familiars (vampiric vassals) from their victims as suits their whims, needs and desires.

## Shapeshifting

If a vampire desires it can spend one round doing nothing else and change shapes. The shapes available are that of a man (or woman, depending on the vampire's 'gender'), a bat, a wolf, a shadow and mist.

The vampire's native form is that of a man. It is in this form that it tries to seduce its victims for a blood-letting. A vampire casts no reflection or shadow, either of which can give it away. While in human form the vampire can use its powers of control over its familiars, mindlings and goons or hypnosis on others.

While in bat form the vampire can fly and this makes a good, innocuous form for scouting. To all normal perception the vampire is simply a bat, though magic might reveal the true nature.

In wolf form the vampire has all the natural abilities of a wolf. This makes a reasonable form for scouting and the wolf is better able to slink around than a human-shaped vampire.

In shadow form the vampire has the silhouette of its human form cast against the ground or floor. The shadow moves along these two-dimensional surfaces. This makes it much harder to see and in fact the shadow cannot be hit, but the shadow cannot jump across any gaps, no matter how small. This is the preferred form for lurking and gives rise to stories about them walking from 'out of the shadows.'

The mist form is usually one of last resort. The mist is a thick, greasy smoke with a greenish cast. It has a movement rate of one, but can go anywhere that air can go.

## Weaknesses

There are a few weaknesses. A vampire cannot cross a stream except in bat form. It must rest each day in its coffin or take 1d6 points of damage. Vampires do not heal naturally, nor do healing spells have any effect on them.

### Feeding Damage

<i>Amount Drained</i>	<i>Damage Done</i>
1 pint	1 point
2 pints	4 points
3 pints	9 points
4 pints	16 points
5 pints	25 points
6 pints	36 points

The vampire is a terrible foe because it takes no damage from weapons or magic. Coming into contact with true, natural, direct sunlight does 1d6 damage per round as the vampire combusts with pyrotechnics and lots of smoke. A pint of holy water has a similar effect doing 1d6 points of damage. Ramming a wooden stake through the heart will promptly kill a vampire, but this is usually difficult to arrange as they don't cooperate very much. If a vampire takes five times its HP in damage it dies a final death.

## Feeding

Vampires thirst for blood and must feed on at least one pint every day or take a point of damage. Each pint of blood taken from the victim requires 5 minutes of feeding and does one point of damage to the victim. Extra blood heals the vampire at the rate of one point per pint drained, but the damage to the victim escalates. It is better to have a large flock and drain a little from each rather than severely weakening or killing them off. If the victim is drained four or more pints then they will die unless magical healing is employed. Damage done is also the penalty to STR. This is regained as the damage is regained. Feedings used to make goons, mindlings and familiars do not count for the daily requirement or as extra blood.

Just as a matter of taste vampires prefer human blood, though they have been known to feed on dwarves, elves and even animals. A vampire feeding

is very erotic for the victim and arouses them sexually—though this desire is often not satisfied. It does, however, sometimes create vampire ‘groupies’ who want to be fed on again and again. In other cases the victim is so revolted by the experience they become driven to exterminate vampires. In most cases the vampire uses hypnotic control to make the victim forget about the feeding altogether.

## **Creatures**

The servants of a vampire—goons, mindlings and familiars—are all made through some variant of feeding.

A vampire makes a goon by draining all of a victim’s blood at once, thus killing him, and reanimating the body. This is a messy process taking about an hour and requiring the vampire’s complete attention. Although goons are essentially mindless they serve as shock troops for defending important territories. The vampire can control goons in a general sense, but doesn’t handle them like puppets—though possible this usually achieves nothing.

To make a mindling the vampire gratifies the victim’s lust while feeding—this creates a bond which the mindling can neither detect, suspect nor attack. Usually only a pint of blood is taken to avoid overly weakening the mindling. The whole thing takes about half an hour to an hour after which the mindling has no private thoughts while the vampire is awake and can be controlled as desired. A vampire can issue orders which the mindling must obey, or possess the mindling. A mindling is never aware of this control. A vampire can possess the mindling as much or as little as it desires, but the greater control it exerts, the less aware it is of its own body. For example, a vampire could order the mindling to go some place and then see through the mindling’s eyes to scout, but while looking through the mindling’s eyes the vampire cannot use its own.

A vampire can make familiars from mindlings by allowing the mindling to feed on its blood, thus granting the mindling some degree of vampiric power. A familiar can be controlled to the same extent as a mindling but rarely is. The advantage of having a familiar is that it has been truly converted

and is a loyal, independent, thinking vassal of the vampire capable of making goons and mindlings itself (though not additional familiars).

Fortunately a vampire is limited as to how many goons, mindlings and familiars it can control. If it is unable to control a goon or familiar that creature goes rogue. A mindling becomes normal, though afflicted forever after with sensuous dreams that make sexual intimacy a pale shadow of itself.

A vampire can control as many goons as twice its WIL. Each mindling counts as one goon for every 5 points of WIL the mindling has. Each familiar counts as one goon for every 3 points of WIL it has. Having familiars increases the stable of creatures under the vampire’s control as they can themselves have goons and mindlings.

A ‘typical’ vampire might have one familiar, five mindlings and thirty goons. The familiar himself might have three mindlings and sixteen goons. However, different vampires use different tactics. Some rely on having an army of goons at their disposal (the average vampire could have 44), others prefer having no goons or mindlings of their own possessing only familiars (eight familiars might have 175 goons). The expense involved in keeping familiars drives others to rely on a network of mindlings.

## **Hypnosis**

The vampire’s main power is hypnosis. This is used to make a victim not remember the feeding, to freeze an enemy into immobility or to command and control a target as if they were a mindling.

To exercise this power the vampire must be able to see the victim’s eyes and concentrate, doing nothing else, for one round. If successful the vampire can choose to do one of the following:

1. Make the victim forget something permanently. Usually this is anything about the just happened encounter with the vampire. This leads to holes in peoples memories and is the classic victim stumbling out of the alley not knowing anything about the last fifteen minutes, although Mind Reading or magical means can still get at the memories.

2. Freeze the victim where they are for one minute with a normal success, five minutes with a special success, or up to an hour with a critical

success. The victim cannot move a muscle, but is fully conscious.

3. Control the victim exactly as if a mindling. The vampire can read all surface thoughts, but cannot read the victim's mind or memory. Normally a controlled victim has no surface thoughts other than what is going on in their immediate surroundings. This is often done to bring a victim in for feeding and then have the victim call the rest of the group into an ambush. This control lasts until the vampire is distracted or has to apply his control elsewhere.

### Vampire

*Sentient*

*Threat: 2      Treasure:      Type:*

**Size: Medium (5' 8", 180 pounds)**

STR: 33 (HP)	CON/END: 33 (HP)
AGI: 10	WIT: 12
WIL: 22 (HP × ⅔)	POW: 33 (HP)
HP: 33 (6d10)	AP: 0
SR: 2	Dodge: 15
Move: 8	Morale: 16 (HP × ½)
Vision: 165'	Night Vision: Perfect
Sound: +2	

<i>Attack</i>	<i>Sc SR Damage</i>
Hypnotism (R)	WIL/WIL control

### Vorpal Bunny

*Savanna, Steppe, Cave*

The vorpal bunny is a solitary creature that has a mean streak a mile wide. To the casual observer it will appear to be a simple cotton tail rabbit, however, if disturbed it goes straight for the throat with amazing speed and accuracy. Vorpal damage is stopped, point for point, by armor. On a special success the location struck is the head. On a critical success armor is ignored. Further criticals cause damage to be rolled again and added to the running total.

As solitary creatures it is not clear how vorpal bunnies procreate and their nasty disposition makes observing them a risky proposition. The sage Var Siik proposed that one in a million normal rabbits are simply born as vorpal—and with their disposition the way it is simply clear out of the warren or kill all the other rabbits.

Given the uncertainty of observation it is also unclear how long a vorpal bunny's life span is. By reputation, however, they must be immortal for the vorpal bunny of Gladsbury terrorized the farming community for centuries if the stories are to be believed.

### Vorpal Bunny

*Non-Sentient*

*Threat: 7      Treasure: 4      Type: Prey*

**Size: Very Small (18" length, 7 pounds)**

STR: 6 (HP × 2)	CON/END: 9 (HP × 3)
AGI: 20	WIT: 7
WIL: 12 (HP × 4)	POW: 3 (HP)
HP: 3 (1d4)	AP: 0
SR: 3/4	Dodge: 35
Move: 20	Morale: 3 (HP)
Vision: 18'	Night Vision: Moon-Sight
Sound: +3	

<i>Attack</i>	<i>Sc SR Damage</i>
Bite (C)	30 4 2d10 Vorpal

<i>Skill</i>	<i>Score</i>
Jump	30
Scan	11
Listen	15
Smell	21

### Vorpal Squirrel

*Forest*

The vorpal squirrel seems much like any other grey squirrel at first glance. Though often encountered singly, they are known to travel in small groups of up to four. If frightened these squirrels don't run, they turn and fight. Some are flying vorpal squirrels and can glide short distances (a number of feet equal to AGI). Vorpal damage is stopped, point for point, by armor. On a special success the location struck is the head. On a critical success armor is ignored. Further criticals cause additional damage.

The origins of vorpal squirrels are as mysterious as those of vorpal bunnies. It is generally supposed that vorpal squirrels breed among themselves and that their life span is measured in a few short years. However, this may be more perception than anything else: vorpal squirrels simply don't get the reputation that vorpal bunnies do and quite possibly life long lives in anonymity.

**Vorpal Squirrel**

*Non-Sentient*

*Threat: 2      Treasure: 0      Type: none*

**Size: Tiny (8" long, 1 pound)**

STR: 1 (HP)      CON/END: 10 (HP × 10)

AGI: 15      WIT: 7

WIL: 5 (HP × 5)      POW: 1 (HP)

HP: 1 (1)      AP: 0

SR: 1/3      Dodge: 30

Move: 15      Morale: 1 (HP)

Vision: 30'      Night Vision: Moon-Sight

Sound: +2

*Attack      Sc   SR   Damage*

Bite (C)      30   2   1d6 vorpal

*Skill      Score*

Jump      30

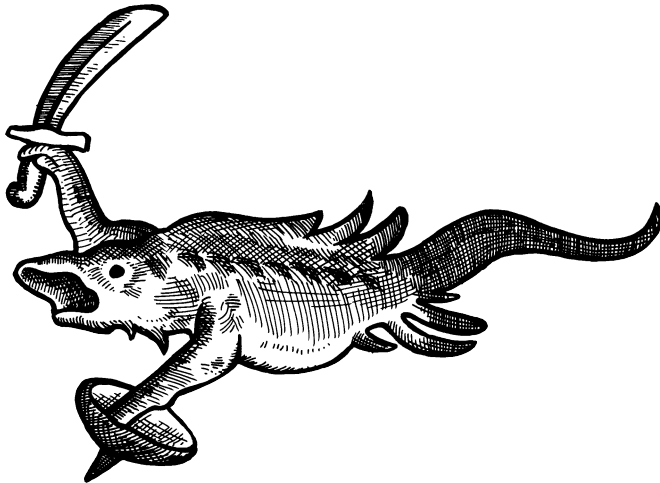
Climb      30

## War Fish

*Sea, Ocean*

These creatures are fish with arms. They are frequently armed with spears or swords and shields. They live in primarily in shallow seas unsuitable for tritons. They herd normal fish for food and farm sea weed—and intermittently raid each other for food and coral. Although capable of crafting their environment does not lend itself to smithing so most weapons are obtained through trade with land dwellers.

The life span of a war fish is about forty to fifty years. They form lasting couples who produce a dozen eggs or so each year with new born war fish taking five years to reach maturity. Despite the high rate of reproduction the population is fairly stable due to the nearly constant state of war.



### War Fish

*Sentient*

Threat: 5      Treasure: 5      Type:

**Size: Medium Small (4' long, 75 pounds)**

STR: 7 (HP)      CON/END: 10 (HP × 1½)  
 AGI: 14      WIT: 8  
 WIL: 7 (HP)      POW: 7 (HP)  
 HP: 7 (2d6)      AP: 3 (scales)  
 SR: 3      Dodge: 23  
 Move: -/14      Morale: 5 (HP × ¾)  
 Vision: 50'      Night Vision: Excellent  
 Sound: +2

Attack	Sc	SR	Damage
Trident, 2-H (L)	21	4	1d6 Imp
Short sword (S)	21	4	1d6 Chop

Skill	Score
Swim	27

## War Pig

*Savanna, Steppe*

The war pig is an enormous hog often used as a war mount by goblins, kobolds and other small races. They are also kept by some giants as domesticated animals or pets. Although a war pig in the wild is, despite its appearance, a shy and retiring herbivore the war training turns them into aggressive beasts who, while not carnivores, will still attack with little or no provocation.

Although theoretically a war pig could be broken for riding without the war training in practice this is seldom, if ever, done. When raised by giants they are normally trained to assist with herding and hunting.

### War Pig

*Non-Sentient*

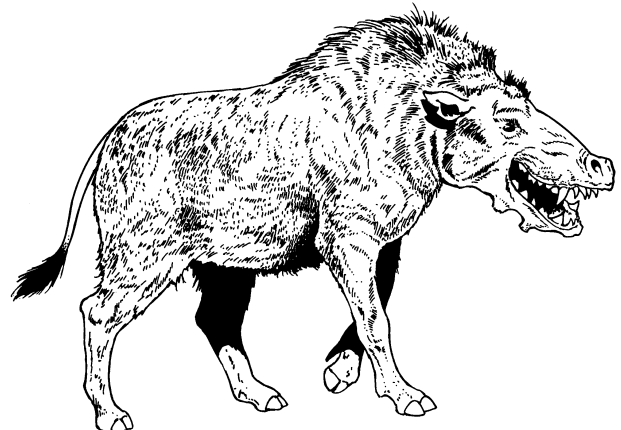
Threat: 4      Treasure: 0      Type: none

**Size: Large (6' shoulder, 2000 pounds)**

STR: 33 (HP)	CON/END: 17 (HP × ½)
AGI: 10	WIT: 10
WIL: 17 (HP × ½)	POW: 8 (HP × ¼)
HP: 33 (6d10)	AP: 2 (tough hide)
SR: 3/2	Dodge: 13
Move: 16	Morale: 4 (HP × ⅛)
Vision: 34'	Night Vision: Good
Sound: +2	

Attack	Sc	SR	Damage
Bite (C)	10	2	1d8+1d10 Impale
Trample (C)	24	4	1d10+1d12 Crush

Skill	Score	
Herd Cattle	20	when trained to herd
Listen	25	generally trained
Scan	25	when trained to hunt
Track	20	when trained to hunt





## Battle Trained War Pig

*Non-Sentient*  
Threat: 9 Treasure: 0 Type: none

**Size: Large (6' shoulder, 2000 pounds)**

STR: 33 (HP) CON/END: 17 (HP × ½)  
AGI: 10 WIT: 10  
WIL: 33 (HP) POW: 8 (HP × ¼)  
HP: 33 (6d10) AP: 2 (tough hide)  
SR: 3/2 Dodge: 18  
Move: 16 Morale: 11 (HP × ⅓)  
Vision: Night Vision: Good  
Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	15	2	1d8+1d10 Impale
Trample (C)	30	4	1d10+1d12 Crush

## Were-Jackal

*Forest, Savanna*

A were-jackal looks like a large jackal at first sight, until one realizes that it is much too large and too intelligent. Moreover it can change into human-like form, though with coarse hair and still quite bestial. Were-jackals usually lead packs of normal jacks, but they are not otherwise gregarious. In fact they are extremely territorial and loathe the company of another were-jackal.

Unlike werewolves, were-jackals are not lycanthropes: their condition is not the result of some disease. They can control their shapeshifting and their bite does not make the victim into a were-jackal. In “human” form a were-jackal may wear some hides, especially as a loin cloth, which (along with any belongings stored in the loin cloth) are integrated into the “jackal” shape. On death the were-jackal assumes “human” shape.

## Were-Jackal

*Sentient*  
Threat: 7 Treasure: 2 Type: Prey

**Size: Medium (5' 4", 120 pounds)**

STR: 14 (HP) CON/END: 20 (HP × 1½)  
AGI: 14 WIT: 12  
WIL: 14 (HP) POW: 10 (HP × ¾)  
HP: 14 (3d8) AP: 1 (tough hide)  
SR: 3 Dodge: 21  
Move: 11/17 (man/jackal) Morale: 10 (HP × ¾)  
Vision: 100' Night Vision: Good  
Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite [jackal] (C)	21	3	1d10 Impale
Savage [after bite] (C)	30	4	1d10 Impale
Club [man] (M)	15	3	2d6 Crush
<i>Skill</i>	<i>Score</i>		
Jump	21		
Swim	12		

## Werewolf

*Various*

These are the most common, but far from only, form of lycanthrope. Werewolves normally appear as scraggly humans who can change into a wolf and have all the characteristics of a wolf. Although they generally appear scraggly this is due more to their difficulty in leading a normal life and the effects of werewolf culture than necessity. Some werewolves come across as cultured aristocrats.

A werewolf is limited in his ability to transform from man to wolf or back again depending on the phase of the moon. This is generalized into the quarters of the moon as given on the Werewolf Change table. The three nights of the full moon the werewolf will be a wolf and the three nights of the full moon the werewolf will be a man. The transformations can only take place at night and require a single round to complete. While transforming a werewolf can do nothing else.

In either form the werewolf only takes damage from fire, silver weapons or magic. One way of testing someone’s humanity is to try and cut them with a normal knife. The bite of a werewolf can make the victim into a werewolf as well—though this transformation is not immediate.

If someone takes damage from the bite of a werewolf they must make a WIL/10 roll at the rising of the first full moon following the incident. If the roll is fumbled they become a werewolf and immediately change into wolf form. If the roll is failed they become sick for the next month and become a

### Werewolf Change Table

<i>Moon Phase</i>	<i>to Wolf</i>	<i>to Man</i>
Full	100%	0%
¾ Moon	56%	6%
Half Moon	25%	25%
Crescent Moon	6%	56%
New Moon	0%	100%

werewolf at the next rising of the full moon. If the roll is a miss then it is made again at the next rising of the full moon. Only a success prevents the transformation.

### Werewolf

*Sentient*

*Threat: 18      Treasure: 6      Type:*

**Size: Medium (5' 8", 180 pounds)**

STR: 22 (HP)      CON/END: 22 (HP)

AGI: 14      WIT: 12

WIL: 11 (HP  $\times \frac{1}{2}$ )      POW: 22 (HP)

HP: 22 (4d10)      AP: 1 (tough hide)

SR: 3      Dodge: 21

Move: 8/12 (man/wolf)      Morale: 16 (HP  $\times \frac{3}{4}$ )

Vision: —      Night Vision: —

Sound: —

<i>Attack (Wolf form)</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	14	2	2d6 Cut + infect
Claw (C) $\times 2$	18	3	1d10 Stun
<i>Skill</i>	<i>Sc</i>		
Jump	21		
Swim	12		

### Whale

*Ocean*

These represent the largest natural animals in the world. Ranging from the minke to the blue whale and including the voracious “killer whale” these ocean creatures are generally peaceful unless threatened.

**Blue Whale** This is the largest of the whales. It has two blow holes through which it expels water up to 40–50 feet in the air. The largest blue whales range up to twice the given size. Blue whales are so-called because of their light blue to dark gray coloration. Although slow, a blue whale can double its speed for up to one minute and spending triple FP.

**Fin Whale** The second largest whale and the fastest swimmer. A fin whale can sound off with an intensity of 25 or more at a deep bass audible for over fifty miles.

**Right Whale** The right whales are so named for being the right whale to hunt: they have lots of blubber and whalebone, are slow swimmers and float when killed.

**Sperm Whale** These whales have large heads and blocky bodies. They have teeth and swim deep into ocean depths hunting squid and other creatures.

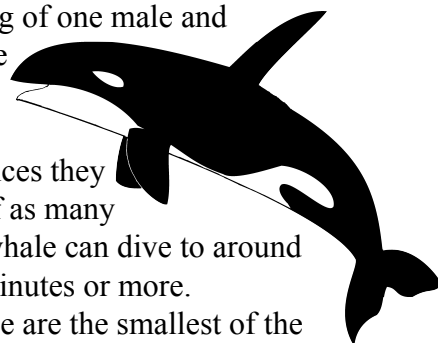
**Sei Whale** These whales are rarely seen near coasts, sticking instead to deep ocean territory. They are the most solitary of whales and mysterious. Some are rumored to know wizardry.

**Humpback Whale** The humpback whale is known for the hump formed in its back when diving. They often swim near coasts and travel in herds making them easy to spot. They are slow swimmers with entrancing music.

**Killer Whale** These whales have teeth and hunt in packs, thus earning their name. Despite their aggressive nature killer whales will at times allow other sea creatures, such as other whales, dolphins and even sea lions to work with or even hunt with them. They are intelligent and are sometimes trained by sea elves. They travel in pods of ten to fifteen whales consisting of one male and several females with the remainder being made up of immature whales.

Under some circumstances they will collect into pods of as many as 40 whales. A killer whale can dive to around 4,000 feet for twenty minutes or more.

**Minke Whale** These are the smallest of the filter-feeding whales. Still, they make a good catch.



### Blue Whale

*Non-Sentient*

*Threat: 32      Treasure: 0      Type: none*

**Size: Gargantuan (80', 110 tons)**

STR: 1050 (HP)      CON/END: 53 (HP  $\times \frac{1}{20}$ )

AGI: 6      WIT: 4

WIL: 53 (HP  $\times \frac{1}{20}$ )      POW: 256 (HP  $\times \frac{1}{4}$ )

HP: 1050 (100d20)      AP: 21 (skin)

SR: 3      Dodge: —

Move:  $-/7$       Morale: 105 (HP  $\times \frac{1}{10}$ )

Vision: 530'      Night Vision: Excellent

Sound: +3

<i>Attack</i>	<i>Sc</i>	<i>R</i>	<i>Damage</i>
Headbutt (C)	14	2	13d12 Crush
Flipper slap (C)	18	3	13d12 Stun

## Tim Doty

Skill	Score
Jump	9
Swim	9

### Fin Whale

*Non-Sentient*

*Threat: 14    Treasure: 0    Type: none*

#### Size: Titanic (65', 50 tons)

STR: 525 (HP)	CON/END: 35 (HP $\times \frac{1}{15}$ )
AGI: 6	WIT: 4
WIL: 26 (HP $\times \frac{1}{20}$ )	POW: 132 (HP $\times \frac{1}{4}$ )
HP: 525 (50d20)	AP: 11 (skin)
SR: 3	Dodge: —
Move: -/10	Morale: 53 (HP $\times \frac{1}{10}$ )
Vision: 350'	Night Vision: Excellent
Sound: +3	

Attack	Sc	SR	Damage
Headbutt (C)	14	2	3d10+5d12 Crush
Flipper Slap (C)	18	3	3d10+5d12 Stun

Skill	Sc
Jump	9
Swim	9

### Sperm Whale

*Non-Sentient*

*Threat: 14    Treasure: 0    Type: none*

#### Size: Titanic (50', 35 tons)

STR: 315 (HP)	CON/END: 21 (HP $\times \frac{1}{15}$ )
AGI: 8	WIT: 6
WIL: 16 (HP $\times \frac{1}{20}$ )	POW: 79 (HP $\times \frac{1}{4}$ )
HP: 315 (30d20)	AP: 8 (skin)
SR: 3	Dodge: —
Move: -/10	Morale: 79 (HP $\times \frac{1}{4}$ )
Vision: 210'	Night Vision: Excellent
Sound: +3	

Attack	Sc	SR	Damage
Bite (C)	14	2	2d10+5d12 Impale
Headbutt (C)	18	3	4d10+2d12 Crush
Flipper slap (C)	18	3	4d10+2d12 Stun

Skill	Sc
Jump	9
Swim	9

### Right Whale

*Non-Sentient*

*Threat: 37    Treasure: 0    Type: none*

#### Size: Titanic (60', 45 tons)

STR: 420 (HP)	CON/END: 28 (HP $\times \frac{1}{15}$ )
AGI: 4	WIT: 4
WIL: 21 (HP $\times \frac{1}{20}$ )	POW: 105 (HP $\times \frac{1}{4}$ )
HP: 420 (40d20)	AP: 10 (skin)
SR: 3	Dodge: —
Move: -/10	Morale: 105 (HP $\times \frac{1}{10}$ )
Vision: 280'	Night Vision: Excellent
Sound: +3	

Attack	Sc	SR	Damage
Headbutt (C)	14	2	3d10+4d12 Crush
Flipper slap (C)	18	3	3d10+4d12 Stun

Skill	Sc
Jump	9
Swim	9

### Sei Whale

*Non-Sentient*

*Threat: 6    Treasure: 0    Type: none*

#### Size: Enormous (50', 13 tons)

STR: 210 (HP)	CON/END: 21 (HP $\times \frac{1}{10}$ )
AGI: 6	WIT: 4
WIL: 21 (HP $\times \frac{1}{10}$ )	POW: 105 (HP $\times \frac{1}{2}$ )
HP: 210 (20d20)	AP: 4 (skin)
SR: 3	Dodge: 1
Move: -/10	Morale: 21 (HP $\times \frac{1}{10}$ )
Vision: 210'	Night Vision: Excellent
Sound: +3	

Attack	Sc	SR	Damage
Headbutt (C)	14	2	1d8+4d10 Crush
Flipper slap (C)	18	3	1d8+4d10 Stun

Skill	Sc
Jump	9
Swim	9

## Humpback Whale

*Quasi-Sentient*

Threat: 5      Treasure: 0      Type: none

**Size: Enormous (40', 10 tons)**

STR: 189 (HP)      CON/END: 19 (HP  $\times \frac{1}{10}$ )  
 AGI: 6      WIT: 4  
 WIL: 9 (HP  $\times \frac{1}{20}$ )      POW: 256 (HP  $\times \frac{1}{4}$ )  
 HP: 189 (18d20)      AP: 4 (skin)  
 SR: 3      Dodge: 1  
 Move: -/10      Morale: 19 (HP  $\times \frac{1}{10}$ )  
 Vision: 190'      Night Vision: Excellent  
 Sound: +3

Attack	Sc	SR	Damage
Headbutt (C)	14	2	2d10+2d12 Crush
Flipper slap (C)	18	3	2d10+2d12 Stun
<i>Skill</i>	<i>Sc</i>		
Jump	9		
Swim	9		

## Killer Whale

*Quasi-Sentient*

Threat: 17      Treasure:      Type:

**Size: Huge (30', 8 tons)**

STR: 126 (HP)      CON/END: 21 (HP  $\times \frac{1}{6}$ )  
 AGI: 10      WIT: 8  
 WIL: 25 (HP  $\times \frac{1}{5}$ )      POW: 32 (HP  $\times \frac{1}{4}$ )  
 HP: 126 (12d20)      AP: 2 (skin)  
 SR: 3      Dodge: 9  
 Move: -/26      Morale: 32 (HP  $\times \frac{1}{4}$ )  
 Vision: 210'      Night Vision: Excellent  
 Sound: +3

Attack	Sc	SR	Damage
Bite (C)	14	2	2d10+2d12 Impale
Headbutt (C)	18	3	3d12 Crush
Flipper slap (C)	18	3	3d12 Stun
<i>Skill</i>	<i>Sc</i>		
Jump	9		
Swim	9		

## Minke Whale

*Non-Sentient*

Threat: 9      Treasure:      Type:

**Size: Huge (30', 7 tons)**

STR: 126 (HP)      CON/END: 21 (HP  $\times \frac{1}{6}$ )  
 AGI: 8      WIT: 4  
 WIL: 25 (HP  $\times \frac{1}{5}$ )      POW: 32 (HP  $\times \frac{1}{4}$ )  
 HP: 126 (12d20)      AP: 2 (skin)  
 SR: 3      Dodge: 7  
 Move: -/10      Morale: 13 (HP  $\times \frac{1}{10}$ )  
 Vision: 210'      Night Vision: Excellent  
 Sound: +3

Attack	Sc	SR	Damage
Headbutt (C)	14	2	3d12 Crush
Flipper slap (C)	18	3	3d12 Stun
<i>Skill</i>	<i>Sc</i>		
Jump	9		
Swim	9		

## Wolf

*Forest, Savanna, Steppe*

These are pack-hunting carnivores who normally prey on the weak, but have no fear of humans and if desperate enough or magically influenced can and will attack humans. Not having fear of humans should not be interpreted as being stupid. Wolves will attack intelligently and with concerted effort. Wolves have been known to draw prey into ambushes by having a lone wolf attack and run until it is chased into the ambush. Also, wolves will single out the most powerful opponent and harry the rest while ringing and bringing down the target from all sides. Only the foolish do not heed the danger in the baleful yellow eyes of the wolves who see as well by the light of the moon as by day.

A successful wolf bite means, whether or not damage gets through armor, that the wolf has secured a good grip. The wolf then has two

### Wolf Pull Down

Target Size	Levels of Success
Small	1
Medium Small	2
Medium	3
Large	5
Very Large	8
Huge	11
Enormous	17
Titanic	25
Gargantuan	37

options: it can try to bring the opponent down or it can grind for continued damage which is cumulative against armor. Wolves working in unison can bring down large animals. To bring down a target each wolf rolls for success with STR/STR. A wolf gets one attempt each round on its SR. Levels of success are cumulative between all wolves for that round only. To see the number of levels of success required see the Wolf Pull Down table. Even if not pulled down each wolf that is hanging on encumbers the target, potentially slowing it down.

### Gray Wolf

*Quasi-Sentient*  
*Threat: 4      Treasure: 0      Type: none*  
**Size: Medium (2' 6" shoulder, 120 pounds)**  
 STR: 10 (HP)      CON/END: 10 (HP)  
 AGI: 12      WIT: 12  
 WIL: 10 (HP)      POW: 10 (HP)  
 HP: 10 (3d6)      AP: 1 (tough hide)  
 SR: 2      Dodge: 18  
 Move: 12      Morale: 3 (HP × ¼)  
 Vision: 75'      Night Vision: Moon-Sight  
 Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	14	1	1d8 Cut
<i>Pull Down</i>	STR/STR		Brings down target
<i>Grind</i> (C)	30	3	+1d6 Cut
Claw (C) ×2	18	2	1d6 Stun
<i>Skill</i>	<i>Score</i>		
Jump	18		
Swim	9		

### Great Wolf

The great wolf is a much larger cousin to the gray wolf. In the wild they are usually solitary males or mated pairs with young. Sidhe and goblins have had some success in domesticating the beasts and keep them in packs, primarily for use as war mounts.

A great wolf cub weighs ten pounds at birth and requires substantial amounts of food to fuel its rapid growth. A one year juvenile is already fifty to seventy pounds. Sexual maturity is generally reached in two to three years, but growth (especially in males) can continue until five years of age. A full grown great wolf stands four feet at the shoulder and weighs five to six hundred pounds.

Great wolves find mates every three to five years and remain together until the offspring are matured. The female stays close to the young and protects them while the male ranges for food, bringing back the kill for the others to eat.

### Great Wolf

*Quasi-Sentient*  
*Threat: 5      Treasure: 0      Type: none*  
**Size: Medium Large (4' shoulder, 550 pounds)**  
 STR: 17 (HP)      CON/END: 12 (HP × ⅔)  
 AGI: 10      WIT: 10  
 WIL: 9 (HP × ½)      POW: 17 (HP)  
 HP: 17 (3d10)      AP: 2 (tough hide)  
 SR: 4/3      Dodge: 14  
 Move: 10      Morale: 4 (HP × ¼)  
 Vision: 60'      Night Vision: Moon-Sight  
 Sound: +1

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	12	3	2d6 Cut
<i>Pull Down</i>	STR/STR		Brings down target
<i>Grind</i> (C)	30	3	+1d10 Cut
Claw (C) ×2	16	4	1d10 Stun

### Wolf Spider

*Various*

These are heavy fanged spiders with a three foot wide body and a leg span of six feet. They hunt their prey by jumping from ambush out to a distance of thirty yards and biting with their strong jaws.

Wolf spiders reach adult size in five years and life for a total of twenty to thirty years.

### Wolf Spider

*Quasi-Sentient*  
*Threat: 5      Treasure: 3      Type: Prey*  
**Size: Medium (3' body, 6' leg span)**  
 STR: 10 (HP)      CON/END: 10 (HP)  
 AGI: 20      WIT: 8  
 WIL: 10 (HP)      POW: 10 (HP)  
 HP: 10 (3d6)      AP: 0  
 SR: 4      Dodge: 30  
 Move: 6/20 (charge)      Morale: 5 (HP × ½)  
 Vision: 30'      Night Vision: Excellent  
 Sound: n/a

<i>Attack</i>	<i>Sc</i>	<i>SR</i>	<i>Damage</i>
Bite (C)	14	3	2d6 Cut



<i>Skill</i>	<i>Score</i>
Jump (90')	21

## Wraith

*any*

Wraiths bridge the gap between other creatures and the spirit world, belonging to neither one. A wraith is made by an evil sorcerer in an attempt at achieving a kind of immortality. A wraith is bound to this world, and an object in particular, but is otherwise like a spirit being immaterial. It can manifest at will and while doing so can be seen and heard. Whether manifest or not a wraith can see and hear other creatures. However, wraiths are not gifted with the sight of invisible creatures and two wraiths can only interact by manifesting.

If the object the wraith is bound to is destroyed so is the wraith. Consequently a wraith will go to great lengths to protect it. The object will always have some sort of magical property and was present, if not used, when the wraith was created. Typical objects include the sorcerer's wand and enchanted ritual implements.

The wraith gets weaker the farther it moves away from the object it is bound to. On the other hand if the wraith is located within the object it regains MP at the rate of one point per minute. A wraith has a movement rate equal to WIL.

If the object is within the wraith's Massive presence range there is no cost. However, to move such that the object will be farther than that costs the wraith 1 MP, plus 1 MP every hour. To move from the object being within the wraith's Very Strong presence range costs 2 MP, plus 1 MP every fifteen minutes. The cost to move to, plus the cost for remaining at, the various presence ranges are given in the table. It costs the wraith nothing to

### Wraith Travel

<i>Presence Range</i>	<i>Move To</i>	<i>Stay Within</i>
Massive	0	—
Very Strong	1	1 per hour
Strong	2	1 per 15 minutes
Normal	4	1 per 4 minutes
Weak	8	1 per minute
Very Weak	16	1 per round

return to a stronger presence range. Note that if a wraith's MP are reduced to zero it ceases to exist.

## Wurm

*Mountain*

Wyrms are wingless lizards possessing a variety of magical abilities. As a rule wyrms are "bearded" having tendrils that hang from their jaw.

...

## Earth Wurm

The earth wurm has a long, narrow body with long legs. The tail accounts for about a third of their length. They love the taste of horse flesh, though they will eat most any herd animal, including sheep and other small, bite-sized morsels.

Although earth wyrms are long-lived they are not immortal. A typical earth wurm will live a thousand years or so. They mate only rarely, seeking out a partner every 144 years or so. A successful mating leaves one of the earth wyrms pregnant, a state which lasts twelve years. It takes another twelve years for a newborn earth wurm to reach maturity.

Earth wyrms can move through soil without hindrance. To them moving through sand is much like water and even stone can be penetrated with some difficulty. The passage of an earth wurm does not leave a tunnel, but the ground is disturbed as if recently tilled.

## Earth Wurm

*Semi-Sentient*

*Threat: 26*

*Treasure:*

*Type:*

**Size: Very Large (60' long, 5000 pounds)**

STR: 84 (HP)

CON/END: 21 (HP × ¼)

AGI: 14

WIT: 15

WIL: 42 (8d20)

POW: 42 (HP × ½)

HP: 84 (8d20)

AP: 15 (scales)

SR: 5/3

Dodge: 16

Move: 20

Morale: 21 (HP × ¼)

Vision: 210'

Night Vision: Excellent

Sound: +1

*Attack*

*Sc SR Damage*

Bite (X)

24 9 1d10+2d12 Impale

Claw (P)

30 8 2d8+1d10 Cut

## Ice Wyrn

...

...

Bite (P)

12 7 2d10+2d12 Impale

Claw (L) ×2

15 6 3d12 Cut

## Ice Wyrn

*Quasi-Sentient*

*Threat:*

*Treasure:*

*Type:*

**Size:**

STR:

*Attack*

*Sc SR Damage*

...

## Wind Wyrn

Though wingless the wind wyrn is an aerial creature with a long, narrow body like a snake but having short legs. The tail accounts for about a quarter of the wind wyrn's total length.

Unlike other wyrms the wind wyrn is fully sentient and normally a master of wizardry. Typical areas of wizardry include Fire, Water, Air, Earth, Energy and Protection. A wind wyrn is considered to have TAL equal to WIL and a score in Channel, Gather, Meditation and primary areas of wizardry equal to WIL, although an old and experienced wind wyrn may have up to POW as skill for primary wizardry areas. All wind wyrms are assumed to be rune mages.



## Wind Wyrn

*Sentient*

*Threat: 23\**

*Treasure:*

*Type:*

**Size: Huge (80' long, 8 tons)**

STR: 126 (HP)

CON/END: 21 (HP × 1/6)

AGI: 18

WIT: 20

WIL: 42 (HP × 1/3)

POW: 126 (HP)

HP: 126 (12d20)

AP: 12 (scales)

SR: 6/4

Dodge: 17

Move: 13/-/36

Morale: 32 (HP × 1/4)

Vision: 1050'

Night Vision: Star-Sight

Sound: +0

*Attack*

*Sc SR Damage*

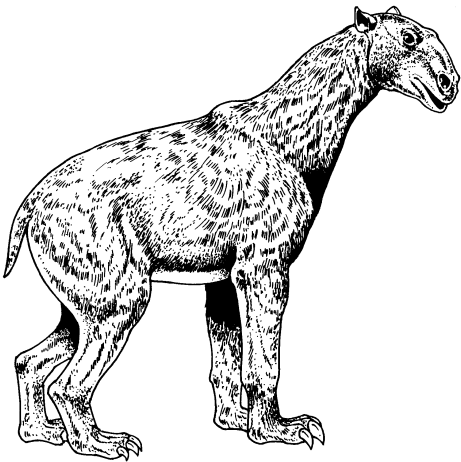
**Xenos**

...  
These ...  
...

**Xenos**

...  
**Size:** ...  
**STR:** ...  
*Attack*  
...

*Sc SR Damage*





## Yeti

*Mountain, Glacier*

These large humanoids are not proper giants and are rather primitive. They have long, brown hair with an appearance very like a yak.

...

## Yeti

*Semi-Sentient*

*Threat: 16      Treasure:      Type:*

**Size: Large (12' tall, 1800 pounds)**

STR: 52 (HP)      CON/END: 17 (HP  $\times$   $\frac{1}{3}$ )

AGI: 10      WIT: 8

WIL: 13 (HP  $\times$   $\frac{1}{4}$ )      POW: 26 (HP  $\times$   $\frac{1}{2}$ )

HP: 52 (8d12)      AP: 3 (hair and hide)

SR: 3/2      Dodge: 13

Move: 12      Morale: 26 (HP  $\times$   $\frac{1}{2}$ )

Vision: 85'      Night Vision: Star-Sight

Sound: +1

*Attack*

*Sc SR Damage*

Claw (M)  $\times$ 2      18 4 2d10 Cut





## Zebra

...

These ...

...

## Zebra

...

**Size:** ...

STR: ...

*Attack*

*Sc SR Damage*

...

## Zombie

*Graveyard*

These undead creatures can be made by magic or through infernal intervention. On their own they wander aimlessly, though

...

## Zombie

*Mindless*

*Undead*

*Threat:*

*Treasure:*

*Type:*

**Size: Medium (5' 8" tall, 180 pounds)**

STR: (HP)

CON/END:

AGI: 6

WIT:

WIL:

POW:

HP:

AP:

SR:

Dodge:

Move:

Morale: undead

Vision: —

Night Vision: undead

Sound: —

*Attack*

*Sc SR Damage*

...



### Coastal

albatross  
crab  
crocodile  
drake, mini  
eel  
elf  
fish  
gorgon  
hydra

### Desert

beetle  
camel  
corpse scavenger  
giant, fire  
hell hound

### Forest

adder  
ape  
badger  
basilisk  
bear  
bear-boar  
beetle  
boar  
bugbear  
cat  
centaur  
centipede  
cockatrice  
corpse scavenger  
deer  
dólgfin  
drake, bitter  
drake, common  
drake, fanged  
drake, fire  
drake, poison  
drakkonian  
eagle  
elephant  
elf  
eloi  
ettin  
falcon

feshin  
floater  
giant, common  
gnoll  
gnome  
griffin  
gug (+)  
harpy  
hawk  
hippogriff

### Glacier

drake, frost  
giant, ice  
gjallareðla

### Jungle

ape  
beetle  
bugbear  
cat  
centipede  
elephant

### Lake

amoeba  
anaconda  
bearver  
eel  
fish  
gar  
hydra

### Marsh

alligator  
anaconda  
boar (?)  
crocodile  
fish  
frog

### Mountain

ape  
cat  
dragon  
drake, fanged  
drake, fire

drake, mini  
drake, poison  
drakkonian (?)  
dwarf  
eagle  
eloi  
falcon  
giant, common  
giant, ice  
giant, stone  
giant, storm  
gjallareðla  
griffin  
harpy  
hawk

### Ocean

amoeba  
barracuda  
capricorn  
eel  
fish  
floater  
hippocampus  
jelly fish

### River

alligator  
anaconda  
beaver  
crocodile  
eel  
fish  
gar  
hippopotamus

### Savanna

adder  
antelope  
armadillo  
baboon  
badger  
bear  
bear-dog  
beetle  
boar  
bonnacon

cat  
catoblepas  
cattle  
centaur  
centipede  
cheetah  
chimera  
cockatrice  
deer (?)  
dire wolf  
drake, common  
drakkonian  
eagle  
elephant  
ettin  
falcon  
giant, common  
giant, stone  
gnoll  
hawk  
horse  
hyena  
jackal

### Steppe

armadillo  
badger  
bear  
bear-dog  
beetle  
cat  
catoblepas  
cattle  
centaur  
chimera  
cockatrice  
deer (?)  
dire wolf  
drake, common  
drakkonian  
eagle  
elephant  
ettin  
falcon  
giant, common  
giant, stone  
horse

## ***Tim Doty***

hyena

### **Subterranean**

ant

bat (+)

cave snake

dwarf (+)

earth worm

floater

gobber

goblin

gorgon (+)

hashileem

kaablin

troglodyte

### **Swamp**

alligator

anaconda

catoblepas

corpse scavenger

crocodile

drake, bitter

eel

fish

frog

hydra

### **Special**

*Barrow*

draugr

*Graveyard*

ghast

ghoul

*Magical Workshops*

golem

*Ruins*

gargoyle

# TREASURE

**T**reasure takes many forms. It can be gold, jewels, weapons, magic wands, a load of spice or even bolts of cloth. What value it has depends on who is evaluating it. Flemish wool is more valuable to a cloth merchant than a woodcut, though the reverse might be true of an art collector. The market value of treasure is an estimate of its worth on the open market. Not to a collector, nor to someone who is not interested in it.

There are six categories of treasure in *Rune Master*. Money, jewelry, weapons, goods, art objects and special items. Money covers actual coinage as well as ingots. Jewelry includes finished pieces and raw gem stones. Weapons includes arms and armor. Goods covers the variety of products found in a market. Art objects include paintings, statues and musical instruments. Special items cover religious artifacts, magical instruments and magic items.

To determine the treasure found compare the Treasure Level against a resisting score of 10. For monsters the Treasure Level is generally equal to the Threat Level. The level of success in this roll determines the base value for each treasure found.

A monster description will give a value multiplier for a treasure category and the multiplicity of the treasure category. The multiplicity is the number of times the treasure category is used. The value multiplier is used to adjust the base value as determined by the level of success.

For example, a monster rated with  $10 \times G^3$  will have three Goods treasures determined, each of which is worth ten times the amount indicated by the level of success in the Treasure Level resistance roll.

Each treasure may actually be more than one item. Whether or not this is the case, and how to apportion the value, is entirely up to the referee. Two methods are outlined here.

Even split. The referee determines the number of ways the treasure is split, possibly by rolling dice. The value of each portion is the appropriate fraction. For example, if the treasure is to be split three ways then each portion is worth one-third the treasure

total.

By percentage. Another way is to roll 1d100 to determine the percent of the total value that is in the first portion. A second 1d100 is then rolled to determine the percent of the remaining value that is in the second portion. And so on until either a 100 is rolled, the number of portions is used up or the referee simply decides to stop.

A good usage of this is with money treasure. The first portion is for gold, the second silver and the third copper. For example, if the total treasure is worth 10 gp and the referee rolls 49 then 5 gp are in gold. If the second roll is a 55 then 55% of the remaining 5 gp worth of treasure is in silver—55 sp worth in fact. The remaining amount is in copper—45 sp worth or 540 cp. This amounts to  $1\frac{1}{2}$  ounces of gold, 1 pound of silver and 11 pounds of copper (give or take).

## Money

Although the most common form of this treasure is the coin, ingots of precious metal are also included. In fact, this category includes anything used as a means of generically representing wealth that is highly movable. It would thus include bank notes and letters of credit. The exact form taken should be determined by how and where the treasure is found. A travelling merchant is more likely to have bank notes than wagons of gold. A dragon is more likely to sleep on a mound of gold than a pile of bank notes. In either case the market value of the money is simple the indicated value.

The value of raw metal relative to coinage is a special consideration for which there is no one correct answer. In original form a coin can be considered to be a stamp authenticating the purity and weight of the metal used. This adds value to the coin by providing certainty and causes a pound of gold coins to be worth more than a pound of raw gold. However to keep up with inflation it becomes necessary to use less pure metal to make a coin which leads to devaluation and a pound of gold coins will be worth less than a pound of raw gold.

These rules take the middle road and assume that the coins and raw metal are worth the same on a weight basis, but depending on the location it may be more appropriate to have either enhanced or



### Coin Value Ratios

<i>Carried</i>	<i>Transported</i>	<i>Stored</i>	<i>Copper</i>	<i>Silver</i>	<i>Gold</i>	<i>Notes</i>	<i>Weight</i>
1	1–14	1–144	100%	–	–	–	12.0000
2	15, 16	145–168	71%	29%	–	–	8.7959
–	17–19	169–196	50%	50%	–	–	6.4474
–	20–23	197–230	34%	66%	–	–	4.7259
3	24–26	231–268	22%	78%	–	–	3.4641
–	27–31	269–313	14%	86%	–	–	2.5392
4	32–36	314–366	8%	92%	–	–	1.8612
5	37–42	367–428	3%	97%	–	–	1.3643
6	43–50	429–500	1%	87%	12%	–	1.0000
7	51–58	501–584	–	72%	28%	–	0.7330
8	59–68	585–682	–	51%	49%	–	0.5373
9, 10	69–79	683–796	–	36%	64%	–	0.3938
11	80–93	797–930	–	25%	75%	–	0.2887
12, 13	94–108	931–1,086	–	17%	83%	–	0.2116
14–16	109–126	1,087–1,269	–	11%	89%	–	0.1551
17, 18	127–148	1,270–1,482	–	7%	93%	–	0.1137
19–21	149–173	1,483–1,732	–	3%	97%	–	0.0833
22–25	174–202	1,733–2,022	–	2%	82%	16%	0.0611
26–29	203–236	2,023–2,362	–	1%	70%	29%	0.0448
30–34	237–276	2,362–2,760	–	–	65%	35%	0.0328
35–40	277–322	2,761–3,220	–	–	48%	52%	0.0241
41–47	323–376	3,221–3,768	–	–	35%	65%	0.0176
48–55	377–440	3,769–4,402	–	–	26%	74%	0.0129
56–64	441–512	4,403–5,129	–	–	19%	81%	0.0095
65–76	513–601	5,130–6,019	–	–	14%	86%	0.0069
77–88	602–700	6,020–7,001	–	–	10%	90%	0.0051
89–103	701–821	7,002–8,219	–	–	7%	93%	0.0037
104–121	822–962	8,220–9,622	–	–	5%	95%	0.0027
122–141	963–1,118	9,623–11,180	–	–	4%	96%	0.0020
142–163	1,119–1,290	11,181–12,909	–	–	3%	97%	0.0015
164–190	1,291–1,507	12,910–15,075	–	–	2%	98%	0.0011
191–282	1,506–2,236	15,076–22,360	–	–	1%	99%	0.0005
283+	2,237+	22,361+	–	–	–	100%	0.0000

devalued coinage.

To determine the division of money into copper, silver, gold and letters of credit the Coin Value Ratios table is used. Read down the column for whether the money is being carried (that is, a person has it in a pouch or money belt), transported (in a strong box) or stored (as in a vault). When the appropriate treasure value is reached, read across that row to find the percentage of value found in copper, silver, gold or letters of credit. The final column, weight, shows the weight of the entire sum

of money relative to silver. For example, if someone is carrying treasure 5 then 3% of the value will be in copper and the rest in silver.

The total value of the coins expressed in silver pieces is equal to the square of the treasure score so to continue the example the total amount is worth 25 sp. 3% of 25 sp gives 9 cp so 24¼ sp will be in silver. These breakdowns and the total value should be considered suggestive. They are arranged such that the carried weight will not reach one pound, transported weight will not exceed fifty pounds and

stored weight will not exceed 500 pounds.

The notes column is for bank notes, letters of credit or other paper schemes. If gems are extremely valuable and an alternative to coin in the campaign then they may be substituted here.

## Jewelry

As this category includes raw stones as well as finished items there is quite a span of possible market value. Use the jewelry tables to find the form of the treasure from its market value.

## Weapons

The provided tables cover the span of arms and armor expected to be found in a typical *Rune Master* game. These tables should be modified as necessary to reflect the game world.

## Goods

This category covers perhaps the greatest territory. Usually the nature of the goods will be known before hand and a market value can be simply assigned. Other times, such as with a pirates lair, the goods will be varied.

## Art Objects

This category covers paintings and statues, but also musical instruments. These are things that might be found in a museum or decorating a rich merchant's home.

## Special Items

Religious artifacts, magic wands and the like.

## Treasure Value

The relative danger of a monster is represented by its Threat Value. This is a composite score accounting for HP, damage and skill. A creature's Treasure Value is closely related, though modified somewhat arbitrarily. For example, a mindless creature is less likely to have treasure than a sentient creature, but a packrat mentality will lead to more treasure as well.

Threat Value is cal

## Alternative Money Distribution

*An alternate method of determining the distribution of the total value of a treasure between metals is by percentage. Find the most valuable coin to be involved and roll 1d100 to determine the percent of the total value that is in the first portion. A second 1d100 is then rolled to determine the percent of the remaining value that is in the second portion. And so on until either a 100 is rolled, the number of portions is used up or the referee simply decides to stop.*

*To include a metal the treasure must be at least the value of one coin of that metal. For example, a treasure worth 19 sp would not have any gold. If a roll indicates that the amount of a coin would be less than the smallest coin—for example, if the treasure is worth 20 sp and 11 is rolled on 1d100—then the coin will not actually be represented.*

*If the total treasure is worth 10 gp and the referee rolls 49 then 5 gp are in gold. If the second roll is a 55 then 55% of the remaining 5 gp worth of treasure is in silver—55 sp worth in fact. The remaining amount is in copper—45 sp worth or 540 cp. This amounts to 1½ ounces of gold, 1 pound of silver and 11 pounds of copper (give or take).*

Type of Jewelry				
<i>1d1000</i>	<i>Jewelry</i>	<i>Weight</i>	<i>Base Value</i>	<i>Gemmed</i>
001–250	Ring	2–20 grams	1d6 sp	
251–373	Earring	1/8–5 grams	1d4 ÷ 4 sp	
374–379	Toe ring	2–5 grams	1d4 ÷ 4 sp	
380–438	Arm ring	10–60 grams	1d20 sp	
439	Nose ring	1/2–3 grams	1d4 ÷ 8 sp	
440–518	Necklace	8–140 grams	2d20 sp	
519–641	Bracelet	3–60 grams	1d20 sp	
642–645	Anklet	3–60 grams	1d20 sp	
646–649	Diadem	8–80 grams	2d12 sp	
650–772	Bangle	6–20 grams	1d6 sp	
773–784	Circlet	32–120 grams	2d10 sp	
785–788	Crown	100–1000 grams	3d100 sp	
789–792	Tiara	75–750 grams	2d100 sp	
793–915	Brooch	5–50 grams	1d20 sp	
916–974	Clasp	4–40 grams	2d8 sp	
975–000	Torque	50–300 grams	1d100 sp	

## Random Gem

<i>Id1000</i>	<i>Gem</i>	<i>Weight</i>	<i>Base Value</i>	<i>Id1000</i>	<i>Gem</i>	<i>Weight</i>	<i>Base Value</i>
001	Agate	1–20 carats	1 sp	501	Jet	1–20 carats	1 sp
002	Alexandrite	-	-	502	Lapis Lazuli	-	-
003	Amber	-	-	503	Loadstone	-	-
004	Amethyst	-	-	504	Malachite	-	-
005	Aquamarine	-	-	505	Moonstone	-	-
006	Aventurine	-	-	506	Onyx	-	-
007	Beryl	-	-	507	Opal	-	-
008	Bloodstone	-	-	508	Oriental Emerald	-	-
009	Cairngorm	-	-	509	Ossynian Emerald	-	-
010	Carbuncle	-	-	510	Oriental Ruby	-	-
011	Carnelian	-	-	511	Ossynian Sapphire	-	-
012	Cat's Eye	-	-	512	Pearl	-	-
013	Chalcedony	-	-	513	Peridot	-	-
014	Chrysoberyl	-	-	514	Pyrites	-	-
015	Chrysolite	-	-	515	Rock Crystal	-	-
016	Chrysoprase	-	-	516	Ruby	-	-
017	Citrine	-	-	517	Sapphire	-	-
018	Coral	-	-	518	Sard	-	-
019	Diamond	-	-	519	Sardonyx	-	-
020	Emerald	-	-	520	Satin Spar	-	-
021	Hematite	-	-	521	Schorl	-	-
022	Hydrophane	-	-	522	Serpentine	-	-
023	Hyacinth	-	-	523	Spinel	-	-
024	Jacinth	-	-	524	Turquoise	-	-
025	Jade	-	-	1000	Zircon	-	-
026	Jasper	-	-				



# SPIRIT WORLD

The spirit world is not a single, contiguous space. Rather, it is a world of interconnected realms consisting of planes. These realms are connected by gateways which can be freely used, though most are one way. The familiar units of distance are used to describe space in the spirit world, but they are not generally applicable as space within a plane may not be simple or continuous. In general traditional measures of distance are only applicable to nearby things. Though this seems to give the spirits no trouble it can be disconcerting to say the least. A spirit's general power and authority is described by its spirit level, herein referred to as SPI. Unless otherwise specified a spirit's WIT is equal to  $SPI + 7$ , WIL is equal to  $SPI \times 3$  and POW is equal to  $SPI \times 5 + 1d6$ . Spirits are not normally rated for TAL or CHA, though such an attribute score may be attached to their description.

Unless specified otherwise a spirit can be assumed to have a skill score of  $SPI \times 2 + 10$  in primary skills and WIT in all other skills for which the spirit is assumed to have any expertise.

## The Realms

The spirit world is made up of five realms, each of which has many different planes. There are two basic types of plane: ethereal and physical. Each realm has a base plane which is ethereal in nature. Travel between planes and realms requires the use of a gate. The appearance and placement of gates varies enormously, but the gates available in the base planes have certain restrictions. A gate in the base plane of the middle realm can only go to the base plane of other realms or to another plane in the middle realm. Gates in the base plane of other realms can only go to the base plane of the middle realm or to other planes in the same realm. Gates found in other planes only go to other planes in the same realm.

Usually a "place" in the spirit world has an entrance on the base plane with internal gates leading successively from one plane to the next. And such gates may have special rules of access.

## Mortal Realm

*The mortal realm is where most games take place. As with the various realms of the spirit world there are multiple planes though there is not one unifying "base plane" that acts as a gate to the other planes. Instead the various planes of the mortal realm are an assorted mish-mash with some only reachable by traversing the outer realm of the spirit world. Examples of planes in the mortal realm are Albion, Hytolon, Moorqeem, Railog, Raimon, Umath, Urash and Ylansi.*

For example, Heaven is located in the inner realm. Though it is made up of three planes only the first is accessible from the base plane of the inner realm and to travel from the first to the second plane of Heaven requires the intercession of a principality (one of the denizens of the outer region of Heaven).

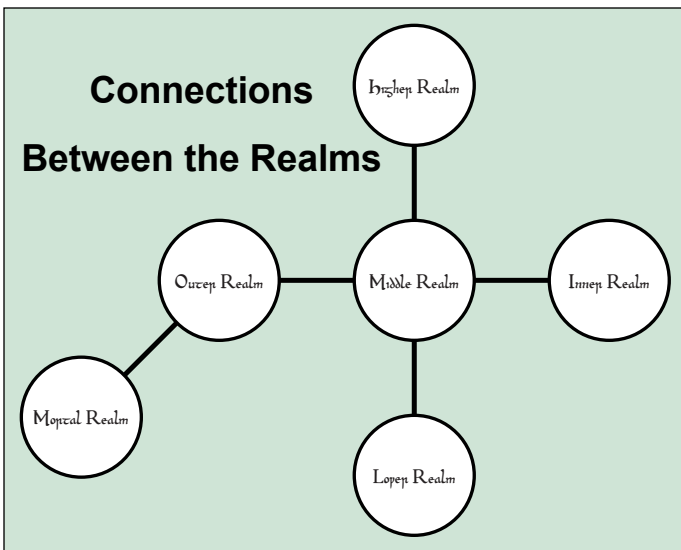
The base plane of the outer realm is joined with the mortal realm and can be reached directly from it. For example, shamans possess the ability to leave their bodies and pass into the spirit world. When they do so they start in the base plane of the outer realm and travel from there.

Some magic, specifically thaumaturgic or wizardric spirit magic, can bypass the need for a gate. However, such magic does not circumvent special requirements (such as those found in Heaven) unless specifically stated as such. Other magic has an implicit violation of gates. For example, if a demon and his retinue are summoned from the third circle of Hell they appear directly before the conjurer without needing to pass through the second and first circles, Purgatory, the base plane of the lower realm, the middle realm and the outer realm.

Ethereal planes lack a surface. That is to say, there is no "land" on which to walk—the spirits float or fly. Although there are objects they are not "real" in any physical sense and only have existence in the plane in which they are found. Though some objects are movable if they are transported to a physical plane or the mortal realm they are invisible and immaterial. And in most cases they simply cannot be transported at all.

Physical planes have some sort of surface and the spirits and objects in them have a corporeal





existence. A corporeal existence means that objects from the mortal realm brought to the plane can be used and objects from the physical plane can be taken to the mortal realm and used. In a physical realm a spirit can be attacked with normal mortal weapons using the normal skills. A mortal taking damage in a physical plane suffers first from POW and then from HP. However, if HP are reduced to zero the mortal goes to limbo and on return has only a spirit body. A mortal without a body can return to the mortal realm, but only as an invisible and immaterial spirit. To retrieve the damaged body from limbo requires special magic.

Whether in an ethereal or physical plane, space and distance do not function the same as in the mortal realm. A spirit's base movement rate is SPI while a mortal's is Spirit Lore skill level. A movement rate of zero indicates the entity is unable to navigate and is at a loss. In such cases the entity is at the mercy of other spirits and requires a guide to move around at all. Movement can be in any direction. In ethereal planes this usually appears as three dimensional space. In some cases a plane functions so differently that a separate Lore skill is required to understand it enough to move in it.

The base planes are an example of where space certainly does not behave normally (though it still uses the normal Spirit Lore skill). A spirit in a base plane is at all times in a locality. If this is not an externally defined locality, such as the location of a gate, it is defined by the presence of the spirit.

Space in any given locality is infinite: a spirit traveling in a straight line away from the focus of a locality can do so indefinitely, always increasing its distance, without ever arriving somewhere else.

### The Spirit Slide

To travel elsewhere in the base planes requires a different mode of travel known as *slipping* or *sliding*. The spirits have an inherent sense of how to do this and can travel without hindrance, others must succeed in a Spirit Lore roll. Locations have a proximity to each other that is described by an integer number.

It is important to remember that this is a proximity number, not a distance. Proximity is reciprocal—if location A has a proximity number of 1 to location B, then location B has a proximity number of 1 to location A. But to continue the example if location B is proximity 1 with location C we still know nothing about the proximity of location A with location C.

A spirit can *slide* between locations whose proximity number does not exceed SPI in fifteen minutes. If the proximity is greater then it must make multiple *slides*, each of which takes fifteen minutes. For example, if location A is proximity 10 with location C then an SPI 3 spirit would have to *slide* four times to reach it, taking an hour to complete the trip. It is important to note that during such an extended slide the spirit has its own locality which only has proximity with where it is going to. There is no space to turn around in and go back. To continue the example, after *sliding* for fifteen minutes the spirit's locality has proximity 7 with location C. And it has no proximity with any other location.

Those entities without SPI use Spirit Lore to *slide*, the level of success indicating the proximity number decrease to the destination. Alternatively, any entity can tag along with a spirit by simply declaring that they are remaining with its locality. Note this must be done *before* the spirit starts to *slide*.

Due to the nature of space in the base planes it is impossible to follow someone who is *sliding*. The closest thing is to declare locality as the spirit to be followed but maintain a substantial distance within that locality.

When arriving at a new locality the new arrivals will be a set distance from the focus. This distance varies with the locality, but is generally a hundred to a thousand yards.

## **Outer Realm**

The outer realm is populated by relatively weak spirits with a high concentration of lower creatures, but a number of spirits and gangers as well. This is the main turf of the shaman, though visited by priests and wizards upon occasion as well. The average SPI of the natives is nearly 2. A variety of planes belong to the outer realm including the six alignment planes (Chaos, Creative, Evil, Good, Law and Natural), Jötunheim and Muspelheim.

## **Middle Realm**

The middle realm is the bailiwick of gangers, but is heavily populated by other spirits as well. The spectralscape is dotted with bars and nightclubs where the various gangs hangout and outside of which they rumble. The average SPI of the spirits is just above 3. A variety of planes, especially the lands of the dead, belong to the middle realm including Akronamu, Elysian Fields, Helheim, Šaplátu, Tartarus and Valhöll.

## **Inner Realm**

The inner realm is inhabited mainly by spirits, but also by gangers. There are both higher and lower creatures present. The power of these spirits is appreciably greater than in the outer realm making this a hazardous place for the inattentive adventurer. The average SPI is above 4. A variety of planes belong to the inner realm including Álfheim, Apsu and Niðavellir.

## **Higher Realm**

The higher realm is the domain of the gods, though they are not easily reached even here. However, their servitors abound and priests are occasionally found in this region. The average SPI is above 4. A variety of planes belong to the higher realm including Ásgarð, Heaven, Ki-Tol, Olympus, Ubsu-ukkina and Vanaheim.

## **Limbo**

*If a spirit's POW is reduced to zero then it goes into limbo. Limbo is a separate place and state which has no allowance for consciousness or awareness of any sort. POW is recovered at the rate of SPI points per hour. Once recovered the spirit returns from limbo. Generally the spirit returns to its native plane, but it may also return to the spot where it went to limbo from.*

## **Lower Realm**

The lower realm is the domain of demons and is largely ruled by them. It is a particularly dangerous place, not only because of the amount of power but because of the inimical inhabitants. The average SPI is above 4. A variety of planes belong to the lower realm including Hell, Kryn, Naströndir, Niflheim and Pandemonium.

## **Spirit Combat**

The essence of spirit combat is struggle where one spirit tries to dominate the other. To engage in this type of combat the spirits must be in the same or adjacent hexes. Each attack is resolved by making a WIL/WIL roll on the resolution table. If successful a number of the opponent's POW equal to the level of success are temporarily lost. The struggle continues until one spirit's POW is reduced below one and the spirit goes into limbo. Such struggles favor the more powerful spirit and their conclusions are almost foregone. Lost POW is recovered at the rate of SPI per hour. In the case of mortals this is one point per hour or Spirit Lore skill rank per hour, whichever is greater.

Sometimes a weapon is used in which case the attacking spirit must connect with it. Unless speci-

## **Alignment Planes**

*There are six alignment planes in the Outer Realm. The plane of Chaos is one of constant change and is described more thoroughly in the Summoner chapter of Book Four. The plane of Law is one of form and is composed of forms, shapes, platonic solids, honeycombs and other matrix structures. Likewise there are planes of Good, Evil, Creative and Natural.*

fied otherwise a spirit's skill score is equal to WIT. The usual difficulty is 10, though a spirit who is only taking defensive action is difficulty 15 to hit. Ranged attacks have a range distance in hexes; the difficulty is increased by one for every full multiple of this range between the attacker and the target. For example, if the range rating of a weapon is 15 and there are 50 hexes between the attacker and the target the difficulty is increased by 3.

A spirit may have additional attacks noted in its description which are resolved according to the rules presented there. In all cases attacks are

resolved simultaneously and between movement. That is, all movement for a round is resolved and then all attacks.

In spirit combat all movement is resolved simultaneously. That is, everyone moves the first hex at the same time, followed by those having at least Mv 2 moving the second hex, followed by those having at least Mv 3 moving the third hex and so on.

## Denizens

Only the common inhabitants of the base planes of

Spirit World Encounters					
Encounter	Lower Realm	Outer Realm	Middle Realm	Higher Realm	Inner Realm
Lower Creature					
Demon	01–25	01–05	01	01	01–03
Eater	26–40	06–10	02, 03	02	04–06
Poltergeist	41–50	11–25	04–06	03	07
Specter	51–60	26–35	07, 08	04	08
Spirits					
Gargun	61–63	36–48	09–28	05–12	09–23
Thókyur	64–67	49–62	29–43	13–20	24–37
Feelan	68–70	63, 64	44–53	21–24	38–51
Others					
Ganger	71	65	54–73	25, 26	52–66
Seeker	72, 73	66–68	74–76	27–29	67–70
Chaos	74–78	69–71	77–82	30	71–79
Higher Creature					
Servitor	79	72	83	31–55	80–83
Rune Spirit	–	–	–	56–79	84
Wanderer					
Ghost	80–88	73–77	84	80	85
Priest	89	78–80	85	81–84	86
Shaman	90–92	81–89	86–88	90	87–89
Wizard	93	90–92	89	91	90
other	94, 95	93–95	90	92–95	91–95
Gateway					
to Lower	–	–	91–93	–	–
to Outer	–	–	94–97	–	–
to Middle	96–00	96–00	–	96–00	96–00
to Higher	–	–	98	–	–
to Inner	–	–	99, 00	–	–
Roll 1s10 for the number of encounters every fifteen minutes of wandering					

the five realms of the spirit world are described here. Descriptions of denizens of planes having religious significance are found in the chapter concerning the particular religion. For example, to find the descriptions for the spirits found in Heaven consult the chapter on the Church while descriptions of the spirits found in Hell are in the chapter on the Unholy Church.

Unless specified otherwise a spirit is assumed to have the ability to speak all languages with an effective rank based on SPI. The minimum SPI for a rank is equal to the rank squared. So spirits with SPI 1 to 3 are survival level in all languages, SPI 4 to 8 are conversational and SPI 9 to 15 are educated. Because this is an ability and not a skill a spirit cannot teach a language.

The encounter table should be used for any character visiting the spirit world. The level of any encountered spirit can be found by rolling on the level table. The higher level spirits are much more likely to be encountered in the inner, higher or lower realms. The average SPI in the outer realm is nearly 2, the average SPI in the middle realm is just above 3, and the average SPI elsewhere is above 4.

### Summoned Spirits

A summoned spirit is usually visible though ethereal spirits will be ethereal—only corporeal spirits will have a physical form. An ethereal spirit is immune to physical damage, though damage that is specifically magical causes an equivalent POW loss. A corporeal spirit is not immune to physical damage, but damage taken is reduced by SPI before being applied. Some spirits have additional vulnerabilities or invulnerabilities noted in their description. Unless specified otherwise a spirit in the mortal realm can see without regard to illumination with a base vision distance of WIT × 10 feet.

### Spirit Possession

An ethereal spirit in the mortal realm, or those spirits explicitly having the power to possess, can possess a mortal body. To do so it invades the target's body in a WIL/WIL struggle. Each attempt takes one round and is rolled for at the end of the round. As long as attempts are in consecutive rounds the levels of success are cumulative. If any attempt is fumbled or the cumulative level of

Spirit Level			
<i>SPI</i>	<i>Outer</i>	<i>Middle</i>	<i>Others</i>
1	01–45	01–20	01–10
2	46–75	21–45	11–25
3	76–90	46–65	26–40
4	91–98	66–80	41–60
5	99	81–90	61–80
6	00	91–95	81–90
†	–	96–99	91–97
‡	–	00	98–00
	† 1s10+6	‡ 1d10+10	

success drops below zero the spirit becomes disengaged and must start over. A successful possession requires three levels of success.

To recognize the process of a spirit possession attack is an easy skill check against Spirit Lore. Alternatively a difficult attribute check against WIT can be substituted. A spirit can attempt to be stealthy in taking possession in which case there is no chance of noticing the attacks unless the spirit fumbles an attempt—however when attacking in this fashion the spirit uses WIT instead of WIL, though the resisting score is still the victim's WIL. There are three types of possession: overt, covert and deep. Spirit possession never implies the ability to read the mind of the victim.

In overt possession the spirit takes control of the body. The owner's spirit is displaced into limbo for the duration and so will have no recollection possible of whatever transpires during the possession.

In covert possession the spirit attempts to influence the actions of the possessed body. Unless the influence runs contrary to the owner they will most likely occur. However, if the owner is aware of the possession he can choose to fight the influence. Likewise attempts to influence the owner to actions contrary to his alignment will always be resisted. Such struggles are resolved by WIT/WIT rolls on the resolution table. Each roll represents one round of internal conflict during which the body does nothing whatsoever. The levels of success are accumulated until one side gives up or a total of three levels of success in the favor of a side are obtained. Note, a losing spirit can continue to struggle to influence the owner and so force inaction, but if the cumulative levels of success reach

five in favor of the owner then the possessing spirit is cast out.

In deep possession the spirit is merely going for a ride and will not be noticed unless the spirit attempts to use the body's perception. In such a case the referee should roll against the character's Spirit Lore skill with an average difficulty to notice the possession. On a miss the character should be informed that he "felt funny."

## Spirit Bodies

There are two considerations when it comes to spirit bodies: whether it is corporeal and whether it is visible. These depend on the spirit in question and where the spirit is. There are three general cases for location: mortal realm, spirit world, and the spirit's home plane of existence.

Under normal circumstances an ethereal spirit in the mortal realm has an invisible non-corporeal form. Some ethereal spirits have a power that allows them to manifest. Manifestation can be visible with a non-corporeal form or it can be a corporeal form with or without visibility. Magic can also cause an ethereal spirit to manifest visibly which is the case with most summoning spells.

Physical spirits visiting the mortal realm have visible, corporeal forms unless possessing powers that allow it to do otherwise or so affected by some magic. Most summoning spells force a visible form on the spirit which overrides any powers the spirit

## Spirit Resilience

*Each roll of damage is reduced by SPI before being applied to MP. This is due to the spirit's toughness and Resilience and, not being armor, is not subject to normal armor rules. For example, if an SPI 1 spirit having an ethereal form is hit by a critically successful attack doing all magical damage which thus rolled damage twice would have the amount of each damage roll reduced by one.*

may possess in that regard, though a spirit capable of taking a non-corporeal form may still do so.

Disembodied spirits—that is, those which normally inhabit a body but are not presently in one—are invisible with non-corporeal forms while in the mortal realm.

In the spirit world *all* spirits are normally visible and have non-corporeal forms in ethereal planes and corporeal forms in physical planes.

## Invisible

An invisible spirit is very difficult to hit as it cannot be the target of a deliberate attack (excepting the attacker being able to see it in which case it is obviously considered to be visible). Assuming that the attack is directed against the correct hex use the Combat chapter table for undirected fire to determine if the target was hit.

## Visible

A visible spirit can be targeted normally.

## Non-Corporeal

A spirit with a non-corporeal form has no substance and can thus pass through physical objects without hindrance. For this reason it is not affected by non-magical damage, though magical damage will harm it reducing MP by the amount of damage delivered (after being reduced for SPI). If the spirit is noted as having AP then this reduces any damage done per the normal rules for armor.

Although a non-corporeal form will have an apparent size which determines the base difficulty to be hit this size is in essence arbitrary. As a rule of thumb the apparent size of a non-corporeal form is determined by SPI though many spirits can reduce it if so desired.

## Spirit Size

Size Category	Non-Corporeal	Corporeal
Extremely Tiny	1	—
Very Tiny	2	—
Tiny	3	1
Very Small	4	2
Small	5	3
Medium Small	6	4
Medium	7	5
Medium Large	8	6, 7
Large	9	8, 9
Very Large	10	10, 11
Huge	11	12, 13
Enormous	12	14–16
Titanic	13	17–19
Gargantuan	14+	20+



Such a form has no scent, makes no sound and leaves no trace. It is untraceable without special powers or magic.

### **Corporeal**

A spirit with a corporeal form has substance and cannot pass through physical objects any more than a mortal can. Unless specified otherwise the form's STR is equal to POW, CON and END are equal to SPI + 10 and DEX and AGI are equal to WIT. The size is determined by that of the form and generally follows SPI.

Being corporeal the spirit is subject to non-magical damage as well as magical though the total damage (non-magical first) is reduced by SPI. Magical damage directly reduces MP, but non-magical damage first reduces HP, then MP (after taking any AP into consideration, of course). Once HP have been reduced to zero the spirit is considered to be unconscious. If MP are reduced to zero the spirit's corporeal form will appear to evaporate rapidly as oily smoke as it goes to Limbo. Note: some spirits, such as those from the plane of Chaos, do not survive being slain in such fashion in the mortal realm.

### **Lower Creatures**

These creatures primarily inhabit the lower realm and are of an evil or chaotic bent. They are sometimes called into the service of mortals and found in the mortal realm.

#### **Cat-Demon**

##### *Corporeal*

These demons appear as black cats with green eyes. The normal guidelines for size when manifest in the mortal realm do not apply to cat-demons which always appear as normal sized house cats, albeit with HP appropriate to SPI. Though malign cat-demons do not normally attack overtly preferring to let their presence do the work.

The very presence of a cat-demon brings bad luck, particularly to anyone who is not evil and especially to those who are good. This manifests in two ways. Anyone within a cat-demon's presence who is not evil has a penalty to every action equal to PRE plus the good alignment score. For example, a character who is caring and kind (Good 10) in PRE 3 would have a penalty of 13 to all actions

<b>Corporeal Spirit HP</b>		
<i>Size</i>	<i>SPI</i>	<i>HP</i>
Tiny	1	2
Very Small	2	4
Small	3	7
Medium Small	4	11
Medium	5	15
Medium Large	6	24
	7	36
Large	8	54
	9	57
Very Large	10	120
	11	126
Huge	12	264
	13	276
Enormous	14	600
	15	625
	16	650
Titanic	17	1350
	18	1400
	19	1450
Gargantuan	20	3000

while other non-Evil characters would only have a penalty of 3. The penalty is itself reduced by any countermagic or protection from black magic spells.

Further, if the cat-demon fixes someone with his eyes he can cast the Evil Eye per the Witchcraft spell with an SL equal to MP expended. Alternatively it can Curse the target per the Sorcery spell. In either case there is no roll needed for the attempt, nor can it be resisted. The only defense is countermagic or protection from black magic.

Although a cat-demon is corporeal it can phase through physical objects, 1 MP being expended for each foot of barrier to pass.

#### **Demons**

##### *Ethereal*

These are evil, infernal creatures bent on the corruption and destruction of men, elves, dwarves and indeed all other sentient beings as well. Most appear as humanoid apparitions with horns, hooves and a tail. Some differ and powerful demons can look very fair. The effect of binding a demon into an object varies with the demon. Two common effects are increased durability and flaming blades.



Increased durability adds the demon's SPI (+4 average) to the object's AP and the demon's POW (+23 average) is added to the object's HP. A bladed weapon may always burn when unsheathed shedding illumination with an IP equal to SPI (roughly equivalent to a torch) and doing an additional magical fire damage (adjSTR is SPI) with any successful hit.

A demon met in the spirit world can attack everyone within SPI hexes of it by matching WIL vs WIL to cause the loss of 1 point of POW (2 points for a special success, 3 points for a critical success, on a failure the demon loses one point of POW itself, and on a fumble the demon loses 1d6 POW and this ability for an equal number of rounds). A demon can additionally make a focused attack with flaming breath, tearing claws or gnashing teeth on a single individual at one hex using WIL/WIL which causes the loss of 1d6 POW (2d6 for a special and 3d6 for a critical, or a backlash of 1d6 POW for a fumble). These POW losses are temporary and recovered normally.

A demon summoned to the mortal realm is a fearsome opponent. Although they are visibly manifest they are not at heart physical and cannot be killed in the mortal realm. Their ability to maintain a manifestation can be interfered with, primarily through magical damage. Once magical damage equals or exceeds its WIL the demon cannot maintain the manifestation and is effectively banished to the spirit world returning directly to the realm and plane from which it came to the mortal realm. Magical additions to weapon damage affect demons, but little else. The hedge wizardry Blast spell takes effect, but as the manifestation is not physical the cantrip has no real effect. A demon can choose to dodge. A manifest demon has Dodge 24, with the special effect that it *never* loses balance—a demon can dodge as many times as it desires in a round, though it cannot do so twice in the same SR except as for the retreating dodge rules.

A manifest demon can physically attack opponents by slapping, clawing, kicking, biting, etc. Regardless of the form of attack they are made with an adjSTR equal to WIL and additionally do WIL fire-intensity damage for brief contact. A demon can call up flames at will with an intensity of SPI out to

its weak presence range, twice SPI out to normal presence range and thrice SPI out to strong presence range. In addition, a demon can cause the flames to intensify to WIL throughout this range for the next round by expending 1 MP in the current round. If the demon is contained in a room, pentacle, or some other visibly defined bounded area the maximum extent of the flames is that of the bounded area. A demon can fly with a movement rate equal to its WIL (unless, of course, it is held within a pentacle).

## Eaters

### *Ethereal*

These are intrinsically evil creatures which eat and consume other spirits. Because of this they are much feared. Eaters appear as large shadows with fangs and claws that are long and razor sharp. If an eater succeeds in an attack, WIL vs WIL, the target loses 1d6 POW per level of success. This loss is permanent. If bound into an edged weapon any hit that draws blood allows the Eater a WIL/WIL to drain POW as outlined above.

## Shade

### *Ethereal*

What is a shade  
asdf

## Shadow

### *Ethereal*

#### *Natural Chaotic Evil*

These are mindless spirits inimical to all living things and inherently evil. They appear as shadows of deepest black having a size determined as though they were corporeal. Their presence is accompanied by a dread fear, though only when it is felt. A shadow attacks in two ways: by projecting its presence so as to cause fear in living things and by touch which drains strength from the living.

A shadow projecting its presence spends a number of MP, not to exceed SPI, which multiplies its PRE for the distance to each living thing inducing fear. This fear is resisted by the creature's WIL (or Discipline skill score if greater). On a miss the creature is disheartened for one round, on a success he is disheartened for POW minutes, on a special success he is demoralized for POW minutes and on a critical success he swoons and cannot be roused for a minimum of POW rounds.

If a shadow touches a living creature then it drains the creature of STR and END equal to the roll for an adjSTR of SPI. There is no benefit to higher levels of success, but neither does armor nor magical protection against damage protect against this drain. Because a shadow is ethereal it is useless to parry or block, the only defense is to dodge.

Shadows come from cursed souls—either damned by a god with the power to create them or through black magic. A new-formed shadow has POW equal to what it had when alive.

### **Specters**

#### *Ethereal*

These are lesser evil creatures which are inimical to life and act in a strange parody of it, generally appearing as a ghostly, insubstantial version of some living creature. A specter that is bound into an object makes it insubstantial as well.

### **Sucker**

#### *Ethereal*

These creatures appear as tall but stooped grey-cloaked men whose faces are hidden beneath a cowl, but whose claw-like hands are visible. They feed on the joy and happiness of anyone around them, leaving only feelings of fear, despair and sorrow. Anyone within a sucker's very weak presence range must roll WIL/WIL every round due to the chill, despairing presence. A fumble means that the victim goes raving mad for a number of days equal to the sucker's SPI. A failure means that the victim is frozen with fear for SPI rounds after which their mind is numbed for SPI hours. A miss means that the victim is frozen with fear for one round, after which he flees mindlessly for SPI rounds and then his mind is numbed for SPI minutes. A normal success means that the victim flees in terror for one round. A special success means that the victim stands his ground (if he wants to), but has a 6 penalty to any action due to fear and must make a morale check to avoid the loss of a 1 Morale. Only on a critical success is the victim unmoved.

A sucker can choose to actively attack someone, but to do so they must be within grappling distance. This is resolved as a WIL/WIL roll. If they succeed the victim loses a number of points of WIL equal to the level of success. This WIL loss is recovered at

the rate of one point per week. WIL cannot be reduced below one by this attack, but it then attacks POW which loss is recovered at the same rate and likewise cannot be reduced below one. After POW the attack drains WIT which loss is recovered at the same rate and likewise cannot be reduced below one. If more than one attribute is reduced they are recovered in a round-robin of WIL-POW-WIT order.

Sometimes suckers are summoned to act as guardians for some necromancer's domain. A sucker is immune to normal weapons though it takes magical damage to POW like other ethereal spirits.

### **Poltergeist**

#### *Ethereal*

These are the spirits of evil men who have died and been chosen to lead a dark kind of second life. A poltergeist can leave the spirit world and enter the mortal realm as an apparition if it so desires, even able to move objects despite it being ethereal. It can, however, be struck by magic weapons and takes magical damage to POW.

A poltergeist that is bound into an object can move that object (and that object only) as it normally can. This can be done to make a weapon that wields itself, though the poltergeist would have to be controlled unless it had some reason to cooperate with the owner. Most poltergeists have a "skill" of WIL which can exceed 30 without hindrance or special requirement, though they gain no special powers for doing so. As a poltergeist sees as a spirit and the animated weapon is free-floating there are no modifiers for illumination or footing.

### **Spirits**

These are spirits are commonly found in the outer, middle and inner realms, or in the mortal realm in the employ of a shaman. They have a lawful nature alignment.

### **Gargun**

#### *Ethereal*

There are many different forms and appearances among the gargun. Most have multiple legs and arms and somewhat resemble spiders. Each gargun has a power which is a spell from the shaman's list. Indeed, they themselves are the source of the spell—to gain knowledge of a spell a shaman must bind to

## Thókyur

1d1000 Thókyur

### Attributes

001–025 STR  
026–050 CON  
051–075 END  
076–100 DEX  
101–125 AGI  
126–150 WIT  
151–175 WIL  
176–200 POW  
201–225 TAL  
226–250 CHA

### Skills

251, 252 Accountancy  
253, 254 Acrobatics  
255, 256 Act  
257–259 Alchemy [Kingdom]  
    (1, 2) Animal  
    (3, 4) Mineral  
    (5, 6) Vegetable  
260–262 Animal Husbandry  
263, 264 Archery  
265–267 Axe, one hand  
268–270 Axe, two hand  
271–273 Bargain  
274, 275 Bed  
276–278 Beg  
    279 Blowpipe  
280–282 Boat  
283–285 Brawl  
286–288 Bribe  
289, 290 Bureaucracy  
291–293 Camouflage  
294, 295 Cantrip  
296–308 Ceremony [Religion]  
309, 310 Chain  
311, 312 Channel  
313, 314 Claw  
315–317 Climb  
318–320 Club, one hand  
321–323 Club, two hand  
324, 325 Compose  
326–328 Conceal  
329–353 Craft [Craft]  
    (001, 002) Armorer  
    (003–005) Baker  
    (006–009) Binder  
    (010–013) Blacksmith  
    (014–016) Boatwright

1d1000 Thókyur

(017–019) Bowyer  
(020–023) Brewer  
(024–027) Brickmaker  
(028–031) Butcher  
(032–035) Calligraphy  
(036–039) Carpenter  
(040–042) Cartwright  
(043–046) Chandler  
(047–050) Charcoaler  
(051–054) Cobbler  
(055–057) Confectioner  
(058–061) Cook  
(062–065) Cooper  
(066–069) Distiller  
(070–073) Dyer  
(074–077) Embroidery  
(078–081) Engrave Metal  
(082–085) Fletcher  
(086–088) Furnace Maker  
(089–091) Gem Cutter  
(092–094) Glassblower  
(095–098) Glazier  
(099–102) Leather Worker  
(103, 104) Locksmith  
(105–108) Mason  
(109–111) Miniaturist  
(112–115) Painter  
(116–119) Perfumer  
(120–123) Potter  
(124–127) Ropemaker  
(128–131) Scrollmaker  
(132–134) Shield Maker  
(135–138) Sculpter  
    (139) Shipwright  
(140, 141) Silversmith  
(142–145) Smelt  
(146–149) Soapmaker  
(150–153) Spinner  
(154–157) Stone Cutter  
(158, 159) Swordsmith  
(160–163) Tailor  
(164–167) Tanner  
(168–171) Tatooist  
(172–175) Tinsmith  
(176–179) Tool Leather  
(180–182) Weaponsmith  
(183–186) Weaver  
(187–190) Wheelwright  
(191–194) Wood Carver

1d1000 Thókyur

(195–198) Wood Cutter  
(199, 200) *all*  
354–356 Crossbow  
357–359 Dance  
360, 361 Debate  
362, 363 Deceit  
364, 365 Discipline  
366, 367 Disguise  
368, 369 Divination  
370–372 Dodge  
373–380 Drive [Vehicle]  
    (1–5) Wagon  
    (6) *all*  
381 Air Elementalist  
382 Earth Elementalist  
383 Fire Elementalist  
384 Water Elementalist  
385, 386 Elicit  
387–394 Engineer  
    (01–19) Architecture  
    (20–38) Astronomy  
    (39–57) Cartography  
    (58–76) Cryptography  
    (77–95) Mechanical  
    (96–00) *all*  
385–397 Etiquette  
398–400 Farm  
401–403 Fast Talk  
    404 Feel  
405–407 Fence, one hand  
408–410 Fence, two hand  
411–412 Find Mark  
413–415 First Aid  
416–418 Fish  
419–421 Flail, one hand  
422–424 Flail, two hand  
    425 Fly  
426–428 Gamble  
429–435 [Game]  
    (01, 02) Backgammon  
    (03, 04) Blackjack  
    (05–08) Craps  
    (09–11) Checkers  
    (12, 13) Chess  
    (14–16) Darts  
    (17) Go  
    (18, 19) Poker  
    (20) *all*  
436–438 Gather

## Thókyur

<i>Id1000</i>	<i>Thókyur</i>
439–441	Grapple
442–444	Hammer, one hand
445–447	Hammer, two hand
448	Handgun
449–451	Herbalism
452–454	Hide
455–457	Horticulture
458–460	Hunt
461	Hypnotism
462–464	Instruct
465–467	Intimidate
468, 469	Juggle
470–472	Jump
473–475	Kick
476–478	Knife
479–481	Lance
482–484	Leadership
485–487	Listen
488–499	Literacy [Language]
500	Longarm
501–525	Lore [Area]
(01–09)	[Ancient History]
(10–13)	Animal
(14–23)	[Area Knowledge]
(24–27)	Earth
(28–37)	[Economics]
(38–46)	[Heraldry]
(47–56)	[History]
(57–66)	[Law]
(67–70)	Plant
(71–74)	Poison
(75–78)	Religion
(79–87)	[Religion]
(88–91)	Sea
(92–95)	Spirit
(96–99)	Weather
(00)	<i>all</i>
526, 527	Make Friend
528–535	Martial Arts [Style]
(01–08)	Aikido
(09–16)	Jojutsu
(17–24)	Judo
(25–32)	Kali
(33–40)	Kenjutsu
(41–48)	Kung-Fu
(49–56)	Kyūjutsu
(57–64)	Masaki Ryu
(65–72)	Scuola Magistrale
(73–80)	Shaolin

<i>Id1000</i>	<i>Thókyur</i>
(81–88)	Shinobī
(89–96)	Taekwondo
(97–00)	<i>all</i>
536–538	Massage
539, 540	Medical
541	Meditation
542–544	Memory
545–547	Midwife
548–550	Navigate
551–553	Notice
554–556	Operate Artifact
557–559	Orate
560–562	Palm
563	Pick Lock
564–566	Pick Pocket
567	Pilot Vehicle
568–572	Play
(1, 2)	Drum
(3, 4)	Flute
(5, 6)	Pipe
(7, 8)	Trumpet
(9, 10)	<i>all</i>
573, 574	Poetry
575–577	Polearm
578–584	[Psychic Discipline]
(01–05)	Astral Projection
(06–10)	Boost
(11–15)	Clairaudience
(16–20)	Clairvoyance
(21–25)	Damper
(26–30)	ESP
(31–34)	Heal
(35–38)	Illusion
(39–42)	Mind Blender
(43–46)	Mind Control
(47–50)	Mind Reading
(51–55)	Psychokinesis
(56–59)	Psychometry
(60–64)	Pyrokinesis
(65–69)	Second Sight
(70–73)	Shapeshift [Form]
(74, 75)	Shapeshift All
(76–79)	Shield
(80–83)	Sniffer
(84–87)	Telecoercion
(88–91)	Telekinesis
(92–95)	Telepathy
(96–99)	Teleportation
(00)	<i>all</i>

<i>Id1000</i>	<i>Thókyur</i>
585–587	Punch
588–590	Question
591, 592	Research
593–597	Ride
(01–04)	Elephant
(05–19)	Horse
(20)	<i>all</i>
598–600	Run
601, 602	Sacrifice
603–605	Sail
606–608	Scan
609–611	Search
612–614	Shadow
615	Shamanism
616–618	Shield
619, 620	Sing
621–623	Ski
624–626	Sling
627	Smell
628–630	Sneak
631–633	Sorcery
634–645	Speak [Language]
646–648	Spear, one hand
649–651	Spear, two hand
652–654	Staff
655, 656	Strategy
657–659	Streetwise
660–671	Survival
(01–10)	Coast
(11–20)	Desert
(21–29)	Glacier
(30–39)	Jungle
(40–47)	Marine
(48–57)	Mountain
(58–67)	Plains
(68–75)	Subterranean
(76–85)	Urban
(86–95)	Woodland
(96–00)	<i>all</i>
672–674	Swim
675–677	Sword, one hand
678–680	Sword, two hand
681–683	Tactics
684–686	Target
687	Taste
688–702	Thaumaturgic List
(01–05)	Air
(06–10)	Alteration
(11–14)	Animal

## Thókyur

<i>1d1000</i>	<i>Thókyur</i>	<i>1d1000</i>	<i>Thókyur</i>	<i>1d1000</i>	<i>Thókyur</i>
(15–18)	Combat	(06–10)	Alteration	(60–64)	Pyrokinesis
(19–22)	Command	(11–14)	Animal	(65–69)	Second Sight
(23–26)	Communication	(15–18)	Combat	(70–73)	Shapeshift [Form]
(27–30)	Darkness	(19–22)	Command	(74, 75)	Shapeshift All
(31–35)	Earth	(23–26)	Communication	(76–79)	Shield
(36–39)	Elemental	(27–30)	Darkness	(80–83)	Sniffer
(40–43)	Enchant	(31–35)	Earth	(84–87)	Telecoercion
(43–48)	Energy	(36–39)	Elemental	(88–91)	Telekinesis
(49–53)	Fire	(40–43)	Enchant	(92–95)	Telepathy
(54–57)	Force	(44–48)	Energy	(96–99)	Teleportation
(58–61)	Heal	(49–53)	Fire	(00)	<i>all</i>
(62–65)	Illusion	(54–57)	Force	851–870	Regenerate
(66–69)	Information	(58–61)	Heal	871–890	Vision
(70–73)	Light	(62–65)	Illusion	891–910	Night vision
(74–77)	Missiles	(66–69)	Information	911–930	Hearing
(78–81)	Movement	(70–73)	Light	931–950	Ambidextrous
(82–85)	Perception	(74–77)	Missiles	951–970	HP
(86–89)	Protection	(78–81)	Movement	971–990	FP
(90–94)	Spirit	(82–85)	Perception	991–995	Faux Fetch
(95–99)	Water	(86–89)	Protection	996–000	<i>other</i>
(00)	<i>all</i>	(90–94)	Spirit		
703–705	Throw Rock	(95–99)	Water		
706–715	Throw Weapon	(00)	<i>all</i>		
(1)	Axe	745–747	Write		
(2)	Grapple	748–750	<i>other</i>		
(3)	Knife				
(4)	Hammer	<b>Other</b>			
(5)	Spear	751–770	Movement		
(6)	<i>all</i>	(1–4)	Land		
716–718	Track	(5–7)	Swim		
719–721	Train Animal	(8, 9)	Flight		
(01, 02)	Bear	(10)	<i>all</i>		
(03–06)	Cat	771–790	Jump movement		
(07, 08)	Cow	791–810	Climb movement		
(09–40)	Dog	811–830	Insect walk		
(41, 42)	Elephant	831–850	Psychic Strength		
(43–50)	Falcon	(01–05)	Astral Projection		
(51–58)	Ferret	(06–10)	Boost		
(59, 60)	Goat	(11–15)	Clairaudience		
(61–92)	Horse	(16–20)	Clairvoyance		
(93, 94)	Lion	(21–25)	Damper		
(95, 96)	Owl	(26–30)	ESP		
(97, 98)	Tiger	(31–34)	Heal		
(99, 00)	<i>all</i>	(35–38)	Illusion		
722–724	Traps	(39–42)	Mind Blender		
725, 726	Whip	(43–46)	Mind Control		
727–729	Witchcraft	(47–50)	Mind Reading		
730–744	Wizardry	(51–55)	Psychokinesis		
(01–05)	Air	(56–59)	Psychometry		



himself a gargun which knows it. The spell level is equal to the gargun's SPI. Thus a gargun with Heal 8 would have WIT 15, WIL 24 and POW 41–46. To bind such a gargun would take a powerful shaman.

Binding a gargun into an object imparts the gargun's power to the object or to the possessor of the object, as appropriate for the power in question. To be able to make use of the object requires a meditative focus.

## **Thókyur**

### *Ethereal*

These spirits generally appear as animate forms of nature such as a fallen tree trunk with a myriad of tiny legs and a pair of woody eyes, a chunk of granite with stony eyes and craggy form. Each thókyur represents some special power or ability. Binding the thókyur into an object imparts the power of the thókyur to the object or the possessor of the object (if he has "attuned" it through Meditation) as appropriate. A shaman who has bound a thókyur gains the power for himself.

There are three sorts of thókyur: those that enhance an attribute, those that enhance a skill and those that have some other sort of power. Regardless of the kind of thókyur, all operate on the same principle of giving some bonus based on SPI with the provision that WIL can be substituted for SPI in the bonus formula at the cost of 1 point of POW for each round that this is done (to turn this mode on requires activation which requires an amount of time dependent on the character's degree of mastery or an action and a successful Shamanism skill roll). This loss is identical in effect and recuperation to POW lost in spirit combat.

An attribute enhancing thókyur causes a general increase in the attribute equal to SPI. The increase to an attribute improves all usages of that attribute except for calculating skill aptitude.

Thókyur that enhance a skill give the skill a bonus equal to  $SPI \times 2$ .

The third kind of thókyur vary in their powers. Among others, there are those that increase normal movement (SPI is added to the character's movement rate), those that increase swimming movement (SPI is added to the number of hexes a swimming character who is neither thrashing nor drowning can

move), those that grant the power of flight (with a movement rate equal to SPI, modified for the character's encumbrance), those that enhance jumping ( $SPI \times 5$  feet is added to the base jump distance), those that enhance climbing (distance for a successful Climb roll is increased by  $SPI \times 5$  feet), those that grant the ability to walk like an insect on a surface regardless of orientation (as long as Enc does not equal or exceed SPI), those that increase a character's pSTR with a given psychic discipline, those that grant regeneration of SPI points of damage each minute (each round for 1 point of POW), those that increase base vision distance by  $SPI \times 10$  feet, those that improve night vision (offset up to SPI illumination penalty), those that increase hearing acuity by SPI, those that grant ambidexterity (minimum score in a known skill using the off-hand is  $SPI \times 2$ ), those that increase HP or FP (by SPI), and those that grant shamanic ability.

## **Feelan**

### *Ethereal*

There are five different kinds of feelan: those of the earth, those of the wind, those of the sea, those of the beast and those of fire. Feelan are winged and feathered spirits having variously shaped bodies or none at all. If a shaman binds a feelan to himself (or to an animal) then the feelan's SPI is added to one of his (or the animal's) attributes: STR for earth feelan, CON for beast feelan, END for sea feelan, DEX for fire feelan, and AGI for wind feelan. An animal is a non-sentient creature: the feelan cannot be bound into a human, elf, dwarf or lizardman. However, a feelan can be bound into an object.

Binding a beast feelan into an object increases its durability by adding the SPI of the feelan to the AP of the object and the POW of the feelan to the HP.

Binding an earth feelan into an object increases its weight, without affecting its balance. For melee weapons this increases the damage done by the feelan's SPI.

Binding a fire feelan into an object improves its balance. This makes the object easier to carry and, in the case of weapons, wield. A weapon with a fire feelan bound into it has a bonus to hit equal to the feelan's SPI.



Binding a sea feelan into an object allows the object to be lifted or moved with less effort: the effective weight of the object (in pounds) is reduced by the feelan's SPI.

Binding a wind feelan into an object enables the object to be moved more quickly: a cart could be pulled more quickly, an arrow would fly faster, and so on. This can be used to effectively increase the damage of a missile weapon by the feelan's SPI.

## **Others**

These spirits are neither evil nor nature aligned.

### **Ganger**

#### *Ethereal*

These are amorphous grey blobs with a gang culture. They can extend pseudo-pods from their bodies to grasp and wield objects. They practice various crafts, particularly the manufacture of objects and the brewing of drinks from raw energy.

Manufactured objects generally fall into one of three categories: weapons, transportation devices and inert devices. An object can be temporarily manifested by expending temporary points of POW, but more frequently they are made through permanent POW usage from an energy well. Spirit weapons are variously known as chains, sluggers and equalizers. Regardless of name and form the function is to either increase the spirit's WIL when making a spirit combat attack or to be used as a weapon.

Those that enhance a spirit combat attack have some or all of the POW used in its manufacture add to WIL and each full five remaining points increases the damage per level of success by one. For example a slugger made with 7 points of POW having two assigned to increasing WIL would increase the damage done per level of success by 1.

A spirit weapon has some or all of the POW used in its manufacture as adjSTR for the damage it does with the remainder being the range value. A weapon with a range value of zero can still be used at one hex as a "melee" weapon. For example, an equalizer made with 7 points of POW having four points assigned to adjSTR would do 1d6 damage and have the difficulty of an attack increased by 1 for every 3 hexes away the target is.

Vehicles, variously known as cycles, boards and skis, are rated in terms of carrying capacity and speed. As with weapons, the points of POW used in making the vehicle are divided between these two areas at the time the vehicle is made. It takes 5 points of POW to carry 1 SPI. The vehicle's movement rate is the remaining POW.

Inert objects can be of varying types and serve varying purposes. For example, throwing balls for the "ball game" or containers to hold brewed drink.

Gangers make and drink three general types of brews. The first, known variously as beer or ale, is weak with a pleasant taste. The second, known variously as mead or wine, is stronger with a fruity taste. The last, known as whiskey, is stronger yet and has a sweet flavor. Gangers drink beer socially; wine to recover from "fatigue" and whiskey to wind themselves up—usually in preparation for a fight.

Each drink is rated with a potency. This potency is the number of points of POW restored by consuming it. It takes five beers to restore one point of POW. Each cup of wine restores 1 POW and each shot of whiskey restores 5 POW. If a spirit has its full POW and consumes in one drink its SPI or more then its POW is temporarily increased by one point. This increase dissipates at the rate of one point per hour. If the spirit's POW returns to normal due to this dissipation the spirit will complain of a "hangover" and be functionally incapable for one hour. If a spirit more than doubles its POW it passes out until its POW returns to normal at which point it suffers from the hangover.

### **Seeker**

#### *Ethereal*

These are yellow orbs which travel extensively and trade in information. If bound by a shaman they increase his memory size by their SPI. If bound into an object they can absorb mental images and thoughts from an owner or send mental images and thoughts that have been previously absorbed to the owner. In either case this requires that the owner achieve a meditative focus on the object. Such objects can make excellent means of sending accurate messages.

### **Chaos**

#### *Ethereal*

These beings native to the plane of Chaos are entropy incarnate and appear as scintillant clouds which resemble nothing so much as a constant explosion. They are made of cacoastrum, the raw stuff of the universe, which causes anything with which it comes into contact to quickly decay losing all order and structure and thus adding to the Chaos.

If bound by a shaman they act as a source of magic points the size of which is equal to their POW and regenerates SPI points every hour. If bound into an object they act as a magic pool reservoir with a size equal to POW which must be restored by the owner (being bound into the object separates the chaos spirit from its natural connections to energy so it is unable to regenerate them itself). To draw magic points from (or put them into) the object requires a meditative focus on the object.

## **Higher Creature**

These spirits are commonly found in the higher realm though they are sometimes sent to the mortal realm to assist mortals. They generally are of a good or lawful alignment.

### **Servitor**

#### *Ethereal*

These are the servants of the gods and, as such, they have access to all the divine powers. They are able to channel and freely use a divine power with no greater a level than their SPI. For example, a servitor spirit of the goddess Eir of Baldskirkja having SPI 12 could heal up to 12 points of damage in a single action.

### **Rune Spirit**

#### *Ethereal*

These are manifestations of the runes and fragments of divine spirits. A rune spirit has available to it all rune powers for its type (e.g., Beast, Warrior, etc.) with an effective rune level of SPI. If bound by the shaman then the powers and rune levels become available to him.



# REFEREE

**R**unning a game is no easy task. It requires skill and work to do well. An understanding of the rules is a must: the referee will have to interpret the rules and make rule decisions when, inevitably, something comes up that is not covered by the rules. It takes work to read through the rules and investigate their nooks and crannies. And the rules of *Rune Master* are extensive.

## The Game World

Before a game starts it is the referee's responsibility to establish a world where the game will take place. Often the referee will create this world or make use of an existing one published by a game company. However, one or more of the players may create the world. The only requirement is that the referee be familiar and comfortable with the world as they will have to be making behind the scenes decisions.

It is highly recommended that a novice referee use some pre-existing world rather than try to create his own. World-building is a *lot* of work and it just makes sense to build on top of the achievements of others—"on the shoulders of giants" was an old phrase when Sir Isaac Newton used it to point out his work was built on that of others.

## The Campaign

It is also the referee's responsibility to come up with a campaign. Although strictly speaking this is not necessary, in practical terms it helps a lot. Without a defined campaign the game is likely to meander and be much less fun than it would otherwise be. So what exactly is this "campaign" that a referee needs?

A campaign is an overall theme and direction for the events of the game. It does not spell out the exact events of any given game session, but it does cover in a general way the major events.

Although the game world will have been already described they are generally big places. Where will the events of the game take place? When will the events of the game take place? What kinds of difficulties will the characters be facing? Why will they be facing them?

The events of a game might be (generally)

limited to a particular kingdom. The difficulties might be fighting off an invasion by orcs and goblins, organized by a powerful shaman. The characters could be involved because they are agents of the king, or because their village was destroyed by goblins, or some combination of the two.

The "when" of a campaign is usually easy: everything is defined in terms of the present. But in many cases the when requires a decision. For example, if the campaign setting is Katherine Kurtz's *Deryni* there is a whole timeline to choose from for placing the campaign.

Because *Rune Master* is a generalized game system it must be adapted to the game world and campaign setting. For many "generic" medieval fantasy campaigns there won't be any adaptation necessary, but often times there will be some amount of adaptation required. If the setting is Edgar Rice Burrough's *Barsoom* then it will be necessary to describe the martians and the various creatures in game terms. Or, to take a less extreme example, if the game is set in Arthurian England the players may be restricted to having human characters.

## Starting the Game

Okay, you have picked, adapted or built a game world and devised a campaign. What's next? Generating the characters, of course. But before the game can actually start there needs to be a starting point.

In some cases this will be provided by the nature of the campaign, but not always. It isn't necessarily important where the game starts, but it must have some jumping off point.

Although it can be fun roleplaying the player characters' first encounter it can also be difficult and awkward. The players usually aren't settled into their roles and are just getting a feel for the game. For this reason it is often good to have a prologue which explains why the player characters are together and what they are doing.

## ...and running the game

And it is important that the player characters (collectively referred to as the "group" or "party") be together. If the party is separated it is a lot more

work for the referee to keep track of the separate story threads and keep them synchronized. And it also means that play is taken in turns as the referee deals with each story thread. Although there is some attraction to voyeurism, most players will find this boring. They want to do something, after all, and usually this requires interaction with the referee.

## Preparing for the Game

The session-to-session play can be extemporized, but having a game plan for a session helps in several ways. One, it speeds things up which reduces boredom as the referee tries to determine what happens next. Two, it improves consistency as mistakes are less likely when the referee has time to think about things. Three, it improves play quality because you have time to develop good ideas.

In essence, game preparation is time-shifting. Instead of spending in-game time making decisions and coming up with descriptions you do it between games. To drive the point home, this takes time. Everyone has limits on their time, but the more time spent preparing for the game the better it will be. However, preparation time should never be at the expense of actually playing—what use is five years of preparation if no one is interested any more?

So what needs to be done to prepare for a game? Basically fleshing out ideas from the campaign. If the party is travelling to a village ask yourself: do you have a street map of the village? Where are the stores? Do you know what goods are available for purchase? How much do they cost? Where is the village headman's house? Are the fields tilled? How far out do the fields extend? What crops are being grown, or are the fields fallow? How will the villagers react to the arrival of the party?

Some of these questions may not be pertinent and some may be easily answered. With some thought others can easily be asked. Some may never come up in play and the trick is to identify the important questions before hand and come up with as much detail as necessary.

Gaming supplements are invaluable in this regard. Even if they are for a particular campaign setting other than your own they can often be adapted. Unfortunately *The Free City of Haven* (simply the best detailing of a city, even if it was

only two-thirds completed) is no longer in print, but it is conceivable to find a used copy. Publishers past and present include Metagaming, Flying Buffalo Inc., Chaosium, TSR, Wizards of the Coast, Midkemia Press, White Wolf, Palladium, Judges Guild, Steve Jackson Games, Goodman Games and Game Lords—to name but a few.

There are also other products which, while not directly gaming aids, can be invaluable supplements. If the campaign is based on Anne McAffrey's *Dragon Riders of Pern* novels then *The Atlas of Pern* by Karen Wynn Fonstad is a must-have. However, keep in mind that books like this can be incredibly useful no matter what your game world is. For a game based on Tolkien's Middle Earth there are the *MERP* products published by Iron Crown Enterprise, but there are many other useful publications, such as *The Tolkien Reader*, as well due to Tolkien's continuing popularity.

## Scenarios

A campaign refers generally to an on-going game. A game session is a particular meeting of players in which they play. A game scenario is a particular issue that is resolved over one or more game sessions. This is roughly analogous to a TV show episode where each showing is a session, but some episodes take two or more shows to conclude.

Scenarios often, but not always, pertain to the campaign. A scenario about saving a village from bandits could be part of a campaign to drive orcs out of the kingdom or to find the holy grail.

Just as with a TV episode there is a hook, some reason for the protagonist to take part. In a roleplaying game the hook must be convincing or the players may choose to pass it on by. If they do then you have to "wing it" for the game session, but the effort put into the scenario need not go wasted.

To get the players to go along with it may simply require a different hook or different timing. The details of the scenario can also be cannibalized for use in other scenarios. However, don't try to force the players into a scenario they don't want to participate in. Heavy handed tactics make it harder to stay involved in a game and reduce the enjoyment.

Just as there are game supplements detailing

towns there are also game supplements detailing scenarios. These can be more work to adapt for a particular game than a simple regional supplement, but at the least they can serve as a basis for your own scenarios.

Another source for scenario ideas are TV shows. While books and movies can be used as well they tend to be complete rather than episodic: at the end of the novel everything is different and changed. Think about it, how much fun would it be to play Sam Gamgee after his return to the Shire at the end of the *Lord of the Rings*? How is any further adventure going to compare to his journey to Mount Doom? On the other hand the Xena episode *The Crusader* offers an obvious antagonist (the slaver and his men) while giving a complication (dealing with the mentally unstable ally, Najara).

Not that a game should be static, but if the player characters have to save the world every session it starts to lose appeal. Keep scenarios focused on the day-to-day adventuring and leave the saving of the world for the campaign's climax.

## Adjusting Fire

One of the most important things to remember when running a game is that these rules are merely guidelines, including this statement. Although a substantial amount of effort has been put into defining and refining rules no finite rules set will cover every possibility. Don't be afraid to bend or break the rules if the situation calls for it. But don't be afraid to rely on the authority of the rules if questioned by a rebellious player.

Once you alter the rules you create a grey area and players, who have vested interests in what and how things happen in the game, will sometimes argue points. Handling this requires a balance. One, players won't participate if they aren't having fun—any decision needs to preserve the fun factor. But if nothing is difficult there are no challenges to overcome and the game becomes an exercise in book keeping which isn't particularly fun either. The following points provide a good basis for making decisions.

1. How significant is the point in question? Unless it is critical to the outcome defer the ques-

tion until later.

2. Don't argue during the game. If a player disagrees with a ruling let them know the disagreement is noted, but defer any argument until after the game is over.

3. Fairness and consistency are paramount. Ask yourself, or the players, if the ruling should be applied equally to player characters, non-player characters and monsters. If not, the ruling is probably not fair. If a ruling is made once it should be applied consistently.

## Simplifying the Rules

One way to adjust the rules is to simplify them. The *Rune Master* rules are lengthy and with a lot of detail. If some of this detail is not necessary in a game then removing it can speed things up. For example, if the campaign is focused on diplomacy then the combat rules may be too detailed for what is needed.

Although the level of detail provided in the rules allows for accurate and precise handling of combat that detail would be superfluous and, even worse, if the players aren't well acquainted with the rules play would slow down with constant questions and rules consultations. So what to do? For very simple combat omit fumbles and levels of success: each attack, parry or dodge is reduced to a determination of success or failure. A character's SR could always be the base calculated SR with ordering of actions going from highest to lowest with only one action allowed in each round. These changes have a serious impact on balance, but as long as the adjustments are clear and applied consistently that really isn't a problem.

As another example, the campaign may be multilingual but the level of detail provided by the language rules may be an excessive burden if language differences and difficulties is of little interest. In such a case the rules can be simplified as follows.

At rank 0 the character may know a word or two but cannot understand or speak the language. If they listen they get no information.

At rank 1 the character can get by on a day-to-day basis (purchase equipment, find the bathroom, alert others to danger), but cannot converse. No



chatting or discussion.

At rank 2 the character is able to talk and converse normally. Composing or giving speeches is out of the question, however.

At rank 3 the character can compose and deliver speeches and has sufficient command of the language for writing original works (discourse on a technical or philosophical subject, or even fictional narrative).

There would be no real differentiation for rank 4 or rank 5 relative to rank 3, other than the ability to write in more obtuse and elevated ways, but then again in this simplified approach language detail was not desired.

The foregoing simplification is based on an understanding of the language rules and is not authoritative itself. The same applies to the suggested abbreviation of combat. Any portion of these rules can be simplified in a like manner, though in all cases detail, accuracy and possibly balance are lost. Whether what is lost is of importance in a particular campaign is another matter, but some thought should go into how the rules are modified.

## Fudging

Either through a series of poor decisions or an especially bad roll of the dice a player character's life is on the line—what do you do? A hard-hearted referee will allow them to take the consequences—after all, they take good consequences. A soft-hearted referee will be tempted to “fudge” and either soften or altogether remove the negative consequences. Which is the right approach? Is there a right approach?

Fudging rolls is generally a bad idea because it removes the challenge. If the player character's can't fail then there is no risk. “Nothing ventured, nothing gained,” applies here. But if the players don't enjoy the game then why play?

As much as there is a question it becomes finding the line between enjoyment and discouragement. But, as with most decisions in a game, this kind is best made when there is time to fully weigh it—before the game is in session. *The best course is to not force the players into such dire situations, but allow them to make choices.* This does not mirror real life where bad things often happen unex-

pectedly, but this is a game—an entertaining diversion from real life.

One of the responsibilities of the referee is balancing not just the risk and reward, but also the degree of risk. And here risk includes to the enjoyment of the game. Puzzles are an example of something that is much riskier than it may appear at first glance.

## Binary Situations

A binary situation is one in which there are two alternatives with no grey area between them. The problem with the vast majority of puzzles is that either the players will solve them or they won't. This is not necessarily a bad thing, but it is risky because it is all or nothing.

For a perfect example we need look no farther than the movie *Labyrinth*. At one point Sarah is confronted with two doors of which she must choose one. One door leads to the castle (her goal) while the other leads to certain death. The doors can talk, but obey the rules of a classic riddle: one always tells the truth while the other lies. From this information alone Sarah must choose the correct door. This works in the movie because the interest isn't whether or not she will answer the riddle, but the interchange between her and the doors, the delivery of lines and so on. Of course she answers the riddle correctly or the movie would have been much shorter.

In a game that “or” can be quite a specter. Unless it is the end of the campaign it probably isn't a good idea to put the player characters into life-or-death binary situations. In the realm of gaming the players will either know the answer to the riddle, in which case there is no challenge, or they don't and will most likely resort to randomly choosing a door. (Actually, they will probably try to subvert the riddle situation, but if the situation is truly binary that will fail.)

## Disguised Binary Situations

A similar problem is where the situation doesn't seem binary, but in game terms works out that way. For example, the campaign may involve solving a riddle. If the riddle can be solved in pieces it may not seem binary, but if the campaign can only be successfully concluded if each piece of the riddle is

solved then it is, in fact, a binary situation.

The difficulty of binary situations is in how they are employed—here the difficulty is in recognizing them for what they are. To a great extent experience is how they can be identified, but there are some sign posts. Multiple steps or stages are still binary if the final result is either complete success or complete failure.

### Single Choice

Sometimes single choice situations are obvious and sometimes they are more difficult to recognize than disguised binary situations. Many times a single choice situation is perfectly fine, but sometimes it is not.

A single choice is rarely good if it is being used to force the player characters down a given path. The players will resent being forced and this can lead to sticky situations. The critical point here is the forcing: if the players would choose the sole presented option anyway there is rarely any issue.

More commonly the situation appears to present many options, but in game terms there is only one real choice. It takes experience with gaming and an understanding of the players to recognize these and what it is that narrows the options.

### Passage of Time

The more detail and individual items are addressed the slower time will pass in the game. Pacing is individual and can vary substantially even during a single session. But fast or slow there are certain sign posts and markers: the phases of the moon and the march of the year.

In the ancient world the equinoxes and solstices marked the passing of the seasons. The summer solstice marked midsummer while the winter solstice marked midwinter. The vernal equinox marked the middle of spring and the autumnal equinox that of fall. At some point these season definitions changed and in the United States the winter solstice is considered to mark the beginning of winter. These rules follow the ancient conventions and Shakespeare's *Midsummer Night's Dream* occurs when it is supposed to: on the eve of the summer solstice.

### Lunar Cycle

The phases of the moon are an even more complicated subject for the length of a lunar month varies with an average length of 29½ days. One way of dealing with this is to roll a single die to determine month length: if the roll is odd it is 29 days in length, otherwise it is 30. When consulting the lunar phase table a 29 day month skips either day 9 or day 24. Though not strictly accurate it should serve well enough for game purposes.

The time of moon rise, set and zenith can be approximated by consulting a table and, optionally, rolling for the variance.

### Solar Cycle

The sun rises and sets at different times depending on time of year and latitude. A table of approximate times is provided for 40°, 50°, 60° and 70° North latitude. 40° North latitude is about right for southern Europe. Most of Europe is near 50° North latitude.































The times given are for full dark, twilight, false light and rise/set. These are intentionally given in approximately ten day spans with the time rounded to the nearest quarter hour. This allows them to be roughly correct from year to year and with some leeway in latitude. The dates and times for the longest days, shortest days and equal days are given exactly as they may have special significance. It should be noted that the actual days and times will vary from year to year.

The vernal equinox is usually 20 March or 21 March, the summer solstice is usually 20 June or 21 June, the autumnal equinox is usually 22 September or 23 September and the winter solstice is usually 21 December or 22 December.



<b>Sun Rise/Set</b>									
<i>Month</i>	<i>Timing</i>	<i>Dark</i>	<i>Twilight</i>	<i>False</i>	<i>Sunrise</i>	<i>Sunset</i>	<i>Evening</i>	<i>Twilight</i>	<i>Dark</i>
January	Early	05:45	06:15	07:00	07:30	17:00	17:30	18:00	18:30
	Mid	05:45	06:15	07:00	07:15	17:15	17:45	18:15	18:45
	Late	05:45	06:15	06:45	07:15	17:30	17:45	18:30	19:00
February	Early	05:45	06:15	06:45	07:15	17:30	18:00	18:30	19:00
	Mid	05:30	06:00	06:30	07:00	17:45	18:15	18:45	19:15
	Late	05:15	05:45	06:15	06:45	18:00	18:15	19:00	19:15
March	Early	05:00	05:30	06:15	06:30	18:00	18:30	19:00	19:30
	Mid	04:45	05:15	05:45	06:15	18:15	18:45	19:15	19:45
	Late	04:30	05:00	05:30	06:00	18:30	18:45	19:30	20:00
April	Early	04:15	04:45	05:16	05:45	18:30	19:00	19:30	20:00
	Mid	04:00	04:30	05:00	05:30	18:45	19:15	19:45	20:15
	Late	03:45	04:15	04:45	05:15	19:00	19:15	20:00	20:30
May	Early	03:30	04:00	04:45	05:00	19:00	19:30	20:00	20:45
	Mid	03:15	03:45	04:30	05:00	19:15	19:45	20:15	21:00
	Late	03:00	03:45	04:15	04:45	19:15	19:45	20:30	21:15
June	Early	02:45	03:30	04:15	04:45	19:30	20:00	20:30	21:15
	Mid	02:45	03:30	04:15	04:45	19:30	20:00	20:45	21:30
	Late	02:45	03:30	04:15	04:45	19:30	20:00	20:45	21:30
July	Early	03:00	03:45	04:15	04:45	19:30	20:00	20:45	21:30
	Mid	03:00	03:45	04:30	05:00	19:30	20:00	20:30	21:15
	Late	03:15	04:00	04:30	05:00	19:15	19:45	20:30	21:00
August	Early	03:30	04:15	04:45	05:15	19:15	19:45	20:15	21:00
	Mid	03:45	04:15	05:00	05:30	19:00	19:30	20:00	20:30
	Late	04:00	04:30	05:00	05:30	18:45	19:15	19:45	20:15
September	Early	04:15	04:45	05:15	05:45	18:30	19:00	19:30	20:00
	Mid	04:15	04:45	05:15	05:45	18:15	18:45	19:15	19:45
	Late	04:30	05:00	05:30	06:00	18:00	18:30	19:00	19:30
October	Early	04:45	05:15	05:45	06:00	17:45	18:15	18:45	19:15
	Mid	04:45	05:15	05:45	06:15	17:30	18:00	18:30	19:00
	Late	05:00	05:30	06:00	06:30	17:15	17:45	18:15	18:45
November	Early	05:00	05:45	06:15	06:30	17:00	17:30	18:00	18:30
	Mid	05:15	05:45	06:15	06:45	17:00	17:15	17:45	18:30
	Late	05:30	06:00	06:30	07:00	16:45	17:15	17:45	18:15
December	Early	05:30	06:00	06:45	07:00	16:45	17:15	17:45	18:15
	Mid	05:45	06:15	06:45	07:15	16:45	17:15	17:45	18:30
	Late	05:45	06:15	07:00	07:15	17:00	17:30	18:00	18:30

**Moon Rise/Set**

Phase	Day	Rise	Zenith	Set	Phase	Day	Rise	Zenith	Set
	1	r	n	s		16	s	m	s
	2	r+1	n+1	s+1		17	s+1	m+1	r+1
	3	r+2	n+2	s+2		18	s+2	m+2	r+2
	4	r+3	n+3	s+3		19	s+3	m+3	r+3
	5	n-3	s-3	m-3		20	m-3	r-3	n-3
	6	n-2	s-2	m-2		21	m-2	r-2	n-2
	7	n-1	s-1	m-1		22	m-1	r-1	n-1
	8	n	s	m		23	m	r	n
	9	n+ <sup>3</sup> / <sub>8</sub>	s+ <sup>3</sup> / <sub>8</sub>	m+ <sup>3</sup> / <sub>8</sub>		24	m+ <sup>3</sup> / <sub>8</sub>	r+ <sup>3</sup> / <sub>8</sub>	n+ <sup>3</sup> / <sub>8</sub>
	10	n+1	s+1	m+1		25	m+1	r+1	n+1
	11	n+2	s+2	m+2		26	m+2	r+2	n+2
	12	n+3	s+3	m+3		27	m+3	r+3	n+3
	13	s-3	m-3	r-3		28	r-3	n-3	s-3
	14	s-2	m-2	r-2		29	r-2	n-2	s-2
	15	s-1	m-1	r-1		30	r-1	n-1	s-1
r: sunrise		n: noon		s: sunset		m: midnight			

**Moon Shift**

Id10	Rise/Set
1	- <sup>1</sup> / <sub>4</sub> (0:15)
2, 3	- <sup>1</sup> / <sub>8</sub> (0:08)
4-7	0 (0:00)
8, 9	+ <sup>1</sup> / <sub>8</sub> (0:08)
10	+ <sup>1</sup> / <sub>4</sub> (0:15)

The moon generally rises an hour later each night, though sometimes a half hour or less difference is noted. Roll the hour offset for moon rise and moon set separately. The offset for zenith is the average of the two.































The table gives the “expected” times for moon rise, moon set and the moon’s zenith. If the month is 29 days in length omit either day 9 or day 24. If day 9 or day 24 are observed they alter the expected times for the preceding day as follows:

day 8      n-<sup>3</sup>/<sub>8</sub>      s-<sup>3</sup>/<sub>8</sub>      m-<sup>3</sup>/<sub>8</sub>

day 23      m-<sup>3</sup>/<sub>8</sub>      r-<sup>3</sup>/<sub>8</sub>      n-<sup>3</sup>/<sub>8</sub>

The lunar cycle is far too complex to model so simply. This is only intended to give results suggestive of reality.

**Lunar Illumination**

Phase	Day	Rise	Low	Sky	Zenith	Phase	Day	Rise	Low	Sky	Zenith
	1	—	—	—	—		16	-8	-6	-4	-2
	2	-20	-18	-16	-14		17	-9	-7	-5	-3
	3	-19	-17	-15	-13		18	-10	-7	-5	-3
	4	-18	-16	-14	-12		19	-10	-8	-6	-4
	5	-17	-15	-13	-11		20	-11	-9	-7	-5
	6	-16	-14	-12	-10		21	-12	-10	-8	-6
	7	-15	-13	-11	-9		22	-13	-11	-9	-7
	8	-14	-12	-10	-8		23	-14	-12	-10	-8
	9	-14	-12	-10	-8		24	-14	-12	-10	-8
	10	-13	-11	-9	-7		25	-15	-13	-11	-9
	11	-12	-10	-8	-6		26	-16	-14	-12	-10
	12	-11	-9	-7	-5		27	-17	-15	-13	-11
	13	-10	-8	-6	-4		28	-18	-16	-14	-12
	14	-10	-7	-5	-3		29	-19	-17	-15	-13
	15	-9	-7	-5	-3		30	-20	-18	-16	-14

**20° North**

<i>Month</i>	<i>Timing</i>	<i>Dark</i>	<i>Twilight</i>	<i>False</i>	<i>Rise</i>	<i>Set</i>	<i>Evening Twilight</i>	<i>Dark</i>	
January	Early	05:15	05:45	06:15	06:30	17:30	18:00	18:30	19:00
	Middle	05:15	05:45	06:15	06:45	17:45	18:00	18:30	19:00
	Late	05:15	05:45	06:15	06:30	17:45	18:15	18:45	19:00
February	Early	05:15	05:45	06:15	06:30	18:00	18:15	18:45	19:15
	Middle	05:15	05:45	06:00	06:30	18:00	18:15	18:45	19:15
	Late	05:15	05:30	06:00	06:30	18:00	18:30	18:45	19:15
March	Early	05:00	05:30	06:00	06:15	18:00	18:30	19:00	19:15
	Middle	05:00	05:15	05:45	06:15	18:15	18:30	19:00	19:30
	Late	04:45	05:15	05:30	06:00	18:15	18:30	19:00	19:30
April	Early	04:30	05:00	05:30	05:45	18:15	18:30	19:00	19:30
	Middle	04:30	05:00	05:15	05:45	18:15	18:45	19:00	19:30
	Late	04:15	04:45	05:15	05:30	18:15	18:45	19:15	19:45
May	Early	04:15	04:45	05:00	05:30	18:30	18:45	19:15	19:45
	Middle	04:00	04:30	05:00	05:30	18:30	18:45	19:15	19:45
	Late	04:00	04:30	05:00	05:15	18:30	19:00	19:30	20:00
June	Early	04:00	04:30	05:00	05:15	18:30	19:00	19:30	20:00
	Middle	04:00	04:30	05:00	05:15	18:45	19:00	19:30	20:00
	Late	04:00	04:30	05:00	05:15	18:45	19:00	19:30	20:00
July	Early	04:00	04:30	05:00	05:30	18:45	19:00	19:30	20:00
	Middle	04:00	04:30	05:00	05:30	18:45	19:00	19:30	20:00
	Late	04:15	04:45	05:15	05:30	18:45	19:00	19:30	20:00
August	Early	04:15	04:45	05:15	05:30	18:30	19:00	19:30	20:00
	Middle	04:15	04:45	05:15	05:45	18:30	18:45	19:15	19:45
	Late	04:30	05:00	05:00	05:45	18:15	19:00	19:15	19:30
September	Early	04:30	05:00	05:30	05:45	18:15	18:30	19:00	19:30
	Middle	04:30	05:00	05:30	05:45	18:00	18:30	18:45	19:15
	Late	04:30	05:00	05:30	05:45	18:00	18:15	18:45	19:00
October	Early	04:45	05:00	05:30	05:45	17:45	18:00	18:30	19:00
	Middle	04:45	05:00	05:30	06:00	17:30	18:00	18:30	18:45
	Late	04:45	05:15	05:30	06:00	17:30	17:45	18:15	18:45
November	Early	04:45	05:15	05:45	06:00	17:30	17:45	18:15	18:45
	Middle	04:45	05:15	05:45	06:15	17:15	17:45	18:15	18:30
	Late	05:00	05:30	05:45	06:15	17:15	17:45	18:15	18:30
December	Early	05:00	05:30	06:00	06:15	17:15	17:45	18:15	18:45
	Middle	05:15	05:30	06:00	06:30	17:30	17:45	18:15	18:45
	Late	05:15	05:45	06:15	06:30	17:30	17:45	18:15	18:45

*Vernal Equilux: March 15, 06:09–18:09*

*Summer Days: June 20, 05:21–18:42 (span of three days have the same length)*

*Autumnal Equilux: September 29, 05:50–17:50*

*Winter Nights: December 28, 06:33–17:29 (span of three days have the same length)*



## 40° North

Month	Timing	Dark	Twilight	False	Rise	Set	Evening Twilight	Dark	
January	Early	05:45	06:15	06:45	07:15	16:45	17:15	18:00	18:30
	Middle	05:45	06:15	06:45	07:15	17:00	17:30	18:00	18:30
	Late	05:45	06:15	06:45	07:15	17:15	17:45	18:15	18:45
February	Early	05:30	06:00	06:30	07:00	17:30	17:45	18:30	19:00
	Middle	05:30	06:00	06:30	07:00	17:30	18:00	18:30	19:00
	Late	05:15	05:45	06:15	06:45	17:45	18:15	18:45	19:15
March	Early	05:00	05:30	06:00	06:30	18:00	18:30	19:00	19:30
	Middle	04:45	05:15	05:45	06:15	18:15	18:30	19:00	19:45
	Late	04:15	05:00	05:30	05:45	18:15	18:45	19:15	19:45
April	Early	04:00	04:30	05:15	05:30	18:30	19:00	19:30	20:00
	Middle	03:45	04:15	05:00	05:15	18:45	19:15	19:45	20:15
	Late	03:30	04:00	04:45	05:00	18:45	19:15	20:00	20:30
May	Early	03:15	03:45	04:30	05:00	19:00	19:30	20:00	20:45
	Middle	03:00	03:30	04:15	04:45	19:15	19:45	20:15	21:00
	Late	02:45	03:30	04:00	04:30	19:15	19:45	20:30	21:15
June	Early	02:30	03:15	04:00	04:30	19:30	20:00	20:45	21:30
	Middle	02:30	03:15	04:00	04:30	19:30	20:00	20:45	21:30
	Late	02:30	03:15	04:00	04:30	19:30	20:00	20:45	21:30
July	Early	02:30	03:30	04:00	04:30	19:30	20:00	20:45	21:30
	Middle	02:45	03:30	04:15	04:45	19:30	20:00	20:45	21:30
	Late	03:00	03:45	04:30	05:00	19:15	19:45	20:30	21:15
August	Early	03:15	04:00	04:30	05:00	19:15	19:45	20:15	21:00
	Middle	03:30	04:15	04:45	05:15	19:00	19:30	20:00	20:30
	Late	03:45	04:15	05:00	05:30	18:45	19:00	19:45	20:15
September	Early	04:00	04:30	05:00	05:30	18:30	18:45	19:30	20:00
	Middle	04:15	04:45	05:15	05:45	18:15	18:30	19:00	19:45
	Late	04:15	05:00	05:30	05:45	17:45	18:15	18:45	19:15
October	Early	04:30	05:00	05:30	06:00	17:30	18:00	18:30	19:00
	Middle	04:45	05:15	05:45	06:15	17:15	17:45	18:15	18:45
	Late	05:00	05:30	06:00	06:30	17:00	17:30	18:00	18:30
November	Early	05:00	05:30	06:00	06:30	17:00	17:15	18:00	18:30
	Middle	05:15	05:45	06:15	06:45	16:45	17:15	17:45	18:15
	Late	05:15	06:00	06:30	07:00	16:30	17:00	17:45	18:15
December	Early	05:30	06:00	06:30	07:00	16:30	17:00	17:45	18:15
	Middle	05:45	06:15	06:45	07:15	16:30	17:00	17:45	18:15
	Late	05:45	06:15	06:45	07:15	16:45	17:15	17:45	18:15

*Vernal Equilux: March 17, 06:08–18:09*

*Summer Days: June 22, 04:32–19:32 (span of seven days have the same length)*

*Autumnal Equilux: September 25, 05:51–17:52*

*Winter Nights: December 22, 07:19–16:39 (span of thirteen days have the same length)*

## 50° North

<i>Month</i>	<i>Timing</i>	<i>Dark</i>	<i>Twilight</i>	<i>False</i>	<i>Rise</i>	<i>Set</i>	<i>Evening Twilight</i>	<i>Dark</i>	
January	Early	06:00	06:45	07:15	08:00	16:15	16:45	17:30	18:15
	Middle	06:00	06:30	07:15	07:45	16:30	17:00	17:45	18:30
	Late	05:45	06:30	07:00	07:45	16:45	17:15	18:00	18:45
February	Early	05:45	06:15	07:00	07:30	17:00	17:30	18:15	18:45
	Middle	05:30	06:00	06:45	07:15	17:15	17:45	18:30	19:00
	Late	05:00	05:45	06:15	07:00	17:30	18:00	18:45	19:30
March	Early	04:45	05:30	06:00	06:30	17:45	18:15	19:00	19:30
	Middle	04:15	05:00	05:45	06:15	18:00	18:45	19:15	20:00
	Late	04:00	04:30	05:15	05:45	18:30	19:00	19:30	20:15
April	Early	03:30	04:15	05:00	05:30	18:45	19:15	19:45	20:30
	Middle	03:00	03:45	04:30	05:00	19:00	19:30	20:15	21:00
	Late	02:30	03:30	04:15	04:45	19:15	19:45	20:30	21:30
May	Early	02:00	03:00	03:45	04:30	19:30	20:00	20:45	21:45
	Middle	01:30	02:45	03:30	04:15	19:45	20:15	21:15	22:30
	Late	00:45	02:15	03:15	04:00	20:00	20:30	21:30	23:15
June	Early	—	02:00	03:15	04:00	20:00	20:45	21:45	—
	Middle	—	02:00	03:00	03:45	20:15	21:00	22:00	—
	Late	—	02:00	03:15	03:45	20:15	21:00	22:00	—
July	Early	—	02:15	03:15	04:00	20:15	21:00	22:00	—
	Middle	00:45	02:30	03:30	04:15	20:00	20:45	21:45	23:15
	Late	01:30	02:45	03:45	04:30	19:45	20:30	21:15	22:30
August	Early	02:00	03:15	04:00	04:30	19:30	20:15	21:00	22:00
	Middle	02:45	03:30	04:15	04:45	19:15	19:45	20:30	21:30
	Late	03:00	03:45	04:30	05:15	19:00	19:30	20:15	21:00
September	Early	03:30	04:15	04:45	05:15	18:30	19:15	19:45	20:30
	Middle	03:45	04:30	05:00	05:30	18:15	18:45	19:30	20:00
	Late	04:00	04:45	05:15	06:00	17:45	18:15	19:00	19:30
October	Early	04:15	05:00	05:30	06:00	17:30	18:00	18:45	19:15
	Middle	04:30	05:15	05:45	06:30	17:00	17:45	18:15	19:00
	Late	05:00	05:30	06:15	06:45	16:45	17:15	18:00	18:30
November	Early	05:00	05:45	06:15	07:00	16:30	17:00	17:45	18:15
	Middle	05:15	06:00	06:45	07:15	16:15	16:45	17:30	18:15
	Late	05:30	06:15	07:00	07:30	16:00	16:45	17:15	18:00
December	Early	05:45	06:30	07:00	07:45	16:00	16:30	17:15	18:00
	Middle	06:00	06:30	07:15	08:00	16:00	16:30	17:15	18:00
	Late	06:00	06:45	07:15	08:00	16:00	16:45	17:30	18:00

*Vernal Equilux: March 17, 06:09–18:09*

*Summer Days: June 20, 03:51–20:13 (span of seven days have the same length)*

*Autumnal Equilux: September 25, 05:51–17:51*

*Winter Nights: December 21, 07:56–16:00 (span of three days have the same length)*

## 60° North

Month	Timing	Dark	Twilight	False	Rise	Set	Evening Twilight	Dark	
January	Early	06:15	07:15	08:00	09:00	15:15	16:00	17:00	18:00
	Middle	06:15	07:00	08:00	08:45	15:30	16:30	17:15	18:15
	Late	06:00	06:45	07:45	08:30	16:00	16:45	17:45	18:30
February	Early	05:45	06:30	07:15	08:00	16:30	17:15	18:00	18:45
	Middle	05:15	06:00	07:00	07:45	16:45	17:30	18:15	19:15
	Late	05:00	05:45	06:30	07:15	17:15	18:00	18:45	19:30
March	Early	04:30	05:15	06:00	06:45	17:45	18:15	19:15	20:00
	Middle	03:45	04:45	05:30	06:15	18:00	18:45	19:30	20:30
	Late	03:15	04:00	05:00	05:45	18:30	19:15	20:00	21:00
April	Early	02:30	03:30	04:30	05:15	19:00	19:45	20:30	21:45
	Middle	01:30	03:00	04:00	04:45	19:15	20:00	21:15	22:45
	Late	—	02:00	03:15	04:15	19:45	20:30	22:00	—
May	Early	—	01:15	02:45	03:45	20:15	21:00	22:45	—
	Middle	—	—	02:15	03:15	20:30	21:45	—	—
	Late	—	—	01:45	03:00	21:00	22:15	—	—
June	Early	—	—	01:15	02:45	21:15	22:45	—	—
	Middle	—	—	00:45	02:30	21:30	23:15	—	—
	Late	—	—	01:00	02:45	21:30	23:15	—	—
July	Early	—	—	01:15	02:45	21:15	22:45	—	—
	Middle	—	—	01:45	03:00	21:00	22:15	—	—
	Late	—	—	02:30	03:30	20:45	21:45	—	—
August	Early	—	01:15	03:00	03:45	20:15	21:15	23:00	—
	Middle	—	02:15	03:30	04:15	19:45	20:45	22:00	—
	Late	01:30	03:00	04:00	04:45	19:15	20:00	21:15	22:30
September	Early	02:15	03:30	04:15	05:00	18:45	19:30	20:30	21:45
	Middle	03:00	04:00	04:45	05:30	18:15	19:00	19:45	20:45
	Late	03:30	04:30	05:15	06:00	17:45	18:30	19:15	20:00
October	Early	04:00	04:45	05:30	06:15	17:15	18:00	18:45	19:45
	Middle	04:30	05:15	06:00	06:45	16:45	17:30	18:15	19:00
	Late	04:45	05:30	06:30	07:15	16:15	17:00	17:45	18:45
November	Early	05:15	06:00	06:45	07:30	16:00	16:45	17:30	18:15
	Middle	05:30	06:15	07:15	08:00	15:30	16:15	17:15	18:00
	Late	05:45	06:45	07:30	08:30	15:15	16:00	17:00	17:45
December	Early	06:00	06:45	07:45	08:45	15:00	16:00	16:45	17:45
	Middle	06:15	07:00	08:00	09:00	15:00	15:45	16:45	17:45
	Late	06:15	07:15	08:00	09:00	15:00	16:00	17:00	17:45

*Vernal Equilux: March 17, 06:10–18:08*

*Summer Days: June 21, 02:36–21:28 (span of four days have the same length)*

*Autumnal Equilux: September 25, 05:52–17:50*

*Winter Nights: December 21, 09:02–14:54 (span of three days have the same length)*

## 70° North

<i>Month</i>	<i>Timing</i>	<i>Dark</i>	<i>Twilight</i>	<i>False</i>	<i>Rise</i>	<i>Set</i>	<i>Evening Twilight</i>	<i>Dark</i>	
January	Early	06:45	08:00	09:45	**	**	14:30	16:15	17:30
	Middle	06:30	07:45	09:15	**	**	15:00	16:30	17:45
	Late	06:15	07:15	08:45	10:15	14:15	15:45	17:15	18:15
February	Early	05:45	06:45	08:00	09:30	15:00	16:15	17:45	18:45
	Middle	05:00	06:15	07:30	08:30	16:00	17:00	18:15	19:30
	Late	04:30	05:30	06:45	07:45	16:45	17:45	19:00	20:00
March	Early	03:45	05:00	06:00	07:00	17:15	18:15	19:30	20:45
	Middle	02:30	04:00	05:15	06:15	18:00	19:00	20:15	22:00
	Late	—	03:00	04:15	05:30	18:45	19:45	21:15	—
April	Early	—	01:45	03:30	04:45	19:30	20:30	22:30	—
	Middle	—	—	02:30	03:45	20:15	21:30	—	—
	Late	—	—	00:45	03:00	21:00	23:30	—	—
May	Early	—	—	—	02:00	22:00	—	—	—
	Middle	—	—	—	00:15	23:45	—	—	—
	Late	—	—	—	—	—	—	—	—
June	Early	—	—	—	—	—	—	—	—
	Middle	—	—	—	—	—	—	—	—
	Late	—	—	—	—	—	—	—	—
July	Early	—	—	—	—	—	—	—	—
	Middle	—	—	—	—	—	—	—	—
	Late	—	—	—	—	—	—	—	—
August	Early	—	—	—	02:00	22:00	—	—	—
	Middle	—	—	00:45	03:00	21:00	23:00	—	—
	Late	—	—	02:30	04:00	20:00	21:30	—	—
September	Early	—	01:15	03:15	04:30	19:15	20:30	22:30	—
	Middle	—	02:45	04:15	05:15	18:30	19:30	21:00	—
	Late	02:00	03:45	05:00	06:00	17:45	18:45	20:00	21:30
October	Early	03:00	04:15	05:30	06:30	17:00	18:00	19:15	20:30
	Middle	03:45	05:00	06:15	07:15	16:15	17:15	18:30	19:30
	Late	04:30	05:45	07:00	08:15	15:15	16:30	17:45	19:00
November	Early	05:00	06:15	07:30	09:00	14:30	16:00	17:15	18:15
	Middle	05:45	06:45	08:15	10:00	13:30	15:15	16:30	17:45
	Late	06:00	07:30	09:00	**	**	14:45	16:15	17:30
December	Early	06:30	07:45	09:30	**	**	14:15	16:00	17:15
	Middle	06:45	08:00	09:45	**	**	14:00	15:45	17:15
	Late	06:45	08:00	10:00	**	**	14:15	16:00	17:15

*Vernal Equilux: March 18, 06:07–18:11*

*Eternal Day: May 16, 00:12–July 27, 23:32*

*Autumnal Equilux: September 25, 05:53–17:48*

*Eternal Night: (11:16 sunrise) November 24, 12:17–January 17, 12:00 (12:21 sunset)*



# Hero Points

**A**s presented the rules make for a game that is adventurous, but somewhat realistic. If you take a swan dive off of a hundred foot bluff you aren't likely to be alive after hitting the ground. If you attempt to single handedly take on a thousand kobolds, even as a rune master, you are unlikely to survive the attempt. But what if you want a more heroic game? The solution is hero points.

At the beginning and throughout a scenario the referee hands out hero points to the players. These points are then used as the player sees fit to influence the game. To tune how heroic the game should be the referee simply adjusts how many hero points are awarded in a scenario. This flexibility allows a referee to make on-the-fly adjustments. In most cases the referee will know before the players if they are about to step into a problem bigger then they can handle and, by awarding hero points, you can prepare them to handle the situation rather than having to fudge on the spot when one or more player character lives are at stake.

As a guideline, a solidly heroic game would award one hero point to each player for each major fight, plus one for the scenario. This is enough to allow a party to take on superior odds and win by riding any waves of good luck and weathering the bad.

There are two times hero points can be used: during play and at the end of a scenario. Any hero points not used before the next scenario begins are simply lost.

## During Game Play

While a character's player has at least one her point then damage taken does not impact morale. If the last hero point is used then any further damage does impact morale. A token can be used at any time during play to do *one* of the following:

*Reroll* a roll that just occurred and choosing which of the two rolls is preferred. If the roll has already been followed by another roll dependent on the first then the roll cannot be re-rolled. For example, if damage has been rolled then the attack itself cannot be re-rolled., only the damage.

*Improve Level of Success* in a Resolution Table

roll by two levels. That is, a miss would become a special or a normal success a critical success.

*Improve Skill* score by 6 in a single usage, gaining whatever benefit would be accrued if the skill score were truly six points more. For example, this will improve the range, duration, area scores and maximum spell level for a thaumaturge, allow a martial artist to utilize more techniques in a round, increase the number of people that can be tracked with Tactics and so on. The character must know the skill, though he need not have spent any EP on it. For example, this *can* be used to a boost a psychic disciplien the character has no EP in *if* he has awakened the discipline.

*Borrow Source* from another party member with whom the character is in physical contact. This allows the character to utilize the gather source for a single, continuous usage.

*Restore Attribute* of one point of permanent loss, or up to five points of temporary loss.

*Second Wind* completely recovers five FP, including the 1 LFP that would normally be left.

*Reflexive Gathering* recovers a number of MP determined by the scarcity of the source. Very Scarce restores 1 MP, Scarce 2 MP, Normal abundance by 3 MP, Abundant by 4 MP and Very Abundant by 5 MP.

*Tap Source* allows a character whose gather source is unavailable to use it as Very Scarce for a single, continuous usage.

## After a Scenario

A hero point can be used after a scenario to affect the spending of experience points or create a special effect that lasts until the end of the next scenario. The effect can be *one* of the following per her point used.

*Experience* points earned for the scenario are increased by the number of points awarded per session. For example, in a campaign for 65-point characters this would be an additional 3 EP.

*Increase Attribute* by a single point. This does not affect skill aptitudes (and thus does not affect skill scores), but does affect anything else dependent on the attribute. This lasts through the end of the next scenario.

*Attribute Point* buys one attribute point, but



only if the attribute was increased at the end of the previous scenario. For example, if a human with STR 17 uses a hero point to increase STR to 18 then at the end of the scenario he could use a hero point to buy one attribute point in strength giving it an actual, permanent score of STR 18. If he then used a hero point to increase STR to 19 at the end of the following two scenarios if he used hero points to buy two attribute points it would be permanently raised to STR 19.

*Skill Focus* removes the quarter-experience point limit for spending experience. For example, the character could have all experience spent on a single skill, or divided between two or three skills.

*Skill Comprehension* removes training, practice and study restrictions for a single skill, including psychic disciplines. For example, a thaumaturge could spend a hero point to be able to spend EP on a thaumaturgy lists skill without having the requisite book. Or a character could awaken a psychic power and so be able to spend EP on it.

*Improve Mastery* counts as five “uses” of an item when mastering it with Operate Artifact, or the equivalent for any improvement of degrees of mastery—such as with memorizing something.

# Character Catchup

If a game involves multiple characters then there will likely be times when one or more characters are left out of and adventure. At such times it may suffice to simply state they “stayed in town” and charge them for the cost of living. The following rules provide the possibility for more detail while still resolving things in a summary manner.

The use of these rules is entirely up to the referee. They should be taken as suggestive, rather than authoritative. Moreover, referees are encouraged to customize them for their own campaigns and locals. The tables presented here are necessarily generic in nature and may produce results that are unlikely, inconsistent or even impossible for a given location in a campaign.

For these reasons the referee should familiarize himself with these rules before play to minimize such surprises.

## Setup

Some things need to be determined before starting the character catchup process. These include time scale, cost of living and basic behavior. The referee determines the time scale while the player sets the level of living and basic behavior of the character.

## Time Scale

The first thing to decide is the time scale to use. If there are less than two weeks a scale of one day is recommended. In most other cases a scale of one week is good, though for particularly long time frames using a month may be preferable to facilitate the process. Longer time scales are really not suitable for the rules as presented.

## Daily

When using a one day time scale “big” events are not very likely and this is reflected on the daily event table. Certain rolls are re-rolled on the weekly event table to retain their possibility.

## Weekly

When using a weekly time scale certain “small” events may occur more than once. To avoid multiple rolls (if such is desired the daily time should be used) while retaining this possibility some results in-

dicates that an event occurred more than once. These should be resolved separately. Conversely, some “big” events are not very likely and this is reflected by some results indicating a re-roll using the monthly event table.

## Monthly

When using a monthly time scale reference is occasionally made to multiple daily or weekly events. In such cases those should be resolved separately.

## Cost of Living

The basic cost of living is determined by the quality of living to be maintained and summary costs are provided for daily, weekly and monthly time scales. This basic cost is supplemented by a suggested additional cost. The additional cost is to reflect additional spending that, while not required to maintain the quality, is required to maintain a standard of living.

## Quality

The quality of living relates to the cleanliness of housing, frequency of bathing and laundry, quality of food and drink and so on.

## Standard

The standard of living relates to the social requirements, such as eating in a more expensive upscale establishment so as to rub shoulders with other notables, or extravagant or philanthropic spending to demonstrate status, and so on. In essence, any cost related to demonstrating status that is not part of the quality is “standard of living”

Cost of Living (Quality)			
Level	Daily	Weekly	Monthly
Utterly Destitute	0 cp	0 cp	0 cp
Homeless	¼ cp	1¾ cp	7½ cp
Impoverished	½ cp	3½ cp	1¼ sp
Poor	1 cp	7 cp	2½ sp
Artisan	2 cp	1½ sp	5 sp
Shopkeep	4 cp	2⅓ sp	10 sp
Merchant	8 cp	4⅔ sp	20 sp
Minor Nobility	1⅓ sp	9⅓ sp	40 sp
Nobility	1⅔ sp	18⅔ sp	80 sp
Royalty	5⅓ sp	37⅓ sp	8 gp
Emperor	10⅔ sp	74⅔ sp	16 gp
World Emperor	21⅓ sp	149⅓ sp	32 gp

expense.

### **Levels of Living**

The scale used has ten levels ranging from Utterly Destitute to Emperor.

#### **Utterly Destitute (0 cp)**

An utterly destitute character pays nothing, but must scavenge food which will be of the lowest quality. Clothing consists solely of whatever rags remain or can be scavenged. Shelter is non-existent. Malnourishment and disease are constant problems.

#### **Homeless (1 cp)**

A homeless character has only what shelter is provided through charity. While food may be supplemented through charity there is a minimal cost for the regional food staple—usually beans, bread or fish. Disease and malnutrition are significant concerns.

### **Basic Behavior**

The player determines the basic behavior of the character in accordance with personality and alignment. This is generalized to provide some degree of influence over the random events. A character can be cautious or carefree, social or reserved.

#### **Cautious**

A cautious character hides his wealth as best as he can. This reduces his liability when mugged or robbed, but also can cause him to miss opportunities.

#### **Carefree**

A carefree character visibly carries his money and as much as is reasonable. He doesn't bother to hide wealth or belongings which increases his liability when mugged or robbed. However, it also increases the likelihood of certain potentially beneficial events.

#### **Social**

A character who is active socially has increased costs but is more likely to have social events.

#### **Reserved**

A character who is reserved minimizes extraneous spending, but also has greatly diminished chance for social opportunity.





for easy reference, provides creature list by general type, e.g., natural (fox, deer, boar), fantasy (griffon, dragon, giant), unnatural (tunnel slug, ilkthior), sentients (kaablin, goblin, elf, human), undead (skeleton, ghoul, ghast, zombie)